

ALBUERA 1811

BERESFORD VS. SOULT



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1.0 Introduction.

The board wargame "Albuera 1811: Beresford vs. Soult" allows to replay the events of this battle. However, it is not only a simulation. Players takes decisions about the place and way to attack or defend. For this reason the outcome of the battle can differ from the historical one. Both sides have certain advantages and the key to success is proper use of them.

2.0 Components.

The game box includes:

- this rulebook;
- board (68 x 98 cm) representing the terrain where the battle took place. Hexagonal grid is added to facilitate units movement and calculation of distances between them;
- 648 die-cut counters (15 x 15 mm) representing units participating in the battle and auxiliary markers;
- 25 counters (15 x 30 mm) representing infantry units in Line array;
- 1 ten-sided die.

[2.1]. Scale of the game. One Game Turn equals 15 minutes of real time. One hex on the map represents around 150 meters of terrain. Unit counters represent three distinct arms, present on Napoleonic battlefield: infantry, cavalry and artillery. Infantry units are organized in battalions, cavalry in squadrons. One artillery counter represents from 2 to 8 guns. One point of Manpower is 100 infantrymen or cavalrymen.

[2.2]. Die. In "Albuera 1811" random events are resolved using a 10-sided die. Result "0" means zero and not ten.

3.0 Gameplay.

[3.1]. Players decide which one of them will command Coalition forces and which will control French troops. Before starting the game, units must be set up on hexes in accordance with scenario instructions. Commanders chits with question marks on the back side are placed next to the board - they will compose Activation Pool.



[3.2]. To facilitate procedures of the game, the whole gameplay is divided into 16 Game Turns. Each Game Turn consists of Phases, during which players resolve certain actions. When all the actions are done, TURN marker is moved onto the next box of the Turn/Victory Points Track. Game ends after conclusion of the 16th Game Turn or when one of the players will achieve Automatic Victory - see [16.4].

[3.3]. Actions resolved during each Game Turn:

Phase 1. Creation of Activation Pool - see scenario details.

Phase 2. Draw of one chit from Activation Pool. One player (it does not matter which one) blindly draws one chit from Activation Pool.

Subphase 2.1. Commander Activation. Activated commander's counter is flipped on the side with white bar.

Subphase 2.2. Movement of units. During this subphase Fire Combat, cavalry Charges and Counterattacks are resolved.

Subphase 2.3. Movement of the activated commander.

Subphase 2.4. Clash. During this subphase hand-to-hand combat is resolved.

Subphase 2.5. Pool checking. If Activation Pool is empty, game continues with Phase 3. If not, players return to Phase 2.

Phase 3. Administration. During this phase FIRE markers

are removed - see [14.9.11] and commanders' counters are flipped on the front side. Furthermore, players check if conditions for Automatic Victory were achieved. If yes, game ends. If not, TURN marker advances onto next box of the Turn/Victory Points Track and game continues with Phase 1.

[3.4]. Definitions of terms used in the rule book:

Identifier. Unit designation following the historical organization of a given army.

Morale. Rating on the counter representing training and motivation of a given unit. The higher, the better is the unit. It can be lowered because of suffered losses.

Manpower. Rating on the counter representing the number of soldiers in a given unit.

Firepower. Rating representing the chance of inflicting losses conducting Musket Fire. Firepower can be calculated in following manner:

- percentage value. For example: 66% means that Firepower of the unit equals 2/3 of its' Manpower rating. Regardless of Manpower, minimal Firepower is always 1 - this is an exception to rounding rule (see Rounding, below).
- Salvo effect. For example, "M-1" means that the target must check its Morale with a -1 modifier.
- No rating. Unit cannot perform Musket Fire because of its equipment or tactics.

Movement Points. Represent mobility of unit (see [12.8]).

Clash Hex. A hex where units of both sides are present.

Modifier. Value added or subtracted from the results of a die roll.

Morale Check. Player rolls a die and applies all modifiers. If the total is lower or equal to Morale rating - test is passed. Artillery and commanders do not perform Morale Checks.

Rounding. During calculations, fractions are rounded up or down according to the following rule. When fraction is between 0,01 and 0,49 it is rounded down. If it is 0,5 or higher, it is rounded up.



Losses. A unit may suffer Losses because of reaction to enemy movement, Clash or Fire Combat. To denote the unit's current Manpower rating, player uses markers "-1", "-2", "-3" and "-4".

Units losses are marked according to following table:

Initial Manpower	Levels of Losses
1	front
2	front -- back
3	front „-1” back
4	front „-1” back „-1”
5	front „-1” „-2” back „-1”
6	front „-1” „-2” back „-1” „-2”
7	front „-1” „-2” „-3” back „-1” „-2”
8	front „-1” „-2” „-3” back „-1” „-2” „-3”
9	front „-1” „-2” „-3” „-4” back „-1” „-2” „-3”
10	front „-1” „-2” „-3” „-4” back „-1” „-2” „-3” „-4”

When a unit cannot suffer any further Losses, it is eliminated and removed permanently from the board. Markers do not lower Morale rating. Note, however, that different Morale is on the front and back side of the unit's counter.

Example: II/34 starts game in Line array. On counter are ratings: Morale 6, Manpower 5, Firepower 66%. Losses are marked as follows: first two Losses with markers "-1" and "-2". Next Loss requires flipping the counter - now ratings are: Morale 5, Manpower 2, Firepower 66%.

4.0 Commanders.

[4.1]. On unit counter is circle with Manpower rating. Colour fulfillment indicates the commander to which the unit is subordinated. In the case of artillery, colour fulfillment has square with guns' calibre.

[4.2]. Command range. It is a distance from commander to a unit or other commander. A unit or commander is in command range if it is **no more than 3 hexes away** from superior commander. Counting the distance, it is forbidden to go through hexes occupied by enemy units, but it is allowed to go through Clash Hexes. A unit, which is in command range, can perform actions in Movement subphase. Exception 1: Supporting Units – see [4.7]. Exception 2: companies in Skirmish Order – see [8.7].

[4.2.1]. Unit, which is not in command range, cannot move, but can conduct Fire Combat.

[4.3]. In game "Albuera 1811: Beresford vs. Soult" there are 3 types of commanders:

- Commander – in – Chief (Beresford for Coalition army and Soult for the French army);
- Division commanders,
- Brigade commanders.

[4.4]. If chit representing a brigade commander is drawn, all subordinate units, which are in command range (see [4.2]), can perform actions in Movement subphase.

[4.4.1]. Counter representing the brigade commander on the board must be flipped to the back side in subphase 2.1. White stripe indicates that commander was already activated.

[4.5]. If chit representing a division commander is drawn, one or all subordinate brigade commanders can be activated.

[4.5.1]. Activation of one brigade. A brigade commander must be in command range of the division commander – see [4.2] and cannot be activated earlier in the current Game Turn. Automatically all units (subordinate and in command range of brigade commander) can perform actions in subphase 2.2. In subphase 2.3 division and brigade commanders can move.

[4.5.1.1]. Chit representing the division commander returns to the Activation Pool if not all subordinate brigade commanders were already activated. In the other case, the counter is placed aside, ready to be used during the next Game Turns.

[4.5.2]. Activation of the whole division. Player can activate all brigade commanders when:

- their representing counters are in command range of a drawn division commander and
- all brigade commanders were not activated previously in the current Game Turn.

Player rolls a die. If the result is less than or equal to Coordination Rating, the attempt is successful. All subordinate units that are in command ranges of activated brigade com-

manders can perform actions in subphase 2.2. Moreover, all brigade and division commanders can move in subphase 2.3.

[4.5.2.1]. If die roll result is higher than Coordination Rating, one counter, representing brigade commander, must be flipped to the back side. The choice is up to the owning player. Chit representing division commander returns to the Activation Pool.

Subphases 2.2, 2.3 and 2.4 are skipped and gameplay goes back to Phase 2.

[4.5.3]. If there is no brigade commander in command range of a drawn division commander, one counter representing subordinate brigade commander must be flipped to the back side. The choice is up to the owning player. Subphases 2.2 and 2.4 are skipped. Only division commander can move in subphase 2.3.

[4.6]. Beresford and Soult. These two Commanders – in – Chief operate in accordance with special rules.

[4.6.1]. When chit representing Marshal Soult is drawn, the French player can activate one brigade commander – see [4.4], regardless of distance.

[4.6.1.1]. It does not matter if the brigade commander was previously activated during the current Game Turn.

[4.6.1.2]. The counter representing the brigade commander is not flipped to the back side.

[4.6.1.3]. Chit representing Marshal Soult does not return to the Activation Pool.

[4.6.2]. When chit representing Marshal Beresford is drawn, the Allied player can activate one brigade commander in accordance with rule [4.6.1].

[4.7]. Supporting Units. These units are shown in the "Supporting Units Chart", printed on the board. They are subordinate directly to Commander – in – Chief (for the French army) or division commanders (for the Coalition army).

[4.7.1]. These units can perform actions in subphase 2.2 (regardless of distance from activated commander) only one time during current Game Turn, after activation of:

- any brigade commander, in case of French units,
- brigade commander from corresponding division, in case of Coalition units.

[4.8]. If brigade commander is eliminated, his subordinate units are commanded by the division commander. If two or more brigade commanders are eliminated and chit representing the division commander is drawn, player announces (remembering rule [4.2]), which units perform actions in subphase 2.2. It is forbidden to command units from two or more brigades, but activation of the whole division is allowed – see [4.5.2].

[4.9]. If division commander is eliminated, subordinate brigade commanders are now under control of Commander – in – Chief. When chit representing Beresford or Soult is drawn, player must act in accordance with rule [4.5]. The rule [4.6] cannot be used.

[4.9.1]. If two or more division commanders are eliminated and chit representing Commander – in – Chief is drawn, player announces division which is under command, but rule [4.2] must be observed.

[4.10]. A commander counter is removed from board and corresponding chit from Activation Pool when:

- all subordinate units are eliminated or
- unit on the same hex is eliminated or

• commander is eliminated as a result of Fire Combat or Clash.

[4.10.1]. If Musket Fire is resolved using row "5 – 7" or "8 and more" the effect must be implemented. Moreover, player rolls a die. Results:

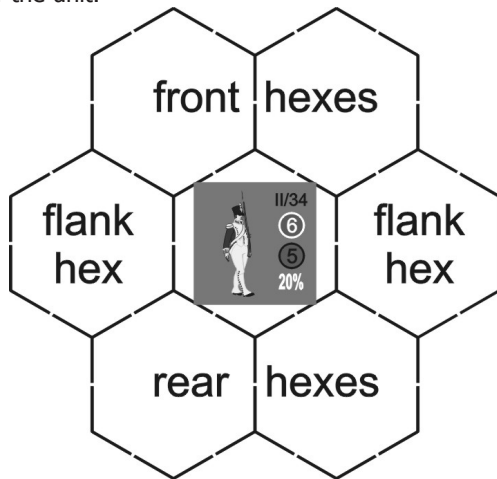
- 0 – commander is eliminated,
- 9 – commander is wounded. Chit representing the commander is removed from the Activation Pool and counter on the board is immediately flipped to the back side, unless it is already on the back side.
- from 1 to 8 – no effect.

[4.10.2]. If Artillery Fire is performed at distance of **3 hexes or less**, all effects are implemented and player rolls a die according to rule [4.10.1].

[4.10.3]. If commander is stacked with a unit which is routed, player rolls a die according to rule [4.10.1]. If the result is "no effect", commander's counter is moved onto adjacent hex free of enemy units. If this move is not possible, the commander is eliminated.

5.0 Infantry in Column.

In game "Albuera 1811: Beresford vs. Soutl" an infantry unit in column array must be positioned properly in a hex that it occupies. Picture below presents the proper positioning of the unit.



[5.1]. British and Portuguese infantry cannot enter Clash Hex in Column in its own subphase. They may Counterattack in that array - see [12.12].

6.0 Infantry in Line.

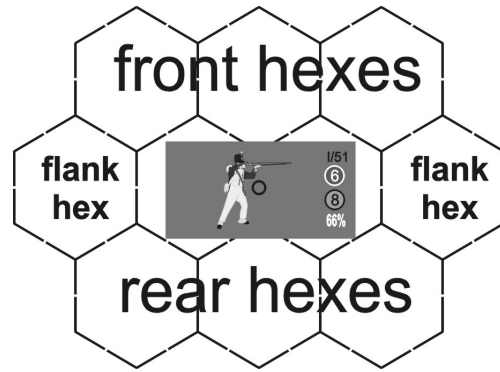
[6.1]. In game "Albuera 1811: Beresford vs. Soutl" infantry in line is represented by two types of counters: a square of size 15x15 mm and a rectangle of size 30x15 mm.

[6.2]. Square counter is being used when:

- Manpower rating of **British** or **Portuguese** infantry unit is **below 6**;
- Manpower rating of **French** or **Spanish** infantry unit is **below 8**.

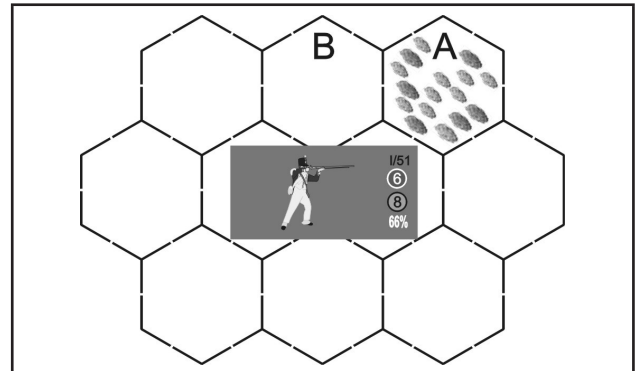
In any other case, a rectangle counter is used.

[6.3]. Facing of a unit in Line, represented by a square counter is identical to infantry unit in Column. Following picture shows a unit in Line, represented by rectangle. Front, flank and rear hexes are noted, along with a point from which Line of Sight is measured - see [14.2.1].



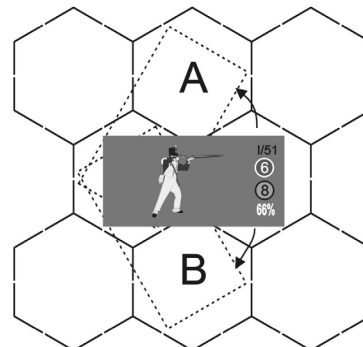
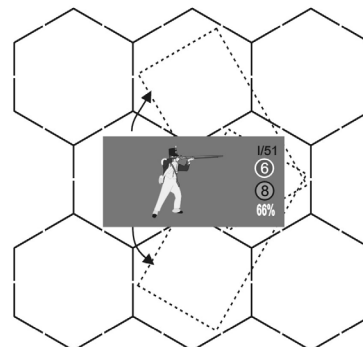
[6.3.1]. A unit, when moving forward, enters two out of three possible front hexes. Similarly, moving backwards (see [12.6]) player decides which rear hexes will be occupied.

[6.3.2]. If cost of entering those two hexes is different, the unit pays the cost of a more "expensive" hex.



Example: If unit wants to enter hexes A and B, it would have to expend 2,5 Movement Points - cost of entrance into hex with olive grove for infantry in Line array.

[6.3.3]. When changing facing, number of Movement Points expended equals the number of terrain cost. Following pictures present how rectangle counter changes facing.



Example: If hex A would contain olive grove, such a maneuver would cost 2,5 Movement Points. Entry into hex B costs 2,5 Movement Points - 1,5 points for entrance into Clear hex and 1 additional Movement Point for a move backwards - see [12.6].

[6.3.4]. When unit suffers appropriate number of Losses (see [6.2]), rectangle counter must be removed and replaced by square counter with the same identifier on one of the two occupied hexes (player's choice). All markers are retained. Facing also stays unchanged.

[6.3.5]. Similarly, when unit changes array from Line, represented by rectangle counter, into Column, unit's counter must be removed and replaced by square counter, with the same identifier, on one of the two occupied hexes (player's choice).

[6.3.6]. When Line, represented by rectangle counter, changes array into Square, player follows the procedure of [6.3.5] and adds an auxiliary SQUARE marker.

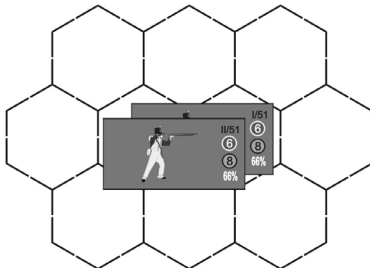
[6.3.7]. When battalion in Line detaches skirmishers (see [8.2]), its' lowered Manpower may cause the inability to occupy two hexes. In such a case rule [6.3.4] must be applied.

[6.3.8]. When battalion reattaches skirmishers (see [8.3]) and because of Manpower must be represented by a rectangle counter, a square counter has to be replaced by such rectangle counter (occupying the same and one of the adjacent hexes). Battalion must be in Column when adjacent hex is:

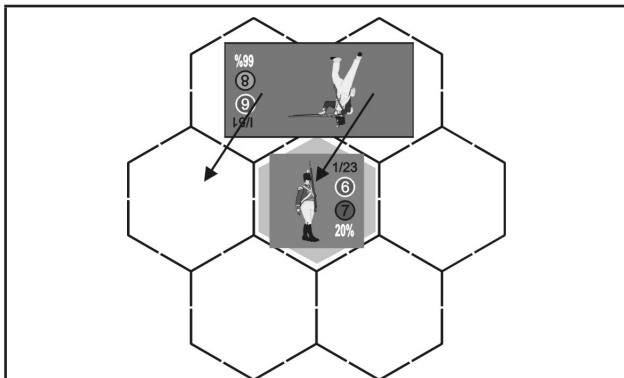
- occupied by enemy or friendly units;
- a Clash Hex - see [3.4];
- an impassable terrain - see Terrain Effects Table.

[6.3.9]. Line, represented by a rectangle, can be formed from any array. Conditions given in [6.3.8] must be met.

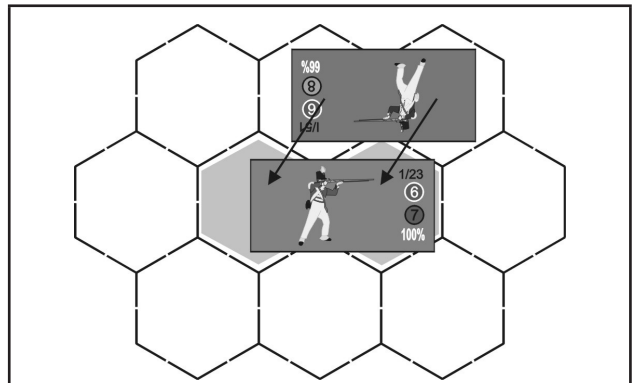
[6.4]. The only possibility of stacking by infantry in Line, represented by a rectangle counter, is shown below.



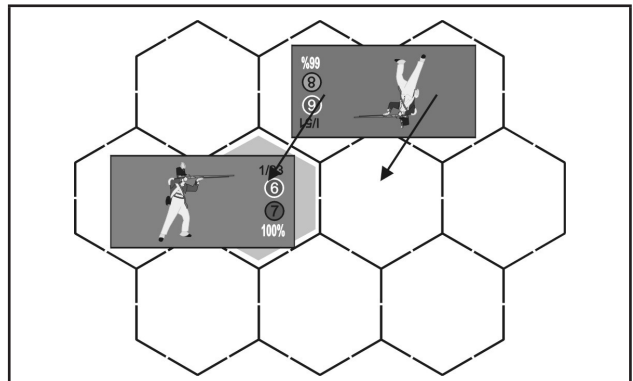
[6.5]. Clash Hex and infantry in Line represented by a rectangle counter. Following pictures show situations that may happen during gameplay. Quite often, Clash Hex will be created in two hexes. Arrows show the movement of units before entering the Clash Hex.



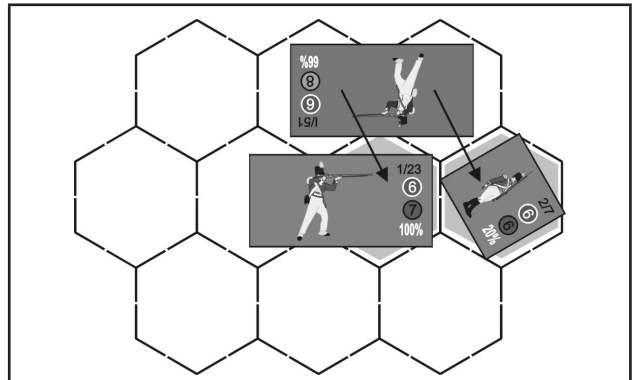
A. Clash Hex has a grey background.



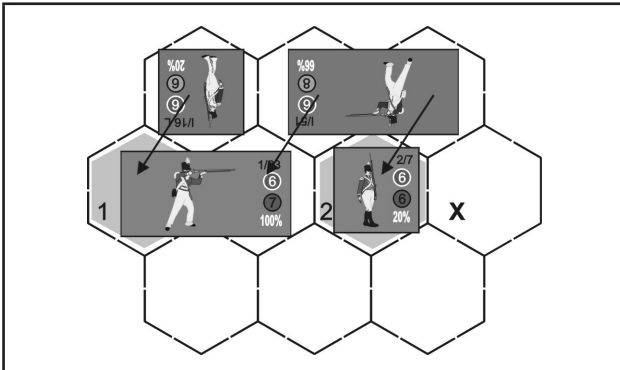
B. Clash Hexes have a grey backgrounds.



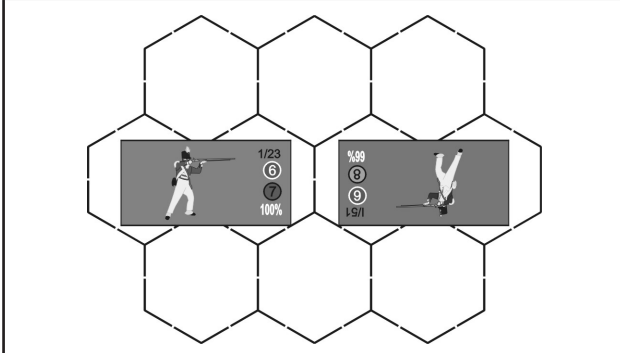
C. Clash Hex has a grey background. Both units use their whole Manpower ratings during Clash resolution.



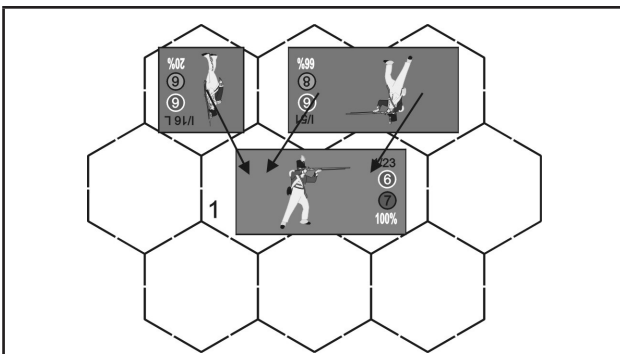
D. Clash Hexes have a grey background. During Clash resolution, Manpower ratings of English units must be added. The French unit receives a shift for Flank attack .



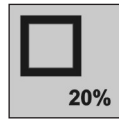
E. Clash Hexes have a grey backgrounds. On Clash Hex No. 1, French infantry in Column fights against English infantry in Line. On Clash Hex No. 2 French infantry in Line fights against English infantry in Column. It is forbidden to concentrate both French units against British unit in Line, as it would be against the rule [15.2] - French infantry in Line can participate only in one combat per subphase and English infantry in Column must be attacked (see [15.1]). If French infantry in Column loses the Clash and French infantry in Line win it, then at the conclusion of the subphase, units will occupy hexes as shown below.



If hex X is occupied by other friendly units or it contains impassable terrain, such movement will be forbidden and there will be combat only on Clash Hex No. 1. Explanation: players must move their counters as to meet stacking rules from 11.0 at the end of movement.



F. Movement depicted above is forbidden. Rule 11.0 would be broken - French units have different arrays and, additionally, they cannot stack together in the hex No. 1 - see [6.4].



7.0 Square.

[7.1]. This array may be created in Clear terrain by an infantry battalion with **minimal Manpower rating of 3**. After changing the array, unit is covered by SQUARE marker. If Square is created during unit's Movement subphase, the unit must pay 4 Movement Points. Exiting the Square costs 1 MP - unit forms other array and has facing chosen by the player.

[7.2]. Square can be created when the hex occupied by unit is entered by enemy cavalry. Morale Check has to be passed and infantry forms Square. If Morale Check fails, unit (or stack) suffers one Loss and its array remains unchanged.

[7.3]. Square characteristics:

- all adjacent hexes are Front hexes of the unit,
- Squares can create a line (see [12.10]), if they occupy adjacent hexes,
- infantry in Squares cannot enter the Clash Hex,
- if unit in Square **defends against cavalry**, combat is resolved using **"Square vs. Cavalry"** column and all column shifts are ignored,
- in Clash it uses its' whole Manpower,
- in Musket Fire it uses 20% of its' Manpower.

8.0 Skirmish Order.

[8.1]. Detached companies operate in this array. Their facing and positioning on the hex are the same as infantry in Column - see [5.0].

[8.2]. Detaching procedure:

- during Movement subphase player places appropriate infantry company on the hex with battalion;
- battalion's Losses must be marked according with table from [3.4];
- in the same Movement subphase company in Skirmish Order may move and conduct Musket Fire regardless of its' battalion actions, but such unit cannot exceed the Movement Points limit.

Example: British 1/7 battalion in Line moved two hexes in Clear terrain and expended 3 Movement Points. Player decides to detach sk/1/7. Both units, 1/7 battalion and sk/1/7 company have still 1 Movement Point available.

[8.3]. **Reattachment procedure** has to be done immediately, when infantry battalion and skirmisher company occupy the same hex:

- infantry company is removed from the map. It can be detached during following Game Turn;
- Manpower of the battalion is increased appropriately.

[8.4]. It is forbidden to detach company on a Clash Hex.

[8.5]. Detaching decreases the unit's Manpower rating. Because of that, Morale of the unit may also drop.

[8.6]. Reattaching increases the unit's Manpower rating and this may increase Morale.

[8.7]. Skirmisher company abilities:

- movement cost is given in Terrain Effects Table;
- unit does not expend Movement Points to change its' facing;
- Line of Sight may be measured through Flank hexes (see [14.2]);
- effect of Musket Fire is Morale Check;
- company does not have to be in Command range to perform actions in subphase 2.2;

- unit in Skirmish Order may not enter Clash Hex.

[8.8]. When enemy company in Skirmish Order enters adjacent hex, player decides whether he will react to enemy movement. If yes, procedure of [13.1A] is conducted.

[8.9]. Unit never suffers losses as an effect of Musket Fire conducted by infantry in Skirmish Order.

[8.10]. Unit never suffers losses as a result of Clash against units in Skirmish Order.

[8.11]. **Baker rifles.** Units with underlined identifier are armed with Baker rifles.

[8.11.1]. Units armed with Baker rifles can conduct Musket Fire only 3 times during one Game Turn.

[8.11.2]. On counters representing infantry in Line and on counters representing infantry in Column there is a white star. It means, that if effect in Musket Fire Table requires a Morale Check, the target performs it with additional modifier +1. For companies in Skirmish Order, better accuracy of Baker rifles is reflected by effect of Musket Fire.

9.0 Cavalry.

[9.1]. Facing and positioning within a hex of cavalry counter is the same as infantry in Column - see [5.0].

[9.2]. Cavalry Charge.

[9.2.1]. Cavalry unit can perform a Charge in Movement subphase when such a unit:

- moved for at least 3 hexes and during this move:
- did not change its' facing,
- did not cross river hexsides or entered forest, olive grove, village or hexes occupied by other units (also artillery).

[9.2.2]. Stack of cavalry units may perform a Charge if units began subphase on the same hex.

[9.2.3]. To resolve a Charge the procedure of [15.7] is used.

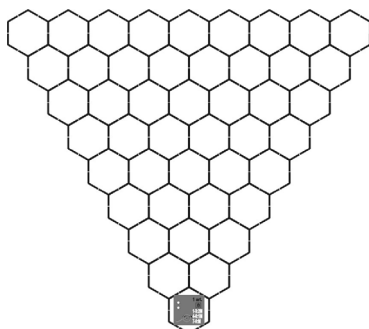
[9.2.4]. If charging cavalry won the Clash, it may move further (remembering [9.3]), as long as it has Movement Points. It may also perform another Charge.

[9.3]. Cavalry unit may attack in Movement subphase and its' own Clash subphase. After each combat that was won Morale Check has to be passed. French cavalry received -1 modifier for this check. If the test is passed, unit remains on map. If test is failed, unit must be placed into next box on Turn/Victory Points Track. It returns to play according to rule [15.11.3]. In case of cavalry stack, all units must perform Morale Check separately.

10.0. Artillery.

[10.1]. Each artillery unit must be positioned within a hex as infantry in Column see - [5.0].

[10.2]. Each artillery unit has field of fire as depicted below.



[10.3]. Range and effect of fire are given on the counter. *Example: "3-4:1M" means that at range of 3 and 4 hexes effect of fire is Morale Check with a +1 modifier.*

[10.4]. Each artillery unit fires separately. It is forbidden to combine fire with any other unit.

[10.5]. Each artillery unit may fire **once in the Movement subphase** after activation of **its own commander**. **This fire costs 1 Movement Point.** Moreover, the artillery unit may fire **once in Movement subphase** following activation of **each enemy** commander. This fire does not cost any Movement Points.

[10.6]. Player announces decision to open fire and result is immediately applied. If during Morale Check a 0 (zero, without any modifiers) is rolled, the artillery unit cannot fire further during current Game Turn due to technical issues.

[10.7]. To mark artillery unit as fired, the counter is flipped to the back side. At the end of Movement subphase, players flip artillery counters to their front side. Only guns with technical issues (see [10.6]) remain on the back side. These artillery units can be flipped to their front side during the 3rd Phase.

[10.8]. **Multiple gun batteries.** They are designated with white stars. During Morale Check a unit (target of fire) adds a modifier equal to the number of white stars. It is cumulative with any other modifiers.

Example: British Sympher artillery (2 white stars) fires upon II/34 in distance of 4 hexes. Let's assume that target is in olive grove hex and in Line array. French unit makes a Morale Check with total modifier of +2 (1 for distance, +2 for white stars, -1 for olive grove hex).

[10.9]. **Artillery units as target of Artillery Fire.** If artillery unit is on a hex without any other infantry or cavalry unit and it is a target of Artillery Fire **at range that gives result of 1M or 2M**, a die must be rolled. If the result is higher than the distance, the die is rolled again. If the second result is **0 or less**, artillery is eliminated and opponent gains Victory Points as if the artillery had been captured (see [10.12] for number of gained Victory Points). In the case of multiple gun batteries, number of white stars of firing artillery is deducted from the second die roll.

[10.10]. **Lone artillery on a Clash Hex.** If artillery unit is on a hex without any other infantry or cavalry unit and it is attacked in Clash, players do not use standard procedure described in [15.7]. Instead, attacking player rolls a die. If result is:

- 1 - 8 - attacker won the Clash and artillery unit is captured (see [10.12] for number of gained Victory Points).
- 0 and 9 - attacker lost the Clash. Attacking unit suffers two Losses and is routed - counter is placed into next box of Turn/Victory Points Track.

[10.11]. If artillery is stacked with friendly unit, it does not participate in Clash in any way. If friendly unit is forced to rout, guns are captured (see [10.12]).

[10.12]. Players receive 2 Victory Points (plus number of white stars) for capturing enemy artillery and 2 Victory Points (plus number of white stars) for recapturing own artillery. Neither side can fire from captured or recaptured guns - it is assumed that enemy had enough time to damage them. The counter must remain flipped on the back side for the rest of the gameplay.

[10.13]. Movement and fire of Foot Artillery. Foot Artillery has 1 Movement Point. In Movement subphase, after the activation of a corresponding commander, the unit of Foot Artillery may spend the Movement Point for fire - see [10.5] or any other action given in Terrain Effects Table.

[10.14]. Movement of Limbered Foot Artillery. Limbered Foot Artillery has 3 Movement Points. In Movement subphase, after the activation of a corresponding commander, the unit pays given cost for every action listed in Terrain Effects Table. Limbered Foot Artillery cannot fire. Moreover, after changing formation into Foot Artillery it is also forbidden to conduct fire combat during the same Movement subphase, regardless of number unused Movement Points.

[10.15]. Movement and fire of Horse Artillery. Horse Artillery has 3 Movement Points. In Movement subphase, after the activation of a corresponding commander, the unit of Horse Artillery may spend 1 Movement Point for fire - see [10.5] and remaining 2 Movement Points for any other action given in Terrain Effects Table.

11.0 Stacking.

When one hex is occupied by two or more friendly units a stack is created.

Battalions of infantry, represented by rectangles, create stacks on both hexes - see [6.4].

Unit joining the stack is placed at the bottom. Sequence of units in a stack can be changed only during Movement subphase - all units expend 1 Movement Point and remain on the hex.

All units in a stack must have the same array and facing. Exception: artillery units can have a different array and/or facing.

It is allowed to stack units subordinate to different commanders.

[11.1]. By the end of each subphase, one hex **cannot be** occupied by infantry and cavalry units.

[11.1.1]. Cavalry units can move through hexes occupied by infantry units (and vice versa).

[11.1.2]. Infantry and cavalry units cannot Counterattack together.

[11.2]. Stacking limits:

- 4 infantry battalions or
- 4 cavalry squadrons or
- artillery and 2 infantry battalions or
- artillery and 2 cavalry squadrons or
- any number of infantry units in Skirmish Order.

[11.3]. In Movement subphase units may, by paying an additional 1 Movement Point, move through hexes occupied by friendly units. They do not pay that additional Movement Point when:

- pass through a hex occupied only by a commander or
- they join a stack.

[11.4]. Commanders may pass or enter any hex, occupied or not by friendly units.

[11.5]. Markers are not considered for stacking limit.

[11.6]. Units in a stack **must** fight together during Clash - their Manpower ratings are combined.

[11.7]. Only a top unit can conduct Fire Combat. Excep-

tion: artillery units, which always may fire, regardless of their position within a stack.

[11.8]. Only top unit is subject to Musket Fire results.

[11.9]. When a stack is target of Artillery Fire, all units within a stack are subject to fire effects, separately.

Example: II/34 and III/34 occupy one hex. Result of Artillery Fire is 1M. Each unit in a stack checks its' Morale with +1 modifier.

Example 2: The same units won a Clash. They suffer one Loss (player decides which unit will be weakened).

[11.10]. Clash Hex. A hex can be occupied by units of both players - it is called a Clash Hex. Unit must pay **one additional Movement Point** to enter a hex occupied by enemy unit (stack).

[11.11]. Within Clash Hex all units retain their facing and array (exception - see [7.2]). Each side has its own stacking limit and neither side may exceed it.

[11.12]. Clash Hex can be left only as a result of Clash (see [15.0]).

12.0 Movement.

[12.1]. Generally, a unit may move by entering one of the front hexes. See [6.3.1] - movement of infantry in Line, represented by rectangle counter.

[12.2]. A unit pays Movement Points (MPs) entering a hex. The cost depends on terrain and unit's array. They are listed in Terrain Effects Table printed on the board. Commanders **always pay 1 MP**, regardless of terrain.

[12.3]. Unit may use all or some of Movement Points.

[12.4]. Unused Movement Points cannot be transferred to other units or saved for subsequent Movement subphases.

[12.5]. Minimal move. A unit can move to adjacent hex, even if its' movement cost is greater than Movement Allowance of the unit. After entering such a hex, the movement is finished.

[12.6]. In its' own Movement subphase a unit can enter, by paying **an additional 1 Movement Point**, one of its' Rear hexes. It is forbidden to enter a Clash Hex in this way.

[12.7]. A unit can change its facing. Changing facing by 60° costs 1 MP (exception: changing facing by company in Skirmish Order - see [8.7]).

Commanders do not have facing.

See rule [6.3.3] - changing facing of infantry battalion in Line, represented by rectangle.

[12.8]. Movement Allowances for unit types:

- infantry: 4 MPs,
- cavalry: 8 MPs,
- commanders: 9 MPs,
- artillery: depends on array - see [10.13], [10.14], [10.15].

[12.9]. Double march. Before the movement of **an infantry unit**, player can declare that unit will use Double March, which gives certain benefits and restrictions:

- Movement Allowance is 6,
- a unit must expend all 6 Movement Points,
- a unit cannot perform Musket Fire,
- a unit cannot change facing, change array or detach Skirmishers,
- a unit cannot enter hexes occupied by friendly units,

- a unit cannot enter forest and/or olive grove hexes or cross the river hexside,
- a unit cannot move backwards,
- a unit can enter a Clash Hex.

[12.10]. Line. Units of **one type (infantry or cavalry)**, starting the movement while being adjacent (flank-to-flank to each other), form a Line. Player can "simultaneously" move all units forming a line. It is an exception to [12.13].
Explanation: This rule allows players to coordinate movement and firing of several units.

[12.11]. During Movement subphase Clash may ensue. Attacking side always consist of Counterattacking units or Charging cavalry.

[12.12]. Counterattack.

[12.12.1]. If player can perform a Counterattack (see [13.0]), he moves chosen unit onto the hex occupied by enemy unit.

[12.12.2]. Movement of enemy unit is finished and Clash ensue. Units that Counterattack are the attacking side.

[12.12.3]. To resolve a Counterattack, a procedure of [15.7] is used.

[12.12.4]. One unit (stack) can be a target for only one Counterattack. Several units (stacks) can counterattack at the same time - though rule [11.1.2] must be remembered.

[12.12.5]. Any infantry and cavalry unit can Counterattack multiple times during a given enemy Movement subphase - there is no counterattack limit.

[12.12.6]. Counterattack does not have any effect on hand-to-hand combat during Clash subphase. All units that were counterattacked may attack and all units that counterattacking may be attacked.

[12.12.7]. Moving other units is allowed after Counterattack resolution.

[12.13]. It is allowed to move the whole stack. Player can move next unit (stack) when the move of previous unit (stack) is definitively finished.

13.0 Reaction to enemy movement.

[13.1]. During enemy Movement subphase, when unit finds itself on Front hex of an enemy unit that **just entered** the hex, player **must** implement one of the following procedures:

A. Infantry vs. enemy infantry. Unit performs a Morale Check:

- if result is 1 or less, the unit can conduct Musket Fire **and** then Counterattack **or** change facing by 60° **and** conduct Musket Fire;
- if result is more than 1, but test was successful, unit can conduct Musket Fire **or** Counterattack **or** change facing by 60° - decision is up to the unit's owner;
- if result is 9 or more, unit suffers two Losses and Routs - see [15.11];
- if Morale Check was unsuccessful, but result was lower than 9, unit suffers one Loss and retreats one hex (see [14.10]).

British infantry uses -2 modifier during Morale Check, when enemy unit is on Front hex.

B. Infantry in Skirmish Order vs. enemy infantry.

Unit performs Morale Check. If it is successful, it may conduct Musket Fire and then retreat **one hex** - unit's owner decides and conducts the Retreat (this is exception to rule [14.11]).

If test was unsuccessful, unit cannot conduct Musket Fire and must retreat **two hexes**.

C. Infantry vs. enemy cavalry. Unit performs Morale Check:

- if it is successful, it may perform Musket Fire **or** change facing by 60°;
 - if it was unsuccessful, unit suffers two Losses and Routs.
- Modifiers for Morale Check:
- 4 - infantry is in Square,
 - +1 - infantry is in Line,
 - +2 - infantry is in Skirmish Order.

D. Cavalry vs. enemy infantry. Unit performs Morale Check. If it is successful, unit may:

- Counterattack **or**
- change facing by 60° **or**
- retreat **one hex** - unit's owner decides and conducts the Retreat (this is exception to rule [14.11]).

If test is unsuccessful, unit must retreat **two hexes**.

E. Cavalry vs. enemy cavalry. Unit performs Morale Check. If it is successful, unit may:

- Counterattack **or**
- change facing by 60°.

If test is unsuccessful, unit suffers one Loss and Routs.

[13.2]. If enemy unit is in Flank or Rear hex, Morale Check is modified by +2.

[13.3]. If unit is in Command range (see [4.2]), Morale Check is modified by - 1.

[13.4]. Unit that is on Clash Hex does not follow any procedure described in [13.1].

Additionally, procedure [13.1] is not implemented when enemy unit enters a Clash Hex.

[13.5]. In the case of a stack, only the top unit performs the Morale Check. However, all units are subject to Retreat or Rout results. Only the top unit suffers Losses.

[13.6]. Artillery may only Fire. Procedure [13.1] does not apply to artillery.

[13.7]. Units do not react to artillery movement. Rule [13.1] does not apply.

[13.8]. Player must move his units in such a way as to give his opponent a possibility to react.

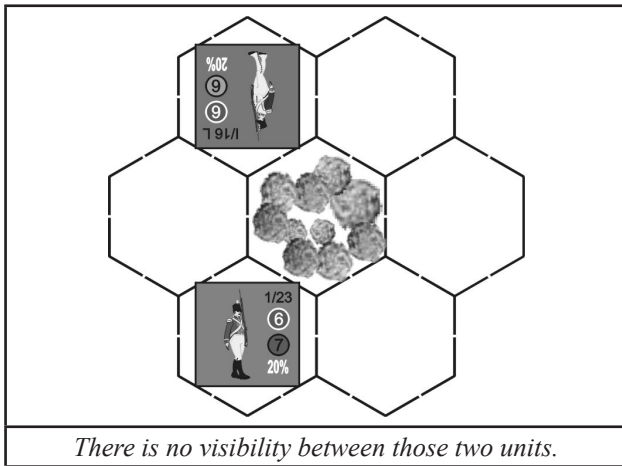
14.0 Fire combat.

In "Albuera 1811: Beresford vs. Soult" there are two types of Fire: Musket Fire executed by infantry and Artillery Fire.

[14.1]. Line of Sight (LoS). It is a line connecting centers of two hexes. One of the hexes is occupied by the target and the second by the firing unit. It is assumed that units can see each other if Line of Sight does not cross:

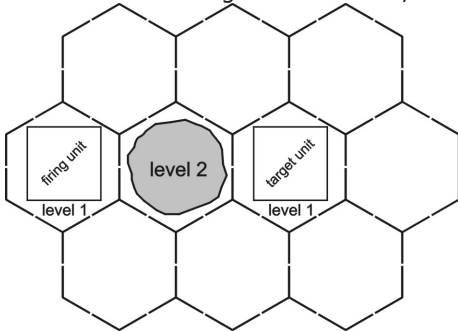
- forest hex;
- olive grove hex;
- village hex;
- hex occupied by infantry or cavalry units.

A hexside of a hex that blocks visibility also blocks visibility.

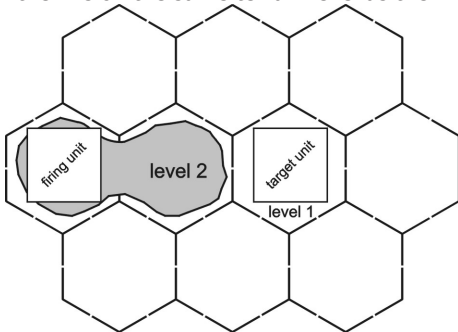


[14.1.1]. Line of Sight and terrain levels. LoS is blocked when:

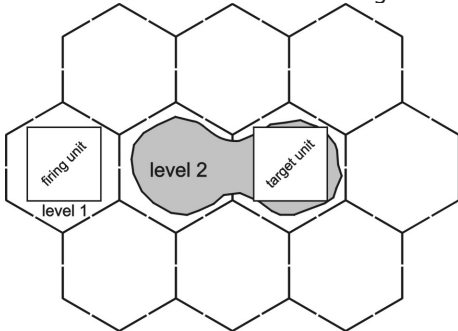
- firing unit and target are on the same terrain level and between them is a hex on higher terrain level;



- firing unit occupies terrain higher than target and hex between them is on the same terrain level as the firing unit;



- firing unit occupies terrain lower than target and hex between them is on the same level as the target.



[14.2]. LoS must go through Front hexes of a firing unit. Exception - units in Skirmish Order (see [8.7]) may also draw LoS through their Flank hexes.

[14.2.1]. In case of infantry unit in Line, represented by rectangle, we use the point that lies in the middle of hex-

side connecting both occupied hexes - see picture in [6.3].

[14.3]. Fire Combat is only possible when there is a LoS.

[14.4]. When LoS goes through Flank or Rear hex of a target unit, its Morale Check is modified by +1.

[14.4.1]. If LoS goes **precisely along the hexside** dividing Front and Flank hex, then modifier above is not used.

[14.5]. Alternative sequence of Fire Combat. Player controlling army opposing to activated commander has opportunity to fire as first. The player may use any unit or units (see [14.9.5]) on the board.

After Fire Combat resolution, opposing player may move or fire using unit, which is subordinated to activated commander or conduct Fire Combat using any unit on the board.

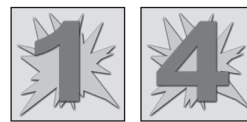
This sequence can continue so long as all possible Fire Combats resolved and all movements are finished.

[14.6]. If there is an enemy unit in Front hex, **only** that unit may be a target of Fire Combat.

[14.7]. Unit on a Clash Hex (see [3.4]) cannot fire or be a target of fire.

[14.8]. Maximum range of fire for each unit type is:

- infantry: 2 hexes,
- artillery: depends on the gun's gauge.



[14.9]. Musket Fire.

[14.9.1]. Each infantry unit may fire up to **4 times during one Game Turn** (exception - units armed with Baker rifles - see

[8.11.1]). Player declares Musket Fire in Movement sub-phase and immediately conducts procedure [14.9.3].

[14.9.2]. When unit fires in its' own Movement subphase it expends 1 Movement Point.

[14.9.3]. Musket Fire procedure:

- Unit's Firepower must be divided by distance to the target,
- result from a) is rounded up or down according to [3.4].
- in Musket Fire Table player finds appropriate row corresponding to the result from b) and he finds Musket Fire effect,
- Musket Fire effect must be applied immediately.

After executing Musket Fire, unit is covered with FIRE marker with number 1, 2, 3 or 4.

[14.9.4]. The above procedure is not used against a lone artillery unit (not stacked with any non-artillery unit). Artillery is captured (for Victory Points purposes), when following conditions are met:

- distance is one hex and
- die roll is lower than Firepower (in case of company in Skirmish Order lower than their Manpower).

Modifier +1 is applied when unit performs Musket Fire for the 3rd or 4th time during a given Game Turn.

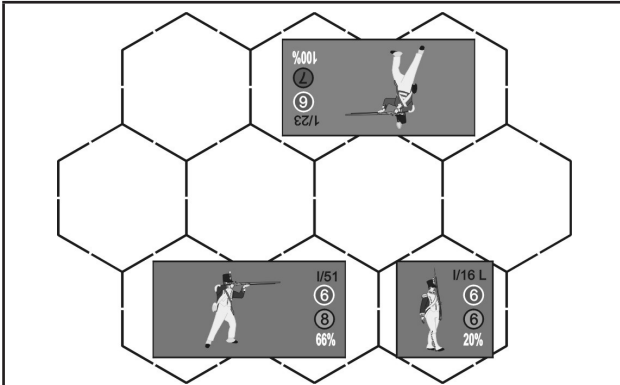
[14.9.5]. It is possible to conduct Musket Fire by several units, aiming at one target at the same time. Below conditions must be met:

- infantry units occupy adjacent hexes to each other (flank-to-flank) **and**
- each one of them has LoS to the target (according to rule [14.2]).

In [14.9.3a] the highest Firepower of all units is used. Then, player goes **down in the Musket Fire Table** as many rows as many there are hexes from which Musket Fire

is executed, less one.

[14.9.6]. If Musket Fire is executed by infantry in Line, which is represented by rectangle, there is one row shift down in Musket Fire Table.



I/51 and I/16 L occupy adjacent hexes and fire together at 1/23. We start at row "2-4". Because Musket Fire is executed by two units from three hexes, we go two rows down - "8 and more". Musket Fire effect is 2M. 1/23 unit performs a Morale Check with +2 modifier.

[14.9.7]. Infantry units in Skirmish Order **cannot fire together** as described in [14.9.5]. Each unit executes Musket Fire separately.

[14.9.8]. If infantry unit fires for the **first time during current Game Turn**, +1 modifier is applied to resulting Morale Check.

[14.9.9]. If infantry unit fires for the **second time during current Game Turn**, there is no modifier.

[14.9.10]. If infantry unit fires for the **third and fourth time during current Game Turn**, -1 modifier applies to resulting Morale Check.

Example continued: Let's assume that I/51 is covered by FIRE marker with number of "3" and I/16 L is covered by FIRE marker with number of "1". We use the most beneficial modifier for the target. 1/23 performs a Morale Check. Final modifier is +1.

[14.9.11]. During 3rd Phase of each Game Turn players remove all FIRE markers.

[14.10]. Retreat. Unit retreats because of Fire Combat effect, reaction to enemy movement (see [13.0]) or crisis of Morale (see [15.12]).

[14.10.1]. The unit must retreat to increase the distance from an enemy unit, causing the Retreat. Moreover, the Retreat must be performed to minimize Losses. Possible hexes of Retreat must be considered strictly in the given order:

- 1) Rear hexes;
- 2) Flank hexes;
- 3) Front hexes.

Note. During the Retreat, the priority is to minimize Losses and then to move away from the opponent. When there are several possible hexes, the unit should retreat on a hex located in the first of the above possibilities.

Exception from this rule is **infantry in Line**, represented by rectangle. This unit is allowed to retreat **only on rear hexes**.

[14.10.2]. During Retreat unit does not expend Movement Points and it is not allowed to change facing (exception - see [14.10.3]).

[14.10.3]. During Retreat unit may join a friendly stack - it goes to the bottom of the stack and unit automatically has

facing of the stationary unit.

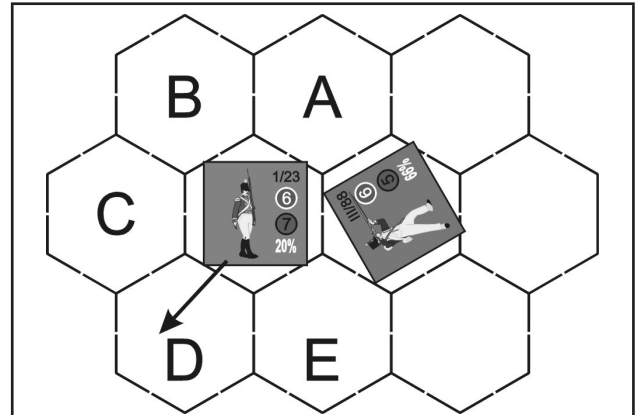
[14.10.4]. Unit suffers one additional Loss after Retreat across the river hexside.

[14.10.5]. Unit suffers one additional Loss after Retreat onto enemy unit's Front hex.

[14.10.6]. Unit cannot retreat off the map or on hex occupied by enemy unit. If there are no other allowed hexes, unit is **eliminated**.

[14.10.7]. Unit is **eliminated** if its Retreat would cause violation of stacking rules - see [11.1] or [11.2] or [6.4].

[14.10.8]. A commander can retreat one hex in any subphase, whenever enemy unit enters adjacent hex.



I/23 is target of Musket Fire and it is forced to Retreat. The only permitted hex is D. Retreat on the hexes B and C increases the distance, but they are in flank and front of the unit - they have a lower priority than the rear. Retreat onto hex A, does not increase the distance from the enemy. Hex E is also in the rear of the unit, but the Retreat would not increase distance from the enemy.

[14.11]. Command Confusion. An effect of Fire Combat (performed by infantry or artillery), reaction to enemy movement or crisis of Morale is Morale Check - see [3.4]. If this Morale Check is unsuccessful, the unit can retreat. The decision of the Retreat is made by the opposing player. Moreover, the opposing player also performs the Retreat - deploys the unit in accordance with rule [14.10].

15.0 Clash.

All Clashes are resolved in Clash subphase and/or Movement subphase (Counterattack, Charge).

[15.1]. Clash occurs only when units of both sides occupy the same hex (see [6.5] for infantry units in Line, represented by rectangle). **All** enemy units must be attacked by **all** friendly units - Manpower ratings of both sides must be added when players calculate numerical superiority.

[15.2]. All units belonging to activated commander, which fulfill condition from [15.1] must participate in a Clash. They are attackers.

[15.3]. Any given unit can attack or be attacked **only once in a particular Clash subphase**.

[15.4]. Player controlling the activated commander decides about sequence of Clashes resolution.

[15.5]. Next Clash can be resolved only after procedure [15.7] will be fully concluded.

[15.6]. Clash subphase lasts as long as condition given in [15.2] will be fulfilled.

[15.7]. Clash procedure:

- Attacking player chooses hex where Clash is resolved (having in memory [15.1] and [15.2]).
- Finding an appropriate column in Clash Table. Basic column is "0". Attacker first and then defender counts all applicable shifts - see Clash Combat Shifts Table. From sum of attacker's shifts players deduct sum of defender's shifts. Then, the difference is found in appropriate column of Clash Table.
- Attacker rolls a die.
- Combat result is given on intersection of column from b) and row from c).

[15.8]. Clash results. Clash Table indicates side which **lost the combat**. Moreover, there is also information when defeated units will be allowed to return to play.

Example: Result A+2 means that attacker lost the Clash. All defeated units rout and they will be allowed to return to play in two Game Turns from now.

Additionally:

- defeated units suffer two Losses and are Routed (see [15.11]),
- victorious units suffer one Loss, remain on the hex and their facing is freely chosen by the owning player.

[15.9]. If **victorious** unit would be eliminated because of Clash, the unit performs Morale Check. If it is successful, the unit does not suffer a Loss and remains on the hex.

This rule applies **only**, when:

- only one unit participated in Clash **and**
- the unit has Manpower rating of 1 before resolving the Clash.

[15.10]. Charges and Counterattacks are Clashes and they are resolved in Movement subphase.

[15.11]. Rout. Unit (stack) routs because of Clash or reaction to enemy movement (see [13.0]).

[15.11.1]. Rout procedure. Unit (stack) is removed from the map and placed on the Turn/Victory Points Track.

[15.11.2]. Unit returns during the next Game Turn, if it was routed because of reaction to enemy movement - see [13.0].

[15.11.3]. Unit returns on map during Commander Activation subphase. If commander was not activated, returning unit must be moved into the next box of the Turn/Victory Points Track.

[15.11.4] Returning unit is placed on hex with or adjacent to its commander. For Supporting Units (see [4.7]) corresponding commander is shown in "Supporting Units Chart". If commander is not present on the map, units return on following hexes:

- for the French army - 4022 or 4029 or 3029 or 2229;
- for the Allied army - 0108 or 0701.

If above hexes are occupied by enemy units, returning units are moved into the next box of the Turn/Victory Points Track.

[15.11.5]. Unit is removed from gameplay if it must return after 16th Game Turn.

[15.12]. Crisis of morale. Unit must perform a Morale Check, if friendly unit (stack), **occupying adjacent hex**, was Routed. If test is successful, the unit remains on hex. If the test is unsuccessful, unit must retreat one hex, in accordance with the rules [14.10] and [14.11].

[15.12.1]. The above rule is not applied to artillery, commanders and units on Clash Hexes.

**16.0 Victory conditions.**

[16.1]. Players receive Victory Points (VPs) for:

- winning Clash — 1 VP,
- eliminating enemy unit as effect of Fire Combat — 1 VP,
- eliminating enemy unit due to blocked Retreat path — 1 VP;
- capture of enemy artillery — 2 VPs plus number of white stars;
- recapturing of own artillery — 2 VPs plus number of white stars;
- eliminating enemy commander — 3 VPs.

[16.2]. Current result must be marked on Turn/Victory Points Track.

Example: The French army has 3 VPs. If it loses next 4 Clashes (French units are Routed), VICTORY POINTS marker will be placed on box 1, reverse facing up as Allied army has 1 VP.

[16.3]. After finishing the last Game Turn the winner is indicated by the VP marker. If this marker is not present on the Turn/Victory Points Track it is assumed that the Allied army won the battle.

[16.4]. It is possible to finish the battle before the end of the last Game Turn. The French player wins if he has 8 VPs during 3rd Phase of any Game Turn.

The Coalition player wins if he has 6 VPs during 3rd Phase of any Game Turn.

Before game starts, both players can agree for different values for automatic victory.

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Illustrations on counters: Katarzyna Tretyn-Zecevič (<http://ktz.pl>) and Krzysztof Korzeniak.

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Historical background.

In 1810 it seemed that fate of Peninsular War will be decided on northern front. Army of Portugal commanded by Marshal Massena invaded Portugal in July. The invasion goal was clearly pointed out by Napoleon – removing all British troops from Portugal. British Commander-in-Chief Arthur Wellesley used fortifications of Torres Vedras line. The existence of such strong position and effects of British scorched earth policy were great surprise for the French. On the 5th April 1811 Massena withdrawn from Portugal. Only Almeida fortress stayed in French hands. Massena regrouped his battered army and pushed into Portugal once again. On the 2nd May 1811 he began new offensive. From the 3rd to 5th May 1811 opposing armies crushed in battle near Fuentes de Onoro. The Anglo – Portuguese army held its positions and Massena was forced to order another withdrawal. In few days he was replaced by Marshal Marmont as commander of the Army of Portugal. Eyes of both engaged sides turned south, where deciding outcome was looking for.

Marshal Soult, occupying Andalusia, had to support actions of the Army of Portugal. He started slow march towards north on the 30th December 1810. From the 11th to 23rd January 1811 French army besieged Olivenza and on the 26th January 1811 Soult started siege of Badajoz. When reinforcements arrived, he began aggressive maneuvers against Spanish General Mendizabal. Spanish army was defeated in battle of Gevora on the 19th February 1811. Without any hope for rescue, garrison of Badajoz laid down their arms on the 11th March. Marshal Soult did not move further north. He marched to Seville and stayed there, if situation would have demanded quick support the troops of Marshal Victor engaged in Cadiz. It was rather excuse than real reason to stop the offensive. Indeed, Marshal Victor lost battle of Barrosa on the 5th March 1811 nonetheless misunderstandings and mistrust in allied camp enabled further siege of Cadiz.

General Phillipon and 3000 soldiers stayed in Badajoz. Without any delay the French began fortification works and in short time increased defensive value of the fortress. On the 22nd April 1811 Marshal Beresford and his Anglo – Portuguese army started siege of Badajoz. But on the 12th May Beresford was forced to stop the siege, as news about the French movement arrived. It was Soult and his Army of the South. Siege train was sent to Portuguese fortress Elvas and field army moved to Valverde. In mutual agreement with Spanish generals, Beresford placed allied army on position near village Albuera. He was determined to win the battle and destroy French Army of the South. If Soult had been defeated, siege of Cadiz would have been lifted and British would have had a new strategic possibility opening another front with good port on their back. But the task was not so easy as it seemed. On the 15th May French cavalry brigade under general Briche forced to retreat allied cavalry and right bank of the Albuera River was under French control. Soon it was smartly used by Soult.

Terrain and deployment of opposing armies.

The allied army took positions on plateau on western bank of the Albuera River. Most of stone buildings of village Albuera were damaged, but it was still strong defensive obstacle. Marshal Beresford anticipated frontal assault on the village, so it was garrisoned by brigade of Kings German Legion (1100 bayonets) and a battery of six guns. If necessary, direct support was provided by general Cole's division, two dragoon regiments and Spanish cavalry under Penne Villemur. On the left wing were deployed: Portuguese infantry from Hamilton's division (6400 bayonets), Otway's cavalry and battery of six guns commanded by captain Braun. Moreover, these units could count on English infantry under Collins. On the right wing were Spaniards (10000 bayonets) of General Blake. The right wing was composed of divisions under Lardizabal, Ballasteros, Zayas and Captain Miranda's six-guns battery. Their right flank was covered by English 13th Dragoon Regiment and Spanish cavalry under General Loy. In reserve, behind the center, invisible from opposite river bank, stayed General Stewart's division (5400 bayonets).

Marshal Soult took advantage of controlled terrain on the eastern bank of the Albuera River. A dense forest covered up maneuvers of the French army, so Soult decided to outflank allied right wing. Frontal attack on Albuera was only a diversion. Everything according to art of war...

The battle.

The action started around 8 am. Battery of horse artillery showed up from the forest and opened fire at Albuera buildings. A while later Godinot's infantry and light cavalry of General Briche went out from the forest. Soult ordered rapid attack on units standing behind Albuera. Four platoons of 1st Vistula Lancers Regiment jumped across the Albuera River. Two of them stayed behind, but two under Piotr Rogojski and Kajetan Wojciechowski moved forward. Defenders of Albuera and English infantry, astonished by audacious charge, did not fire even single shot. English 3rd Dragoon Regiment entered the stage. The Poles repulsed with ease countercharge of one squadron, but they started orderly withdrawal, when two more squadrons joined the fight. Using screening shield of remaining in reserve two platoons, lancers rapidly changed front and dispersed the 3rd Regiment.

In the same time planned French maneuver went on. The Polish regiment was ordered to join main body of French army. Platoons engaged in combat did not receive the order. To make matters worse, General Long gathered disorganized 3rd Dragoon Regiment and supported it with infantry. It was too much for brave Poles. They cut their retreat path back to eastern river bank, losing 40 cavalryman in this skirmish.

Meanwhile General Godinot assaulted the village. 16th Light Infantry Regiment rushed straight forward through the bridge and suffered unnecessary losses, because the river could have been traversed in other places. It turned out that the French impetus was so bold, that they entered Albuera. Ferocious hand-to-hand fight started for each household. General Colborne's brigade was ordered by Beresford to support soldiers of KGL. This was exact intention of Soult – precious opponents reserves were committed in secondary engagement. The main effort of French army just started.

The assault was conducted by V Corps – divisions under Girard and Gazan. They were preceded by cavalry from 2nd hussar regiment, 27th chasseurs regiment and 4th regiment of Spanish Chasseurs. Expected success should have been exploited by Latour – Maubourg dragoons and Vistula Lancers. Presence of French troops on allied flank was huge surprise for Marshal Beresford and General Blake. Fortunately, General Zayas kept his head. His four battalions quickly rose on axis of French advance. Thanks to that other units gained time to change their front. Marshal Beresford had to change order of his army in face of striking enemy. The flank was covered by cavalry. General Stewart's division received orders to deploy behind Spaniards. But first, Colborne's brigade had to stop movement towards Albuera. Also General Cole's division began maneuvering south.

General Girard had at his disposal nine battalions. Only two of them were deployed in lines and the rest stayed in columns of battalions. Ten battalions of Gazan's division formed second line, also in columns. French assault was delayed by sudden storm. In skirmishers fighting, the French had upper hand. The mass of V Corps had clear path to attack.

It seemed that Spanish infantry would have been broken as in many battles before. But this time, despite French artillery fire in short distance, troops of General Zayas hold their ground. They were backed up by steady stream of new units under Ballasteros and Lardizabal. The French suffered heavier losses. To make matters worse, Colborne's brigade and Cleves battery appeared on Spanish right flank and they joined the fight as well. Artillery and musket fire prevented French battalions deployment in lines.

Marshal Soult quickly realised seriousness of the situation. He ordered cavalry charge on exposed English flank. Vistula Lancers and 2nd hussar regiment set in motion. English infantry did not have enough time to form squares, because they were frontally engaged by Girard's infantry. All what Colborne's subordinates could do, was slight front change and give one uncoordinated salvo. The French cavalry fell on the infantry red line. 3rd regiment (Bufs), 2nd battalion of 48th regiment and 66th regiment were routed in few minutes. Captain Wincenty Konopka killed standardbearer Thomas and captured one colour of 3rd regiment. In similar circumstances Poles captured four more colours. Lieutenant Latham hid banner under his uniform jacket. When he received sabre cutting in his face he fell on ground face down. Latham was found after the battle and Bufs saved their second regimental colour.

The Poles charged further. They captured 5 of 6 guns of Cleves' battery. English 2nd battalion of 31st regiment had more time to prepare on cavalry attack. Red coats formed square and greeted Vistula Lanc-

ers with accurate volley. Dispersed Poles lost their momentum. Instead of one coordinated effort, the fight took form of many engagements of small groups of cavalrymen. One of Polish lancers even reached Marshal Beresford. Known from his physical strength, Beresford threw off the rider from horse back and shot him down.

General Lumlay ordered 4th Dragoon Regiment and Spanish cavalry to countercharge. French hussars and Polish lancers repulsed allied cavalry. Both sides were exhausted. Englishmen arranged their ranks again and Poles escorted prisoners behind the battle line. Colonel Konopka rode next to French infantry showing captured regimental colours and encouraging to relentless fight.

Spaniards showed inspired courage as well. Although involved in deadly firefight for long time, they preserved their line and discipline. They orderly moved back and Hoghton and Abercomby brigades entered through gaps between battalions. French troops wanted to use the same maneuver. But Gazan's division was too close to Girard's and both formations were confused. Englishmen set in order their rank faster. They minimalized distance to 50 meters and fired volley after volley. Soon artillery guns joined the carnage and showered French with canister fire. The French infantry showed their toughness and caused opponents losses as well. During this stubborn fight fell commander of 57th regiment Colonel Inglis. To the last breath he encouraged his subordinates yelling legendary "Die hard 57th". In this merciless fight, the French took upper hand, because of numerical advantage. English infantry began losing their ground, but their arrays stayed firm. Marshal Beresford thought about withdrawal and even gave appropriate orders.

Colonels Hardinge and Rooke took initiative. They influenced General Cole to actively join the fight. His Anglo – Portuguese division and Lumley's cavalry appeared on uncovered French flank. This was decisive blow. Indeed, Marshal Soult perceived the danger, but reserve General Werle's brigade was too far to quickly and effectively support fighting comrades. Vistula Lancers and French dragoons (regiments 4th and 17th) began charge to gain precious time. Polish cavalry had to move back after accurate salvo of English infantry. French dragoons were more lucky. They quickly won clash against Spanish cavalry. After that they also were forced to retreat under heavy infantry fire. Vistula Lancers regrouped and charged again, beating English flankers. Portuguese battalions stayed engaged against French cavalry and English infantry under Lieutenant Colonel Myers continued maneuver on V Corps flank.

It was climax of French effort. Mortal wound of commander of 28th Light Infantry Regiment Colonel Praefke and view of coming fresh enemy forces was too much even for Napoleonic veterans. Lone soldiers and then bigger groups moved to the rear, disorganizing other units. Marshal Soult tried to regroup refugees, but without success. French soldiers stopped on initial positions on the other bank of the Albuera River. Through stragglers crowd, moved forward Werle's brigade, summoned earlier. Stubborn firefight started again. Werle and Myers fell dead. English infantry showed more determination and forced French to escape. Artillery guns of General Ruty, two grenadier battalions under General Vare and Latour – Maubourg's cavalry formed protective screen. Thanks to that stragglers gained time for rest and French army avoided total annihilation. Marshal Beresford did not decide for final push. He used artillery instead. But General Ruty showed great skills in artillery maneuvers. He protected French retreat and formed artillery battery on eastern bank of the Albuera River, still ready to fire. General Godinot left Albuera, although his assault was successful. Around 3 pm the battle ended. Opposing armies stayed on positions when darkness fell.

Who was the winner?

Both armies suffered huge losses. It is assumed that each army lost ca. 8000 soldiers from their ranks. From tactical point of view the battle was not resolved. Both Commanders-in-Chief made mistakes. Beresford did not perceive danger on his right wing. Only surprisingly good stand of Spaniards gave time for arrays rearrangements therefore new units could joint the fight. While Soult outflanked opponent, his infantry had not enough space for proper deployment. Moreover, quantity and quality advantages of French cavalry were not used. During the battle Soult did not show flexibility. His sideshow assault on Albuera was successful and could have been exploited by fresh troops, which stayed in reserve.

Playing this game you can check if result of this even battle could be different.