

Napoleonic Battle Series:

Vimeiro

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1.0 General Rules

1.1 Counter Nomenclature

The counters of the different nationalities that took part in the battle are coloured as follows:

France: Dark Blue on Light Blue

Britain: Dark Blue on Red

Portugal: Red-Brown on Tan

Hanover: Red on Light Blue

Brigades are named after either their commander or their largest regiment. Commanders' names are written in italics and regimental names are in normal style.

1.2 The Atlantic

No units may enter all-ocean hexes. Units forced to retreat into an all-ocean hex are destroyed. Beach hexes are treated as normal open terrain and so does "The Landing."

2.0 British Special Rules

The British Army of Portugal had been in existence for just three weeks. It had only been organized into brigades and Wellesley created ad hoc divisions around trusted brigadiers as need arose. Its train and artillery were terribly short of draught animals and its Portuguese allies were lacking even clothes. To make things worse, Wellesley's timid superior Burrard had just arrived and was off-shore aboard HMS Brazen eating breakfast as Junot approached.

2.1 General

Infantry brigades may not be given independent orders. Artillery and cavalry units may move about freely within 8 Commander MP's of the Army HQ. If Wellesley should become a casualty he is temporary replaced by either Ferguson or Hill until Burrard arrives. Should Burrard be killed either Ferguson or Hill will replace him (Wellesley is considered to be sulking and bent on avoiding any further involvement).

2.2 Wreckage

For the purpose of divisional wreckage consider the British army a "super division" that is wrecked when five infantry brigades have been wrecked (four if anyone but Wellesley is in command). This army wreckage only affects Burrard and victory conditions.

2.3 Temporary Divisions

Temporary Divisions can be formed around the commanders Hill, Ferguson and Crawford who are kept off-board until called up to lead one. Temporary Divisions consist of the commanders' brigade, up to two other brigades and may include one

artillery unit. Temporary Divisions are formed by sending an order (by aide or in person) to the commander's brigade. The order must state which brigades and artillery units are to be included in the Division along with the commanders' brigade as well as what this temporary formation is supposed to do. When the order is accepted the commander is placed with his brigade and starts to function as a Divisional Commander. If the Temporary Division fails a Stoppage Check, carries out a Loose Cannon result, or the Commander becomes a casualty, the Division ceases to exist and the Commander counter is removed. Temporary Divisions may not be created by using initiative but may use it while in existence.

2.4 Moving Brigades

Infantry brigades not assigned to Temporary Divisions are considered to be on automatic "defend in place" orders and may not move at all except to move one hex into close combat. They may also still change formation and facing, send out skirmishers and extensions, as well as obey morale results. But the only way the brigade's "main counter" may move is by moving along with Wellesley as he moves. While directing brigades, Wellesley himself only pays Commander MP's for the movement between hexes, not for such things as formation changes. He can move to one brigade, move it for a couple of hexes and then move over to another brigade and move it if desired. He does not need to follow a unit into close combat. All he has to do is to move it up next to the enemy.

2.5 Sir Harry Burrard

Roll one die at the beginning of each British Command Phase starting on the 10:30 am turn. On a roll of 1 or 2 Burrard will appear at the Army HQ and take command. When this happens Wellesley is removed from the map, any orders in transit are cancelled and any temporary division in existence suffers an automatic stoppage. Play then proceeds as

normal, with Burrard commanding the army in the same way as Wellesley. If the British army is wrecked when Burrard's arrival is called for, Burrard will wait in the wings for the Army to recover before taking over.

2.6 Infantry Training

Neither British or Portuguese infantry units may use Combat Columns.

2.7 The Light Infantry

The "A" morale British skirmisher may move up to three hexes away from any other friendly non-skirmisher.

2.8 Lack of Horses

The British Army artillery is restricted to moving no more than three hexes in a turn. The wagons may not move at all.

2.9 Case Shot

Being equipped with the new spherical case shot British artillery pieces enjoys a +1 die roll modifier when firing at artillery units.

3.0 The French Army

3.1 General

All commanders have their command ratings reduced by one when rolling for initiative, regardless of who is in command. If Junot should become a casualty, Kellerman takes over, followed by either Loison or DeLaborde.

The French player may freely reassign brigades between commanders, as long as no commander controls more than one brigade more than he controlled at the start of the scenario. French artillery may either move freely within 8 Commander MP's of Army HQ or be assigned to a division.

3.2 Infantry Training

All French infantry units may use combat columns. (Including the Legion de Midi, should it be used.)

4.0 Scenario

4.1 General

All the rules in Series Rules apply. Units may not deploy skirmishers before the scenario starts.

4.2 The Battle of Vimeiro, 21st August 1808

The British expedition to Portugal was nineteen days old when the sun rose over the village of Vimeiro at Maceria Bay some 55 kilometers north of Lisbon. The French Army of Portugal

under General Junot, Portugal's ruler for the last nine months, was approaching. Trapped in a hostile land with the nearest friendly troops far East of Madrid, Junot had decided to make a serious attempt to drive the British back into the sea.

General Information

First turn: 8:00 am
Last turn: 6:00 pm (or earlier)
Total Game Length: 21 turns
First Player: French

French Information

Reinforcements:

At 8:00 am, Entry Area A: Junot, Army HQ, 26 Chasseurs M, L Div, Army (2Lh)
At 8:30 am, Entry Area A: D Div, M Div, Army (4Lf)
At 9:00 am, Entry Area A: K Div, Army (2Hf)

Variable

Beginning at 12:00 am, roll one dice during each French Command Phase. On a roll of six the 3/66th Line enters at Entry Area A.

Orders:

Army HQ is to move to 38.12. All other formations are to move to within 2 hexes of Army HQ and await further orders. The 3/66th Line might be attached to any division.

British Information

Set up: (All units may be set up in any desired facing or formation and with extensions and skirmishers deployed as per the regular rules.)

Hex:	Units:
2.10	1-Hill, Hill
5.10 (Lf)	5-Crawfurd, Army
6.11	8-Acland
9.08	3-Nightingall
11.11	4-Bowes
11.16	Train Unit
13.13	Army HQ, Wellesley
13.12	2-Ferguson
15.16	Trant, Army (Lf)
15.13	Train Unit
15.10	20 LtD, Cavalry
17.09	7-Anstruther,
20.10	6-Fane, Army (Lf)

Burrard, Crawfurd and Ferguson are placed of-map and can enter the game as per the special rules.

Orders:

Hill commands his own brigade, one battery,

as well as Crawfurd and Acland's brigades. His orders are to defend the hill west of Vimeiro against attacks from the south.

Victory Conditions

While the British goals in the battle were obviously to survive and stay ashore in Portugal, Junot's objectives were murkier. He went into battle without a third of his army and when repulsed, he sued for terms. Still, had Junot somehow managed to cripple the British they would quite likely been forced to evacuate Portugal.

Ending the Game

Play proceeds until either the French Player wins an Automatic Victory; until a Ceasefire is called; or until 06:00 pm when an Automatic Ceasefire occurs.

Automatic French Victory

If at any instant the French player has managed to destroy both the British train units as well as wreck five infantry brigades (four if Wellesley is not in command), he wins an automatic victory. The British will call a cease fire in order to negotiate a safe evacuation and Junot will become known as the general who threw the British out of the Iberian Peninsula.

Ceasefire

During any British Command Phase after the 12:00 pm turn that Burrard (or his replacement) is in command the British player may call a Ceasefire provided that no close combat was fought in the preceding French Player Turn. The Game ends immediately and Victory Points (VP's) are counted to establish the victor.

The British Player gets:

- 1 VP per wrecked French Division.
- 2 VP per permanently wrecked French Division (instead of the above).
- 1 VP for forcing the French Army HQ to displace.
- 2 VP for holding entry hex A when the Ceasefire is ordered.

The French Player gets:

- 1 VP per wrecked enemy Infantry Brigade.
- 2 VP per permanently wrecked enemy Infantry Brigade (instead of the above).
- 2 VP per British train unit destroyed.
- 1 VP for holding Vimeiro Hill (both hexes) when the Ceasefire is ordered.
- 2 VP for having "The Landing" within LOS and effective range of a French artillery unit when the Ceasefire is ordered.

Subtract the French score from the British score and compare with the table below.

+7 or more: A Major British Victory as Junot surrenders unconditionally and he and his army are marched off to prison.

NBS # 6-04 Vimeiro Loss Chart - The British Army of Portugal

Army Wreckage: (Burrard) (Wellesley)

<i>Unit ID</i>	<i>Skirmishers</i>	<i>Morale</i>	<i>Fire levels</i>
1st-Hill	<input type="checkbox"/>	C	AA <input type="checkbox"/> AB <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
2nd-Ferguson	<input type="checkbox"/>	C	AB <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
3rd-Nightingall		B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input checked="" type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
4th-Bowes	<input type="checkbox"/>	B	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
5th-Crawfurd	<input type="checkbox"/>	B	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
6th-Fane	○○	A	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
7th-Anstruther	<input type="checkbox"/>	A	AA <input type="checkbox"/> AB <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
8th-Acland	<input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
Trant		D	AB <input type="checkbox"/> <input type="checkbox"/> A <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
Cav		D	C <input checked="" type="checkbox"/> <input type="checkbox"/>
20Lt Drg		B	C <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>

○ = A Morale Skirmisher

NBS # 6-04 Vimeiro Loss Chart - French Army of Portugal

<i>Unit ID</i>	<i>Skirmishers</i>	<i>Morale</i>	<i>Fire levels</i>
Loison <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>			
32/82th Line-L <i>Charlot</i>	<input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
12/15th Light-L <i>Solignac</i>	<input type="checkbox"/> <input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
58th Line-L <i>Solignac</i>		B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
DeLaborde <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>			
86th Line-D <i>Brennier</i>	<input type="checkbox"/>	C	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
2/4th Light-D <i>Thomieres</i>	<input type="checkbox"/> <input type="checkbox"/>	B	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
70th Line-D <i>Thomieres</i>	<input type="checkbox"/>	B	AB <input type="checkbox"/> <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
Kellerman <input type="checkbox"/> <input checked="" type="checkbox"/>			
Grenadier-K		A	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input checked="" type="checkbox"/> <input type="checkbox"/>
Independent			
3/66th Line	<input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
Margaron <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>			
3 Prov. Drag-M		C	B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
4/5 Prov. Drag-M		C	A <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
26th Chass-M		B	C <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Optional			
Travot <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>			
26/66th Line-T <i>Graindorge</i>	<input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
Hanover/Midi-T <i>Fusier</i>		C	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
47th Line-T <i>Avril</i>	<input type="checkbox"/>	C	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>

NBS # 6-04 Vimeiro Loss Chart - The British Army of Portugal

Army Wreckage: (Burrard) (Wellesley)

<i>Unit ID</i>	<i>Skirmishers</i>	<i>Morale</i>	<i>Fire levels</i>
1st-Hill	<input type="checkbox"/>	C	AA <input type="checkbox"/> AB <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
2nd-Ferguson	<input type="checkbox"/>	C	AB <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
3rd-Nightingall		B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
4th-Bowes	<input type="checkbox"/>	B	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
5th-Crawfurd	<input type="checkbox"/>	B	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
6th-Fane	<input type="radio"/> <input type="radio"/>	A	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
7th-Anstruther	<input type="checkbox"/>	A	AA <input type="checkbox"/> AB <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
8th-Acland	<input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
Trant		D	AB <input type="checkbox"/> <input type="checkbox"/> A <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/>
Cav		D	C <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
20Lt Drg		B	C <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/>

○ = A Morale Skirmisher

NBS # 6-04 Vimeiro Loss Chart - French Army of Portugal

Unit ID	Skirmishers	Morale	Fire levels
Loison <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>			
32/82th Line-L <i>Charlot</i>	<input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
12/15th Light-L <i>Solignac</i>	<input type="checkbox"/> <input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
58th Line-L <i>Solignac</i>		B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
DeLaborde <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>			
86th Line-D <i>Brennier</i>	<input type="checkbox"/>	C	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2/4th Light-D <i>Thomieres</i>	<input type="checkbox"/> <input type="checkbox"/>	B	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
70th Line-D <i>Thomieres</i>	<input type="checkbox"/>	B	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Kellerman <input type="checkbox"/> <input checked="" type="checkbox"/>			
Grenadier-K		A	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Independent			
3/66th Line	<input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Margaron <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>			
3 Prov. Drag-M		C	B <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4/5 Prov. Drag-M		C	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
26th Chass-M		B	C <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>
Optional			
Travot <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>			
26/66th Line-T <i>Graindorge</i>	<input type="checkbox"/>	B	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Hanover/Midi-T <i>Fusier</i>		C	A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> B <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
47th Line-T <i>Avril</i>	<input type="checkbox"/>	C	AB <input type="checkbox"/> A <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> B <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> C <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

+2 to +6: A Minor British Victory as Junot surrenders but manages to negotiate safe (British) transport for his army back to France.

-1 to +1: An inconclusive draw and the campaign drags on as Junot withdraws to Lisbon pursued by the cautious Burrard.

- 2 or less: A French Minor victory that buys time for Junot as Burrard withdraws to Oporto to lick his wounds.

The historical result was + 3 or 4.

5.0 Variants

5.1 No Breakfast/Early Lunch

Burrard either skips breakfast to lead the army from the start of the battle or he stays off-shore until the afternoon. In the first case Burrard replaces Wellesley who is removed altogether (unless Burrard is killed) and the British player earns 2VP. In the second case do not start rolling for Burrard until 1:00 pm and give the French player 1 VP.

5.2 Travot's Division

Junot's largest mistake was perhaps that he kept a lot of troops scattered in forts around Lisbon instead of throwing everything he had at Wellesley. This variant assumes that he brought the nearest of these to the battlefield. Ignore the entry of the 3/66th and instead start rolling in the same way for Travot's Division at 10:00 am. The division enters at Entry Area A with orders to move to army HQ. This gives the British player 3 VP.

5.3 Variable Entry

The French player may have one Division enter at Entry Area B or C with an accepted order one turn later that it was otherwise supposed to arrive. This gives the British player 1 VP.

5.4 Junot Wakes Up!

Junot realizes that he is about to fight a major battle and takes a firmer grip on things. Ignore the initiative restrictions of 3.1 and all French Divisions may enter with accepted orders. This gives the British player 2 VP.

5.5 Random Events

Use these together with the random events rules found in the Series Rules.

1	British: The Brave Two Hundred French: Reshuffle Brigades
2	British: Ross Lands French: Junot Wakes Up
3-4	British: Three Generals French: No Event

5 British: No Event
French: Swiss Desertion

6 British: Heat
French: Heat

The Brave Two Hundred. When the battle was already won the Wellesley unleashed the 20th Dragoons in a typical British suicidal cavalry charge. If the 20th Dragoons are not wrecked when this result is rolled the Dragoons must immediately charge the nearest formed French infantry unit and if they have several targets to choose between the French player gets to choose.

Reshuffle Brigades. After the orders to attack had been given Junot suddenly (for no apparent reason) thought that his divisions were somehow unbalanced in strength. When this result is rolled Loison must immediately send one of his brigades to DeLaborde and vice versa. When done this reshuffling is permanent.

Ross Lands. Colonel Ross, commander of the 20th Regiment and two and a half company of his regiment was adrift on the Atlantic while the battle was fought. When this result is rolled Ross and his men has managed to get ashore and joined Aucland. Add two boxes to Aucland's brigade or erase two boxes of permanent casualties from it.

Junot Wakes Up Some people has blamed Junot's poor generalship on the head wound that later quite likely drove him to suicide. When this result is rolled Junot suddenly realizes that he is in the middle of a battle and takes a firmer grip on things. He may immediately issue one round of orders as if he were a level "4" leader and the -1 on initiative is ignored for the rest of the game.

Three Generals. The British leadership acts up in one way or another. If Burrard has landed, roll one dice. On a roll of 1 Burrard recalls Wellesley to run the battle for the rest of the scenario. On a roll of 2 or 3 Burrard disappears from the field for one turn to quarrel with Wellesley. On a roll of 4 Burrard can use Wellesley as a Temporary Divisional Commander for the rest of the game. On a roll of 5 or 6 one randomly determined Infantry Brigade not assigned to Temporary Division suffers a loose cannon result. An unit so affected may move while under that order.

Swiss Deflection. At Rollica three days earlier most of DeLaborde's Swiss troops changed sides in the middle of the fight, taking shelter among Nightingall's brigade

that broke as a consequence. If this result is rolled the Swiss troops still brigaded with the 86th Ligne decides to change sides. The 86th Ligne immediately loses one permanent casualty and the nearest British infantry unit (up to a maximum of three hexes away) suffer a M-2 result.

Heat. The 21th of August was so hot that the French fought in just their waistcoats. When this result is rolled the Portuguese summer takes its toll on things. One complete turn elapses without anything happening, not even cease-fire calls. Just move the turn-marker one step ahead.

Historical Notes

In the fall of 1807 French and Spanish troops invaded Portugal to close the last continental ports open to British trade. The French Corps commanded by General Junot met no other resistance than its own faulty maps and after some gruelling marching, 1.500 footsore French grenadiers limped into Lisbon on November the 30th. Not a shot was fired and the Portuguese court and government fled to Brazil. In the following weeks Junot collected his 24.000 troops in central Portugal, disbanded the Portuguese army and settled down to enjoy vice-regal status, isolated from the rest of the world.

This charade went on for almost half a year until the situation in Spain started to deteriorate. In the end of May 1808 Junot found himself cut off from communication with Madrid and his Spanish allies began to quietly withdraw back to Spain. In the middle of June the people of Oporto, Portugal's second town, exploded with riots that led to the formation of a Junta that eventually assumed the role of national government. The countryside rose and Junot's men soon found themselves engaged in a vicious war against a populace that rose again and again. Loison's massacre of the inhabitants of the Evora was the first of many such outrages.

Then, on the 1st of August, a British fleet appeared outside Oporto and a 13.000 man strong army under General Wellesley started to disembark at Mondego Bay. Wellesley had somewhat vague orders to support any opposition against the French and he spent a week in Oporto, quarrelling with the Junta and trying to organize a commissariat. Aided by 2.000 Portuguese troops, he then cautiously moved south on the 9th. On the 17th he encountered the division of DeLaborde at Rollica 80 kilometres north of Lisbon. After fighting a skilled delaying action, DeLaborde got away and Wellesley marched southwest to Vimeiro to link up with the landing of another 4.000 British troops as well as his superior Sir Harry Burrard.

Meanwhile Junot had started to assemble his army, but for some reason he decided to leave more than one third of it in garrison, marching against Wellesley with just about 14.000 troops. On the morning of the 21st he approached Vimeiro from the east, surprising Wellesley, who had expected an attack from the south.

But Junot, usually a brave and quite rash officer, lost this advantage as he first hesitated and then committed

his Divisions to uncoordinated attacks. Loison was sent to attack Vimeiro hill but was thrown back by Fane and Anstruther. Meanwhile, DeLaborde, who was supposed to turn the British flank, was routed by Ferguson after a wild running fight around Ventosa. Undaunted, Junot sent Kellerman's grenadiers to attack Vimeiro itself, but they were outflanked by Acland's brigade and pushed back after some hand-to-hand fighting within the village. Wellesley then ended the fighting by unleashing his 250 cavalrymen on the retreating French. In true British cavalry tradition the 20th Light Dragoons almost managed to destroy themselves against some stone-walls, the French reserve artillery and Margaron's Dragoons.

At this hour Burrard appeared on the field and forbid any attempt to pursue Junot's men. Wellesley rode off in disgust and the British army sat down and had lunch. The next morning Junot sued for terms and Burrard and his superior, Sir Hew Dalrymle, who had also just appeared, gave Junot better terms than he could ever have expected. In the Convention of Clinta, Junot surrendered and his army was shipped back by British ships to Bayonne with all their arms and equipment, as well as their loot. Regardless of this odd arrangement, the British were now firmly established in Portugal. Sir John Moore took over command as all the other three British generals were called home to explain their conduct.

Despite being just a large skirmish by continental standards, Vimeiro was one of the most decisive battles of the Napoleonic wars. Had Junot won, the entire course of the war in Spain would have been much different. With no British army on the Peninsula it is unlikely that the Spanish would have been able to hold on as long as they did.

Game Notes

Vimeiro, like all Peninsula affairs involving British troops, is a very easily researched battle. There is one little question on who was brigaded with who in each army, but that is about it. Besides the fact the maps such as this is a mess to do, the only real problems with the game were the victory conditions and how to picture the arcane way the British army was led. For the latter case one can say that this is probably the only time in NBS that players will lead an army in 17th century-style, so enjoy it. The final version works nicely and shows Wellesley's hands-on, trust-no-one, leadership-style quite well. It also felt very nice to find that in the end we spent more rules on the awkward British command structure, than the wondrous Baker Rifle. NBS is after all about commanding armies.

The Victory Conditions were, despite the clear operational goals for each side, quite diffuse. People have blamed Junot's poor generalship on old wounds and alcohol, but it is more probable that he simply had no idea of what to do. And while history has proven Wellesley to be right he was also out on a limb with Britain's only field army (all nine brigades, yes!). In the end Burrard and Junot were quite pleased to settle things by talking, so in that way the battle was very much like those little skirmishes that "honor demanded" from besieged towns before they could surrender, and the victory conditions reflect that. Both sides can go for gold,

but be warned that brigades such as Anstruther's can mow down an entire French division in one charge and that while Margaron's cavalry is perfectly useless around Vimeiro, it will create havoc with any number of Thin Red Lines in the open.

Regarding the Baker Rifles, there were only a few of these around in 1808 and it was in the end not what made the 5/60th and 95th regiments unique anyhow. The difference was doctrinal and at this stage of the war this doctrine was in its infancy and several of the later-to-be famous light regiments had just been re-designated as "light." (Some of them were also about to lose their kilts, but as they hadn't been anywhere near England for a while the losing might not yet have happened.)

And it "Vimeiro" in Portuguese. Despite that British Battle Honours read "Vimiera". And the French spell it "Vimeiro".

Order of Battle

Army of Portugal

Lieutenant General Sir Arthur Wellesley

1st Brigade, Maj Gen. Rowland Hill
(1/5th Northumberland, 1/9th East Norfolk and 1/38th First Staffordshire Regiments.)

2nd Brigade, Maj Gen. Ronald Ferguson
(36th Herefordshire, 1/40th Second Somersetshire and 1/71st Highland Light Regiments.)

3rd Brigade, Brig. Gen. Miles Nightingall
(29th Worcestershire and 1/82nd Prince of Wales Volunteer Regiments.)

4th Brigade, Brig. Gen. Barnard Bowes
(1/6th First Warwickshire and 1/32nd Cornwall Regiments.)

5th Brigade, Brig. Gen. James Catiland Crawford
(1/45th Nottinghamshire and 1/91st Argyllshire Regiments.)

6th Brigade, Brig. Gen. Henry Fane
(1/50th West Kent and 5/60th Royal American Regiments plus four companies of 2/95th Rifles.)

7th Brigade, Brig. Gen. Robert Anstruther
(2/9th East Norfolk, 2/43rd Monmouthshire, 2/52nd Oxfordshire and 97th Queen's Own Regiments.)

8th Brigade, Brig. Gen. Wroth Palmer Acland
(2nd Queen's Royal and 20th East Devonshire Regiments plus two companies of 1/95th)

Portuguese Brigade Colonel Nicolas Trant
(Trante?)
(12th, 21st, 24th Line Battalions, 6th Cazadores)

Portuguese Cavalry (6th, 11th, 12th Cavalry Regiments)
20th Light Dragoons

Army of Portugal

General de Division Jean-Andoche Junot

Division Loison, GD. Louis-Henri Loison
GB Jean Baptiste Solignac's Brigade
(3/12th and 3/15th Light and 3/58th Line Regiments.)

GB. Hugues Charlot's Brigade
(3/32nd and 3/82 Line Regiments.)

Division DeLaborde, GD. Henri-Francois DeLaborde
GB. Jean-Guillaume-Barthelemy Thomieres' Brigade
(3/2nd and 3/4th Light and 1-2/70 Line Regiments.)
GB. Antoine-Francois Brennier de Montmorand's Brigade
(1-2/86 Line Regiment plus two companies of the 4th Swiss Regiment.)

Division of United Grenadiers, GD. Francois-Etienne Kellerman
GB. St. Clair's Brigade
(1st and 2nd Battalion of Grenadiers)
GB. Maransin's Brigade
(3rd and 4th Battalion of Grenadiers)

Cavalry Division, GD. Pierre Maragon
(3rd, 4th, 5th Provisional Dragoons, Volunteer Squadron of French living in Lisbon and 26th Chasseurs a Cheval.)

Reinforcement

3/66 Line Regiment and four picked companies from the garrisons around Lisbon.

Hypothetical

Division Travot, GD. Jean-Pierre Travot
(1st Hanoverian Legion, Legion du Midi, 2/47th, 3/26th and 3-4/66th Line Regiments and some companies of the 4th Swiss Regiment.)