



DUPONT'S REVENGE

GRAND BATTLES NAPOLEON GAME TUTORIAL

This tutorial is from a single turn in a game of Grand Battles Napoleon and is an example of how the sequence of play and general rule system mechanics work. Although this tutorial describes, in depth, each rule as it unfolds during the game, it is not meant to be an in-depth guide to knowing the rules. This type of minutiae is dealt with in the Grand Battles Napoleon rulebook. We recommend that you use this tutorial as an aid, cementing the concepts of command, movement, shooting and melee that you have read in the rulebook. The army lists are at the back of this document on pages 9-10.

Bailen "Rear Guard" Re-Fight

It is the 16th of July, 1808 and the 2nd Corps de observation de la Gironde, under General Pierre Dupont, has been caught in an awkward position by the Spanish forces of General Francisco Castanos. With nowhere to go but through the Spanish, Dupont launches an assault on the Spanish army, defending the high ground, near the small, quiet village of Bailen.

This rather liberal interpretation of the Battle of Bailen revolves around the fast play Legion d'honneur mission "Rear Guard", which represents, quite handsomely, the historical situation the French faced on that day. The regiments in the divisions are loosely taken from various historical orders of battle for both the French and Spanish forces.

The Spanish army has 500 points in two rather large divisions with integral cavalry support and a reserve heavy battery. Dupont's French corps also has 500 points in two divisions with some less than auspicious reserve troops.

Fast play missions can be over very quickly, if the attacker is decisive and a risk taker, although not always in favour of the attacker. On this day however, the risks the French divisional general Barbou exposed his division and ultimately the entire corps too, paid off, as we shall see in a moment. Unlike real life, Dupont is saved from a humiliating defeat by a bit of luck and a whole lot of risk!

Deployment

Looking out from the Spanish position, it is clear that the Spanish have an advantage defensively, with a rather large ridge line covering the majority of the table. Nestled in the centre left of the Spanish position is the village of Bailen. To the front of this in the Rear Guard deployment zone, as you can see by the white dice outlining the position, is Coupigny's Spanish division. (See picture on page 2). On the ridgeline is general Reding's large division and in the rear, hidden from view, is the artillery reserve division with the 12# battery.

In front of Reding's division, on the opposite ridgeline, is general Gobert's French line division. Facing Coupigny is general Barbou's French reserve division. The first and as fate would have it, only turn, is about to unfold.

Initiative Round 1:

Each player checks to see if all their units are in command. All are in command and so both players roll a D6 adding their initiative modifier, in this case each has a +1 initiative modifier, to the dice roll to determine who activates a division for that round. This happens round after round until all divisions on both sides have had a chance to act. Castanos rolls a 5 and Dupont rolls a 2. Castanos wins initiative and may go or force his opponent to go.



The Spanish division out in front is quite exposed and so Castanos elects to go and orders Coupigny to leave the valley and move back to the high ground. All of the Spanish troops perform a back step operation ending with all the regiments up on the high ground. The Spanish heavy cavalry has 2 operations and uses the first to back step and the second

to move from column to line. The Light battalion also has 2 operations and in skirmish can move 8 inches per operation. They move up to 16 inches from the right to the left hand side of the Spanish division. Below you can see that the Spanish division is now on the hill. The 24 figure line regiment has attached in support of the 8# artillery battery. The class 5 morale light

infantry regiment is between the two class 4 morale line regiments, thus anchoring the division on a solid regiment in the centre. Shielded from the French are both Militia regiments in the division's second line. The cavalry, just visible in the picture protect the other flank and make an excellent anchor for both Spanish divisions.



Initiative Round 2:

Castanos and Dupont roll again for the new round and Castanos wins again. He elects to reveal the Spanish blinds marker with the reserve artillery and activates the 12# battery. Limbered foot artillery has two operations and may use both moving 8 inches. The 12# ends up using both operations moving almost 16 inches, ending its move limbered on the far flank of Reding's division.

Initiative Round 3:

Castanos is on fire, having won his third initiative roll in a row. He wants to see what the French will do and so hands over initiative to Dupont. The French corps commander knows that he must not waste time dithering if he is to win the game. Dupont activates Barbou's division. The player running Barbou's division is a very aggressive risk taker, often he quotes such pithy sayings as "a quick game is a good game", and "you cannot make an omelette with breaking eggs"! Wincing as he hears Barbou happily chiming the latter saying and knowing what is coming next, Dupont watches as Barbou declares he is going to perform a Grand Tactical Attack order. Grand Tactical orders allow divisions to double their movement per operation, allowing the division to lurch across

the table very fast. If the divisional general has a good tactical rating Grand Tactical orders can be a great idea. But if the divisional general isn't a genius, then there is a good chance he will fail the order and cause the whole division to become disordered. Barbou's tactical rating is average, meaning only on a D6 roll of 5+ will he pass the order. Even with the +1 for the division being outside 16 inches of the enemy, the chances for disorder and delay as a result, are very high. Unperturbed Barbou rolls the dice and rolls a 6! Is it a sign of things to come?

Activated divisions act with each unit before moving onto the next unit. Divisions on Grand Tactical Attack orders must keep relative position until units get within engagement range. Starting with the reserve skirmish battalion it moves up to engagement range and then changes direction, so that it is facing the Spanish light battalion. It has moved a whopping 16 inches for its first operation. (*Grand "Tac"* doubles a skirmisher move operation from 8 inches to 16 inches). With its second operation the battalion shoots. Shooting at skirmishers is a 5+ to hit and each infantry base shooting rolls 1 dice. The French draw first blood, causing two hits!



The next unit in the division to act is the Swiss. Moving up to charge range of 4 inches, the Swiss declare a charge, pass morale and move into base contact with the Spanish light regiment. To pass morale a unit must roll equal to or lower than its morale class number. These Swiss are morale class 5, so as long as they never roll a 6, they will always pass morale. The Spanish regiment now has to take a morale test for being charged. Like the Swiss they are morale class 5, for this game, (it changes game to game for the Spanish and depends on how well each division rolls on the "Sons of Spain" table). Unlike the Swiss the Spanish player rolls a 6 and the light regiment legs it in disgrace. Now all units inside 4 inches of the retreating lights must pass a morale test or become shaken. Each regiment in the division passes the test, except the two militia regiments and the heavy cavalry. All 3 regiments are now shaken.

Like a wave they surge forward. This time the Paris Guard regiment (Premier Reserve) charge. The Spanish line regiment being charged passes morale and coolly discharges

their muskets. The column has 2 bases, so two dice will be rolled to shoot needing 4+ against infantry regiments. Normally the skirmish screen in front of the Paris Guard would make it a 5+ to hit the unit. However units charging must move their screens to the flank or rear, so the target is now much easier to hit. The Spanish cause two hits on the Parisians'. One of the dice scored is a 6. Whenever a 6 is rolled, from shooting, a screen must be the first casualty. So the Parisian screen is removed and one hit is recorded against the regiment.

The Spanish heavy cavalry, behind the Spanish line, is now within 4 inches of the French regiment and may act, including charge, providing it passes a morale test to charge, a response test for zone of control and can see the target. The Spanish player passes both tests, but realises he cannot actually see a base to charge. Instead he changes the facing of the cavalry, so if the Paris Guard does drive off the Spanish line in melee, they will hopefully be promptly sabred to death for their troubles. (The cavalry again might be able to respond after the melee).



Things are going better than expected for the French and so Barbou decides to risk it all. He orders in the second brigade, made up of two dubious class 4 morale reserve regiments. With an exultant shout of "*Vive l'Empereur*" both regiments pass morale and charge into the Spanish gun line, composed of the 8# battery and supporting 24 figure infantry regiment. To make sure the Spanish line do not run away, they are only class 4, Coupigny personally attachés to the infantry. They pass morale and the guns and the infantry open fire on the first French reserve regiment as they clamber up the slopes. Medium-heavy batteries fire with 3 dice per base, and the infantry have 3 bases in front, giving a total of 9 dice to be rolled for defensive fire. A whopping 6 hits out of 9 on a 4+ are suffered by the 1st reserve regiment. The screen is removed, and then 5 hits are applied to the regiment. When a regiment suffers four hits a base is removed. Every time a base is removed a shaken test must be performed. The regiment is class 3 now as a result of a -1 modifier for a lost base, but the French pass the test jubilantly. Barbou rolled a

1! The 2nd reserve regiment may also suffer from defensive fire, if there are any bases in the melee not in base to base contact already. So the Spanish line fires again and this time only causes 1 hit. Still, the melee hasn't even been resolved yet and the French have already lost 7 hits. They had better hope they win or the French are in going to be in trouble very early on in this battle. Things are presently beginning to look like they did historically, with the Spanish holding the high ground and inflicting heavy casualties on the French infantry as they struggled up the slopes.

To end the divisions activation the French 4# battery now acts and moves behind the French reserve regiments, limbered. Once all units in a division have acted, resolve any melees.

Looking at the picture on page 4, it is clear from the rather jumbled and busy image, as things stand and just prior to melee, the French have the advantage. As events unfold, not a truer summation could be written!



Starting with the large melee first, each player must work out the average melee strength of all the friendly units involved, then add supplementary modifiers to the average melee strength and add a D6 score to the total for the final melee strength. So let's begin with the Spanish side. But before we do start resolving the combat, each player must decide if they are going to attach any generals to the melee. The French decide to attach Barbou. Now back to the Spanish. There is an 8# gun battery with a morale class of 6 and the class 4 Spanish line regiment. There are no other relevant average melee modifiers. The total melee strength is 10. However this needs to be averaged out based on how many friendly units are in the melee, in this case 2 units, thus giving us an average melee strength of 5. To this we now add supplementary modifiers, +1 for defending uphill and +1 for leader attached. Lastly the Spanish player rolls a D6 (Coupigny rolls a 5) and all the numbers are added together giving the final melee strength. In this case it is 12.

Now the French work out their strength. They are both morale class 4. But the 1st reserve regiment has suffered a base lost which is -1 to the regiment's melee strength. Next both regiments are involved in a melee against artillery +4. So after adding the total melee strength of both 7 and 8 and dividing by the

number of friendly units in the melee, the French average melee strength, rounded down, is 7. To this total are added supplementary modifiers, +2 mass for 10 French bases vs 6 Spanish bases and +1 for leader attached and a combat dice roll of 6, giving a final melee strength of 16 (7+2+1+6). The French win by 4. Each Spanish unit loses 2 hits and all units on both sides lose an attrition hit. The battery only has 3 hits per base, so one base is removed and both Spanish units retreat 12 inches. All units inside 4 inches of the retreating units must check to see if they become shaken. The militia regiments are already shaken and will suffer a -1 morale modifier. Meaning each will now need to roll a 3 or less on a D6 to pass morale. Both fail and since they are already shaken and suffered a second shaken result, both retreat, also suffering an attrition hit. They in turn trigger shaken tests on all units not currently retreating or involved in unresolved melees. This time however, no other units fail a shaken test.

The only compensation during this very dark moment, for general Castanos, is that at the end of the melee, when both players rolled to kill the attached enemy general, Coupigny rolled an 11 on 2D6, killing general Barbou, right at his moment of triumph!



The second melee between the Paris Guard regiment and the Spanish line regiment is resolved quickly. The final melee strength for the French is 7 and for the Spanish it is 9. The French regiment loses the difference in hits between the winner and loser, which in this instance is 2 hits and each take an attrition hit. The French had already suffered 1 hit earlier so they have suffered 4 hits total and a base is removed before they retreat 12 inches.

It is a small compensation, for the disaster that has just befallen Coupigny. It is now the French turn to check for shaken. The only regiment inside 4 inches is the Swiss, who pass morale and jeer at the Parisian "girl's blouses" for running!

The Swiss and both reserve regiments may now perform a pursuit operation. They may either charge or consolidate. Only regiments with exploit in their profile or an attached charismatic or superior general may charge after a successful melee. Since none qualify for either, all three regiments perform a move operation instead. The Swiss are now on the flank of the Spanish line and are supported by the 1st and 2nd reserve regiments.

It has been a bloody battle so far and if the Spanish can hold on and pass army morale they may be able to crush the violent advance of the French. Barbou is dead, so his whole division is out of command, plus most of his regiments have suffered horrific casualties breaking the Spanish division. Will it be enough!

Initiative Round 4:

Dupont, suddenly awakened from his initiative rolling stupor wins the last two initiatives. Maybe the magnificent attack by Barbou has inspired him! Whatever the reason he forces Castanos to activate one of his divisions on round 4. All Castanos has left is Reding's division, which promptly begins falling back. The heavy cavalry and the gun battery shift to the flank in order to contain Barbou's elated French forces from causing any more damage in future turns. Lastly, Reding pushes the light battalion right up against the unengaged French division, so that they cannot also declare a Grand Tactical Attack and catch Reding's division as it back steps further up the ridge.



Initiative Round 5:

Since the Spanish have no divisions left to activate, Dupont goes ahead and activates the rest of his forces, which in this case, is just one division – Gobert's. Unable to declare a Grand Tactical order because his division has now been engaged by the Spanish lights, Gobert contents himself with chasing off the annoying cazadores. The 1st French skirmish battalion charges the lights, who declare a response operation to evade. They pass their morale test for being charged and also their response test and fall back 12 inches. This last hurrah effectively ends the turn.

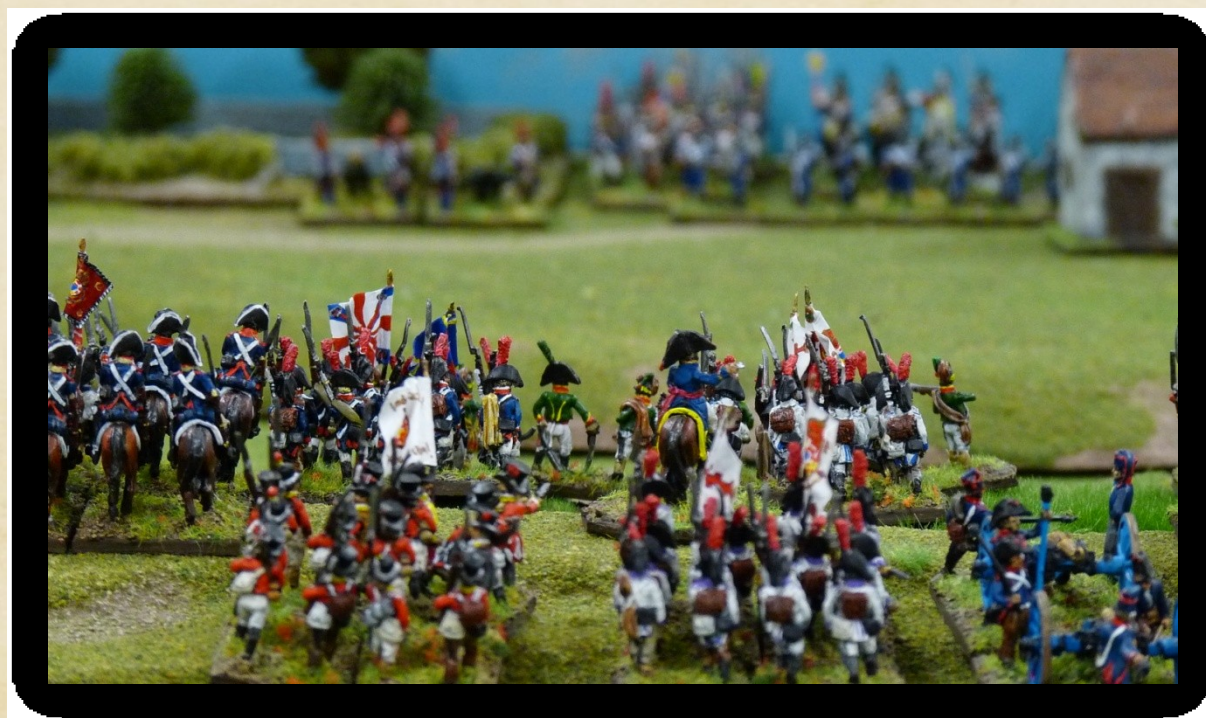
Army Morale:

At the end of any turn, (yes even turn 1), players may be forced to check army morale. Castanos has a temporarily broken division, (the regiments that retreated, rallying at the start of next turn). So he is forced to take an army morale test. Cross-referencing the number of divisions in the army, (artillery reserves do not count) with the number of divisions lost, (see army morale chart on page 105 of your Grand Battles Napoleon rulebook) Castanos realizes that it's going to be close, a 50/50 chance to pass the test and keep

fighting. He needs to roll a 1-3 to pass army morale. Sadly, Castanos rolls a 4 and all the French generals let out an audible sigh of relief! If they were forced to keep fighting there is a good chance the Spanish would have won, considering the loss of Barbou and the heavy casualties taking the position.

Victory Points:

To determine the scale of the victory work out how many army point losses were inflicted on the enemy. Add any mission points you gained by achieving mission objectives. This final number, usually between 1 and 9, is your total battle points. The player with the most battle points wins! In this game, the Spanish lost a division (half or more of the regiments bases retreating or destroyed) worth 170 points. Using the Fast Play Missions Victory Chart in Legion d'honneur supplement cross-reference 170 army points, in a 500 point mission, for a battle point's total. In this case it is 3 points. Add 2 mission points for forcing the Spanish army to withdraw from the field for a total of 5 Battle points. The French lost Barbou, 10 points, which gives the Spanish a consolation point. So the French win 5:1 and Dupont's honor is restored!





SPANISH ARMY OF ANDALUSIA				
DESCRIPTION	SIZE	MORALE	NOTES	POINTS
Army General: <i>Francis Castanos</i> – Experienced, Class 1, (4+), (32 inches) “Defender of Spain”				70
1st Spanish Division: <i>Reding</i> – Excellent, (2+) (6 inches)				15
1 st Cazadores	8	5	Skirmish light infantry	20
Militia	16	4	Poor Shots, Regimental, Blunderbuss	5
Line	16	4	Provisional, Regimental	5
Line	16	4	Provisional, Regimental	5
Foreign Line	16	5	Regimental, Provisional	20
Foreign Line	16	5	Regimental, Provisional	20
Guards	16	6	Regimental Linear Trained, Exploit, Tiny	35
Dragoons	8	4	Medium Cavalry, Provisional	25
Cavalry	8	4	Heavy Cavalry, Provisional, Weak	30
8# Foot	2	6	Medium-Heavy, Trained	40
2nd Spanish Division: <i>Coupigny</i> – Experienced, (4+) (4 inches)				5
1 st Cazadores	8	5	Skirmish light infantry	20
Militia	16	4	Poor Shots, Regimental, Blunderbuss	5
Militia	16	4	Poor Shots, Regimental, Blunderbuss	5
Line	16	4	Provisional, Regimental	5
Line	24	4	Provisional, Regimental	25
Cazadores	16	5	Regimental, Light Infantry	25
Cavalry	8	4	Heavy Cavalry,	40
8# Foot	2	6	Medium-Heavy, Trained	40
Army Artillery Reserve:				
12# Foot	1	6	Heavy, Trained, Half Battery	40
Total				500





FRENCH ARMY DE LA GIRONDE				
DESCRIPTION	SIZE	MORALE	NOTES	POINTS
2nd Corps: <i>Pierre Dupont</i> – Good, Class 1, (3+), (40 inches)				60
1st Division: <i>Barbou</i> – Average, (5+) (3 inches)				0
Skirmish Battalion	8	4	Skirmish	10
1 st Reserve	16 (1)	4	Napoleonic, March	25
2 nd Reserve	24 (3)	4	Napoleonic, March	50
Paris Guard	16 (1)	5	Napoleonic, March	35
Swiss	16 (1)	5	Napoleonic, March, Steadfast, Tiny	25
4# Foot	2	6	Light, Expert	20
2nd Division: <i>Gobert</i> – Average, (5+) (3 inches)				0
Skirmish Battalion	8	4	Skirmish	10
Skirmish Battalion	8	4	Skirmish	10
3 rd Reserve	16 (1)	4	Napoleonic, March	25
4 th Reserve	16 (1)	4	Napoleonic, March	25
1 st Line	16 (1)	5	Napoleonic, March	35
2 nd Line	16 (1)	5	Napoleonic, March	35
Cuirassiers	8	7	Heavy Cavalry, Exploit	80
8# Foot	2	6	Medium-Heavy, Expert	45
TOTAL				500

