

Espinosa de los Monteros

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Series Design: Dean N. Essig

Initial Napoleonic Concepts: David A. Powell

Game Design: Anders Fager

Graphics: Stefan Ekström (map), François Vander Meulen (counters)

Spanish Research: José Manuel Rodríguez Gómez & Francisco Ronco

Thenlas to: François Vander Meulen, Niek van Diepen, Jerry Malone, P-O Jönsson and Michael Bowen

Playtesting: Craig Plecas, Laurie Gordon, Elias Nordling and Ernesto Sassot.

Introduction

The Battle of Espinosa de los Monteros was fought high in the Cantabrian mountains on the 10th and 11th November 1808 between Lt-Gen Blake's Army of Galicia and Marshal Victor's I Corps. The battle was fought during Napoleon's massive second invasion of Spain and although Blake's starved troops fought the victors of Friedland to a standstill it was all in vain, as the Army of Galicia could not escape the jaws of Napoleon's grand plan.

1.0 General Special Rules

1.1 The Terrain

1.1a Scale and "Peaks"

The map scale is 200 meters per hex (1:12500, quite exactly) and 10,61 meters per elevation. The yellow triangles indicating "peaks" are pure decoration.

1.1b General Note

The terrain in Spain is far more rugged than anything else seen in the Napoleonic wars. If a question should arise whether a LOS is blocked or not, consider it blocked.

1.1c "Buildings"

Treat these as Village/Walled Farm.

1.2 Counter Nomenclature

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

France:

Light Blue with a Dark Blue Icon

Army of Galicia:

Yellow with a Bright Red Icon

Army of Asturias:

Pale Yellow with a Bright Red Icon

Brigades are named after either their commander or their largest regiment. Commanders' names are written in italics and regimental names are in normal style. Note that the anchor on the 6th Marines is purely cosmetic.

1.3 Weather

The campaign was fought in abysmal weather that took a heavy toll on the troops, especially on the badly clothed Asturians. Hence, at night units have to be in towns or walled farm (building) hexes to benefit from the night bonus on the straggler recovery table.

2.0 French Special Rules

2.1 General

The French army, although technically a Corps, is run like a small army with Victor in command issuing independent orders for his Divisions. If Victor should become a casualty, Lapisse takes command, followed by Villatte and then Ruffin. A French Division may be ordered to control two extra brigades besides its own.

2.2 French Surprise

It took Victor some time to realize that he faced the entire Army of Galicia and to simulate this the following effects last until 12.00 p.m. November 10th. The French player suffers a -1 die roll modifier on all Stoppage Checks and Victor may only issue orders if he rolls successfully for initiative. Should he roll a loose cannon result doing this he immediately causes one randomly determined French division to lose its current orders.

2.3 French Reinforcements

Roll two dice at the start of each French Command Phase and check on the Reinforcement table to see what new French units arrive at entry area A. 1-I Brigades arriving before Ruffin each operates on independent orders, just as if they were cavalry brigades and may not be given new orders before Ruffin arrives.

3.0 Spanish Special Rules

Blake commanded two very different formations, his own Army of Galicia, perhaps the best Spanish formation in 1808, and the Army of Asturias where most soldiers lacked even basic military training.

3.1 General

Blake commands both the Spanish armies by issuing independent orders. If Blake should become a casualty, either Martinengo or Mahy takes over. The Spanish player may not reassign brigades between commanders. The Spanish artillery and the Almansa cavalry may move freely within 8 hexes of Army HQ. All Spanish commanders have their Command Ratings reduced by "1" when rolling for initiative.

3.2 Infantry Training

No Spanish unit may use combat column.

3.3 Espinosa Stragglers

Spanish units in Espinosa always counts as "In No Orders status" as when rolling on the Straggler Recovery table. (There were a lot of stray soldiers in Espinosa looking for anyone to lead them.)

3.4 The Army of Asturias

The Asturian Army is handled as any other division. Acevedo accepts orders for it and is aided by Maj-Gen Quirós and Chief of Squadron Valdés in leading the troops. These three leaders and the Asturian units (only) interact in the following ways:

- If an Asturian unit suffers casualties in close combat or to skirmisher fire roll one dice for each Asturian Commander in the hex. A roll of 6 will kill the commander.

- No Asturian unit can recover from adverse morale levels without being stacked with one of the leaders.

- If any of the leaders start a Movement Phase stacked with an un-wrecked Asturian unit, with shaken or normal morale, he may "excite" that unit into Blood Lust morale state provided the leader remains stacked with that unit for the rest of the turn.

- Acevedo, Quirós and Valdés are not replaced should they be killed. If all three are killed the division is considered to have disintegrated and its units must all move to leave the map as quickly as possible through either entry hex B or C.

The Battle of Espinosa de los Monteros, 10-11th November 1808

On the morning on the 10 November Villatte caught up with San Román's "División del Norte" at the village of Edesa. As Villatte's Division closed on the village the Spanish fell back in good order, just as they had done for the last few days. But this time they retreated just a few kilometers. Fearing that his men were too tired to outrun Victor's fresh Corps, Blake had decided to make a stand at the village of Espinosa.

General Information

First turn: 10 November 12:00 a.m.

Last turn: 11 November 4:00 p.m.

Game Length: 42 turns

First Player: French

General Notes:

All units may be set up in any desired facing or formation and with extensions and skirmishers deployed as per the regular rules. "Permanently Wrecked" refers to a unit being wrecked by hard casualties alone as opposed to being wrecked by a mix of stragglers and casualties.

French Information

Set-Up:

w/i 2 of 26.08: 3-I (All)

Reinforcements:

Use the reinforcement table.

Orders:

3-I has orders to capture the Loma del Ataque. 1-I has orders to move on Espinosa and attack whatever Spanish troops they encounter. I Corps HQ has orders to move to Quintana de los Padros. Ruffin and 2-I have orders to move to Corps HQ.

Automatic French Victory

If the French player holds 5 victory hexes on or before the 10 November 12:00 p.m. turn and no French division is permanently wrecked the French player wins an Automatic Victory.

Spanish Information

Set up:

w/i 3 of 11.17: Asturia (All)

w/i 2 of 10.13: 1-Galicia (All)

w/i 2 of 10.11: 3-Galicia (All)

w/i 2 of 12.07: 2-Galicia (All)

w/i 1 of 12.06: Van-Galicia (All)

w/i 1 of 15.05: DN-Galicia (All)

w/i 1 of 08.08: Res-Galicia (All)

5.08: Blake, Army HQ, Almansa

With any unit of Res- Galicia or 2-Galicia: Galicia b (2Lf)

Reinforcements:

None.

Orders:

All Spanish Divisions except Res-Galicia, have orders to defend in place. Res-Galicia, has no orders.

Automatic Spanish Victory

If at any time during the game the Spanish player has managed to permanently wreck two French Divisions and also holds four Victory Hexes he wins an Automatic Victory.

Victory

Play continues either until the 11 November 4:00 p.m. turn or until there are no Spanish units left on the map. Each side then adds up victory points as follows:

The Spanish Player Gets:

1 VP per Victory Hex controlled.

2 VP per wrecked French Division.

2 VP per permanently wrecked French Brigade.

1 VP for every three (round down) infantry brigades exited through Entry Area B after 9:00 am November 11.

1 VP for each of either the artillery or Almansa cavalry unit exited through Entry Area B after 9:00 am November 11.

The French Player Gets:

1 VP per Victory Hex controlled.

1 VP per permanently wrecked Spanish Division.

3 VP if a non-wrecked French Division has exited through Entry Area B at any time during the game.

The side with the higher score is the winner.

Variants

The French Guns

The I Corps' artillery park was bogged down on the poor mountain roads and took no part in the battle. Still there was a slim chance that some guns could have shown up. When "OptGun" is rolled on the reinforcement table one of the French Artillery units arrive at entry area A with the horse artillery unit arriving first. Once they reach I Corps HQ, the artillery units may move freely within Corps or Divisional range. This gives the Spanish player 1 VP.

The French Get a Grip

I Corps' attacks on the first day were both reckless and blundering. This variant assumes that Villatte immediately realized what was ahead and informed Victor. Ignore all provisions in 2.2. Also Ruffin arrives with the first half of his division with accepted orders to capture the crossroads just east of Espinosa and the other half of his division has orders to join him. This gives the Spanish player 3 VP.

Blake Quits Early

Blake's decision to not withdraw during the night was probably a reasonable one, but it led to the collapse the next morning. In this variant Blake has decided to try a nocturnal retreat, and receives 1 VP per Spanish Division exited through Entry Area B after midnight November 10. There is no victory point cost to this variant.

Varied Spanish Deployment

Allow the Spanish to set up more freely. The Spanish player uses the hexes and ranges given in the normal set up as "areas" but are free to choose what Division to put in what area. The only exception is that DN division may not set up in the two northernmost areas. The artillery unit may deploy with any division, while the HQ and Almansa cavalry unit sets up as normal. This gives the French player 1 VP.

Early Start Scenario

This variant examines the situation before Blake deployed. It allows the Spanish player to plan the battle himself. It differs from the regular scenario in the following ways:

General Information

First turn: 10 November 9:00 a.m.

Last turn: 11 November 4:00 p.m.

Game Length: 48 turns

First Player: French

French Information

Set up:

No units start on the map.

Reinforcements:

Use the reinforcement table plus:

9:30 p.m. Villatte, 63-3-I and 27-3-I: Entry Area A

10:00 p.m. 94-3-I and 95-3-I: Entry Area A

Orders:

3-I has orders to capture Quintana de los Padros and then move on towards Espinosa and attack whatever Spanish troops they encounter.

All other units have the same orders as in the regular scenario.

Automatic French Victory

As in the regular scenario.

Spanish Information

Set up:

w/i 1 of 4.06: 1-Galicia (All), Van-Galicia (All), Galicia b (2Lf)

In Any Hex of Espinosa: Asturia (All), 3-Galicia (All), 2-Galicia (All)

w/i 2 of 24.07: DN-Galicia (All)

w/i 1 of 15.06: Res-Galicia (All)

5.08: Blake, Army HQ, Almansa

Reinforcements:

None.

Orders:

DN has orders to delay the French advance on Espinosa.

The Spanish player may also issue four written orders to any of his formations and these are all considered to arrive on the first game turn.

Random Events Table

Game Table

1 Spanish: Acevedo Pulls Out / French: No Event

2 Spanish: Panic / French: I Get It! No?

3-4 Spanish: No Event / French: Delay Reinforcement

5 Spanish: Pull Out / French: Senarmont Arrives

6 Spanish: Sleet / French: Sleet

Acevedo Pulls Out

If the French control at least one of the VP-hexes in Espinosa when this result is rolled Acevedo (or his Lieutenants, should he had been killed) decides to leave the Army of Galicia to fend for itself and instead head back home to the Asturias. He immediately accepts an order to lead his division off the map at entry area B. Only the acceptance of a IPV order from Blake (and no one else) to halt will cancel this event and the order must be accepted before the last Asturian unit has left the board. Exited Asturians count as normally exited units for Victory point purposes.

Delay Reinforcements

If the French player is supposed to roll for arrivals this turn, this result means he may not roll at all.

I Get It! No?

Victor is still figuring out how things work in Spain. Roll one dice. On a roll of 1 to 2 Victor has rediscovered his usual, fiery, self and may ignore Scenario Rule 2.2 from now on. But on a roll of 3 to 6 he must immediately cause one (player's choice) division to lose its orders. This event can happen several times and while a "back to normal" Victor may cause a division to lose its orders, repeated rolls of 1 or 2 has no effect.

Pull Out

Judging Victor and 20000 irritated Frenchmen to be a worse threat than a monumental traffic jam Blake decides that it will be a good idea to pull out during the night. If he wants to the Spanish player may invoke the "Blake Quits Early" variant. If rolled after 4 am on the 11th, this event has no effect.

Panic

The horrors of combat starts to get to some of the weary Spanish Troops. Roll one dice for each Spanish Division that has at least one wrecked brigade. If the roll is higher than the divisional commander's command rating the division must immediately carry out an emergency retreat.

Senarmont Arrives

French artillery ace Alexandre Senarmont, commander of I Corps artillery, arrives with one randomly determined French artillery unit. This event may only happen once and after it has occurred the French player may continue to roll for artillery arrivals as per the "The French Guns" variant.

Sleet

Each time this event occurs roll one dice. On a roll of 1 to 5 a cold mix of rain and snow starts to fall (or ceases to fall, if it was already falling). The sleet reduces visibility to three hexes and gives a -1 on all Straggler Recovery Rolls. Should a six be rolled a veritable storm breaks out causing night rules (but with a -1 on all Straggler Recovery Rolls) to be in effect until the player that caused the storm rolls 5 or 6 during a command phase. Should another sleet-event be rolled while the storm lasts the storm "drops" to that, lower, level of intensity.

Historical Notes

After Bailén the French had reeled back to Biscay in near panic and the Spanish Armies had slowly pursued them up to the Ebro. There both sides paused for a month while Joseph screamed for Napoleon, and the Juntas quarreled over how to finish off the French. The plan they eventually agreed on required over half a dozen Spanish Armies to launch a coordinated attack on the French from four directions and drive them over the Pyrenees. For all its apparent flaws the plan might have stood a chance of success had the Spanish still faced the raw formations they had fought during the summer, but now crack Grande Armée divisions were pouring into Biscay. Napoleon had taken no chances when he planned his second offensive in Spain and had drawn up a blunt exercise in overwhelming force that for starters aimed at capturing Madrid and destroying all the Spanish field armies within reach. The date for unleashing this storm was set for early November and until then the 200,000 men assembling in Biscay were to quietly await their master's arrival.

Lieutenant-General Joachim Blake (of Irish decent) who commanded the northernmost Spanish pincer had no idea that this juggernaut was forming in front of him. His barely 25,000 man strong Army of Galicia had spent most of October fencing with Merlin's Division around Bilbao while Acevedo's 7,000 Asturian Volunteers guarding his southern flank had not seen a Frenchman in weeks. According to the Spanish Grand Plan Blake was supposed to press on further east, but unclear orders and poor intelligence made him cautious. He was also awaiting La Romana's elite División del Norte that was disembarking in Santander after its spectacular escape from French service in Denmark.

In late October Lefebvre's IV Corps arrived from Germany and together with Villatte's Division of Victor's I Corps replaced Merlin, in one stroke placing 25,000 elite troops in Blake's path. While Blake pondered the implications of this, Victor and the rest of the I Corps drove Acevedo's Asturians out of Orduna to his south threatening to envelop the Army of Galicia. Napoleons orders required Lefebvre to keep Blake busy east of Bilbao while Victor pushed on deep into his rear. However Lefebvre was afraid that Blake would slip away unmolested and over the few days Lefebvre, Victor and Joseph argued about what to do, and who's fault it would be if what they decided to do went wrong. Joseph finally tried to order an advance on Blake, Victor was undecided, and Lefebvre wanted to wait in accordance with Napoleon's wishes.

Then, on October 29th, Lefebvre suddenly changed his mind and decided to attack Blake's position at Zornoza, east of Bilbao. But Blake had finally made up his mind to retreat. Lefebvre's attack resulted in nothing more than a large skirmish, as the Spanish troops were already withdrawing in good order. Despite the grumblings of his men, who wanted to fight, Blake kept on retreating. He ordered his covering forces to join him around Bilbao. Against Napoleon's directives Lefebvre pursued, entered Bilbao on the 1st, and had Villatte push further west to Valmaceda.

Disaster now threatened the Spanish as Blake's rapid retreat had resulted in Acevedo's division being trapped between Lefebvre at Bilbao and Victor coming up from the south. But at the same time Lefebvre was unsure if Acevedo's Division even existed, and had no idea that it was in turn just about to cut Villatte off from Bilbao. On the morning of November 5th, Blake, now joined by

División del Norte, attacked Villatte, as Acevedo tried to break out west. In the wild fight the two former Colonels of Militia managed to extract all their troops from under the noses of the two Marshals of France, and came close to trapping Villatte's Division in the process. Thanks to nobody but himself and his excellent soldiers, Villatte broke out towards Bilbao by abandoning most of his baggage and ramming his way through Acevedo's troops in a solid divisional column.

At his headquarters Napoleon was screaming for Victor and Lefebvre's heads, yet he sanctioned further pursuit. Also, the Emperor's third blow against Blake was launched as Soult's II Corps was sent off on an even wider envelopment than Victor's. Soult's target was Reinosa, Blake's depot, some 80 km's west of Bilbao. The Emperor took no chances, as he now had close to 80,000 men chasing Blake's 35,000. As Victor headed west, Lefebvre set out from Burgos again on the 7th and soon caught up with Blake's rearguard. Skillfully led by San Román the División del Norte fought off the French long enough to give the Spanish main force a head start.

This pattern was repeated the next day as the pursuit went on. It was conducted in miserable weather with temperatures often dropping below zero. The poor roads soon made it an all-infantry affair as the French artillery lagged behind and Blake sent his guns ahead to Reinosa. Neither side had much cavalry either. The French corps' cavalry had been detached to Napoleon's grand sweep towards Madrid and Blake hadn't had much of it in the first place.

Blake's situation got steadily worse. His men were falling out from cold and starvation, and to add to his problems Victor's fresh corps has taken over the pursuit. So far the Galician Army held together, but on the 9th, Blake's 4th Division was cut off and forced to retreat on its own towards Santander. Lefebvre meanwhile moved on a southern route towards Reinosa fencing with Malaspina's brigade, a stray part of Blake's flank guard, which he finally destroyed on the 11th.

On the night between the 9th and 10th Blake and the main body of the army reached Espinosa, while San Román's men held Edesa a few kilometers to the east. As soon as the sun rose the first French troops showed up and drove in the Spanish pickets. As Villatte's men deployed to take Edesa, Blake realized that the French were getting too close and that unless he sacrificed San Román's men he could not be sure that the main body would get away. Deciding to fight a major action he gave orders for his worn troops to deploy with the Asturians on the left atop the 1000 meter high Las Peñucas, his smaller divisions in front of Espinosa, together with his only available battery, and left room for San Román's men on a steep hill on his right known as "del Ataque." División del Norte gave up Edesa without a fight and took its place in the Spanish line, while Villatte got his men together to continue the pursuit. As the French cleared Quintana around noon they saw the Spanish deployed further up the road. Villatte lost no time sending one brigade against the Ataque and one towards Espinosa. But this time the Spanish did not retreat, instead they fought back fiercely. Soon most of Villatte's men were fighting San Román and Mendizábal on the Spanish right. The Spanish chased Villatte's men down the hill, but they soon mounted a second attack. Victor came up with Labryuere's brigade, which he threw in to support Villatte.

During the afternoon the Loma del Ataque became the center of a wild fight as Blake and Victor fed in more troops. Victor, who first thought he was fighting just a rearguard, allowed himself to get fixated on the hill while leaving the Spanish left unmolested. Thereby he allowed Blake to shift more and more troops to the right. At nightfall the Spanish was still in possession of the hill and Victor's men pulled back to Quintana to sort themselves out. Both sides were mauled, but there was no doubt who had come out on top in the fight.

His recklessness had cost Victor dearly and had Blake's men been in any shape to withdraw during the night his humiliation would have been complete. But the Spanish victory had been a bloody one, the situation in Espinosa was chaotic and many officers (including San Román and Riquelme) had been killed. Blake decided to wait for daylight to make a retreat easier, hoping that the French were in such a bad shape that they would let him slip away. Unfortunately for Blake, Victor had Lapisse's quite fresh division at hand and had ordered him to attack the Las Peñucas in the morning, hoping to turn the Spanish left, while Villatte and Ruffin pinned Blake's center.

As luck would have it the plan worked exceptionally well. As Lapisse was halfway up Las Peñucas, he to his surprise saw the Asturians come advancing down against him. It seemed as if Blake had ordered Acevedo to launch a minor attack, to try to distract Victor from attacking his right again. This time the Spanish luck had run out. The French skirmishers quickly brought down Acevedo and both his brigadiers, and without their leaders the Asturians soon broke and fled. Without hesitating Lapisse wheeled to the left and charged into the weak Spanish 1st Division that held the slopes north of Espinosa.

As Figueroa's Division broke, Victor ordered a general attack. The Spanish crumbled. In the chaos that followed the French came to a halt in the town and, as Victor had not a cavalryman at hand, the Spanish battalions retreating helter-skelter down the Reinosa road got away unmolested. Luckily for Blake Victor decided not to push on, probably thinking that Spanish armies, like other armies, would keep on routing once they had broken. His men also needed a rest. It was not until the 13th that he moved west again.

While Victor was celebrating his first victory in Spain, the Galicians stumbled into Reinosa on the night between the 12-13th. They immediately started south for León, with the trains Blake had managed to save at the head of the column. But on the 14th, the trains ran in to the head of Soult's corps that was coming up from Burgos and mayhem ensued. Despairing, Blake decided to head for the hills, and without baggage or guns his troops turned north. They crossed the mountains in miserable weather and reached the sea near Santander on November 17th. After endless sufferings barely some 5,000 out of some 35,000 men made it to León a week later. Napoleon's right flank was secured.

Designers Notes

Once you find the right Spanish documents and maps Espinosa is quite an easy game to design. As long as you are not involved in drawing the map, that is! There are a couple of 1700-meter peaks just north of the play area, so for those who always have been longing to play a Napoleonic winter-mountain battle, this is your fight. Otherwise the scenario is rather straightforward; the only thing that needed some thinking was how to show the French hesitation on the first day of the battle.

The battle is interesting because it shows how tough the pre-war Spanish army could be in a situation where it was well led and not forced to face the French Army on the latter's terms. Some people will find the ratings for the Spanish here hard to accept, but that says more about Napoleonic mythology than anything else. The Army of Galicia was the best Spanish army in 1808 and it did well all things considered. It had very few raw units in it (note that "Militia" units are indeed regular formations), and the "de Norte" Division was the best division of the Spanish army. The order of battle shows the usual bewildering mess and includes the Voluntarios de Literarios de Santiago (the University of Santiago's student's battalion), and a regiment of marines from the navy. It is of interest to note that Blake had implemented new drills for sharpshooters after suffering the French skirmishers at Medina de Rioseco, and they seem to have worked quite well.

Acevedo's Asturians were formed around the province's only regular battalion. They lacked clothes, officers and even weapons. Considering this the Army performed very well before Espinosa where it was destroyed. The Asturians had no skirmishers. On the 11th it took Lapisse's skirmishers less than an hour to take out practically everyone wearing epaulettes in the division, breaking it for good.

Compared to the Spanish, Victor's Corps seems rather dull. It is a straightforward, off-the-shelf, top-of-the-line French type A1 1808 army corps less guns and cavalry, each division on a good day capable of wrecking Blake's Army by itself. The corps was overflowing with military talent, but as it had only been "in country" for about two weeks it had a lot to learn about how things were done in Spain. Eventually Victor and his lieutenants got the hang of things and crushed Cuesta at Medellín. They also fought at Talavera the following year, before being involved in the invasion of Andalusia in 1810. Perhaps the only points of interest are that Villatte's division has been downgraded slightly, as they have had a rough week, and that Ruffin seems to have shown up a couple of hours after his troops, hence the rather odd order of arrival.

All in all, Espinosa was a very creditable affair to Blake and his troops, and it is worth noting that they took far more casualties standing up to the French on the 10th than they did during the collapse on the 11th. In the end it was not the battle that destroyed Blake's army, but the superior strategy of Napoleon. The retreat from Bilbao to León was conducted in far worse conditions and over worse terrain than Moore's retreat to La Coruña and it is amazing that anything even remotely resembling a military formation survived it.

Order of Battles

1st Corps

Marshal Claude Perrin Victor

1st Division, Div Gen. Francois-Amable Ruffin

Brig Gen. LaBruyères' Brigade

1-3/9th Light and 1-3/24th Line Regiments.

Brig Gen. Barrois' (?) Brigade

1-4/96th Line Regiment.

2nd Division, Div Gen. Pierre-Bellon Lapisse

Brig Gen. Maison's Brigade

1-3/16th Light and 1-3/45th Line Regiments.

Brig Gen Darricau's Brigade

1-3/8th and 1-3/54th Line Regiments.

3rd Division, Div Gen. Eugene Villatte

Brig Gen. Pachtod's Brigade

1-3/27th Light and 1-3/63th Line Regiments.

Brig Gen. Puthod's Brigade

1-3/94th and 1-3/95th Line Regiments.

Army of Galicia

Lt-Gen Joaquín Blake, Captain General of Galicia

Vanguard Division

Brig-Gen Gabriel de Mendizábal

Zaragoza Line (1)

Aragón Line (2 coys)

2nd Cataluña Light (1)

(Vonuntarios de) Navarra Light

1st Division

Brig-Gen Genaro Figueroa

Hibernia Line (1)

Mallorca Line (2? -3rd)

Volontarios de Literarios Santiago Light (1)

Mondoñedo Militia (1)

2nd Division

Maj-Gen Rafael Martinengo

Vol. Galicia Light/Line (2)

Navarra Line (3)

León Line (1)

Segovia Militia (1)

Pontevedra Militia (1)

Vol Vitoria Light (1)

3rd Division

Naval Brig-Gen Francisco Riquelme

Sevilla Line (2)

Compostela Militia (1)

6th Marines (3)

(1st) Gerona Light (1)

Reserve Division

Maj-Gen Nicolás Mahy

4th Granaderos (2)

Granaderos del General (1)

Corona Line (2)

Rey Line (1)

Toledo Line (2 coys)

NG of Galicia (2 coys)

Division del Norte

Brig-Gen Joaquín de Miranda, Conde de San Román

Princesa Line (3)

Zamora Line (3)

1st Barcelona Lights (1)

1st Cataluña Lights (1)

Almansa Dragoons (4sq -)

Army of Asturias

Capt-Gen of Asturias (former Colonel) Vicente Mariá Acevedo
(Brigadiers: Maj-Gen Quirós and Chief of Squadron Valdés)

Castropol Line (2)

Candas y Luanco Line (1)

Grado Line (1)

Cangas de Tineo Line (2)

Lena Line (1)

Luarca Line (1)

Salas Line (1)

Siero Line (1)

Oviedo Militia (1)

Villaviciosa (1)

French Loss Chart-Espinosa,

Unit ID	Brigade	Skirmishers	Morale	Fire Levels		
1-I Ruffin		□□□✓				
9 Lt-1-I	LaBruyère	□□	A	A □□□□□	B □□□✓	C □□□
24-1-I	LaBruyère	□	B	AB □	A □□□□□✓	B □□□
96-1-I	Barrois	□	B	AB □□	A □□□□□✓	B □□□
2-I Lapisse		□□□✓□				
16 Lt-2-I	Maison	□□	A	A □□□□	B □□□✓	C □□□
45-2-I	Maison	□	C	AB □□□	A □□□□✓□	B □□□
8-2-I	Darricau	□	B	AB □□□□	A □□□□✓□	B □□□
54-2-I	Darricau	□	C	AB □□	A □□□□✓□	B □□□
3-I Villatte		□□□✓□				
27 Lt-3-I	Pachtod	□□	B	AB □	A □□□□□✓	B □□□
63-3-I	Pachtod		B		A □□□□	B □✓□□
94-3-I	Puthod	□	C		A □□□□□✓	B □□□
95-3-I	Puthod	□	C	AB □	A □□□□□✓	B □□□

Spanish Loss Chart-Espinosa,

Unit ID	Skirmishers	Morale	Fire Levels			
Asturia (Acevedo)			□□□✓□□			
Castro-As		D	AB □	A □□□✓□□	B □□□	C □□□
Grado-As		E	AB □	A □□✓□□□	B □□□	C □□□
Lena-As		E		A □□✓□	B □□□	C □□□
Salas-As		D		A □□□✓	B □□□	C □□□
Oviedo-As		C		A □□□	B □✓□□	C □□□
Vanguard (Mendizábal)			□□✓			
Zaragoza-Van	□	B			B □□□✓	C □□□
2nd Cat-Van	□	B		A □	B □□□✓	C □□□
1 (Figueroa)			□✓□			
Hibernia-1	□	C		A □□	B □□✓□	C □□□
Literarios-1		D			B □□✓	C □□□
2 (Martinengo)			□□✓□			
V.Galicia-2	□	B		A □□□	B □□✓□	C □□□
Navarra-2		C	AB □□□	A □□□□✓□	B □□□	C □□□
Segovia-2:		D		A □□□✓	B □□□	C □□□
3 (Riquelme)			□✓□			
Seville-3	□	C	AB □□□□□	A □□□✓□□	B □□□	C □□□
6 Marines-3		B	AB □□□	A □□□□✓□	B □□□	C □□□
Reserve (Mahy)			□□✓			
Granaderos-Res		B		A □□□	B □□✓□	C □□□
Corona-Res	□	C		A □□	B □□✓□	C □□□
de Norte (San Román)			□□✓□			
Princesa-DN		B	AB □□	A □□□□□✓	B □□□	C □□□
Zamora-DN		B		A □□□□□	B □✓□□	C □□□
Barcelona-DN	□	B	AB □	A □□□□□✓	B □□□	C □□□
Almansa (Cavalry):		C			B □	C □✓□□

ESPINOSA

French Reinforcement Track						
	November 10		Night		Nov 11	
TIME	12 AM -1.30 PM	2 PM -4.30 PM	5 PM -9 PM	10 PM - 6 AM	7 AM - 4 PM	
ROLL TWO DICE			2	2	2-3	Opt. Guns ¹⁾
		2-4	3-7	3-5	4-6	Ruffin ²⁾
	2-4	5-8				1-I ³⁾
	5	9-12	8-9	6-7	7-8	Victor ⁴⁾
			10-11	8-11	9-12	2-I ⁵⁾
	6-12		12	12		Nothing
1) One unit, Horse artillery first. 2) Treat second result as 1-I. 3) The first 1-I result brings on the 9th & 24th rgts, the second the 96th. 4) On second result: Corps HQ 5) The first 2-I result brings on Lapisse and the 16th & 45th rgts, the second the 8th & 54th.						