

Armies of Portugal

The Portuguese army was defeated by General Junot in 1807. Junot missed capturing the royal family, who fled to Brazil, which kept resistance alive. The following year, Arthur Wellesly (the future Duke of Wellington) lead a British army of 14,000 into Portugal. French actions against the civilian population of Portugal virtually guaranteed full-hearted support in Portugal for Britain's intervention.

The combined armies of Britain and Portugal soon met the French at Roliça and defeated an inferior force there. From that point forward, the British and Portuguese armies would work closely together. The British provided the majority of the materials of war and helped train the reconstituted Portuguese army.

The Army List

A standard force is built using 2500 points from the army lists provided below. You may freely select from the list of Base Options and Direct Support, but may only select one option from the Army support list.

Portuguese Infantry Brigade 1813

Force Type: Infantry

Base Options:

- 1 *Major General* (Brigade General)
- 0-1 Aide de Camp
AND
- 1-2 Line Infantry Regiments, each with:
 - 0-1 Infantry Regimental Commander
 - 1-2 Line Infantry Battalions
- 0-1 Caçadores Battalion

Direct Support Options:

- 0-1 *Lieutenant General* (Division General)
- 0-1 Attached *Major General* (Brigade General)
- 0-1 Foot Artillery Battery with 1-3 6-Pounder Gun Sections
OR
- 0-1 Foot Artillery Battery with 1-2 6-Pounder Gun Sections and 0-1 5.5-Inch Howitzer Section

Army Support Options:

- 0-1 Dragoon Regiment
- 0-1 Horse Artillery Battery with 1-3 6-Pounder Gun Sections
OR
- 0-1 Foot Artillery Battery with 1-3 9-Pounder Gun Sections
OR
- 0-1 Foot Artillery Battery with 1-2 9-Pounder Gun Sections and 0-1 5.5-Inch Howitzer Section

Troop Rating:

- Infantry 0+ Conscript, 0+ Steady, 0-1 Veteran
- Caçadores 0+ Steady, 0+ Veteran
- Artillery 0+ Conscript, 0+ Steady
- Cavalry 0+ Conscript, 0+ Steady

Staff

Lieutenant General (Division General) 100 points/figure

The Lieutenant General is the most senior officer in the division and will therefore be in overall command. The player will divide the Glory Coins won during the game with the Division General if he is present.

	M	F	CA	E	D	Radius	Command	Points
General	20	1	1	1	1	7"	7	100

Special Rules

- The Division General has no combat abilities himself. He may provide re-rolls for failed tests taken by units that he is attached to.
- May act as a unit commander.

Major General (Brigade General) 50 points/figure

	M	F	CA	E	D	Radius	Command	Points
General	20	1	1	1	1	6"	6	50

Special Rules

- The Brigade General has no combat abilities himself. He may provide re-rolls for failed tests taken by units that he is attached to.
- May act as a unit commander.

Aide de Camp 20 points/figure

	M	F	CA	E	D	Radius	Command	Points
Aide de Camp	20	--	--	--	--	2"	+1	20

Special Rules

- The Aide de Camp has no combat abilities himself. He may modify the command ability of a leader. If attached to a leader he gives a +1 bonus to that leader's command rating.
- May act as a unit commander.
- May also be used as a leader for placing reinforcements.

Infantry Regimental Commander 25 points/figure

	M	F	CA	E	D	Radius	Command	Points
Colonel	20	--	--	1	--	4"	--	25

Special Rules

- The Infantry Regimental Commander has no combat abilities himself. He may provide re-rolls for failed tests taken by units that he is attached to. He may only attach to units of his own regiment.
- Maximum of one Regimental Commander per infantry regiment
- May act as a unit commander.
- May also be used as a leader for placing reinforcements from his own regiment.

Unit Commander/Sub-Commander 0/20 points/figure

	M	F	CA	E	D	Radius	Command	Points
Officer	20	--	--	--	--	--	--	0/20

Special Rules

- Unit Commanders have no combat abilities themselves. They may only attach to their own unit, detachments from their unit, or converged units containing figures from their unit.
- All units receive their Unit Commander for free. Additional sub-commanders may be purchased if allowed by the force list.
- Infantry unit sub-commanders only move up to 8".

Infantry

The Portuguese army from 1808 was trained by British officers and NCOs and over the course of the war became a very respectable army. It was a very simple force, consisting of Line Infantry regiments, Caçadores (light infantry) Dragoons, and artillery.

Each line regiment consisted of two battalions, each composed of four companies of fusiliers and one company of skirmisher elites. Companies were nominally 155 men (5 figures). Battalions typically should number from 12 to 25 figures, 4/5 being fusilier and 1/5 being elites.

The Caçadore battalions were organized along the same lines as the line, with four companies of Caçadores and one elite company of Atiradores. The numbers would likewise be from 10 to 25 figures.

Line Infantry Battalion

	M	F	CA	E	D	15 Fig	20 Fig	25 Fig	/Fig
Conscript	4	4	5	5	5	105	140	175	7
Steady	4	5	6	5	6	165	220	275	11
Veteran	4	6	7	6	7	300	400	500	20

Equipment: Musket.

Favored Formations: Line, Column, Square, March Column

Special Rules

- Standard
- Two-Rank Line
- Veteran Line Infantry have Iron Fire Discipline.
- Up to 1 Light is allowed per 4 Line Infantry figures.
- One Sub-Commander allowed for Veteran units.

Caçadore Battalion

	M	F	CA	E	D	15 Fig	20 Fig	25 Fig	/Fig
Conscripts	4	5	5	5	5	135	180	225	9
Steady	4	6	6	6	6	240	320	400	16
Veteran	4	7	7	7	7	390	520	650	26

Equipment: Musket.

Favored Formations: Line, Skirmish, Square, March Column

Special Rules

- Two-Rank Line
- Veteran Caçadores have Iron Fire Discipline.
- Up to 1 Atiradore is allowed per 4 Caçadore figures.
- Atiradore figure may be armed with Rifle for +4 for Conscript, +8 for Steady, +13 for Veteran.
- All figures are Trained Skirmishers.
- One Sub-Commander allowed for Conscript and Steady units.
- Two Sub-Commanders allowed for Veteran units.

Cavalry

Portuguese Dragoons were mounted and functioned as light dragoons. Each regiment consisted of four squadrons of up to 145 men per company. A regiment should normally number between eight and 20 figures. Although the Portuguese dragoons performed well, the government's lack of funds and general conditions on the peninsula made horses a scarce commodity. For that reason, entire regiments were seldom mounted. Dismounted dragoons were often used as garrison troops in towns and fortifications.

Dragoon Regiment									
	M	F	CA	E	D	12 Fig	16 Fig	20 Fig	/Fig
Conscript	10	4	6	5	5	84	112	140	7
Steady	10	4	7	6	6	144	192	240	12
Veteran	10	5	8	7	7	240	320	400	20

Equipment: Carbine.
Type: Light Cavalry
Favored Formations: Line, Skirmish, March Column
Special Rules

- Standard
- All figures are Trained Skirmishers.
- One Sub-Commander allowed for Veteran units.

Artillery

Portuguese artillery batteries used British equipment and were organized similarly. Most of the batteries were composed of six pounders, followed by three pounders and only two nine pounder batteries in the entire army.

Foot Artillery Section

	M	F	CA	E	D	4 Crew
Conscript	5	-	4	5	5	64
Steady	5	-	5	6	6	108
Veteran	5	-	5	7	7	164

Crew: Each section has a crew of 4.

Equipment: Foot crew may man 9 pdrs, 6 pdrs, 3 pdrs, and 5.5 Inch howitzers.

Movement: Crews move 4" as skirmishers when away from their guns. Movement with the guns determined by gun weight.

Special Rules

- Gunnery Skill: Conscript 5, Steady 6, Veteran 7.
- One Sub-Commander allowed for Veteran batteries.

Horse Artillery Section

	M	F	CA	E	D	4 Crew
Steady	5	-	5	7	7	164
Veteran	5	-	5	8	8	248

Crew: Each section has a crew of 4.

Equipment: Horse crew may man 6 pdrs, 3 pdrs, and 5.5 Inch howitzers.

Movement: Crews move 4" as skirmishers when away from their guns. Movement with the guns determined by gun weight.

Special Rules

Special Rules

- Gunnery Skill: Steady 6, Veteran 7.
- One Sub-Commander allowed for Veteran batteries.

3 Pounder Ultra Light Gun

3 pdr Gun	Short	Long	Effect	Cost
Solid Shot	32"	150"	4	45
Canister	6"	12"	3D	-

Special Rules

- Foot Battery has either three 3-Pounder sections, or two 3-Pounder sections and a 5.5 Inch howitzer section.
- Horse Battery has three 3-Pounder sections.
- May be crewed with Foot or Horse Crews.
- **Movement:** 5"/10" Limbered, 4" Manhandled.

6 Pounder Light Gun

6 pdr Gun	Short	Long	Effect	Cost
Solid Shot	32"	120"	5	85
Canister	8"	16"	4D	-
Shrapnel	-	150"	4D/5	+10/round

Special Rules

- Foot Battery has either three 6-Pounder sections, or two 6-Pounder sections and a 5.5 Inch howitzer section.
- Horse Battery has three 6-Pounder sections.
- May be crewed with Foot or Horse Crews.
- May purchase Shrapnel (1 round maximum).
- **Movement:** 4"/8" Limbered, 3" Manhandled.

9 Pounder Medium Gun

9 pdr Gun	Short	Long	Effect	Cost
Solid Shot	32"	150"	6	110
Canister	10"	20"	6D	-
Shrapnel	-	150"	6D/5	+15/round

Special Rules

- Battery has either three 9-Pounder sections, or two 9-Pounder sections and a 5.5 Inch howitzer section.
- May only be crewed with Foot Crew.
- May purchase Shrapnel (1 round maximum).
- **Movement:** 4" Limbered, 2" Unlimbered.

5.5 Inch Medium Howitzer

5.5 inch Howitzer	Short	Long	Effect	Cost
Shell	-	120"	4D/5	100
Canister	10"	20"	6D	-
Shrapnel	-	120"	6D/5	+15/round

Special Rules

- Howitzer
- May be crewed with Foot or Horse Crews.
- May purchase Shrapnel (1 round maximum).
- **Movement:** 4"/8" Limbered, 3" Manhandled.