

Armies of Spain

The Spanish Army of the Napoleonic Wars has been much maligned, especially in English language histories of the period. The simple fact is the Spanish Army survived the occupation of their nation by French troops and was a force in being supporting the nationalistic uprisings of the guerrillas, and eventually the British and their Portuguese allies. By 1813 the Spanish Army had been rebuilt, supported by arms and supplies provided by the British, and was poised to drive the French invaders from their country and prepare to invade France itself.

Allies

While Spain was allied with Great Britain and Portugal in the war against France, no other nationality of troops served under Spanish command. Spanish troops may be included in a British army, but no other nationalities may be included in a Spanish army, aside from the British Aide de Camp.

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. You may select one option from the Corps support list for every 2500 points (or fraction thereof). You may select one option from the Army support list, no matter the number of points used to build your force.

Spanish Infantry Brigade 1813

Force Type: Infantry

Base Options:

- 1 Brigade General
- 0-1 Aide de Camp
- AND
- 1-5 Line Infantry Battalions
- 0-1 Cazadore Battalion
- 0-3 Militia Battalions

Direct Support Options:

- 0-1 Division General
- 0-1 Attached Brigade General
- 0-1 Foot Artillery Battery with 1-3 6-Pounder Gun Sections
- OR
- 0-1 Foot Artillery Battery with 1-3 12-Pounder Gun Sections and 0-1 5.5 Inch Howitzer Section

Corps Support Options:

- 0-1 Hussar, Light Dragoon, or Dragoon Regiment
- 0-1 Engineer Company

Army Support Options:

- 0-1 British Aide de Camp
- 0-1 Hussar, Light Dragoon, Dragoon, or Heavy Cavalry Regiment
- 0-4 Guerilla Bands (Mounted or Infantry)
- 0-1 Horse Artillery Battery with 1-3 6-Pounder Gun Sections
- OR
- 0-1 Horse Artillery Battery with 1-3 4-Pounder Gun Sections
- 0-1 Foot Artillery Battery with 1-3 8-Pounder Gun Sections and 0-1 5.5 Inch Howitzer Section
- OR
- 0-1 Foot Artillery Battery with 1-3 9-Pounder Gun Sections and 0-1 5.5 Inch Howitzer Section
- OR
- 0-1 Foot Artillery Battery with 1-3 12-Pounder Gun Sections and 0-1 5.5 Inch Howitzer Section

Troop Rating:

- Infantry 1+ Conscript, 0+ Steady, 0-2 Veteran
- Cazadores 0+ Conscript, 0+ Steady, 0+ Veteran
- Militia Infantry 1+ Conscript, 0+ Steady, 0-1 Veteran
- Artillery 0+ Conscript, 0+ Steady, 0-1 Veteran
- Cavalry 0+ Conscript, 0+ Steady
- Guerrillas 0+ Conscript, 0+ Steady, 0+ Veteran

Staff

Lieutenant General (Division General)						100 points/figure		
The Division 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	2	--	7"	7	100
Special Rules								
<ul style="list-style-type: none"> 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 (Brigadier General)						50 points/figure		
	M	F	CA	E	D	Radius	Command	Points
General	20	--	1	1	--	6"	6	50
Special Rules								
<ul style="list-style-type: none"> 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								
<ul style="list-style-type: none"> 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. 								

British Aide de Camp						50 points/figure		
	M	F	CA	E	D	Radius	Command	Points
British Aide	20	1	1	1	1	2"	+1	50
Special Rules								
<ul style="list-style-type: none"> The British Aide de Camp is not an independent commander, but instead represents additional British staff assigned to a Spanish officer to assist their command. When the Aide is attached to a Spanish general, his combat abilities replace those of the Spanish general and he gives a +1 bonus to that leader's command rating. May not act as a unit commander. May also be used as a leader for placing reinforcements. 								

Unit Commander/Sub-Commander						0/20 points/figure		
	M	F	CA	E	D	Radius	Command	Points
Officer	20	--	--	--	--	--	--	0/20
Special Rules								
<ul style="list-style-type: none"> 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

Line Infantry Battalion

	M	F	CA	E	D	12 Fig	18 Fig	24 Fig	/Fig
Conscript	4	4	5	5	5	84	126	168	7
Steady	4	5	6	5	6	144	216	288	12
Veteran	4	6	7	6	7	240	360	480	20

Equipment: Musket.

Favored Formations: Line (Steady and Veteran only), Column, Square, March Column

Special Rules

- Standard
- Up to 1 Grenadier and 1 Light is allowed per 6 figures.
- Lights are Trained Skirmishers.
- One Sub-Commander allowed for Veteran units.

Cazadore Battalion

	M	F	CA	E	D	12 Fig	18 Fig	24 Fig	/Fig
Conscripts	4	5	4	5	5	108	162	216	9
Steady	4	6	5	6	6	180	270	360	15
Veteran	4	7	6	7	7	300	450	600	25

Equipment: Musket.

Favored Formations: Line, Skirmish, Column, Square, March Column

Special Rules

- Up to 1 Grenadier is allowed per 6 figures.
- All figures are Trained Skirmishers.
- One Sub-Commander allowed for Conscript and Steady units.
- Two Sub-Commanders allowed for Veteran units.

Militia Infantry Battalion

	M	F	CA	E	D	12 Fig	18 Fig	24 Fig	/Fig
Conscript	4	4	5	5	4	60	90	120	5
Steady	4	5	6	6	5	132	198	264	11
Veteran	4	6	7	7	6	216	324	432	18

Equipment: Musket.

Favored Formations: Line (Veteran only), Column, Square, March Column

Special Rules

- Militia Fear (Conscript only)
- Ad Hoc Skirmishers only.

Guerrilla Infantry Band

	M	F	CA	E	D	6 Fig	8 Fig	12 Fig	/Fig
Conscript	5	4	5	6	3	42	56	84	6
Steady	5	5	5	7	4	72	96	144	11
Veteran	5	6	6	7	5	102	136	204	15

Equipment: Musket.

Favored Formations: Skirmish, March Column

Special Rules

- Hatred: French
- All figures are Trained Skirmishers.
- Raiders

Cavalry

Light Dragoon Regiment

	M	F	CA	E	D	12 Fig	16 Fig	20 Fig	/Fig
Conscript	10	3	6	5	5	84	112	140	7
Steady	10	4	7	6	5	132	176	220	11
Veteran	10	5	8	7	6	204	272	340	17

Equipment: Carbine.

Type: Light Cavalry

Favored Formations: Line, Skirmish, Column, March Column

Special Rules

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

Hussar Regiment

	M	F	CA	E	D	12 Fig	16 Fig	20 Fig	/Fig
Conscript	10	3	6	6	5	96	128	160	8
Steady	10	4	7	7	5	144	192	240	12
Veteran	10	5	8	7	6	204	272	340	17

Equipment: Carbine.

Type: Light Cavalry

Favored Formations: Line, Skirmish, Column, March Column

Special Rules

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

Dragoon Regiment

	M	F	CA	E	D	12 Fig	16 Fig	20 Fig	/Fig
Conscript	10	4	6	5	5	96	128	160	8
Steady	10	5	7	6	6	168	224	280	14
Veteran	10	6	8	7	7	276	368	460	23

Equipment: Carbine.

Type: Medium Cavalry.

Favored Formations: Line, Column, Wide Column, March Column

Special Rules

- Standard
- Ad Hoc Skirmishers only.
- One Sub-Commander allowed for Veteran units.

Heavy Cavalry Regiment									
	M	F	CA	E	D	12 Fig	16 Fig	20 Fig	/Fig
Conscript	8	3	7	6	5	132	176	220	11
Steady	8	4	8	7	6	240	320	400	20
Veteran	8	5	9	7	7	348	464	580	29

Equipment: Carbine.
Type: Heavy Cavalry
Favored Formations: Line, Column, Wide Column, March Column
Special Rules

- Standard
- Ad Hoc Skirmishers only.
- One Sub-Commander allowed for Veteran units.

Mounted Guerrilla Band									
	M	F	CA	E	D	6 Fig	8 Fig	12 Fig	/Fig
Conscript	10	3	4	5	3	30	40	60	5
Steady	10	4	5	6	4	54	72	108	9
Veteran	10	5	6	7	5	90	120	180	15

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

- Hatred: French
- All figures are Trained Skirmishers
- Lance
- Raiders

Artillery and Engineers

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

Crew: Each section has a crew of 4.

Equipment: Foot crew may man 9 pdrs, 6 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						
Crew	M	F	CA	E	D	4 Crew
Steady	4	-	5	7	7	164
Veteran	4	-	5	8	8	248

Crew: Each gun as a crew of 4.

Equipment: Horse crew may man 9 pdrs, 6 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: Steady 6, Veteran 7.
- One Sub-Commander allowed for Veteran batteries.
- Maximum of one horse battery of 9 pdrs, is allowed.

Engineer Company								
	M	F	CA	E	D	Points		
						2 Fig	4 Fig	/Fig
Steady	4	-	7	6	6	64	128	32
Veteran	4	-	8	7	7	100	200	50

Special Rules

- Engineer Skill: Steady 6, Veteran 7.
- May be attached to an infantry unit before the start of the game

4 Pounder Ultra Light Gun				
4 pdr Gun	Short	Long	Effect	Cost
Solid Shot	32"	120"	4	45
Canister	6"	12"	3D	-

Special Rules

- Battery has three 4-Pounder sections.
- May only be crewed with Horse Crew.
- **Movement:** 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 three 6-Pounder sections.
- Horse Battery has three 6-Pounder sections.
- May be crewed with Foot or Horse Crews.
- May purchase Shrapnel (1 rounds maximum).
- **Movement:** 4"/8" Limbered, 3" Manhandled.

8 Pounder Medium Gun

8 pdr Gun	Short	Long	Effect	Cost
Solid Shot	32"	150"	6	110
Canister	10"	20"	6D	-

Special Rules

- Battery has three 8-Pounder sections and a 5.5 Inch howitzer section.
- May only be crewed with Foot Crew.
- **Movement:** 4" Limbered, 2" 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 rounds maximum).
- **Movement:** 4" Limbered, 2" Manhandled.

12 Pounder Heavy Gun

12 pdr Gun	Short	Long	Effect	Cost
Solid Shot	32"	200"	7	130
Canister	12"	24"	8D	-

Special Rules

- Battery has three 12-Pounder sections and a 5.5 Inch howitzer section.
- May only be crewed with Foot Crew.
- **Movement:** 3" Limbered, 1" Manhandled.

5.5 Inch Medium Howitzer

5.5 inch Howitzer	Short	Long	Effect	Cost
Shell	-	120"	4D/5	100
Canister	10"	20"	8D	-
Shrapnel	-	120"	6D/5	+15/round

Special Rules

- Howitzer
- May be crewed with Foot or Horse Crews.
- May purchase Shrapnel (1 rounds maximum).
- **Movement:** 4"/6" Limbered, 2" Manhandled.