

# Gloria!

*Glory!* army lists for the South American Wars of Independence ( Chile 1817-1818 )



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In 1810 many Spanish colonies initiated an independence process that evolved to an all open war against royalist forces. Different Juntas arose in the Viceroyalty of Rio de la Plata and soon Buenos Aires and Montevideo initiated campaigns against the Royalist forces in the north ( Northern Argentina, Bolivia and Paraguay ). These campaigns proved inconclusive and eventually the Army of the North was not able to defeat the Royalist opposition.

A young Creole general veteran from the Napoleonic wars in Spain, having returned to the region was appointed new commander of the Army of the North, however he soon decided to reallocate efforts understanding that a successful campaign would require liberating Chile. There local patriots had been defeated at the battle of Rancagua in 1814 but it would be required to have control of Chile in order to later initiate a campaign against the center of Spanish government in South America in Peru.

San Martin crossed the Andes with an army that he recruited and prepared in Mendoza on January 1817, and was joined by Chilean patriots in the campaign that would result in the Liberation of Chile. The last battle of this campaign was the battle of Maipo on April 1818.

The following army list describes the forces that participated in the Chile campaign and in battles such as Chacabuco, Talcahuano, Cancha Rayada and Maipo.

The Patriot army can be considered to be a combination of two armies. The Army of the Andes, a well trained army mainly composed of Argentine and Chilean volunteers that were trained in Mendoza by San Martin himself and the local Chilean army composed mainly of conscripts with lesser training and will to fight.

This army list aims to provide guidance in building those armies while allowing flexibility to create either the army of the early campaign, mainly just the army of the Andes or the later combined army of Maipo.

San Martin had studied in detail French tactics and organization while fighting in the peninsular wars and thus clear French influence can be observed in the troop organization of the army of the Andes.

Patriots	Early Campaign ( before arrival of Royalist reinforcements - ie. Chacabuco)	Late Campaign ( ie. Maipo)
<b>Division Options</b>		
1 Comandante de Division ( Coronel or General )		
0-1 Ayudante de campo (ADC)		
0-1 Coronel		
1-3 line Infantry Battalions	0 + steady	1+ conscript ; 0 + steady
0-1 light Infantry Battalions	0 + steady	0 + conscript ; 0 + steady
1 Cavalry demi-regiments	0 + steady ; 0 + veteran	0 + steady ; 0 + veteran
<b>Support Options</b>		
0-1 Cavalry demi-regiments	0 + steady ; 0 + veteran	0 + steady ; 0 + veteran
0-1 Foot Artillery Battery with 2-4 sections of 4lb or 6lbr guns	not available	0 + conscript ; 0 + steady
or		
0-1 Horse Artillery Battery with 2-4 sections of 4 lbr or 6 lbr guns	0 + steady	0 + conscript ; 0 + steady
<b>Reserve Options</b>		
0-1 Light Infantry Battalion	not available	0 + steady ; 0 -1 Veteran
0-2 Infantry Battalions	0 + steady	0 + steady ; 0 -1 Veteran
0-1 Foot Artillery Battery with 2 sections of 8 lbr guns	0 + steady	0 + steady ; 0 + veteran

## Patriot Infantry ( 1817-18)

Army of the Andes Line infantry Battalion									
	M	F	CA	E	D	15 fig	20 fig	24 fig	/fig
Steady	4	5	6	6	6	210	280	336	14
Veteran	4	6	7	7	7	345	460	552	23

**Equipment:** Musket  
**Favored Formations:** Line, Column, Wide Column, Closed Column, Square, March Column  
**Special Rules**  
 standard  
 1 figure per 5 is grenadier  
 1 figure per 5 is trained skirmisher ( cazadores )  
 grenadiers and cazadores can be combined into a combined battalion of at least 12 figures and no more than 24 figures  
 one sub-commander allowed for Veteran units

Cazadores de los Andes Light Infantry Battalion									
	M	F	CA	E	D	15 fig	20 fig	24 fig	/fig
Steady	5	6	6	6	6	255	340	408	17
Veteran	5	7	7	7	7	420	560	672	28

**Equipment:** Musket  
**Favored Formations:** Line, Column, Skirmish, Wide Column, Closed Column, Square, March Column  
**Special Rules**  
 1 figure per 5 is grenadier (carabino)  
 all figures are trained skirmisher ( cazadores )  
 one sub-commander allowed for Steady units  
 two sub-commander allowed for Veteran units

Chilean 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	156	234	312	13

**Equipment:** Musket  
**Favored Formations:** Column, Square, March Column  
**Special Rules**  
 standard  
 1 figure per 6 is grenadier  
 1 figure per 6 is trained skirmisher ( cazadores )

Cazadores de Coquimbo Chilean Light Infantry Battalion									
	M	F	CA	E	D	12 fig	18 fig	/fig	
Conscript	5	5	5	5	5	108	162	9	
Steady	5	6	6	5	6	180	270	15	

**Equipment:** Musket  
**Favored Formations:** Line, Skirmish, Column, Square, March Column  
**Special Rules**  
 1 figure per 6 is grenadier (carabino)  
 all figures are trained skirmisher ( cazadores )  
 one subcommander allowed

## Patriot Infantry

The Army of the Andes infantry was organized into battalions of 6 companies: 1 cazadores ( lights ), 4 fusiliers and 1 granaderos ( grenadiers ). Each company was about 120 men strong in paper. It was common practice to maintain fewer companies when understrengthened rather than allowing them to become depleted, hence sometimes the battalions would be down to 4 or 5 companies.

The 4 battalions of the army of the Andes were the no 7 and no 8, both battalions built with freed black slaves known as "esclavos libertos", the no 11 of creoles and the battalion of "Cazadores de los Andes" of light infantry.

An Argentine battalion of line infantry at full strength would thus be represented with 4 bases of lights, 4 bases of grenadiers and 16 bases of fusiliers.

Infantry of the army of the Andes was well trained and highly motivated.

*Design concepts: I've chosen to base all stats on Spanish infantry and modify from there. I took the Spanish infantry profile and increased Elan by one for the Army of the Andes infantry to represent the superior Elan of volunteers as opposed to recruits. For the light infantry I upped the "F" by one but did not upgrade the Elan ( as the case for French Leger, considering the same level of motivation as the rest of the Andes infantry ).*

*Elites in the battalion are at a ration of 1 per 5 representing the tendency to maintain full companies thus at full strength the battalion is 24 figs so that only one 4 fig light company and one 4 fig grenadier company is included, when depleted it goes to 20 figs, this would be 3 fusiliers companies one light and one grenadier still at full strength; if severely depleted then it goes to 3 fusilier companies one light and one grenadier but companies of 90 men ie 3 figures ( 15 figs ). Only Steady and Veteran options are available, probably steady early in the campaign and by the end maybe one bat could be considered Vet, but just for variety sakes. Argentine infantry recognized line, column, attack column ( which I consider wide column as it was two companies side by side ), closed column and also square and march column.*

## Chilean infantry

Chilean infantry was organized in battalions of 6 companies ( line battalions ) or 8 companies ( national guard battalions ). Companies of 60 to 80 men were used in line battalions and up to 120 per company in national guard battalions, 1 light ( cazadores ) and one grenadier ( granaderos ), the rest being fusiliers.

Chilean local infantry was mainly ex-royalists, convicts or raw recruits and not as well trained.

*Design concepts: Chilean infantry is represented by the same profile as Spanish infantry but will mostly be fielded as conscript infantry (steady could be chosen but only later in the campaign ), and are limited to basic formations: column, square and march column, no fancy stuff just go forward and charge.*

*Chilean infantry elites are 1 to 6 as there is no reference to the practice of maintaining the higher ratio of elites as in the Army of the Andes. Line battalions would be 12 or 18 figs while national guard would be 18 or 24 figs.*

*For the light battalion, cazadores de Coquimbo, I followed the previous concept, just up "F" by 1 and assume same level of motivation, I did add Line as a formation seeing in other similar armies that you guys have worked on what seems reasonable, that lights would have it even when their line counterparts would not.*

## Patriot Cavalry ( 1817-18)

Granaderos a Caballo demi-regiment								
	M	F	CA	E	D	10 fig	12 fig	/fig
Veteran	10	5	9	8	7	290	348	29

**Equipment:** Carbine  
**Type:** Medium Cavalry  
**Favored Formations:** Line, Column, Wide Column, March Column  
**Special Rules**  
 standard  
 on every second demi regiment 1 figure per 8 may be a grenadier  
 one sub-commander allowed  
 two units can be combined into one before the battle

Cazadores a Caballo								
	M	F	CA	E	D	10 fig	12 fig	/fig
Steady	10	5	7	6	6	130	156	13
Veteran	10	6	8	7	7	210	252	21

**Equipment:** Carbine  
**Type:** Light Cavalry  
**Favored Formations:** Line, Skirmish, March Column  
**Special Rules**  
 standard  
 all figures are trained skirmisher ( cazadores )  
 one sub-commander allowed for Veteran units  
 two units can be combined into one before the battle ( the combined quality will be the worst of the two )



## Patriot Cavalry

Cavalry was the strong point of the Patriot army. Field with excellent horsemen, superior well fed horses, and trained on the best European cavalry tactics by San Martin himself.

**Granaderos a caballo:** ( Horse Grenadiers ) were the elite of the army and was one of the most renown cavalry regiments of the time, they would continue to campaign all the way up to Colombia and Ecuador. San Martin trained them and raised them around the concept of the heavy shock cavalry of the French army when it came to combat tactics and the use of the cavalry saber. The strength of the regiment was quite stable during the Chile campaign with about 4 squadrons of two companies each ( a company being about 70 to 90 horsemen ). The regiment also had an elite heavy company of carabineros.

Patriot cavalry would operate in half or full regiments. Glory half regiments of Horse Grenadiers would be 10 or 12 figures, and the carabineros company could only be included in one of the half regiments.

**Design Concept:** Horse Grenadiers could probably be classified as heavy or medium cavalry in Glory!. One squadron used lances early on but later they turned only to sabers. The tallest men and biggest horses were chosen for the regiment and there were very specific height requirements. Even so I've chose to model the grenadiers on the French dragoons. The reason for this is I want the battles to be fun so I want the Horse Grenadiers to outmatch the best royalist cavalry but by no more than about one step, in this way Horse Grenadiers would be the best cav, steady Royalist cav would be a match for Patriot light cav which in turn would outmatch the conscript Royalist cav. With this in mind I took the French dragoons, reduced their "F" by one as horse grenadiers were hardly ever used in a skirmishing role and upped their Elan by one to represent the heavier type of medium cav, then I simply increased the stats as per Veteran. I thought about allowing the steady option but it doesn't make sense as the regiment was a veteran of the northern army by then so only the veteran option is allowed. I also replaced the elite company from skirmishers to grenadiers ( as per heavy cav ) as this was the characteristics of the carabineros company. Only one company is allowed so it is limited to 1 per 4 figs but it can only be included in one of the two half regiment units. Two units can be combined to operate as a full regiment if desired as it happened in Maipo.

**Cazadores a caballo:** Horse chasseurs would represent the light cavalry of the army even though they were used in a shock cavalry role, same as other light cav regiments of the Napoleonic times. Early on the campaign there were two squadrons of cazadores de los andes a caballo but later another two squadrons were raised mixing with the veterans. Squadrons would be modeled after the grenadiers with two companies of between 70 to 90 horsemen and in the tradition of many light cav units they might include a company of mounted engineers. In glory they would be about 10 to 12 figs when operating as a two squadron unit.

**Design Concept:** I took the regular profile for dragoons and light dragoons. The army would be allowed to have a full two squadron unit of veterans and one of steady, representing the Andes Army veterans or the newly raised cazadores ( who were still well trained and led by veteran officers ). If the units are combined into one squadron they would be classed as steady representing the dilution of the veteran sqdns among the newer recruits.

**Patriot Artillery and Engineers ( 1817-18)**

Horse Artillery Section						
	M	F	CA	E	D	4 crew teams
Conscript	4	-	5	5	6	100
Steady	4	-	5	6	7	168
Veteran	4	-	5	7	8	252

**Crew:** Each section has a crew strenght of 4 te figures  
**Equipment:** may man 6 pdr, 4 pdr  
**Movement:** Crews move 4" as skimishers w/o guns. Gun movement determined by weight  
**Spacial Rules**  
 Gunnery Skill: Steady 6, Veteran 7  
 one sub-commander allowed for Veteran units

Foot Artillery Section						
	M	F	CA	E	D	4 crew teams
Conscript	4	-	4	5	5	68
Steady	4	-	5	6	6	112
Veteran	4	-	5	7	7	172

**Crew:** Each section has a crew strenght of 4 te figures  
**Equipment:** may man 8 pdr, 6 pdr, 4 pdr  
**Movement:** Crews move 4" as skimishers w/o guns. Gun movement determined by weight  
**Spacial Rules**  
 Gunnery Skill: Conscript 5, Steady 6

Chilean Zapadores								
	M	F	CA	E	D	2 fig	3 fig	/fig
Steady	4	-	7	6	6	70	105	35

**Special Rules**  
 engineer skill 6  
 may be attached to infantry unit before the game

**Patriot artillery**

The army of the Andes crossed with a Battalion of two companies of horse artillery created by San Martin. Guns for these batteries would range from 4lbr to 6lbr to 8lbr depending on what was available. San Martin had good understanding in the uses of massed artillery fire moving away from the tradition of simply attaching the guns to infantry battalions. Contemporaries noted Argentine artillery for the quality of their crews.

After Chacabuco Chile begun raising it's artillery battalions. They would deploy their guns in big batteries learning from the army of the Andes.

Army of the Andes Artillery can be steady or veteran while Chilean artillery will be steady or conscript.

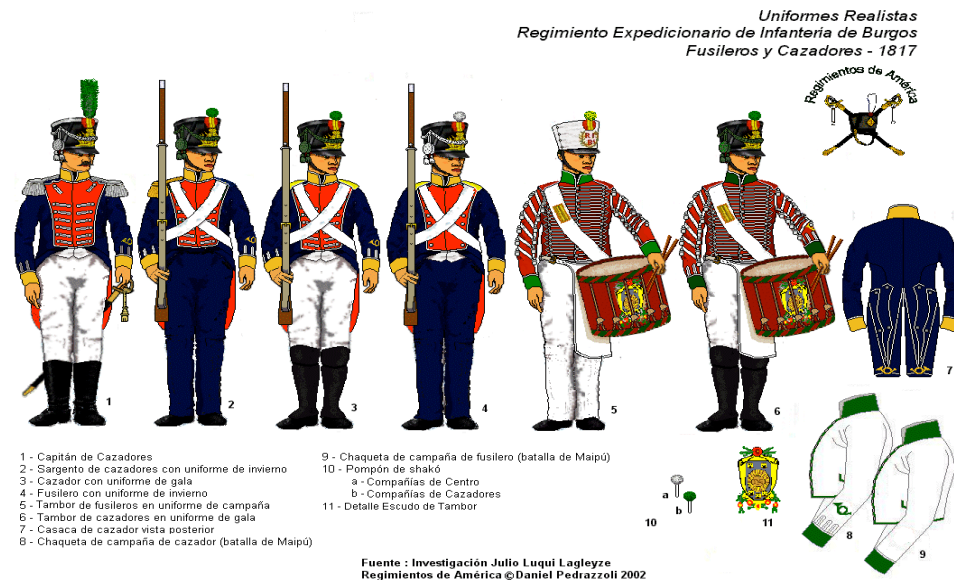
*Design Concept: Not much here, simply took regular artillery stats. The only reference to engineers is the Chilean engineer company that fought at Talcahuano.*



## The Royalist Army

Spain was ill equipped to fight the wars of independence in her colonies and it found it increasingly difficult to support the armies. Veteran units were well trained and equal to peninsular spanish soldiers, yet many times local militias would have to be raised.

Spain found it difficult to reinforce the armies in the colonies due to lack of funds and naval means thus keeping the expeditions to small numbers.



Royalist	Early Campaign ( before arrival of Royalist reinforcements ) ( before arrival of Royalist reinforcements - ie. Chacabuco)	Late Campaign ( ie. Maipú)
<b>Division Options</b> 1 Comandante de Division ( Coronel or General ) 0-1 Ayudante de campo (ADC) 0-1 Coronel		
2-4 line Infantry Battalions	0 + conscript ; 2 + steady	0 + conscript ; 2 + steady ; 0 - 1 veteran
<b>Support Options</b> 0-1 Cavalry demi-regiments	0 + conscript	0 + conscript
0-1 Foot/Horse Artillery Battery with 2-3 sections of 6lbr guns or 0-1 Foot/Horse Artillery Battery with 2-3 sections of 4 lbr guns	0 + conscript ; 0 + steady	0 + conscript ; 0 + steady
<b>Reserve Options</b> 0-1 Cavalry demi-regiment 0-1 Foot Artillery Battery with 2 sections of 8 lbr guns	0 + conscript ; 0 + steady 0 + steady	0 + conscript ; 0 + steady 0 + steady

## Royalist Infantry ( 1817-18 )

### Royalist Line Infantry Battalion

	M	F	CA	E	D	18 fig	24 fig	32 fig	/fig
Conscript	4	4	5	5	5	144	192	256	8
Steady	4	5	6	5	6	234	312	416	13
Veteran	4	6	7	6	7	378	504	672	21

**Equipment:** Musket

**Favored Formations:** Line ( steady or vet only ), Column, Wide Column, Square, March Column

#### Special Rules

standard

1 figure per 6 is grenadier ( max of 4 figs per bat )

1 figure per 6 is trained skirmisher - cazadores ( max of 4 fig per bat )

All grenadiers of the force may be converged into provisional grenadier units, which add +1 to Elan and

+1 to Close Action. One grenadier unit is allowed for every four battalions

All cazadores of the force may be converged into provisional light inf formation, which add +1 to Fire and have skirmish as a favored formation

One sub-commander allowed for veteran units

### Royalist Light Infantry Battalion

	M	F	CA	E	D	12 fig	18 fig	/fig
Conscript	5	5	4	5	5	108	162	9
Steady	5	6	5	6	6	192	288	16

**Equipment:** Musket

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

#### Special Rules

standard

1 figure per 6 is grenadier

One sub-commander allowed for conscript and steady units

Two sub-commanders allowed for veteran units

### Royalist Infantry

The backbone of the royalist army was the infantry. Recruited from loyal peninsulares and Andean indians it was quick moving and resilient. Units would take their name after the town where they were recruited.

Infantry organization changed considerably during the war of independence; during the Chile campaign battalions at full strength would be composed of 8 companies of 120 men. Of these 8 companies one would be a light company and one would be a grenadier company. It was common practice to detach the light and grenadier companies from the main battalions into combined units.

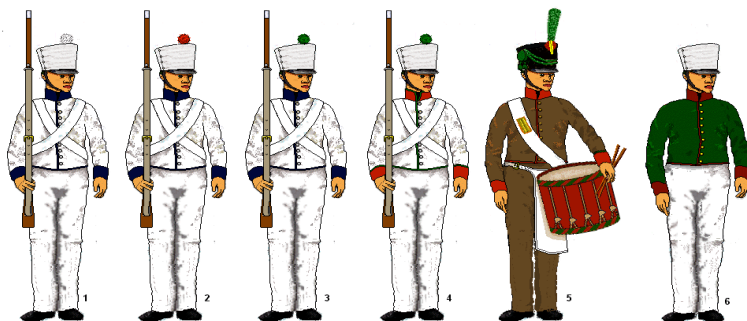
Understrengthed battalions could drop the number of companies to 4 or 6, or have companies of 70 to 90 men.

Most infantry could be considered steady, while a few battalions could be filled with emergency drafts such as the Arequipa battalion at Maipo. The Burgos battalion at Maipo was considered in high regard by both sides and would probably be considered veteran; San Martin personally advised his troops to charge the battalion as soon as possible since in his view if Burgos fell so would the enemy army.

In glory royalist battalions would be represented from 18 to 32 figures but always keeping the elite companies to a max of two three to four base company ( lights and grenadiers ).

*Design concepts: Royalist infantry was the base I used to derive all other infantry types and I chose the regular Glory! spanish troops for the profile. It is noted that they used standard spanish tactics but also that they would adopt "attack column" thus meriting the wide column. Also it was common practice to form combined battalions of grenadiers and combined battalions of cazadores. Only the Valdivia battalion is noted as being light infantry, but is probably enough of a reason to allow it for what if games. I created the light infantry profile just the same as for regular Glory! spanish troops. Having the full range of options from conscript to veteran allows the royalist army to reflect the variety of quality in troops from Arequipa Bat to Burgos Bat but as usual steady should be the norm.*

Uniformes de Maipo - Infantería Realista - Lámina 2



Regimientos de América © Daniel Pedrazzoli 2001

1. Cazador del Regimiento Arequipa

2. Granadero del Regimiento Arequipa

3. Fusilero del Regimiento Arequipa

4. Fusilero del Regimiento Concepción

5. Tambor del Regimiento Concepción

6. Músico del Regimiento Concepción

## Royalist Cavalry ( 1817-18 )

Dragoons demi-regiment								
Mounted	M	F	CA	E	D	10 fig	12 fig	/fig
Conscript	10	4	6	5	5	80	96	8
Steady	10	5	7	6	6	140	168	14
<b>Equipment:</b> Carbine <b>Type:</b> Medium Cavalry <b>Favored Formations:</b> Line, Column, Wide Column, March Column <b>Special Rules</b> standard 1 per 8 dragoons may be a trianed skirmisher								
Dismounted	M	F	CA	E	D	10 fig	12 fig	/fig
Conscript	4	5	4	5	4	60	72	6
Steady	4	5	5	6	5	90	108	9
<b>Equipment:</b> Carbine <b>Favored Formations:</b> Line,Skirmish,Column, Wide Column, March Column <b>Special rules</b> May only dismount before game begins and may not remount 1 per 8 may be a trained skirmisher								

Husares o Carabineros								
	M	F	CA	E	D	10 fig	12 fig	/fig
conscript	10	3	6	5	5	70	84	7
steady	10	4	7	6	5	110	132	11
<b>Equipment:</b> Carbine <b>Type:</b> Light Cavalry <b>Favored Formations:</b> Line, Skirmish, March Column <b>Special Rules</b> all figures are trained skirmishers								

### Royalist Cavalry

Royalist cavalry was mostly outmached by their patriot's counterpart. It's role was mostly restricted to a supporting and protecting the flanks of the infantry

**Dragones:** ( Dragoons ) The main line cavalry units in the Royalist army were Dragoons. These would operate mounted or dismounted mostly depending on the availability of horses.

They would tend to operate as half regiments at the most and not in full regiments.

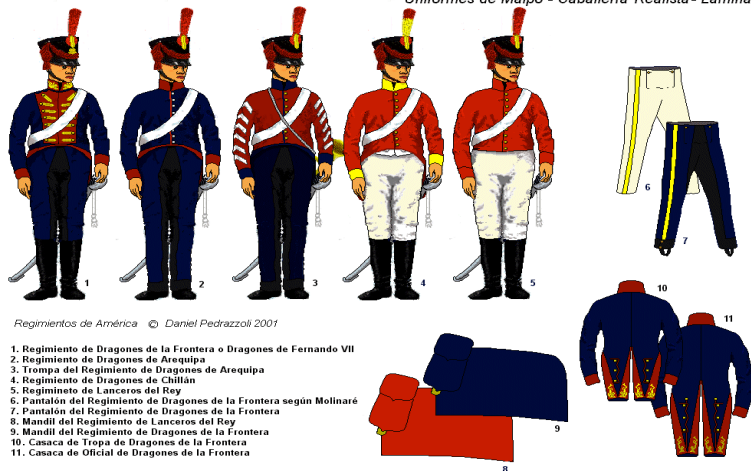
Mostly the royalist cavalry would be considered conscripts but notably the Dragones de Fernando VII appear to have performed well in some battles and could be considered Steady.

*Design Concept: For Dragoons I simply used the spanish dragoons in Glory! but allowed for a dismounted option converting them just equivalently when you guys converted the french dragoons to dismounted. Mostly conscript cavalry would be used but for the Frontier Dragoons that would be steady.*

**Husares and Carabineros:** Some light cavalry units would be available in small numbers. This would be the equivalent of hussars or light dragoons. Although these would mostly be conscripts allowing for steady troops will be useful in what if games.

*Design Concept: I simply took the light dragoons profile for the royalist light cavalry. They should mostly be conscript and the steady option is only available for what if games. For example what if the carabineros de abascal survive until Maipo and by then you could consider them steady. Some lancers appear to have been present but in very small numbers and it would work against the Glory! view of Lance only counting for stead or better troops to give the option.*

Uniformes de Maipo - Caballeria Realista - Lámina 1



- Regimientos de América © Daniel Pedrazzoli 2001
1. Regimiento de Dragones de la Frontera o Dragones de Fernando VII
  2. Regimiento de Dragones de Arequipa
  3. Trompa del Regimiento de Dragones de Arequipa
  4. Regimiento de Dragones de Chillán
  5. Regimiento de Lanceros del Rey
  6. Pantalón del Regimiento de Dragones de la Frontera según Molinaré
  7. Pantalón del Regimiento de Dragones de la Frontera
  8. Mandil del Regimiento de Lanceros del Rey
  9. Mandil del Regimiento de Dragones de la Frontera
  10. Casaca de Tropa de Dragones de la Frontera
  11. Casaca de Oficial de Dragones de la Frontera

## Royalist Artillery and Engineers ( 1817-18)

### Foot Artillery Section

	M	F	CA	E	D	4 crew teams
Conscript	4	-	4	5	5	68
Steady	4	-	5	6	6	112

**Crew:** Each section has a crew strenght of 4 te figures

**Equipment:** may man 8 pdr, 6 pdr, 4 pdr

**Movement:** Crews move 4" as skimishers w/o guns. Gun movement determined by weight

**Spacial Rules**

Gunnery Skill: Conscript 5, Steady 6

### Horse Artillery Section

	M	F	CA	E	D	4 crew teams
Conscript	4	-	4	5	5	80
Steady	4	-	5	6	6	136

**Crew:** Each section has a crew strenght of 4 te figures

**Equipment:** may man 6 pdr, 4 pdr

**Movement:** Crews move 4" as skimishers w/o guns. Gun movement determined by weight

**Spacial Rules**

Gunnery Skill: Conscript 5, Steady 6

### Zapadores

	M	F	CA	E	D	3 fig	4 fig	/fig
Steady	4	-	7	6	6	105	140	35

**Special Rules**

engineer skill 6

may be attached to infantry unit before the game

### Royalist artillery

Royalist artillery was in general terms poorly used deploying mainly as infantry attachements. Although some "volante" horse batteries might have been available, their mobility was not exploited.

*Design Concept: Although I allow for Horse Artillery they do not get the typical "D" +1 of Horse Artilley as they were not commonly used in this role. However allowing for them means that an avid Royalist commander can have his artillery try better deployments.*