# SALAMANCA:

## a new scenario for SPI's 'Grenadier'

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Being a late acquisition to my stock of simulations (during 1975) my reaction to the game has up to now been a bit mixed. Whilst it is reasonably suited to small unit actions in the 1700-1850 era, it is a trifle antiquated compared with 'Rifle and Sabre' or 'Soldiers' and the very limitation of unit size prevents simulation of most of the major battles of the Napoleonic era. A further limitation is imposed by the map, which has no rivers and few hills: the long North Eastern ridge faces the wrong way for, say, Vimiero, Busaco or Albuera and is not long enough for Talavera. However, by perserverance, I eventually came on a suitable small action within a major battle i.e. Salamanca.

This action had the advantage of being detached from the main battle, equal forces employed and clear objectives. Briefly: the battle is evenly balanced between the French based on one ridge, and the British based on a parallel, but shorter ridge. The French commander, Marmont, seeks to outflank his opponent, Wellington, by extending his left flank, and two divisions are set in motion. General Thomiere's division outstrips that of General Maucure, and a gap developes. Wellington sees his chance, and sends his 3rd Division under Edward Pakenham to intercept them and take the French in flank. Pakenham has two brigades of cavalry and two batteries of artillery in support. Thomiere's division is accompanied by three companies of artillery, and is marching parallel to Curto's cavalry division. The British, or Anglo-Portuguese to be accurate, advance in battalion column to within 250 yards, then deploy in line echelon of brigades, the second and third brigades overlapping to the left successively the cavalry to the right, artillery supporting from the heights in left rear. The French at this point are straggling over the ridge in an attempt to reach position before facing right to repulse Pakenham's brigade.

There we have a very promising scenario, but how to stage it? The scale used in 'Grenadier was crucial: by using SPI's own facts and figures on unit frontages and weapon ranges I have deduced that they are using an approximately 30 yard hex. This makes it a geographical possibility.

The Battle of Salamanca: July 22nd 1812
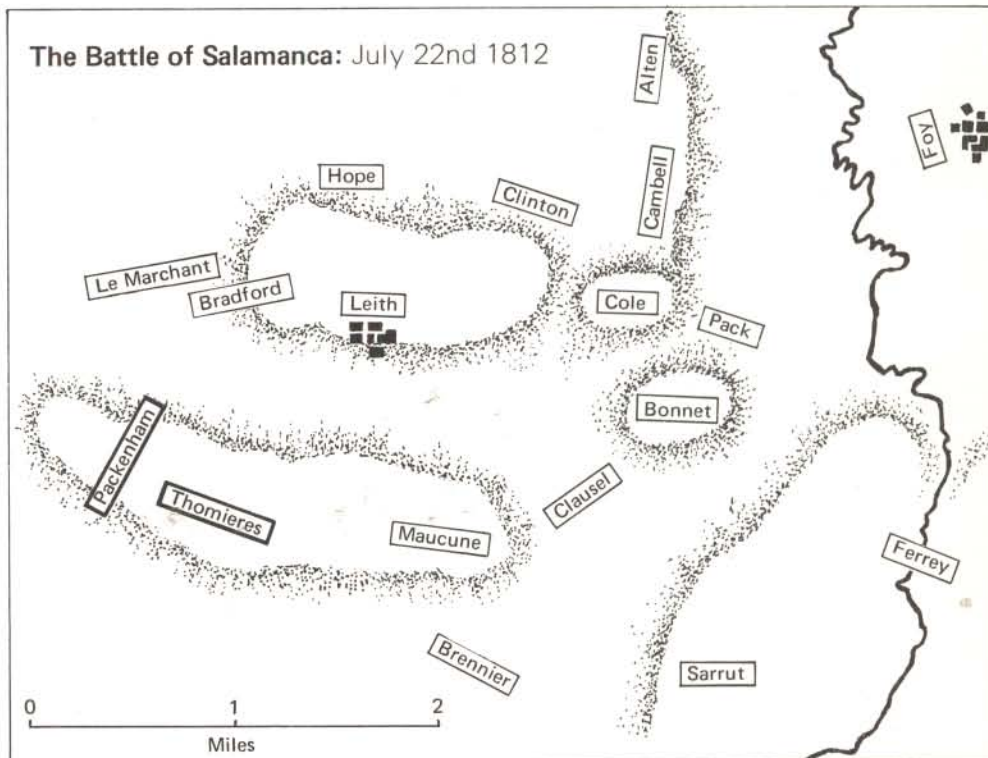


Next, the units involved:

| Pakenham | Thomieres |
|---|---|
| 2 x 6pr | 3 x 8pr |
| 3 x LT | 24 x LN |
| 43 x ii | 7 x GR |
| 27 x Ri | 15 x LC |
| 4 x DR | |
| 6 x LC | |

A quick check of counters revealed that I had too few to manage the above O.B. I then scaled down the infantry to 23ii, 13Ri, 2LT and 12LN, 4GR — the cavalry to 2DR, 3LC and 7LC. Artillery remained the same.

Finally, at which point do we join the action? Essentially, since this scenario is a 'replay' of Salamanca, I decided to aim for the last moments before the clash, when Pakenham's men formed line it also happened to be the only point at which I could trace the relative locations of the two sides with accuracy. A certain degree of initiative is lost to the French player; this is countered by committing D'Urban's dragoon brigade to attacking the French column at the outset (this actually happened, but the timing is

indeterminate: it might have occurred one turn earlier or later).

Using the amended O.B. in much the same way as the scenario which follows, the simulation worked well; the French 'won' once, the Anglo-Portuguese twice. However, one jarring note was struck by the unhistorical success of Curto's cavalry, who beat off their opponents by sheer weight of numbers. In reality, despite their numbers, they were feeble and ineffective, so they were reduced to 4LC instead of 7LC. Since the main decision of this scenario lies always with the infantry and artillery, the reduction has little or no effect on the result.

In the following scenario, the hex map for 'Grenadier' has been numbered from left to right along the Northern edge, and top to bottom (i.e. N to S) within each column of hexes, in order to give precise hex references Thus 3101 is 31 hexes from the left, first hex down, i.e. top hex). Reference squares as follows: Dulauloy 0512, Mack 3318, Frimont 2627, Chatham 2333; Longwood 4123.

## Salamanca
The Advance of Pakenham's Division
4.30pm, 22nd July 1812

### Starting Positions
**French**
(No skirmishers in Game Turn One)
1 x 8pr + Artilleryman unit + limber @ 3101
1 x 8pr + Artilleryman unit + limber @ 3102
1 x 8pr + Artilleryman unit + limber
       + Com.Art No.2        @ 3202
   All three limbered up.

2LN @ 3204
1LN + Com Inf No.3 @ 3304
2LN @ 3305
1LN + GHQ No.1 @ 3405
2LN @ 3306
1LN + Com Inf No.3 @ 3406
2GR @ 3407
2GR @ 3507
2LN @ 3408
1LN + Com Inf No.3 @ 3508
4LC + Com Cav No.2 @ 3807

**Anglo-Portuguese** (move first)
1 x 6pr + Artilleryman unit + limber @ 2209
1 x 6pr + Artilleryman unit + limber @ 2108
   Both unlimbered position
1 x Com Art No.2 @ 2109
3ii @ 2514
2ii + Com Inf No.2 @ 2615
3ii + GHQ No.1 @ 2715
3ii @ 2716
3ii + Com Inf No.2 @ 2915
3ii @ 3015
2Lt @ 3016 (see note A)
4Ri @ 2315
3Ri + Com Inf No.2 @ 2316
3Ri @ 2417
3Ri @ 2418
3LC + Com Cav No.2 @ 3118
2DR + Com Cav No.2 @ 3509 (see note B)

### Special Rules
1   The villages of SOHR and MACK are non-existent for the purposes of this scenario.
2   Anglo-Portuguese Cavalry are not disrupted while executing a shock attack, but may suffer disruption due to attacks on themselves.

### Notes
**A.** The Lt units represent companies of the 5/60th Foot, armed with the Baker rifle. Range is doubled to '10', and Fire Defense Factor is raised to '2', since they are assumed to be in skirmish order.
**B.** This represents D'Urban's Portuguese Dragoons Brigade attacking the leading elements of the French column. They are placed here for convenience. They do not fire or move in the first game turn, but take part in the subsequent shock attack phase.

### The action so far
Marmont, commanding the French, attempted to extend his left in order to outflank the Anglo-Portuguese and cut them off from the river. His orders were unexpertly carried out, and Thomiere's Division advanced so far that it became cut off from the main French army. Wellington, seizing the chance dispatched Pakenham's 3rd Division, with two batteries of field artillery, and two brigades of cavalry in support to destroy Thomiere's Division and seize the left of the French position i.e. the ridge along which Thomiere was advancing. At 250 yards from the French, Pakenham deployed his men in line in echelon of brigades, and d'Urban's dragoon brigade attacked the head of the French column which had no skirmishers deployed. The British artillery were already deployed and firing in support. It is at this point that we join the action.

### Victory Conditions
*French:* Must hold all the N.E. ridge from the N. map edge on game turn 12.
*Anglo-Portuguese:* Outright Victory: must hold all the N.E. ridge to the N. map edge on game turn 12. Limited Victory: must hold part of the N.E. ridge and have destroyed at least 30 French attack points on game turn 12.

### Game Length
12 Game Turns.

# GAMER'S TIPS

When I receive my folio games I like to file them so as to stop them cluttering up my room. The problem here is 'what to do with the counters as they do not lend themselves easily to filing. Eventually I came up with the following idea:

All that is needed is a sheet of card twice the size of the counter sheet. This is then cut into half giving two pieces of the same size as the counter sheet. All the counters are punched out of the counter sheet and the remaining frame is stuck to one of the two pieces of card. The other piece of card is laid on top of the counter sheet and is stuck along one edge with some kind of tape to make a folder. The inside edge could also be treated in some way taking care not to cover the spaces in the frame, to give the fold extra strength. For this part I use a very wide piece of masking tape.
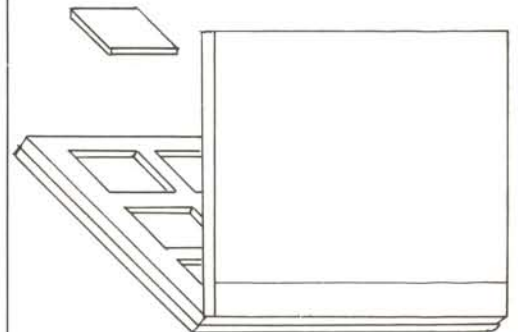


After all this has been done it only remains to replace the counters. This is usually a very fiddly business for the first time. What I usually do is cut the small pieces of card sticking out from the counter, which gives a kind of octagonal shape. The pieces will then fit quite easily. Sometimes you will find that they will not fit in flat and the only thing to do here is carefully shave off a small piece of card from one of the side edges.
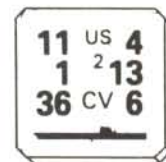


After all the pieces have been replaced the folder is closed and some type of band is used to keep it tight.

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