

MD01 Salamanca - EPIC (22 July 1812)

(Scenario Michael Dippel)

Historical Background

Following the capture of Badajoz and Ciudad Rodrigo, Wellington advanced into Spain where Marshal Marmont's Army of Portugal awaited him. The two armies sparred for position, each looking to catch the other at a disadvantage. When Marmont threatened the British supply lines, Wellington began a retreat, but still looked for an opportunity. On July 22nd, Marmont found a British force in plain view on a ridge and great clouds beyond the hills to the south. Thinking this was just a rearguard, Marmont made a fatal mistake. He extended his army to try and flank the defenders and catch up to what he thought was Wellington's fleeing main body. It turned out the "rear guard" was the left flank of Wellington's army (the clouds were from the baggage train) and Marmont's army became badly strung out and vulnerable before the hidden allied main body. Wellington gave a "whoop" of delight and set several combined arms counterattacks in motion, starting with an attack by his brother-in-law, Edward Packenham's 3rd Division against Thomiere's lead division. Still in march order, Thomiere's troops were quickly routed. Two additional British divisions joined the attack and the two remaining left flank French divisions also retired in disorder. With Marmont wounded, command fell to General Clausel, who organized a truly effective combined arms attack that shattered Cole's British Division. British reserves, however, were close at hand and soon Clausel's forces were also in retreat.

Marmont's army had marched into a deadly British ambush. In the first hour of fighting, three of the eight French divisions were completely smashed and the French left wing ceased to exist. Despite a successful counterattack in the center by General Clausel, the French were beaten, and it became a question of how badly they would lose. Wellington was determined to destroy the entire French army. To that end, he launched the 1st and Light Divisions against the French divisions of Ferey and Foy on the French right. A decisive British victory here would block the French route of retreat. The British divisions emerged from hiding behind a ridge, crossed the Pela Gracia River with little opposition and engaged the surprised French. Ferey's 3rd Division, while still in march column, was attacked by the British guards and was forced back, while Foy's 1st Division attempted to make a stand near Calvarisa de Ariba, but were also driven back. Bloody but not beaten, these two French formations still managed to hold the British at bay, covering the French retreat toward Alba de Tormes and saving Marmont's army to fight another day.

The stage is set, the battle lines are drawn, and you are in command.
The rest is history.

Battle Notes



Allies Army: Arthur Wellesley, 1st Duke of Wellington
10 Command cards
Move First

French Army: Auguste de Marmont / Bertrand Clausel
12 Command cards

Victory Conditions:
12 Banners

Special Rules:

- The Azan River is impassable except at the bridge.
- The Pela Gracia River is fordable in all hexes. In addition, a unit or leader's movement is not stopped when moving onto a river hex.

Modified Epic Rules:

1. You may play one ARMY card or 1-3 FIELD cards.
2. Counter Attack may be counter an played ARMY or Field card of your opponent.
3. Some Field cards, which allows you order units in 2 or 3 sections, counts as 2 or 3 played cards. These cards are noticed as Field 2 or Field 3 cards.
4. Each section may get only a Field card.
5. After turn, you may draw 2 cards (observe hand limit)
6. If you play at least one Scout card, you may draw 3 cards and keep 2 (observe limit of command cards)
7. A field commanders, which get no card, are allowed to make a INI roll. Roll one die and order a unit, which symbol is shown. A flag forces one of your units to retreat. If a XSW is rolled, one unit loose one figure.

Modified Tactic Cards:

Assault: up to 6 units in section

Force March: up to 6 units in section

Rally: Roll 1 die for each command card you hold (including the played rally).
For all symbols, a block of this unit symbol is recovered to any/different unit(s) in any/different section(s)

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