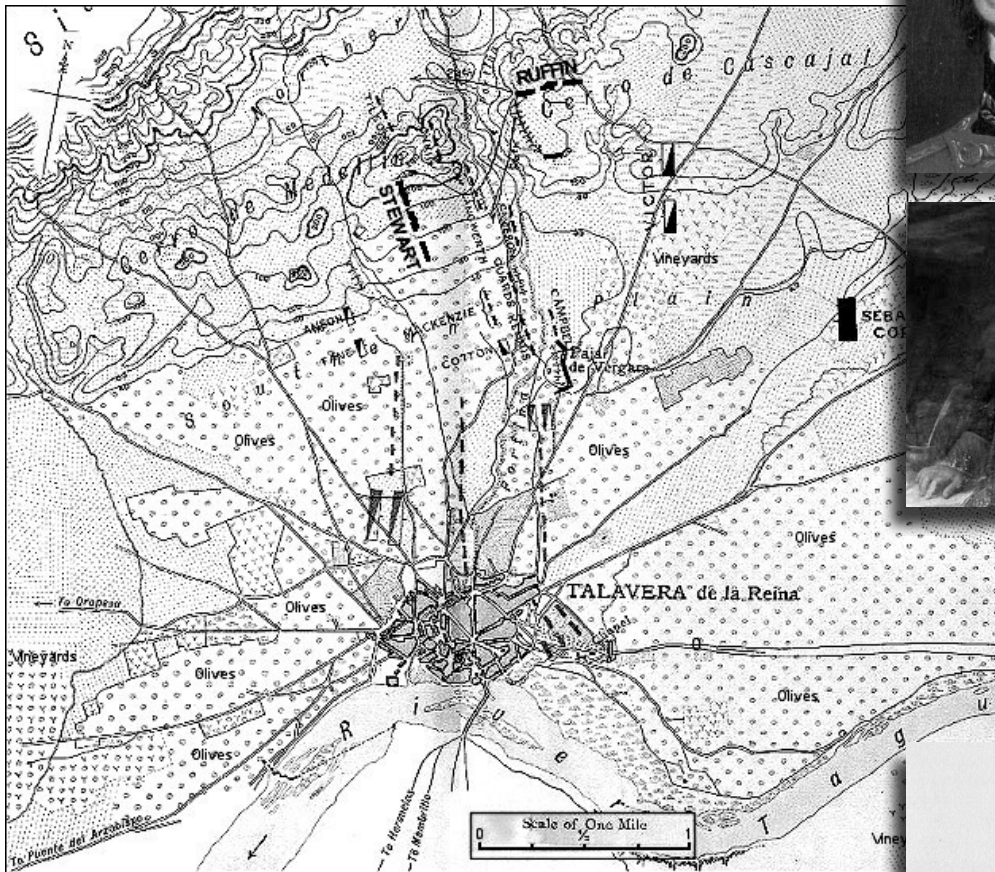


Carnage&GloryII

Army List Module



Peninsula, July 1809
Lt. General Arthur C. Wellesley / General Cuesta
Marshal d'Empire Claude Victor Perrin

Peninsula 1809 - Army Lists

Introduction

The accompanying information, and associated files, is designed for use with the Carnage&GloryII system software. Using the system software you can use the army lists to create any number of different orders of battle, or to make whatever modifications or additions to the officer and unit listings that you consider appropriate or necessary to suit your own needs.

In preparing these army lists a balance has been sought between history and the practicalities of wargaming. Serious students of history may find inconsistencies with specific officer and/or unit ratings or strengths, and you are invited to modify any and all of the ratings and strengths to suit your own preference, prejudice or historical research.

Battlefield Frontage

The composition of each army list will include forces representing two or three infantry divisions, two or three brigades of cavalry, and their supporting artillery, with associated commands from army/corps to brigade level. These forces amount to between 15,000 and 25,000 men.

Although it varied from engagement to engagement, the actual concentration of men engaged per lineal mile of front was typically between 12,500 and 30,000 men. As such, the forces represented by each list should be deployed on a battlefield frontage between one to two miles in length. Using a ground scale of 1 inch = 50 paces [6-18 mm figures], where one mile equates to approximately four feet of table length, your forces should be deployed on a table width between four and eight feet. Using a ground scale of 1 inch = 25 paces [20-40 mm figures], where one mile equates to approximately eight feet of table length, your forces should be deployed on a table width between eight and sixteen feet. Using a ground scale of 1 inch = 33.3 paces [20-40 mm figures], where one mile equates to approximately five feet of table length, your forces should be deployed on a table width between five and ten feet.

As a simple rule of thumb to establish the length of a game I have always used the following principle: Every ten combat units equates to one hour of play. So a brigade size game with five units per side, will take about one hour to complete. A multiple brigade size game with ten units per side, will take perhaps two hours to complete, and a larger division size game with fifteen units per side, will take perhaps three hours to complete. Obviously these times represent a generalization, scenario design and other factors may affect the length of play, but it's certainly reasonable as a guide.

Working with the Army Lists

The army lists are useful to help get you started with your miniatures collections and getting them into battle by developing orders of battle. You may be fortunate and have large collections already available, but more likely you won't, and your collections will grow as you add more officers or units over the months and years. In this case you may find that not all the officers and units are available to match the exact establishments reflected within the army lists. For your purposes, the missing officers or units can be considered to be on 'detachment'. For example, within your immediate collection you have ten battalions of infantry, and you want them to represent a division of infantry, but the army list indicates twelve battalions in the division of your choice. To resolve this issue the extra two battalions you are missing from your collection, need to be put on detachment. In this way they will not be inadvertently included in your tabletop orders of battle. To suit this purpose, each army list has included an officer with ID x02 [102, 502, 602 or 702] as a staff officer. The purpose of this officer is to 'command' the detached units that still have to join their respective active commands [be added to your collections]. It is a simple matter to open the army list, using the system software, and then reassign the necessary unit[s] to this staff officer. Then when you create your orders of battle, simply skip over officer x02, and only select those commands that are 'active' within your collections. As the units become 'active' and are added to your collections, then return to the army list within the system software, and reassign the unit[s] to the appropriate commanding officer.

Unit Organization Charts

The following charts give guidance on basic organizations for infantry, cavalry and artillery. A typical French regiment at this time period typically fielded three war battalions. Each battalion had a six-company organization; four fusilier/chasseur, one elite voltigeur and one elite grenadier/carabinier [the chasseur and carabinier designation being specific to light regiments. Spanish regiments fielded between one and three battalions. Each battalion was composed of four companies; the first battalion having two companies each of Grenadiers and fusiliers, the 2nd and 3rd battalions being composed exclusively of fusiliers. A typical British infantry battalion/regiment had ten companies; eight center companies, one elite light company and one elite grenadier company. Whilst under the command of Wellesley/Wellington each battalion detached its light company to form a composite light battalion with a single company of riflemen from the 5/60th Foot. It is probable that the remaining nine company unit would protect itself when necessary by sending forward a center or grenadier company to act as skirmishers, should the brigade light battalion be unavailable. The Spanish are not permitted integral unit skirmishers. Both the French and British forces therefore have integral skirmish companies, and this is reflected within the army lists. However, as the British integral skirmishers are not primarily trained to that purpose, in game terms it is recommended that you prohibit the offensive use of the British integral skirmishers. This means that the British skirmishers should not be permitted to fire during the fire action phase. However, defensively the British skirmishers will be present, and therefore will help to shield their parent formation from offensive French skirmish fire. Otherwise the British composite light battalions should be in open order operating ahead of the British lines as a primary defense against the French skirmishers

	Nationality	Number of Sub-Units [Companies] per Unit	Number of Battalions per Regiment
Infantry	British Infantry	10	
	British composite light battalion	3-4	
	Spanish infantry	4	1-3
	French	6	3

	Nationality	Number of Sub-Units [Troops] per Unit	Number of Tactical Elements per Regiment
Heavy Cavalry	Spanish/French 3 Sqdn Regt	3	2
	British/French 4 Sqdn Regt	4	2
Light Cavalry	British/French 4 Sqdn Regt	4	2
	French/British 3 Sqdn Regt	3	2

	Nationality	Number of Sub-Units [Sections] per Unit	number of crew figures
Foot Artillery	French/Spanish	4	8
	British	3	6
Horse Artillery	French	3	6

Unit Frontages

The following charts give guidance on basing standards for infantry, cavalry and artillery. These are not mandatory, but should be used for guidance purposes, and will be useful if you are basing units for the first time. The assumption has been made that an infantry file occupies 27 inches, and a cavalry file occupies 48 inches. The calculation of theoretical frontage also includes for men not in the rank and file, such as officers, senior NCO's and musicians. The assumption is that for every 100 men within the rank and file there are an additional seven to eight supernumeraries. Artillery is considered to occupy 20 paces per cannon and crew.

Typically Heavy Cavalry are represented in multiple squadrons units, whilst light cavalry are represented in either single or multiple squadron units, appropriate to their nationality.

Charts are provided for both Imperial [1" = 25 paces and 1" = 50 paces] and Metric [1 mm = 1 pace and 1 mm = 2 paces]. Two alternate infantry basing charts are offered for the 1" = 25 paces and 1 mm = 1 pace, this enables you to have more or less figures in a unit, to accommodate 20 or 25 mm figures, as opposed to the larger, bulkier 28 or 40 mm figures, which tend to require wider individual base frontages. The army lists are created assuming the wider 3/4" / 20 mm figure frontage. It is also recommended that the wider figure basing be used for troops typically deployed in two-ranks.

The representative colors of the charts are designed to compliment the pace stick colors, which can be downloaded from the Carnage&GloryII Yahoo Group on line.

<http://games.groups.yahoo.com/group/carnageandglory2/>

Imperial Measurement Basing Charts

Ground Scale: 1" = 25 Paces 28-40mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 3/4" per figure	number of figures in double rank
Nationality				
Infantry	British	560	10 1/2"	28
		840		
		640	12"	32
		960		
	Spanish	600	7 1/2"	20
French				

Ground Scale: 1" = 25 Paces 20-25mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 5/8" per figure	number of figures in double rank
Nationality				
Infantry	British	500	9 3/8"	30
		750		
		600	11 1/4"	36
	900			
	Spanish	600	7 1/2"	24
French				

Ground Scale: 1" = 25 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 1" per figure	number of figures in single rank
Nationality				
Heavy Cavalry	Spanish/French 3 Sqdn Regt	180	6"	6
	British/French 4 Sqdn Regt	240	8"	8
Light Cavalry	French/British 3 Sqdn Regt	180	6"	6
	French/British 4 Sqdn Regt	240	8"	8

Ground Scale: 1" = 25 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French/Spanish	8	6 1/4"	2
	British	6	4 3/4"	2
Horse Artillery	French	6	4 3/4"	2

Ground Scale: 1" = 50 Paces		Approximate Average Battalion Strength All Ranks	Unit Frontage: 3/8" per figure	number of figures in double rank
Nationality				
Infantry	British	560	5 1/4"	28
		840		
		640	6"	32
		960		
	Spanish	600	3 3/4"	20
French				

Ground Scale: 1" = 50 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 1/2" per figure	number of figures in single rank
Nationality				
Heavy Cavalry	Spanish/French 3 Sqdn Regt	180	3"	6
	British/French 4 Sqdn Regt	240	4"	8
Light Cavalry	French/British 3 Sqdn Regt	180	3"	6
	French/British 4 Sqdn Regt	240	4"	8

Ground Scale: 1" = 50 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French/Spanish	8	3 1/8"	2
	British	6	2 3/8"	2
Horse Artillery	French	6	2 3/8"	2

Metric Measurement Basing Charts

Ground Scale: 1 mm = 1 Pace 28-40mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 20 mm per figure	number of figures in double rank
Nationality				
Infantry	British	560	280	28
		840	mm	
		640	320	32
		960	mm	
Infantry	Spanish	600	200	20
	French			

Ground Scale: 1 mm = 1 Pace 20-25mm figures		Approximate Average Battalion Strength All Ranks	Unit Frontage: 16 mm per figure	number of figures in double rank
Nationality				
Infantry	British	500	240	30
		750	mm	
		600	288	36
		900	mm	
Infantry	Spanish	640	192	24
	French			

Ground Scale: 1 mm = 1 Pace		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 25 mm per figure	number of figures in single rank
Nationality				
Heavy Cavalry	Spanish/French 3 Sqdn Regt	180	150	6
	British/French 4 Sqdn Regt	240	200	8
Light Cavalry	French/British 3 Sqdn Regt	180	150	6
	French/British 4 Sqdn Regt	240	200	8

Ground Scale: 1 mm = 1 Pace		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French/Spanish	8	160 mm	2
	British	6	120 mm	2
Horse Artillery	French	6	120 mm	2

Ground Scale: 1 mm = 2 Paces		Approximate Average Battalion Strength All Ranks	Unit Frontage: 10 mm per figure	number of figures in double rank	
Nationality					
Infantry	British	560	140 mm	28	
		840			
		640	160 mm		32
		960			
	Spanish	600	100 mm	20	
French					

Ground Scale: 1 mm = 2 Paces		Approximate Average Tactical Element Strength All Ranks	Unit Frontage: 12.5 mm per figure	number of figures in single rank
Nationality				
Heavy Cavalry	Spanish/French 3 Sqdn Regt	180	75 mm	6
	British/French 4 Sqdn Regt	240	100 mm	8
Light Cavalry	French/British 3 Sqdn Regt	180	75 mm	6
	French/British 4 Sqdn Regt	240	100 mm	8

Ground Scale: 1 mm = 2 Paces		Number of Cannon in Typical Battery	Unit Frontage	number of cannon models
Nationality				
Foot Artillery	French/Spanish	8	80 mm	2
	British	6	60 mm	2
Horse Artillery	French	6	60 mm	2

The Army Lists

The following represents the army lists reproduced in the format that would be seen when using the system software 'command review' option, on turn one. At that time you will also be able to review the unit status, formation [omitted in this example] and firearm type. In subsequent game turns, you will be able to review the morale and fatigue levels in lieu of formation and firearms. If it becomes necessary during the game to verify a units formation, that can be done by reviewing the individual combat unit, without the need to review the whole order of battle.



MdE Victor

The numbers in [] on the left of each line indicate the unique officer and unit ID numbers that Carnage&GloryII uses to identify the officer or unit within it's database. It is important that these numbers remain unique, and no officer or unit within the same army list or derived order of battle should have a duplicate ID number. The officers' rank and name, his active status, rating and his zone of influence or command radius distance in paces follow the officer ID number. The officer rating is a reflection of his tactical and leadership qualities, and can be amended manually or employing the randomizer. The unit ID number is followed by the unit name, the number of losses [on turn one this will be 0] and the actual unit strength, a third number will denote the number of cannon with the unit [infantry battalion guns or

artillery tubes]. The next item, a letter with a varying suffix, represents the rating of the unit. This is a combination of the units' morale, experience, combat and fire rating qualities, A+ represents the best, and E- represents the worst. A unit with excellent combat and fire ratings, guard classification and crack status will be an A+ unit, whilst a unit with contemptible combat and fire ratings, irregular classification and conscript status will be an E- unit. If you consider the default characteristics inappropriate you have two options, either randomize the combat and fire ratings, or amend them manually to better reflect historical evidence. If you randomize the ratings, a unit will never achieve excellent or contemptible characteristics. The last item is the weapon type of the unit.

The unit strength is given in actual terms of real men, and not as a number of figures. Losses are also accrued in actual terms and not in the number of representative figures. For this reason there are no set figure ratios, and a figure can represent any number of real men.

What is more important than a figure ratio is the relative frontage of the represented unit; this goes hand in hand with the selected ground scale. Essentially every inch or millimeter of a tabletop unit frontage represents a certain number of men, relative to the formation and number of ranks and files represented by the unit. Representation of unit formations on the tabletop is generally a compromise, particularly when considering columns and square formations, where the physical footprint or width is not a true reflection of the actual historical formation. The basic line formation frontage, however, should be as relatively accurate for gaming purposes as possible, and especially consistent across the units represented on both sides of the table. Using this principle, the charts on the previous pages, are provided as guidelines to typical unit frontages represented within the army lists. However, it is not necessary to rebase your existing collections to suit these frontages. Essentially, your figures can be mounted to whatever basing system you prefer, but you should ensure that the unit frontages are obviously representative of the intended unit size. For example, if you have a unit that represents 500 men, it should be narrower than another unit representing 640 men. In this example, simply ensure that the relative frontages are obvious, without necessarily being exact. Large cavalry formations are in some cases split into two or more separate units; these are



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identified by a letter prefix [A/1e Regt de Dragons]. In this instance, the letter represents a group of squadrons or troops/companies, which approximates to an equal division of the overall unit strength.

Corps Claude-Victor Perrin

[101] Marechal d'Empire Claude-Victor Perrin - Active B [1300 paces]

[101]	6/8me Artillerie a Pied	0/ 200	[8]	C+	12 Pounder [Heavy]
[102]	2/6me Artillerie a Cheval	0/ 150	[6]	B-	4 Pounder [Light]

Division Francois-Amable Ruffin

[103] General de Division Francois-Amable Ruffin - Active B [875 paces]

[103]	6/1e Artillerie a Pied	0/ 200	[8]	C+	8 Pounder [Medium]
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Brigade Baron de la Bruyere

[104] General de Brigade Baron de la Bruyere - Active B [450 paces]

[104]	1/9me Regt.de Leger	0/ 640		C	Musket [SB 1st Rate]
[105]	2/9me Regt.de Leger	0/ 640		C	Musket [SB 1st Rate]

Brigade Pierre Barrois

[105] General de Brigade Pierre Barrois - Active B+ [500 paces]

[106]	1/24me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[107]	2/24me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[108]	3/24me Regt.de Ligne	0/ 640		C-	Musket [SB 1st Rate]
[109]	1/96me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[110]	2/96me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[111]	3/96me Regt.de Ligne	0/ 640		C-	Musket [SB 1st Rate]

Division Pierre-Bellon Lapisse

[106] General de Division Pierre-Bellon Lapisse - Active B [875 paces]

[112]	1/8me Artillerie a Pied	0/ 200	[8]	C+	8 Pounder [Medium]
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Brigade Solignac

[107] General de Brigade Solignac - Active B [450 paces]

[113]	1/8me Regt.de Leger	0/ 640		C	Musket [SB 1st Rate]
[114]	2/8me Regt.de Leger	0/ 640		C	Musket [SB 1st Rate]
[115]	3/8me Regt.de Leger	0/ 640		C-	Musket [SB 1st Rate]
[116]	1/54me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[117]	2/54me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[118]	3/54me Regt.de Ligne	0/ 640		C-	Musket [SB 1st Rate]

Brigade Laplanne

[108] General de Brigade Laplanne - Active B [450 paces]

[119]	1/16me Regt.de Leger	0/ 640		C	Musket [SB 1st Rate]
[120]	2/16me Regt.de Leger	0/ 640		C	Musket [SB 1st Rate]
[121]	1/45me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[122]	2/45me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[123]	3/45me Regt.de Ligne	0/ 640		C-	Musket [SB 1st Rate]

Division Eugene Villatte

[109] General de Division Eugene Villatte - Active B [875 paces]

[124]	2/8me Artillerie a Pied	0/ 200	[8]	C+	4 Pounder [Light]
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Brigade Baron Louis-Victorin Cassagne

[110] General de Brigade Baron Louis-Victorin Cassagne - Active B [500 paces]

[125]	1/27me Regt.de Leger	0/ 640		C	Musket [SB 1st Rate]
[126]	2/27me Regt.de Leger	0/ 640		C	Musket [SB 1st Rate]
[127]	1/63me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[128]	2/63me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[129]	3/63me Regt.de Ligne	0/ 640		C-	Musket [SB 1st Rate]

Brigade Jacques Puthod

[111] General de Brigade Jacques Puthod - Active B [450 paces]

[130]	1/94me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[131]	2/94me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[132]	3/94me Regt.de Ligne	0/ 640		C-	Musket [SB 1st Rate]
[133]	1/95me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[134]	2/95me Regt.de Ligne	0/ 640		C	Musket [SB 1st Rate]
[135]	3/95me Regt.de Ligne	0/ 640		C-	Musket [SB 1st Rate]

Brigade Louis-Chertien Carriere

[112] General de Brigade Louis-Chertien Carriere - Active B [450 paces]

[136]	1/3me Artillerie a Cheval	0/ 150	[6]	B-	4 Pounder [Light]
[137]	A/2me Regt.de Hussards	0/ 240		C	Carbine [Smoothbore]
[138]	B/2me Regt.de Hussards	0/ 240		C	Carbine [Smoothbore]
[139]	A/5me Chasseurs a Cheval	0/ 240		C+	Carbine [Smoothbore]
[140]	B/5me Chasseurs a Cheval	0/ 240		C+	Carbine [Smoothbore]

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Division Latour Maubourg

[113] General de Division Latour Maubourg - Active B+ [950 paces]

[141] 2/5me Artillerie a Cheval 0/ 150 [6] B- 4 Pounder [Light]

Brigade Perreymond

[114] General de Brigade Perreymond - Active B [450 paces]

[142] A/1e Regt.de Dragons 0/ 240 C Musketoon [SB]
 [143] B/1e Regt.de Dragons 0/ 240 C Musketoon [SB]
 [144] A/2me Regt.de Dragons 0/ 240 C Musketoon [SB]
 [145] B/2me Regt.de Dragons 0/ 240 C Musketoon [SB]

Brigade Baron d'Oullemberg

[115] General de Brigade Baron d'Oullemberg - Active B [450 paces]

[146] A/4me Regt.de Dragons 0/ 240 C Musketoon [SB]
 [147] B/4me Regt.de Dragons 0/ 240 C Musketoon [SB]
 [148] A/9me Regt.de Dragons 0/ 240 C Musketoon [SB]
 [149] B/9me Regt.de Dragons 0/ 240 C Musketoon [SB]

Brigade Baron Digeon

[116] General de Brigade Baron Digeon - Active B [450 paces]

[150] A/14me Regt.de Dragons 0/ 240 C Musketoon [SB]
 [151] B/14me Regt.de Dragons 0/ 240 C Musketoon [SB]
 [152] A/26me Regt.de Dragons 0/ 240 C Musketoon [SB]
 [153] B/26me Regt.de Dragons 0/ 240 C Musketoon [SB]

Strengths:

losses/active

0/ 19200 Bayonets
 0/ 3840 Sabres
 0/ 1250 Artillerists
 0/ 50 Cannon

0/ 24290 Total of all arms
 57 Standards present

	Combat Rating	Fire Rating	Classification	Experience	Combined Rating
French					
Infantry	Average	Average	Line	Veteran	C
	Average	Average	Line	Trained	C-
Cavalry	Average	Average	Line	Crack	C+
	Average	Average	Line	Veteran	C
Artillery	Average	Good	Elite	Veteran	B-
	Average	Good	Line	Veteran	C+

General Officer Ranking	Leadership Rating	Tactical Rating	Combined Rating
French	Inspirational [-]	Superior [-]	B+
	Ordinary [+]	Capable [+]	B
	Ordinary [+]	Superior [-]	
	Inspirational [-]	Capable [+]	

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Army Arthur Coley Wellesley

[501] Lieutenant General Arthur Coley Wellesley - Active B+ [1400 paces]

Brigade Howorth

[503] Major General Howorth - Active B [450 paces]

[501] Elliott's Bde [1/2 RFA]	0/ 150 [6]	C+	6 Pounder	[Medium]
[502] Sillery's Bde [6/7 RFA]	0/ 150 [6]	C+	6 Pounder	[Medium]
[503] Rettberg's Bde [1 KGLFA]	0/ 150 [6]	C+	6 Pounder	[Medium]
[504] Heise's Bde [2 KGLFA]	0/ 150 [6]	B-	6 Pounder	[Medium]

Division Sir John Cope Sherbrooke

[504] Major General Sir John Cope Sherbrooke - Active B [875 paces]

Brigade Henry Fred Campbell

[505] Brigadier General Henry Fred Campbell - Active B [450 paces]

[505] Guards Bde Light Battalion	0/ 240	B	Musket	[SB 1st Rate]
[506] 1/2nd Foot Guards	0/ 840	B-	Musket	[SB 1st Rate]
[507] 1/3rd Foot Guards	0/ 840	B-	Musket	[SB 1st Rate]

Brigade Sir Alan Cameron of Erracht

[506] Brigadier General Sir Alan Cameron of Erracht - Active B [450 paces]

[508] Cameron's Bde Light Battalion	0/ 240	B-	Musket	[SB 1st Rate]
[509] 1/61st [South Gloucestershire]	0/ 720	C	Musket	[SB 1st Rate]
[510] 2/83rd Foot	0/ 480	C+	Musket	[SB 1st Rate]

Brigade Ernest E.K. Langwerth

[507] Brigadier General Ernest E.K. Langwerth - Active B [450 paces]

[511] Langwerth's Bde Light Bttn	0/ 240	B	Musket	[SB 1st Rate]
[512] 1st Bttn. Kings German Legion	0/ 480	C+	Musket	[SB 1st Rate]
[513] 2nd Bttn. Kings German Legion	0/ 480	C+	Musket	[SB 1st Rate]

Brigade Sigismund von Lowe

[508] Brigadier General Sigismund von Lowe - Active B [450 paces]

[514] Lowe's Bde Light Battalion	0/ 240	B	Musket	[SB 1st Rate]
[515] 5th Bttn. Kings German Legion	0/ 480	C+	Musket	[SB 1st Rate]
[516] 7th Bttn. Kings German Legion	0/ 480	C+	Musket	[SB 1st Rate]

Division Sir Rowland Hill

[509] Major General Sir Rowland Hill - Active B+ [950 paces]

Brigade Christopher Tilson

[510] Brigadier General Christopher Tilson - Active B [450 paces]

[517] Tilson's Bde Light Battalion	0/ 240	B	Musket	[SB 1st Rate]
[518] 1/3rd [The Buffs]	0/ 480	C+	Musket	[SB 1st Rate]
[519] 2/48th [Northamptonshire]	0/ 480	C+	Musket	[SB 1st Rate]
[520] 2/66th [Berkshire]	0/ 480	C+	Musket	[SB 1st Rate]

Brigade Richard Stewart

[511] Brigadier General Richard Stewart - Active B [450 paces]

[521] Stewart's Bde Light Battalion	0/ 240	B-	Musket	[SB 1st Rate]
[522] 29th [Worcestershire]	0/ 720	C	Musket	[SB 1st Rate]
[523] 1/48th [Northamptonshire]	0/ 480	C+	Musket	[SB 1st Rate]
[524] 1st Bttn. Detachments	0/ 480	C+	Musket	[SB 1st Rate]

Division William Payne

[512] Lieutenant General William Payne - Active B [875 paces]

Brigade Sir Henry Fane

[513] Brigadier General Sir Henry Fane - Active B [450 paces]

[525] A/3rd DG [Prince of Wales]	0/ 240	C	Musketoons	[SB]
[526] B/3rd DG [Prince of Wales]	0/ 240	C	Musketoons	[SB]
[527] A/4th Dragoons [Queens Own]	0/ 180	C-	Musketoons	[SB]
[528] B/4th Dragoons [Queens Own]	0/ 180	C-	Musketoons	[SB]

Brigade Sir Stapleton Cotton

[514] Brigadier General Sir Stapleton Cotton - Active B+ [500 paces]

[529] A/14th LD [Duchess of Yorks]	0/ 240	C-	Carbine	[Smoothbore]
[530] B/14th LD [Duchess of Yorks]	0/ 240	C-	Carbine	[Smoothbore]
[531] A/16th LD [Queens]	0/ 180	C	Carbine	[Smoothbore]
[532] B/16th LD [Queens]	0/ 180	C	Carbine	[Smoothbore]

Army Gregorio de la Cuesta

[515] Lieutenant General Gregorio de la Cuesta - Active C [1100 paces]

Division Rafael Manglano

[516] Major General Rafael Manglano - Active B- [875 paces]

[533] 2. IR de Trujillo	0/ 600	D+	Musket	[SB 2nd Rate]
[534] 3. IR de Trujillo	0/ 600	D	Musket	[SB 2nd Rate]
[535] 2. IR de Irlanda	0/ 600	D+	Musket	[SB 2nd Rate]

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Peninsula 1809 - Army List Module

[536] Leales de Fernando VII	0/ 600	D-	Musket [SB 2nd Rate]
[537] 1. Battalon de Suizos	0/ 600	D+	Musket [SB 2nd Rate]
[538] 2. Battalon de Suizos	0/ 600	D	Musket [SB 2nd Rate]

Regiment El Conde de Ibeagh

[517] Colonel El Conde de Ibeagh - Active B- [225 paces]

Division Luis Alejandro Bassecourt

[518] Major General Luis Alejandro Bassecourt - Active B- [875 paces]

[539] 2/3rd Artillery [Spanish]	0/ 100 [4]	D+	4 Pounder [Light]
[540] 1o IR de Real Marina	0/ 600	D+	Musket [SB 2nd Rate]
[541] Columna de Granaderos	0/ 600	D+	Musket [SB 2nd Rate]
[542] 3. IR de Africa	0/ 600	D	Musket [SB 2nd Rate]
[543] 1. IR de Reina	0/ 600	D+	Musket [SB 2nd Rate]
[544] 2. IR de Reina	0/ 600	D	Musket [SB 2nd Rate]
[545] 1. IR de Murcia	0/ 600	D+	Musket [SB 2nd Rate]
[546] 2. IR de Murcia	0/ 600	D	Musket [SB 2nd Rate]
[547] Provincila de Siguenza	0/ 600	D-	Musket [SB 2nd Rate]

Regiment Juan de Dios Topete

[519] Colonel Juan de Dios Topete - Active C+ [200 paces]

Brigade Juan de Henestrosa

[520] Lieutenant General Juan de Henestrosa - Active B [450 paces]

[548] A/1o HC Rey	0/ 180	D+	Musketoons [SB]
[549] B/1o HC Rey	0/ 180	D+	Musketoons [SB]
[550] 4o HC Infanta	0/ 240	D	Musketoons [SB]

Regiment Jose Maria de Lastres

[521] Colonel Jose Maria de Lastres - Active B [225 paces]

Regiment N.Velarde

[522] Colonel N.Velarde - Active C+ [200 paces]

[551] 2o LD Reina	0/ 180	D+	Carbine [Smoothbore]
[552] A/3o LD Almanza	0/ 240	D+	Carbine [Smoothbore]
[553] B/3o LD Almanza	0/ 240	D+	Carbine [Smoothbore]
[554] Lanceros de Xerez	0/ 240	D-	Carbine [Smoothbore]

Strengths:

losses/active		
0/ 17760	Bayonets	
0/ 3180	Sabres	
0/ 700	Artillerists	
0/ 28	Cannon	
0/ 21640	Total of all arms	
54	Standards present	

Anglo-Spanish	Combat Rating	Fire Rating	Classification	Experience	Combined Rating
Infantry	Average	Excellent	Guard	Trained	B
	Average	Excellent	Elite	Veteran	
	Average	Good	Guard	Trained	B-
	Average	Excellent	Elite	Trained	
	Average	Good	Line	Veteran	C+
	Average	Good	Line	Trained	C
	Average	Poor	Line	Trained	D+
	Average	Poor	Elite	Conscript	
	Average	Poor	Line	Conscript	D
	Average	Poor	Militia	Conscript	D-
Cavalry	Average	Average	Elite	Trained	C
	Average	Average	Line	Veteran	
	Average	Average	Line	Trained	C-
	Average	Poor	Line	Trained	D+
	Average	Poor	Line	Conscript	D
	Average	Poor	Militia	Conscript	D-
Artillery	Average	Good	Line	Veteran	C+
	Average	Poor	Line	Trained	D+

General Officer Ranking	Leadership Rating	Tactical Rating	Combined Rating
Anglo-Spanish	Inspirational [-]	Superior [-]	B+
	Ordinary [+]	Capable [+]	B
	Ordinary [+]	Superior [-]	
	Ordinary [+]	Capable	B-
	Ordinary	Capable	C+
	Ordinary [-]	Capable [-]	C