

## Scenario re-enforcement rules for the British forces:

### **Deployed Turn1:**

Area A: Campbell's Portuguese infantry brigade: 4x regular line batts, 4x skirmish stands

Albuera (fixed garrison): detached KGL battalion. This is an independent formation and must remain in Albuera. If forced out it may only stand in it's current location or retake the town.

Area B: detached 9pdr foot battery (from Fonseca's brigade). Must maintain its current location until Fonseca is on the field.

High ground above the Albuera river:

Ballesteros: Spanish infantry brigade: 4x regular line batts, 4x skirmish stands

Zayas: Spanish infantry brigade: 4x reservist batts, 3x skirmish stands & 1x 8pdr foot battery. *This brigade starts on a redeploy order and must move to cover Ballesteros's open right flank (unless ordered otherwise with 1xADC).*

**Turn 3:** (Reserve brigades deploy 9" onto the table)

Area B: Fonseca's Portuguese brigades: 4x regular line batts & 4x skirmish stands

Area F: Lumley's Mixed cavalry brigade: 2x Small Spanish, campaign regiments (both are recruits) & 1x British campaign regiment of light dragoons.

**Final off table reserve:** 3x British infantry brigades begin the game stationed well behind Albuera. Before turn 1 Beresford may issue orders committing these brigades to the fight (Each brigade may enter any point on the British side of the table). *Note these brigades will arrive 6 turns after they are given their marching orders. Thus if you delay and only decide on turn 2 where they will enter the battlefield. You will not see these troops until turn 8. Inform the umpire what you have decided before a new game turn begins. Only one brigade may deploy onto the table per turn in any one location.*

**From turn 6 on:** 3x British infantry brigades:

Colborne: 3x regular line batts & 4 skirmish stands

Hoghton: 3x regular line batts & 4 skirmish stands

Abercrombie: 3x regular line batts, 1x 9pdr foot battery & 4x skirmish stands.

