

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

### **Deployed Turn1:**

Area 1: Godinot's infantry brigade: 3x line batts, 3x light batts, 6 skirmish stands and 1x 6pdr horse battery

Girard division:

Area 3: Veilande's infantry brigade: 4x regular line batts, 4x skirmish stands 1x 8pdr foot battery

Area 4: Pepin's infantry brigade: 4x regular line batts, 4x skirmish stands

Area 6: Latour-Maubourg's cavalry brigade: 1x campaign Dragoon regiment & 1x campaign Chasseur regiment.

### **Turn 3:**

The two brigades of Gazan's division arrive to support of Girard's attack on the French left. These brigades may deploy 9" onto the table in areas 4-5 or 6 as marked on the map (1 brigade per area).

Maransin's Brigade: 5x skirmish stands, 2x regular line & 2x regular light battalions

Sylvester-Brayer's brigade: 5x skirmish stands, 2x regular line, 2x regular light battalions + 1x 8pdr foot battery.

**Final off table reserve:** Werlé's infantry brigade begins the game marching down the Nogales river road toward Albuera. Before turn 1 the French command may record where Welré should enter the field of battle (any one entry point on the French side of the table). Should he march around the woods to support Girard and Gazan's attack (historical)? Or should he continue on towards Albuera. *Note this brigade will arrive 6 turns after he is given his marching orders. Thus if you delay and only decide on turn 2 where he will enter the battlefield. You will not see his troops until turn 8. Inform the umpire what you have decided before a new turn begins.*

**From turn 6 on:** Werlé's infantry brigade: 5x regular line batts, 1x converged grenadier line batt & 6x skirmish stands.

