

The Battle of Dos Santos

July, 1810 and the Peninsular War is in full swing. Crauford's Light Division is almost trapped by Marshall Ney at the River Côa in eastern Portugal.

Despite orders not to engage, Crauford fights and then makes a hasty withdrawal across the only bridge as it becomes clear he is outnumbered. The French assault the crossing, but are repulsed and the Light Division slips away after dark.

With the British gone, the French prepare to lay siege to the town of Almeida.

While the French begin surveying the area and set up supply lines, both sides find something of interest in the nearby village of Dos Santos.

The British Forces

Lieutenant James Barnsley-Bowles (Status 2)

Sergeant Fowler (Status 1)

3 Groups of Light Infantry in Line (8 men per group)

Captain Richard Hart (Status 3)

Sergeant O'Rourke (Status 1)

3 Groups of 95th Rifles (6 men per group)

British Light Infantry in Line

Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill
Always	Yes	Yes	2	2	3
Weapon	Type	Characteristics			
Muskets	Regulars	Sharp Practice, Thin Red Line			

95th Rifles

Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill
Always	Yes	No	-	1	-
Weapon	Type	Characteristics			
Rifles	Light Infantry	Sharp Practice			

Orders For Captain Hart, 95th Rifles

Captain Hart, you will take your men and advance to the village of Dos Santos. There you will locate and secure Miss Torres who is hiding in the village. Miss Torres is a British spy who has kept us informed of Marshal Ney's movements. She is currently hiding in the village with valuable information. You must retrieve her before the French find her.

While you might have been promoted from the ranks, please conduct your search as an English officer should. Avoid causing trouble to the locals. The Portuguese are our allies. Treat them as such. There are villagers that are hostile to the French invasion and it would be prudent to keep them as such so they remain on your side.

You have been given a detachment of light company troops to assist you, along with your riflemen. We are counting on your success with this delicate mission.

Sincerely,

Colonel Blackmore, 43rd Light Infantry

The French Forces

Captain Jacques Hussarde (Status 3)

Sergeant Leroy (Status 1)

2 Groups of Line Infantry (8 men per group)

Lieutenant Pierre Durande (Status 2)

2 Groups of Line Infantry (8 men per group)

Lieutenant André Beaufort (Status 2)

2 Groups of Voltigeur Skirmishers (6 men per group)

Lieutenant Francois Joubert (Status 2)

2 Groups of Dragoons (8 men per group)

French Line Infantry

Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill
Always	Yes	No	3	2	-
Weapon	Type	Characteristics			
Muskets	Conscripts and Volunteers	Pas de Charge			

French Voltigeur Skirmishers

Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill
Always	Yes	No	-	2	-
Weapon	Type	Characteristics			
Muskets	Skirmishers	Sharp Practice			

French Dragoons

Formation	First Fire	Controlled Volley	Crashing Volley	Step Out	Drill
Always	No	No	-	2	2
Weapon	Type	Characteristics			
Carbine and Sabre	Dragoons	Tally Ho!			

Orders For Captain Hussarde,

Captain Hussarde, you will proceed to the village of Dos Santos where you will locate Miss Torres, a close personal friend of Marshal Ney. Escort her back to French lines as the Marshal would like speak with her on some personal matters.

In addition, any loot you can obtain from the village will be useful. After all, an army matches on its stomach.

You have a detachment of dragoons from the 15th Dragoon Regiment with you to scout and provide protection from partisans. Their horses will be useful for returning anything you liberate from the village.

Sincerely,

Colonel Sauvey, 32nd Line Infantry Regiment

The Map

Dos Santos is a small village nestled between two wooded hills. It has a few buildings, with fields in the north east and an orchard in the south west.



Special Rules

When the French successfully search a house, roll 1d6. If you score a 1 a Spanish Guerrilla unit appears on the Tiffin card and deploys from one of the marked Spanish deployment points. Each successful search increases the count by a cumulative 1, so after 5 successful searches, the guerrillas will arrive on a 1-5. Only 1 Guerrilla unit will appear as a result of successful searching.

In addition, any random event that occurs on a task will have a guerrilla unit automatically arrive.

For deployment, each time a British leader card is turned roll 2d6. When a cumulative total of 18 is reached the next British leader card drawn may deploy.

Searching houses requires a cumulative total of 10. Each action spent searching allows the roll of 2d6. This only applies to the French. The British automatically successfully search a house with 1 action and they do not incur the wrath of the Spanish.

The Spanish guerrillas activate on the Tiffin card with 2 actions. The opposing player controls them.