

BUSSACO 20

[0.0] EXCLUSIVE RULES

This is the Exclusive Rules sheet for **BUSSACO 20**, a game that also uses the **NAPOLEONIC 20** Standard Rules. When combined, these two rules documents form the entirety of the rules needed to play **BUSSACO 20**.

These Exclusive Rules supersede the Standard Rules when there is a conflict.

[1.0] INTRODUCTION

BUSSACO 20 is based on the battle that occurred on 26 September 1810 during the Peninsular campaign. One player commands the French army invading Portugal under the command of Marshal Massena, while the other leads the Anti-French forces consisting of the combined British and reconstituted Portuguese army under General Sir Arthur Wellesley, Viscount of Wellington.

[2.0] GAME EQUIPMENT

The Game Map: The 11" x 17" map features that part of Portugal where the campaign took place.

New Terrain Type: Steep Slope Hexsides are introduced in this game.

They are different than regular Slope Hexsides only in that they provide the defender a +2 **Combat Strength benefit** when attacked exclusively from hexes that are down slope. They have no effect on movement.



The blue units are French and Red units are British and Portuguese.

Unit abbreviations include:

Lt = Light	Res = Reserve
P, Port = Portuguese	Art = Artillery
Ma = Marchand	Cl = Clauset
Me = Merle	Lo = Loison
He = Heudelet	Mr = Mermet
IB = Indep. Brigades	So = Solignac

Elite Forces

For the purposes of **Routing** (a -2 die roll modifier; see 9.6) and **Rallying** (a +1 die roll modifier; see 10.0), only the British 1st and Light Divisions are considered Elite Forces.



[3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French side), setup proceeds as follows:

1. The Game Turn marker is placed on the 'September 26 Morning' space.

2. Place the French Morale marker on the '6' space and the British Morale marker on the '7' space of the Morale Track.
3. Place the units on the map or the Game Turn Track (when they enter play as reinforcements, 11.0) as listed below:

French

Hex 1011: Res Cav.	Hex 1310: Lo(ison)
Hex 1210: Ma(rchand)	Hex 1312: Me(rle)
Hex 1211: Lt Cav.	Hex 1410: Mr(Mermet)
Hex 1212: He(udelet)	



Turn 1: Cl(auset)
Turn 2: So(lignac)

Set aside the Reserve Artillery unit. It arrives as a possible Random Event.

British & Portuguese ("Allied")

Hex 0410: 2	Hex 1106: Lt
Hex 0708: 5	Hex 1206: IB (Port.)
Hex 0809: P (Port.)	Hex 1306: 4
Hex 0907: 3	Hex 1602: Res Cav.
Hex 1007: 1	

[4.0] SEQUENCE OF PLAY

The French player is the **First Player**.

[4.1] Sudden Death: At the end of Game Turns 12-16, the Allied Player rolls a die. If the result is less than or equal to (\leq) the number shown on that box of the Turn Track, the game ends and the winner is determined. If the die roll is greater than the number show, play proceeds to the next Game Turn.

[5.0] RANDOM EVENTS

Skip the French Player's Random Events Phase on the first Game Turn.

[6.0] MOVEMENT



[6.10] Turn 1 Movement

Restrictions: At the opening of the battle, General Wellesley was uncertain of French intentions and reluctant to commit his forces until the enemy's disposition was more evident. Accordingly, on Turn 1 (only) the British player blindly picks one of the four "Units Released" counters; the number on the counter is the number of Allied units that may be moved on Turn 1. These restrictions are lifted at the start of Turn 2 and all Allied units may move normally thereafter.

[9.0] COMBAT

[9.8.6] Retreat Direction Priority:

- **French** units must retreat towards one of the two French LOC hexes on the east edge of the map.
- **British** units must retreat towards one of the two British LOC hexes on the west edge of the map.

[11.0] REINFORCEMENTS

[11.5] Unit Arrival Locations: French reinforcement units along the eastern map edge in the indicated (color coded) area.

[13.0] PASSING ("LULLS")

"Lulls" can be declared by either player starting with Turn 1.

[14.0] NIGHT TURNS

French Objective Hex: Cordiera (hex 1211).

British Objective Hex: Convent of Bussaco (hex 1105).

[16.0] OPTIONAL RULES

New Unit Types



[16.8] Light Infantry: The British Light Division functions as a normal infantry unit in all respects except that it may disengage (exactly as per Rule 8.3).

[16.9] Portuguese Reliability: Roughly half of Wellesley's army was Portuguese, including many Portuguese formations that were attached to his nominally British divisions. Although they fought well, Bussaco was the first major action for the reconstituted Portuguese army, and British commanders had serious reservations about their reliability before the battle, as this Optional Rule reflects:

[16.9.1] Procedure: Whenever an Allied unit is in Battle, roll a die to check for the reliability of its Portuguese elements; one die roll is made for *each* Allied unit involved. On a roll of \square or \square , the unit 'wavers' and its Combat Strength is reduced by one (-1) **for that Battle only**. On a roll of \square , \square , \square , or \square , there is no effect.

[16.9.2] Exempted Units: Certain units are or become exempted from these 'Reliability Checks.'

- British Elite Forces **never** have to check their reliability.
- Portuguese units **always** have to check their reliability.
- *All* other British unit types **cease** having to check their reliability for the remainder of the game once a \square is rolled for **any** Reliability Check.

GAME CREDITS

Game Design: Lance McMillan

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