

# VITTORIA 20

## [0.0] EXCLUSIVE RULES

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

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

## [1.0] INTRODUCTION

**VITTORIA 20** is based on the 21 June 1813 battle during the Peninsular Campaign. One player commands the French army withdrawing from Spain under the command of Marshal Jourdan and King Joseph, while the other player leads the Anti-French (referred to as “**Anglo-Allied**”) forces consisting of the combined British, Portuguese and Spanish army under General Sir Arthur Wellesley, Viscount of Wellington.

## [2.0] GAME EQUIPMENT

**The Game Map:** The 11” x 17” game board features a map portraying that part of Spain where the engagement took place.

The blue units are French. Red units are British and Portuguese, while the yellow units are Spanish (who are all Anglo-Allied forces and share the same Morale Points).

Unit abbreviations include:

Cen= Army of the Center  
 Gir = Giron Lt = Light  
 KSG = King's Spanish Guard  
 Lo = Longa Mo = Morilla  
 Sou = Army of the South  
 P = Portuguese (Br) or Army of Portugal (Fr)  
 Res = Reserve Nor = Army of the North

### 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), the following units are considered Elite Forces: the **French KSG**, plus the **British 1st** and **Light** Divisions.



In this game, no units are considered Elite Forces for purposes of Morale fluctuation from their commitment in Battles.

## [3.0] SETTING UP THE GAME

After sides have been determined (i.e., who will play the French and Anti-French / Anglo-Allied side), setup proceeds thus:

1. The Game Turn marker is placed on the Game Turn One ‘June 21st Morning’ space.
2. Place both the Anglo-Allied and French Morale markers on the ‘7’ space of the Morale Track.
3. The **French** player places his units on the map as listed below:

All units are set up in the indicated hexes.

### Cen (Army of the Center)

Hex 1508: 1st Hex 1411: 2rd

Hex 1708: KSG

### Port (Army of Portugal)

Hex 1509: 6th Hex 1308: Cav

Hex 1703: Port 4th

### Sou (Army of the South)

Hex 1109: 1st Hex 1112: 3rd

Hex 1110: Sou 5/6th Hex 1011: Sou 4th

Hex 1407: Res

### Nor (Army of the North)

(enters play in Area D, via a special die roll that is made each turn beginning on either Turn 6 or 7, according to rule 11.5)

4. The **Anglo-Allied** player then places his units on the map or the Game Turn Track (when they enter play as reinforcements, 11.0) as listed below:

### Right Column

Hex 0513: P Hex 0613: Mo

Hex 0712: Lt

### Right-Center Column

Hex 0511: 4th Hex 0412: 2nd

Hex 0311: Res

### Left-Center Column

Hex 0704: 7th Hex 0806: 3rd

Turn 1:

**Left Column** (Player choice to enter on Turn 1 in Area B OR Turn 2 in Area C. All three units must enter as a group at the same time at the same Area).

Area B or C: 1st, 5th & Lo

*Set aside the British 6th and Spanish Gir units; they arrive as possible Random Events.*

## [4.0] SEQUENCE OF PLAY

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

**[4.1] Sudden Death:** At the **end** of Game Turns 9 and 10, the French 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 shown, play proceeds to the next Game Turn.

## [5.0] RANDOM EVENTS

**Skip the Anglo-Allied Player's Random Events Phase on the first Game Turn.**

## [6.0] MOVEMENT

### [6.10] The Baggage Park:

The French baggage park included nearly 3000 caissons, carriages and wagons laden with treasure accumulated over the years of French occupation of Spain. It was a prize of immense value to both sides.



The following special rules apply to the Baggage Park (hexes 1809 & 1908):

- **Capturing the Treasure:** The *first* time an Anglo-Allied unit enters either hex of the Baggage Park, the Anglo-Allied side gains Morale Points. If the entry occurs during the first day (Turns 1-6), then 2 Morale Points are awarded; if this occurs during the second day (Turns 7-11), then only 1 Morale Point is awarded.
- **Panic:** If, during the first day (Turns 1-6), an Anglo-Allied unit enters or passes through OR a French unit *retreats* into or through either hex of the Baggage Park, the French lose 1 Morale Point.
- **Looting:** Each time a French unit *retreats* into or through either Baggage Park hex, OR an Anglo-Allied unit enters, passes through or retreats into or through either Baggage Park hex, it must roll on the Baggage Park Looting Table. Units that loot are immediately removed from the map (and this removal does **not** cause a Morale fluctuation). The unit may be subsequently Rallied as if it had been Broken (see 10.0).

## [9.0] COMBAT

### [9.86] Retreat Direction Priority:

- **French** units must retreat towards one of the three French LOC hexes along east or southeast edge of the map.
- **British** units must retreat towards the British LOC hexes along the west or north edge of the map.

## [11.0] REINFORCEMENTS

### [11.5] Unit Arrival Locations:

Reinforcement units arrive in the following Locations (color-coded along the map edge for your convenience):

**Anglo-Allied units:** along the eastern or northern map edge in one of the coded Entry Areas (A, B or C).

- The Anglo-Allied player's regular reinforcements normally arrive on Turn 1 in Area B. However, the player may choose to delay their arrival until Turn 2 and instead have the reinforcements arrive in Area C. *The units, however, must all enter together as a group through the same area on the same turn; they may not be split between the two Areas.*
- The Anglo-Allied player's special event driven reinforcements enter in Area A (for the British **6th** Division) or Area B (for the Spanish **Gir** Division). The British **6th** Division cannot enter play before Turn 3.

**French unit:** The French Army of the North (**Nor**) unit enters play via this Special Procedure:

At the beginning of his Movement Phase each turn starting on Turn 6 (if he opts to spend 1 Morale Point) or Game Turn 7 (for free), the French Player rolls a die on the Army of the North Entry Table to see if that unit arrives that turn at Area D (*yes, the Army of the North enters along the south edge of the map*). Cease rolling on this table once the Army of the North enters play.

## [14.0] NIGHT TURNS

**French Objective Hex:** Armez (1110).

**Anglo-Allied Objective Hex:** Vittoria (1808).

**[14.1] Holding the Line:** In addition to normal Morale Recovery from Rest, the French side (only) gains an *additional* Morale Point if it currently occupies the village of Armez (hex 1110).

## [15.0] HOW TO WIN

Because the strategic onus was on the Anglo-Allies during this battle, the normal Victory Conditions do not apply. Use these Victory Conditions for **VITTORIA 20**:

- An **Anti-French Decisive Victory** is achieved if, at any time, the French side's Morale is reduced to zero (0) and Anti-French Morale is four (4) or more.
- An **Anti-French Marginal Victory** is achieved if, at any time, the French side's Morale is reduced to zero (0) but Anti-French Morale is three (3) or less.
- A **French Decisive Victory** is achieved if, at any time, the Anti-French side's morale is reduced to zero (0) and the French Morale is one (1) or more.
- A **French Marginal Victory** is achieved if, at the end of the game (i.e. the conclusion of the last Game Turn), the French side's morale Value is at least 1 higher than the Anti-French side's Morale Value.
- A **Draw** occurs with any other result.

## [16.0] OPTIONAL RULES

Although the game works fine with these new Anglo-Allied units types functioning normally, it is more interesting and realistic to employ their special abilities.

### New Unit Types

**[16.8] Light Infantry:** The British **Light** and Spanish **Longa** Divisions functions as normal infantry units in all respects except that they may Disengage during the Reaction Phase (exactly as per Rule 8.3).



**[16.9] Spanish Troop Quality:** Spanish troops were notoriously fickle when a battle began to turn against them. To simulate this, the Spanish units function as normal infantry units in all respects except:



**[16.9.1] Combat Results:** Battle results affect Spanish units differently.

- When a Spanish unit **Breaks**, it is Eliminated instead. *That is, Spanish units can never be Rallied (10.0).*
- When a Spanish unit **Routs**, add one (+1) to its Rout die roll. *Spanish units are functionally the 'opposite' of Elite Forces.*

## GAME CREDITS

**Game Design:** Kim Meints

**Game Development:** Lance McMillan

**Graphics:** Chris Magoun

**Playtesting:** Mark Beninger, John Charboneau, Jeff Curtis, Alan Emrich, Andreas Gebhardt, Bob Goddard, John Leggat, David Moody, Anthony Nunziata, Jason Pipes, Andrew Whitehouse, David Wilson

**Proofreading:** Tom Black