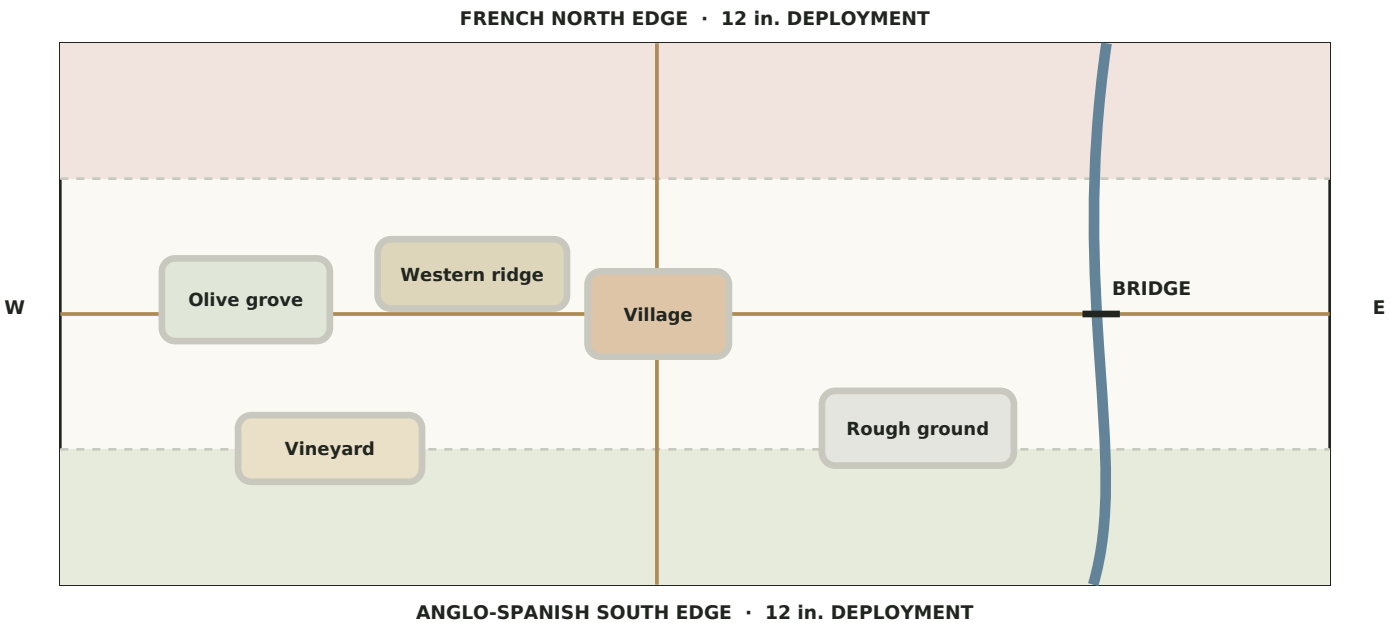


FIELD SCENARIO / SPAIN, 1811

The Crossroads at Las Encinas

A French column drives toward a Spanish road junction while an Anglo-Spanish force moves to keep the western heights and the bridge. This is a fictional engagement, built as a short, even-sized battle with a sharp choice between three objectives.

TABLE	SIDES	CLOCK	START
6 ft x 4 ft (72 x 48 in.)	French vs. Anglo-Spanish	6 complete turns in DaD	No reserves; all formations deploy



Place terrain approximately as shown. The diagram is a layout guide, not a grid. Keep the village near the center and the stream and bridge east of it. Both deployment bands run 12 in. from their long table edges.

Mission and deployment

The Anglo-Spanish player sets up first along the south edge: Spanish division toward the western ridge and vineyard, British division toward the center and eastern rough ground. The French player then sets up along the north edge: 1st Division west/center toward the village; 2nd Division east toward the stream, with its hussars on the French right (western end of its division's frontage). No formed unit begins in the central village, on the ridge crest, or at the bridge.

Hold the crossroads in the village (3 points), Western Ridge (2), and Eastern Bridge (2) at the end of play. An objective is held by an unbroken formed unit in or touching it, with no enemy formed unit contesting it. The DaD loss points and exact result bands appear on page 4; the portable scoring method is on page 2.

USE WITH ANY NAPOLEONIC RULES

Translate the battle, not the points

Keep the four maneuver brigades per side, two gun batteries per side, the French cavalry advantage, and the same ground. Point values on page 3 belong to Drums at Dawn; use your game's closest unit and quality categories instead of converting those points literally.

COMMAND	ROLE TO FIELD IN ANOTHER GAME
British division	Two dependable infantry brigades of three battalions each; one Highland battalion among them. One medium foot battery and two light-infantry/skirmish elements.
Spanish division	Two regular infantry brigades of three battalions each. One heavier foot battery and two skirmish elements. Their staying power should be sound, but do not turn them into elite troops.
French 1st division	Two regular line infantry brigades of three battalions each. One light/medium foot battery and two skirmish elements.
French 2nd division	One veteran line brigade of three battalions; one small hussar brigade of two cavalry units. One light/medium foot battery and one skirmish element. Give its infantry commander a modest edge if your game distinguishes commanders.

Scale and time

At another figure scale, preserve the **6:4 table ratio**, quarter-depth deployment zones, and relative spacing. Scale the entire table and terrain footprints together. Aim for a village large enough for one brigade-sized fight, a western ridge of roughly 12–16 in. width on the DaD table, and a bridge narrow enough to be a distinct crossing. If your rules cannot fit these forces on a 6 × 4 ft table, enlarge the table before shrinking the formations.

Use six full player-pair turns when a turn permits both armies to move and fight meaningfully. Otherwise agree on a limit that lets infantry reach the central ground by midgame and fight over it for at least two turns. Set the limit before deployment. A game ending because of army collapse stops immediately; score the objectives held at that point.

Terrain translation

FEATURE	TREATMENT
Village / crossroads	Built-up area; use your rules for cover and fighting through streets. The road crossing inside it is the 3-point objective.
Ridge / olive grove / vineyard	Use your normal hill, light wood, and cultivated-ground rules. Ridge control requires an unbroken formed unit on the crest.
Rough ground	Use difficult ground. It should slow formed troops and cavalry without blocking the approach entirely.
Stream / bridge	Stream is fordable away from the bridge, but uses your game's stream/rough-crossing penalty; bridge uses road movement. If your game has no stream rule, treat off-bridge crossing as difficult ground. Decide charge and artillery-crossing effects using that game's normal terrain conventions.

Portable result: score only the three objectives (7 points total). More objective points wins; equal points is a draw. For a decisive result, require a margin of at least 4. If your system tracks broken formations, you may also award 1 point per broken brigade-sized formation and 2 total per destroyed one; declare this option before play.

DRUMS AT DAWN / FORCE SHEET

200 points against 200

Use two divisions per side, two brigades per division, ACR 0, and no reserves. Units and commanders below use the agreed DaD playtest point values. Each division's guns and skirmishers are listed separately from its maneuver brigades.

Anglo-Spanish army · 200 points

DIVISION	FORMATION / ASSET	PTS
British (100)	1st Brigade: 2 Regular Line battalions + 1 Regular Highland battalion	31
	2nd Brigade: 3 Regular Line battalions	30
	2 Average brigade commanders	22
	1 Medium Foot 6-pdr battery; 2 Line Infantry skirmisher stands	11 + 6
Spanish (100)	1st Brigade: 3 Regular Line battalions	30
	2nd Brigade: 3 Regular Line battalions	30
	2 Average brigade commanders	22
	1 Heavy Foot 9–12-pdr battery; 2 Line skirmisher stands	12 + 6

French army · 200 points

DIVISION	FORMATION / ASSET	PTS
1st (98)	1st Brigade: 3 Regular Line battalions	30
	2nd Brigade: 3 Regular Line battalions	30
	2 Average brigade commanders	22
	1 Foot 6-pdr battery; 2 skirmisher stands	10 + 6
2nd (102)	Infantry Brigade: 3 Veteran Line battalions	39
	Cavalry Brigade: 2 Hussar stands	24
	1 Good + 1 Average brigade commander	26
	1 Foot 6-pdr battery; 1 skirmisher stand	10 + 3

Assignment: attach each commander to one of its division's brigades. French 2nd Division assigns its Good commander to the veteran infantry and its Average commander to the hussars. Allocate divisional guns and skirmishers according to your DaD edition's normal attachment rules; write those assignments down before the first turn.

If your current DaD roster sheet prices a unit differently, keep the listed formations intact and treat 200 points per side as this scenario's playtest baseline. Record any revised total so a later replay can use the same build.

DRUMS AT DAWN / PLAY SHEET

Orders, doctrine, result

Set up as on page 1. The French have the north long edge; the Anglo-Spanish have the south long edge. Play six complete turns unless an army breaks first. Use the current core rules for command, combat, morale, unit frontage, movement, and built-up areas. The only terrain ruling added here is that the stream is fordable at the normal DaD penalty for such a crossing; the bridge permits road crossing.

National Military Doctrines

Use the **basic** doctrines: French Tactical Flexibility, British Controlled Volley, and Spanish Guerrilla Network. Apply the text in the doctrine sheet used by your group. For this scenario, Spanish Guerrilla Network has two uses, cannot target the same French division twice, and its first activation gains +1 CA. Declare it at the beginning of an enemy Command Phase as the doctrine requires; the second use must be in a later turn. Do not add advanced doctrines unless both players agree before setup.

DaD victory points

AT END OF TURN 6 (OR ARMY COLLAPSE)	VP
Hold the village crossroads / Western Ridge crest / Eastern Bridge	3 / 2 / 2
Each enemy brigade broken but still on the table	1
Each enemy brigade eliminated (2 total, not 2 plus a broken-brigade point)	2
Each enemy artillery battery or skirmisher stand eliminated	1

A formed, unbroken unit must occupy an objective to hold it. An enemy formed unit at the same objective contests it, so neither side earns those VP. Measure the bridge objective within 3 in. of the bridge; the ridge objective is its crest; the crossroads objective is the village road junction. Score losses and ground at the instant the game ends. Follow DaD's Army Morale rule for collapse; if it ends the game early, apply the same scoring method.

VP MARGIN	RESULT
0-1	Draw
2-3	Minor victory for the higher score
4 or more	Major victory for the higher score

After-action record

	FRENCH	ANGLO-SPANISH
Crossroads / ridge / bridge	_____	_____
Enemy brigades broken / eliminated	_____	_____
Enemy batteries / skirmishers eliminated	_____	_____
Total VP and result	_____	_____

Scenario note: Las Encinas is a fictional battle, not a claim about an 1811 action. The terrain and formations are meant to produce a playable choice: press for the valuable village, turn the flank at the bridge, or deny the enemy the ridge.