

## Spanish Gold

Colonel Stockton.

Our Spanish allies have helped us force a large Regiment of French from the town of el pueblo de oro and they are harassing them as they flee north.

The French in their haste to make off did not have chance to take with them much of the stolen loot they acquired.

My spies tell me that a small force of French have slipped past the Spanish and are returning to claim back the gold.

You must ensure that they do not succeed.

Take your Battalion and guard the town and send out patrols to look for them.

Ensure that gold is there when I arrive!

Arthur.

## Objectives

The French must liberate as much of the Spanish gold as they can.

There are six caches of gold to get, three in plain sight and three hidden by the British inside the houses.

The British player can either hide them under the actual models of the buildings if using tokens or mark them on the map. The three in plain site can be placed anywhere on the British players back five tiles.

The British must fend off the French until their patrols return.

The French win if they liberate any four of the six caches.

## Special Rules

### **Liberating the loot**

To search for hidden gold caches a unit must move to within 3cm of a buildings door and once there spend an entire turn on hold orders.

During the turn on which they are on hold they may fire as usual but assume that one base is in the building and cannot take part in any combat.

At the end of the turn in which the French searched, the British player must reveal if there is any loot in there.

Non hidden caches are liberated simply by moving to within 3cm of them.

### **Reinforcements**

On turn five the British player rolls a D6 to see if any of his patrols return.

1-3: One unit of line infantry and one commander return

4-5: Two units of line infantry and one commander return

6: Three units of line infantry and two commanders return

Roll the D6 each turn after this until a total of six companies return.

No more than six units may come onto the table as reinforcements.

Roll a D6 to see which road they come on from:

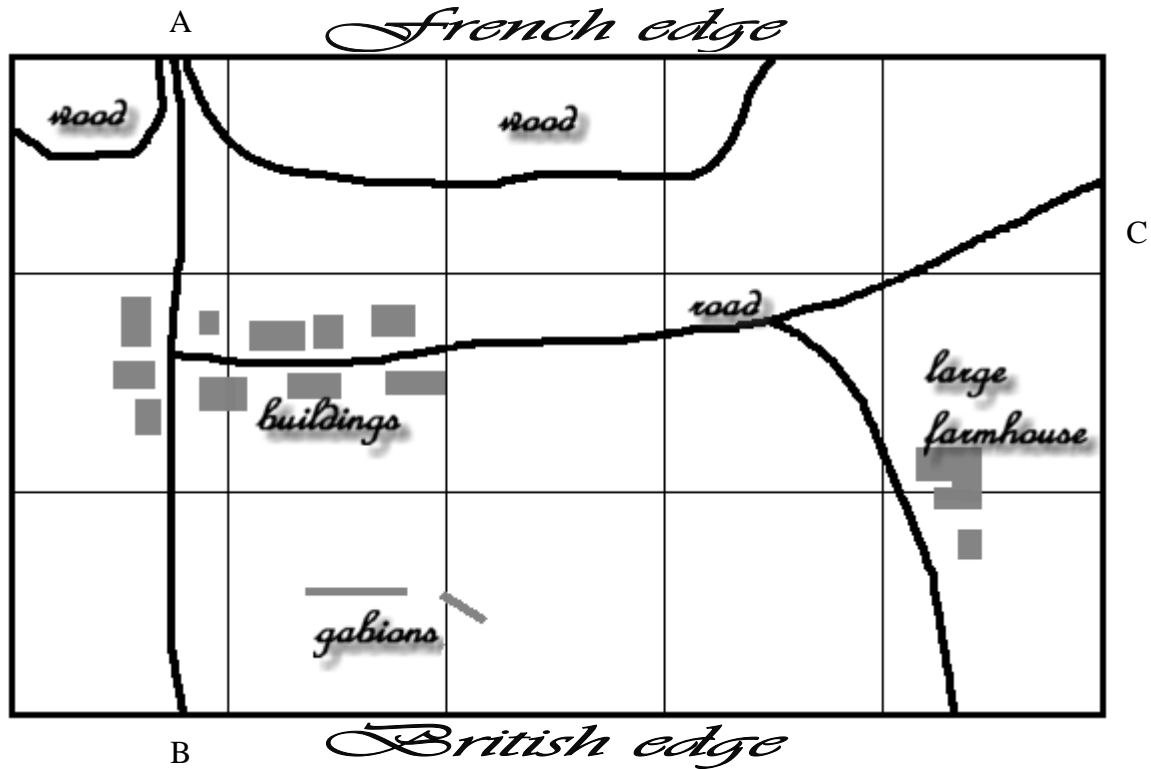
1-2: A

3-4: B

5-6: C

## Set Up

The French must start within 6cm of their table edge  
The British can set up anywhere up to the line of the gabions.



## forces

### **French**

1 squadron of Hussars (7 bases of light cavalry)  
6 companies of Fusiliers (8 bases of trained line infantry)  
1 company of Voltiguers (8 bases of trained skirmishers)  
3 commander bases  
1 artillery piece (3 pounder)

### **British**

2 companies of musketeers (8 bases of trained line infantry)  
1 company of skirmishers (8 bases of trained skirmishers)  
2 commanders  
2 artillery pieces (6 pounders)  
Plus reinforcements as per the above rules