In issue #3 of MOVES we presented The Battle of Bicocca, an article on a scenario from the tactical level wargame, Tac 14 [the Renaissance of Infantry], using both the original game map and also a new map based on the actual terrain of the battle. We then asked a series of Feedback questions. The brief article with accompanying maps was found useful by 76% of our readers and fully 83% wanted us to continue the series using two maps. Herewith is the second article in the series.

In 1806, the French installed Napoleon's brother Joseph as King of Naples, and sent troops under General Paul Reynier to aid him in the suppression of the Calabrians, who had started a guerrilla war, and also to guard against an invasion from Sicily where eleven thousand British troops were stationed.

The British command was convinced that by July 1806 the French had evacuated much of Naples due to the Calabrian harassment. The British prepared to send out an expeditionary force under General Sir John Stuart to capitalize on this situation. However, British intelligence was incorrect.

The French garrison in Calabria, although dispersed, was large. The insurgents were hardly a decisive factor, although they were causing problems for the French. Nevertheless, on 1 July 1806, Stuart landed in Calabria with 5200 troops. The landing was observed by some small French units who reported the invasion to Reynier. It took Reynier three days to assemble his forces and march them towards the British beachhead, a task made easier by the fact that the British had halted after advancing but five miles. By the morning of 4 July, the two armies came in contact on a level plain bisected by a shallow stream near the town of Maida. The British were advancing to meet the French, who intended to throw the British back into the sea. Reynier was openly contemptuous of the British, although he had been defeated by them in Egypt, in 1801.

He deployed his troops in column, without bothering to screen them from the fire of the British. He had three good French regiments. One of them, the 1st Leger (Light infantry), was among the finest in the army. With the French were two battalions of unenthusiastic Poles and one battalion of professional Swiss troops. Reynier's cavalry gave him an advantage, for General Sir John Stuart to capitalize on this situation. However, British intelligence was incorrect.

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The battle opened on the British right with skirmishing between Corsican Rangers and Tirailleurs of the 1st Leger. The Corsican Rangers were forced back, and the French columns began to advance. This is the point where the scenario begins. The initial assault was delivered by the 1st Leger, supported on its right by the 42nd Ligne (Line Infantry). They attacked the British light infantry of Kemp's Brigade. The British held their fire until the French were 150 yards away and then fired three deadly accurate volleys. By the time the smoke cleared, all that was left of the 1st Leger was a crowd of fugitives. Some continued to advance, but they were stopped in a brief hand-to-hand battle. As the French broke, the British advanced in pursuit, taking hundreds of prisoners.

In the center, the 42nd Ligne was pushed back by Acland's Brigade, with similar results. Next, the three foreign battalions came up against Oswald's and Acland's Brigades. The Poles, demoralized to start with, soon ran, and the Swiss found themselves outnumbered and withdrew in good order. On the British left, the 23rd Leger and the 9th Chasseurs became closely engaged with Cole's Brigade. This action on the left prevented an effective British pursuit of the broken French units and, although the arrival of the 20th Foot forced the French to break off, Sir John had had enough fighting for the day, and decided not to press the issue.

After the Battle of Maida, the British had two weeks of leisurely campaigning in which they occupied the rest of Calabria. Then they sailed back to Sicily.

In the context of the Napoleonic Wars, the Battle of Maida was little more than a raid into French territory. It caused trouble for the French, to be sure, but not on any grand scale.

Map A, on page 16, represents the battle as recreated on the original Grenadier map sheet. Facing this, on page 17, is Map B, which is a new map, drawn from the actual terrain and representing the battle as it actually occurred.

SPECIAL RULES
In order to simulate the conditions prevailing at the Battle of Maida, it is suggested that the following special rules apply:

A. INCREASED BRITISH FIREPOWER: In order to represent the superior fire-power of the British, treat the Fire Attack Strength of all II and LT units as 5. Also, ii and LT units may fire (that is, use their Fire Attack Strength) at units adjacent to them during their fire phase.

B. SKIRMISHERS: The French failed to make use of their skirmishers at Maida. To simulate this stupidity, the French may never have more than nine SK units on the map sheet at any one time.

C. REINFORCEMENTS: The British 20th FOOT (4i and 1F/3 inf. commander) enters the map sheet on the hex marked "X" on the British Movement Phase of Game Turn 8.

D. STREAM HEXES: It takes 2 Movement Points to exit a stream hex. Stream hexes have no effect on combat.

E. CLEAR TERRAIN: When using map "A" (a segment of the original Grenadier map sheet), treat all terrain as clear terrain except for the large hill.