

# Battle of Bailen

July 19, 1808

**Introduction:** The weak and disorganized initial occupation of Spain has quickly fallen apart. Isolated from his supply base and increasingly surrounded by guerillas, General Dupont had decided to abandon his advance on Cadiz and return to Madrid. The advance guard under Vedel outdistanced the main body chasing a few Spanish irregulars, and was unaware how close Castanos' army was. The Spanish moved between Vedel and Dupont occupying Baylen and the surrounding high ground. Encumbered by wounded and what was left of the supply train, Dupont needed to break through the Spanish line if his men were to ever see France again. Dupont charged up the hills three times, and each time came close but not enough to break through. And with Schramm's Swiss troops (formally in the service of Spain) defecting his force got even weaker. Vedel had to rest his weary troops but eventually managed to reach the battlefield. By this time though Dupont's force was spent, and he came to terms to surrender. Vedel began to withdrawal but word reached him from Dupont ordering him to lay down his arms as well. Less than half of the French men would survive the harsh imprisonment and return to France at the war's end.

**Scale:** Each stand represents 320 Infantry, 160 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

**Players:** Anywhere between 2-4 players.

**Terrain and Weather:** The gaming table is 6 feet by 6 feet. Weather is clear. Woods and Urban Area are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. Slopes provide a +1 DRM advantage to Melee only. The 2<sup>nd</sup> and 3<sup>rd</sup> level hills/contours are rough ground for cavalry and artillery.

**Playing Time:** The game begins at the 8:00 am and ends with the 5:00 pm turn, a total of 19 turns.

**Deployment:** The French set up first. Units set up per the accompanying map. Brigades are deployed in Lines, Supported Lines or Brigade Masse while artillery sets up limbered or unlimbered, but must deploy as depicted or no more than 12 inches away from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command.

**Initiative & Leaders:** Roll for initiative at the beginning of each turn. Dupont, if unattached has a -1 DRM. Castanos, if unattached has a -1 DRM. There are no charismatic leaders.

**Troop Quality:** The French are Columnar Infantry, all units are skirmish capable. The Spanish are Linear Infantry with no skirmishers.

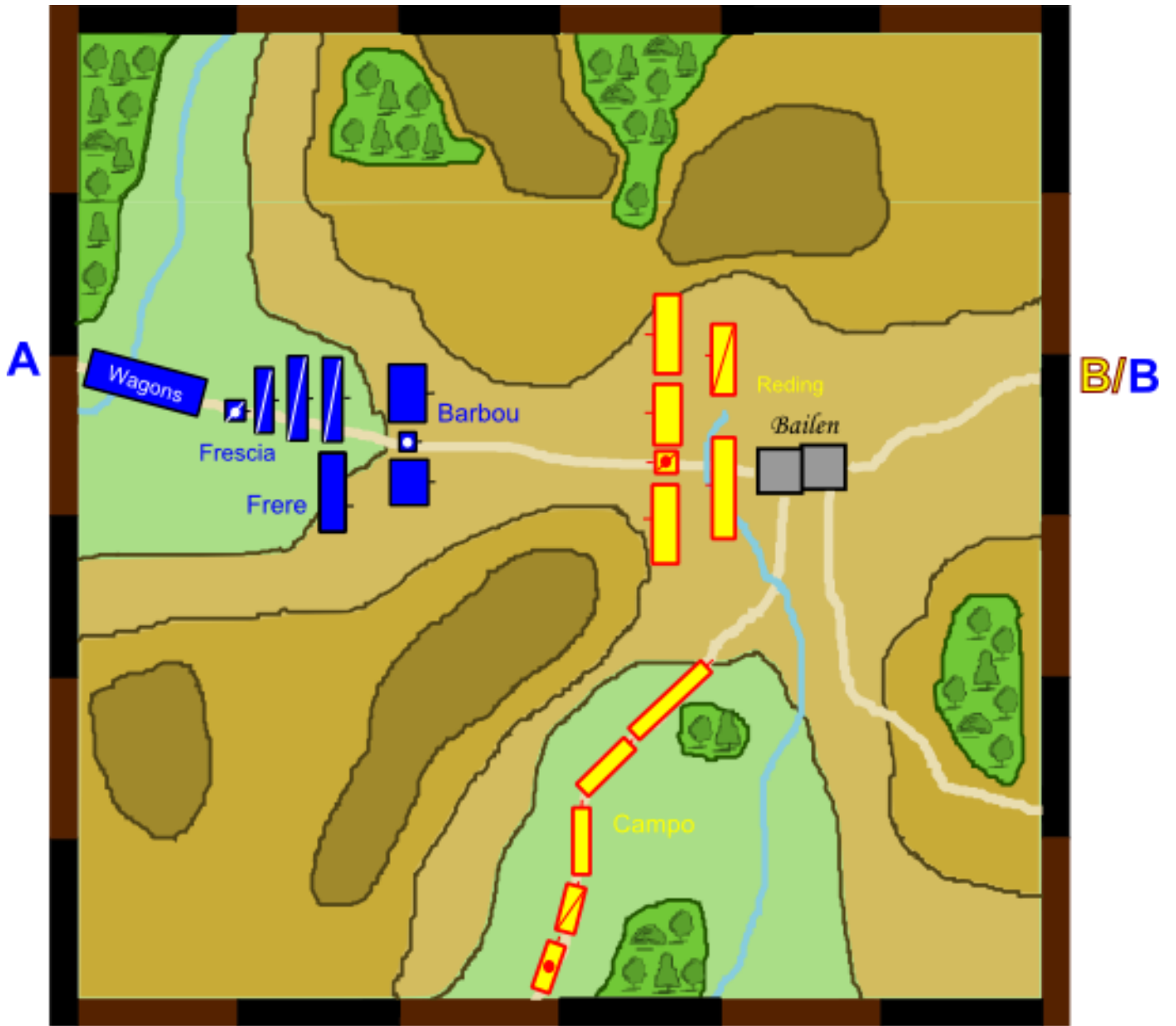
**Reinforcements:** As listed on each army's OoB. All units enter either deployed or in Road/March Column, as listed on OOB, at the Point Location on the map. If there is not enough physical space for all units scheduled to arrive to enter the table, they are considered "backed up" off table and may automatically enter next turn. Use the Reinforcement Table on page 16 of AOE to vary arrival times, for a more intense optional game.

**Special Rules:** The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

**Special Rules Spanish Quality:** Despite being linear troops, their poor training and officers limit the Spanish to firing at 1 FP per stand.

**Special Rules Swiss Defection:** If *Schramm's* brigade comes within 6 inches of a Spanish unit there is a chance it may "defect" (remove the unit from game). Roll a 1d10 on a 1-4 they defect, on 5+ there is no effect. If the nearest Spanish unit for this test is *Reding's* brigade there is a -2 DRM. This roll is only done once, not each time a Spanish unit is within 6 inches

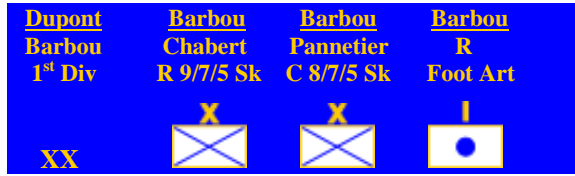
**Victory Conditions:** Determine victory using the Casualty Point Chart on page 17 of AoE. For every French wagon still on the table at the end of the scenario the Spanish player gets 3 VPs. For each wagon exited off the Map at point D, the French player gets 3 VPs.



C

## *Battle of Bailen*

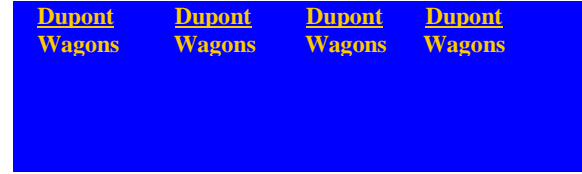
## French Army



Chabert – 4<sup>th</sup> Reserve Legion, 4<sup>th</sup> Swiss Regiment, Guard Marines Bn

Pannier – 3<sup>rd</sup> Reserve Legion, Paris Guard

Schramm – Reding, Preux Swiss Regiments



Prive – 1<sup>st</sup>, 2<sup>nd</sup> Provisional Dragoons

Dupre – 1<sup>st</sup>, 2<sup>nd</sup> Provisional Chasseurs

Boussard – 6<sup>th</sup> Provisional Dragoons

### Turn 6 in road column at Point A



### Turn 13 in road column at Point B



Lefranc – 5<sup>th</sup>, 6<sup>th</sup> Provisional Infantry

Gobert – 7<sup>th</sup>, 8<sup>th</sup> Provisional Infantry

Poinsot – 5<sup>th</sup> Reserve Legion, 3<sup>rd</sup> Swiss

Cossagnes – 1<sup>st</sup> Reserve Legion

## Spanish Army



Wallon – 3<sup>rd</sup> Wallon Guards, Ateguera Light Infantry, Reina Infantry  
de Jean – Various Militia

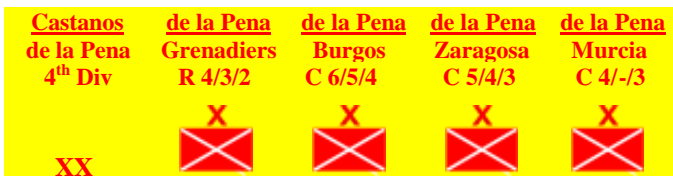
Irlanda – Irlanda, Corona Infantry

Reding – Reding Swiss, Jaen Infantry



Cueta – Fijo de Cueta, Ordenes Militared Infantry  
Granada – Various Militia  
Bujalance – Various Militia  
Cavalry – Bourbon, Espana Cavalry

### Turn 8 deployed at area C



Grenadiers – Converged Grenadiers  
Cordoba – Cordoba, Campo Mayor Infantry

Burgos – Burgos Infantry  
Plasencia – Various Militia

### Turn 8 in road column at point B



Zaragoza – Zaragoza Infantry  
Lorca – Various Militia

Murcia – Various Militia  
Cavalry – Principe, Santiago, Calatrava Cavalry

<b>French</b>		<b>Spanish</b>	
<b>Infantry</b>	53	<b>Infantry</b>	77
<b>Cavalry</b>	13	<b>Cavalry</b>	10
<b>Artillery</b>	3	<b>Artillery</b>	3
<b>Total</b>	<b>19,340</b>	<b>Total</b>	<b>26,540</b>