

Battle of Ocana

November 19th, 1809

Introduction: The Spanish campaign in the autumn of 1809 called for their armies to lunge at Madrid from both north and south. They called for assistance from Arthur Wellesley, Viscount Wellington, but after experiencing a lack of cooperation from the Spanish during the Talavera campaign the British general refused. The French were nearly surprised by the southern thrust. By November 9, the southern army was within 35 miles of Madrid with only 7,000 French troops blocking them. Then Areizaga lost his nerve and halted for three days. He then pressed on toward Madrid but ran into two French divisions and pulled back. Several days of fruitless countermarching found the thoroughly alerted French concentrated and moving to intercept the Spanish army. The battle itself was a quick affair; Soult massed his artillery opposite the Spanish center and caused great deal of damage. Leval and Werle began to push back the Spanish line, they paused to wait for the artillery to be brought back up, and they were temporarily checked by the Spanish reserve infantry. While this was happening Milhaud took the French cavalry through the Olive groves on the Spanish right. They suddenly appeared in front of Freire's command, Milhaud immediately attack and put the Spanish cavalry to flight, and wheeling their squadrons they then fell upon the flank of the Spanish Infantry. Within minutes the whole Spanish army had disintegrated, only Zayas' division remained intact to cover the retreat. For 2,000 killed and wounded French, they inflicted over 4,000 losses and took 14,000 captured, 50 cannons and the entire Spanish baggage train.

Scale: Each stand represents 360 infantry, 180 cavalry or eight cannons. Ground scale is one inch equals 100 yards. Each turn is 30 minutes real time.

Players: Anywhere between 2-5 players.

Terrain and Weather: The gaming table is 8 feet by 5 feet. Weather is clear. Woods and Urban Areas are rough ground for movement. The olive groves reduced movement to 2/3 speed, (i.e. cavalry moves 8" through). 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 bright green represent a depression (level -1), and has slopes like a hill. The stream can be forded normally, even by artillery.

Playing Time: The game starts with the 9:00am turn, and ends on the 3:00 pm turn, for 13 turns total.

Deployment: Units set up per the accompanying map, Spanish deploy first. Brigades can be deployed in any formation within their set up location. The French battery is made up of the artillery from IV and V Corp. (This is not a grand battery, as it only has four guns, just an informal massing of the artillery). The Spanish Reserve Artillery can be attached to any formation; no more than two batteries per division, only horse artillery can be attached to the Cavalry division. Leaders can be with 12" of any unit they command.

Initiative and Leaders: The French player automatically has the initiative Turn One. After turn one, an Initiative roll-off between army commanders at the beginning of each turn will determine which side moves first. For this roll Soult receives a + 1 DRM if uncommitted, while Areizaga similarly receives a -1 DRM. There are no charismatic leaders.

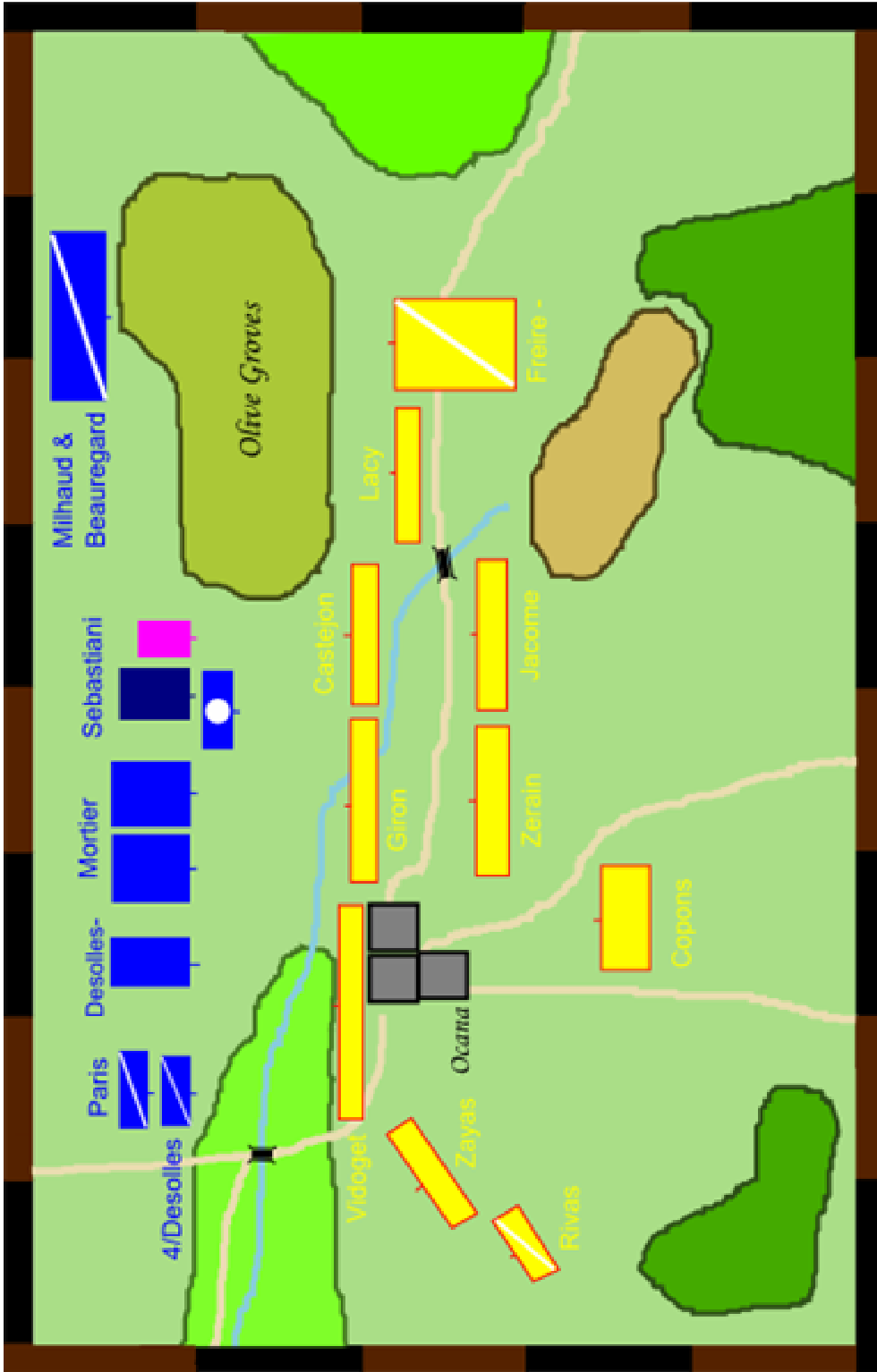
The Armies: The French and Spanish armies are three rank Columnar infantry. All the French are skirmish capable, the Spanish have skirmish troops.

Reinforcements: None

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.

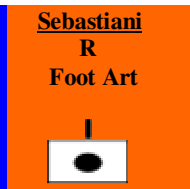
Optional Rules *French Quality*: One can make an argument that the French troops should still rate as Impulse Infantry. Considering the poor Spanish infantry training giving the French a qualitative advantage isn't unreasonable.

Victory Conditions: Use the Casualty Point Chart in the rulebook for VPs.



Battle of Ocaña

French Army

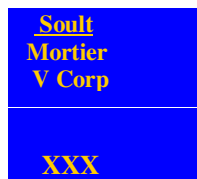


Cavalry – Polish Visutla Lancers, 3rd French Hussars



Leval 1st Bde – 4th Baden Infantry, 2nd Nassau, Composite Dutch Units
Werle 1st Bde – 4th, 7th, 9th Polish Line

Leval 2nd Bde – 4th Hesse-Darmstadt Regiment, 3rd Confederation of the Rhine Battalion



Girard 1st – 17th, Legere, 40th, 64th Ligne

Girard 2nd – 34th, 88th Ligne

Gazan 1st – 21st, 28th Legere

Gazan 2nd – 100th, 103rd Ligne

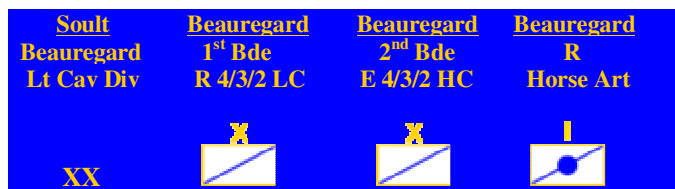


Desoules 1st – King Joseph's Guard
Milhaud 1st – 5th, 12th Dragoons

2nd Bde – 51st, 55th Ligne
2nd Bde – 16th, 20th, 21st Dragoons

3rd Bde – 12th Legere, 43rd Ligne

4th Bde – King's Chasseurs, 27th Chasseurs



Beauregard 1st – 10th Hussars, 21st Chasseurs

2nd Bde – 13th, 22nd Dragoons

Paris – 10th, 26th Chasseurs, Westphalian Light Horse

French	
Infantry	67
Cavalry	33
Artillery	6
Total	30,660

Spanish Army

Spanish Army Areizago -1	Areizago R Heavy Art	Areizago R Foot Art	Areizago R Foot Art	Areizago R Foot Art	Areizago R Foot Art	Areizago R Foot Art	Areizago R Foot Art	Areizago R Horse Art
XXXX								

Areizago Zayas Vanguard	Zayas 1st Bde C 9/8/5	Zayas 2nd Bde C 8/7/5
XX		

Zayas 1st – Canabria, Valencia, 2/Majocra Infantry

Lacy 1st – Burgos, Alcalá Infantry

Vigodet 1st – Corona, Military Order, Chinchilla Infantry

Areizago Lacy 1st Div	Lacy 1st Bde C 8/7/5	Lacy 2nd Bde C 7/6/4	Lacy 3rd Bde C 7/6/4
XX			

Zayas 2nd – Provisionals of Plasencia & Provisional Grenadiers

Lacy 2nd – 1/Espana, 1/Loxa, 1/Seville Infantry

Vigodet – Alcazar, Ciudad Real, 1/Guadix Infantry

Areizago Vigodet 2nd Div	Vigodet 1st Bde C 10/8/6	Vigodet 2nd Bde C 10/8/6
XX		

Lacy 3rd – Provisionals of Cordove & Chinchilla

Areizago Giron 3rd Div	Giron 1st Bde R 5/4/3	Giron 2nd Bde C 9/8/5
XX		

Giron 1st – 1st, 2nd Wallon Guard

Castejon 1st – 1/Malaga, 5/Seville, 2/Loxa, Bujalance Infantry

Zerain 1st – Barbastro, 2/Espana, 2/Seville Infantry, Cacadores

Areizago Castejon 4th Div	Castejon 1st Bde C 9/8/5	Castejon 2nd Bde C 9/8/5
XX		

Giron 2nd – 2/Cordova, Gailen Infantry, Provisionals of Jaen & Toledo

Castejon 2nd – Xeres, 3/Cordova, Velez Malaga Infantry & Cacadores

Zerain 2nd – 2/Madrid, 3rd Wallon Guards, Provisionals of Granda

Areizago Zerain 5th Div	Zerain 1st Bde C 8/7/5	Zerain 2nd Bde C 8/7/5
XX		

Areizago Jacome 6th Div	Jacome 1st Bde C 7/6/4	Jacome 2nd Bde C 7/6/4	Jacome 3rd Bde C 6/5/4
XX			

Jacome 1st – Badajoz, Jean Infantry

Copons 1st – Cantabria, 2/Majorca, Valencia Infantry

Areizago Copons 7th Div	Copons 1st Bde C 8/7/5	Copons 2nd Bde C 8/7/5
XX		

Jacome 2nd – Alpujarras, 4/Seville Infantry

Copons 2nd – Provisionals of Espa & Plasencia

Jacome 3rd – Provisionals of Ecija, Estremadura, & Malaga

Areizago Freire Cavalry	Freire Bernuy C 8/7/5 HC	Freire Rivas C 8/7/5 LC	Freire March C 9/8/5 HC	Freire Osorio C 8/7/5 HC
XX				

Bernuy – Almanza, Infante Rey Cavalry, Estremadura Carabineers

March – Alcantara, Cordova, Montesa, Principe, Reyna, Santiago Cavalry

Rivas – Pavia Cavalry, 1st, 2nd Estremadura Hussars

Osorio – Espana, Farnesio, Granada, Lusitania Cavalry

Spanish

Infantry:	143
Cavalry:	33
Artillery:	8
Strength:	59,020