

Battle of Ocana – 19 November 1809.



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, vineyards etc]		Towns
	Impassable cliff edges		Defensive Works
	Swamp		Major River
			Bridge

Note: Only full hexes can be entered by stands

STANDARD UNIT SYMBOLS - PENINSULAR

	Line Infantry		Foot Artillery		Light Cavalry
	Light Infantry		Horse Artillery		Heavy Cavalry
	Grenadiers		Portuguese Line		Dragoons
	Guard Infantry		Independent Portuguese Brigade		Provincial Line
	Objectives		Militia		Reinforcement Arrival Point
	General				

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Spanish Units	Corps	Elan	Traits - 32 Units 11 Morale						Move
Areizaga			Overall Commander						
De Lacy	D1		1st Division						
Line x 1	D1	5	Art attached						2-1
Provincial Line x 2	D1	5	Conscript						2-1
Militia x 1	D1	4	Conscript, Impetuous						2-1
Vigodet	D2		2nd Division						
Line x 1	D1	5	Art Attached						2-1
Provincial Line x 1	D1	5	Conscript						2-1
Militia x 1	D1	4	Conscript, Impetuous						2-1
Giron [Inspiring]	D3		3rd Division						
Guard x 1	D3	6	Steadfast						2-1
Line x 1	D1	5	Art Attached						2-1
Provincial Line x 1	D1	5	Conscript						2-1
Castejon	D4		4th Division						
Line x 1	D4	5	Art attached						2-1
Provincial Line x 1	D1	5	Conscript						2-1
Light x 1	D4	5	Sk						2-1
Zerain	D5		5th Division [all reserve status]						
Guard x 1	D3	6	Steadfast						2-1
Line x 1	D5	5							2-1
Militia x 1	D5	4	Conscript, Impetuous						2-1
Jacome	D6		6th Division [all reserve status]						
Line x 1	D4	5	Art attached						2-1
Militia x 1	D4	4	Conscript, Impetuous						2-1
Light x 1	D4	5	Sk						2-1
Copons	D7		7th Division						
Line x 1	D4	5							2-1
Provincial Line x 2	D4	4	Conscript						2-1
Zayas [Steadfast]	AG		Advance Guard						
Line x 1	D4	5	Art attached						2-1
Provincial Line x 1	D1	5	Conscript						2-1
Militia x 1	D5	4	Conscript, Impetuous						2-1
Freire	Cav		Cavalry						
Heavy Cav x 2	Cav	6	Impetuous						4-2
Light Cav x 3	Cav	5	Impetuous						4-2
Militia Light Cavalry x 2	Cav	4							4-2
Foot Artillery x 1	IV		5	4	3	3	2	2	2-1

NAPOLEONIC WAR HEX SCENARIO

French Units	Corps	Elan	Traits 25 Units - 9 Morale						Move
King Joseph/Marshal Soult			Overall Commander						
Sebastiani	IV		IV Corps						
Leval									
Line x 1	IV	6	Sk, Art Attached						2-1
Line x 2	IV	6	Sk,						2-1
Werle	IV								
Polish Line x 1	IV	6	Sk, Art Attached, Shock						2-1
Polish Line x 1	IV	6	Sk, Shock						2-1
Polish Light Cav x 1	IV	6	Shock						4-2
Mortier	V		V Corps						
Girard			Starts in Reserve Status						
Line x 1	V	6	Sk, Art Attached						2-1
Line x 5	V	6	Sk,						2-1
Gazan									
Light x 1	V	7	Sk						2-1
Line x 1	V	6	Sk, Art Attached						2-1
Line x 3	V	6	Sk,						2-1
Desolles	CR		Central Reserve [all reserve status]						
Guard x 1	CR	6	Shock, Steady						2-1
Line x 2	CR	6	Sk						2-1
Light Cav x 1	CR	6							4-2
Milhaud			Cavalry Reserve [all reserve status]						
Dragoons x 2	CAV	6	Shock						4-
Light Cav x 2	CAV	6							4-2
Foot Artillery x 1	IV		5	4	3	3	2	2	2-1
Foot Artillery x 1	IV		5	4	3	3	2	2	2-1

French	1	3	5	7	9
Spanish	2	4	6	8	10
French	11	13	15	17	19
Spanish	12	14	16	18	20
French	21	23	25	27	29
Spanish	22	24	26	28	30

Background

The Spanish plan of campaign called for a massed advance on Madrid. This initially caught the French off guard and heavily outnumbered. However, a failure of nerve by Spanish General Areizaga halted the advance and allowed the French to concentrate their forces.

Organisation

The French have four corps for activation purposes. The Spanish have nine corps.

The artillery units can be commanded and activated as part of any corps group.

The French have General Senarmont who is an artillery officer. He commences attached to one of the two artillery units. He can 'lay the guns' but not 'resupply'. +1 when firing but not when fighting.

All Spanish infantry can use the Rally rule.

Terrain

The ravine hexes are impassable. There is one single hex wide passage across the ravine, shown in green between the two sets of ravine hexes. Units defending the exit from these hexes count as being on a hilltop if attacked from the below. Other slopes have no effect on firing or combat, but do affect visibility.

Victory Conditions.

If the French fail to break the Spanish within 30 turns the Spanish win.