

Napoleon's Later Campaigns Scenario Description

Release 0.2.0 (Draft)

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34 Napoleon and the Archduke Charles – Abensberg/Eckmühl (Strategy & Tactics 113/114) Special Rules and Command Arrangements

General note: *This refit together with the NLC rules and the counters made available for download is self-contained. I.e., you will not need any of the original components except the maps and terrain identification symbols to play the game with this refit.*

34.1 Counters. The unit ratings for combat units are:

Brigade	CORPS
Strength-Morale-Movement	
Division	

34.2 Map. There are two towns missing from the Abensberg map: Schweinbach (hex 2126) and Ludmannsdorf (2432).

34.3 Combat Units and Stacking. The stacking limit per hex is two units or 15 strength points, whichever is lower. Use Optional Rule 25.10 (Large Units) with units of strength 7 and up having 3 steps. Players may wish to experiment with Optional rule 25.8.3 (Extended Lines) especially in the Abensberg and Eckmuehl 19th April Scenarios (A1-A4, 34.14-17, and E1, 35.5). Light Infantry (the Württemberg Hügel unit, all 5-rated infantry of French III Corps, and Austrian “J” (Jaeger) brigades) suffer 25% less reduction in combat in woods and pay 1 MP less to enter woods.

34.4 Morale in combat. Compare the Morale of both sides (no modifiers). The side with higher morale adds the morale difference to its die roll. The side with lower morale subtracts the morale difference from its die roll. Among eligible units the player can choose any unit to determine the morale rather than taking the highest. However, that unit must take the first step loss.

34.5 Cavalry detachments. The cavalry units under the command of Marshal Davout (III Corps) may detach up to three (total) cavalry detachments. Cavalry detachments are strength 1 cavalry units that do not count for stacking, cannot attack and have divisional command range doubled (up to 6), but otherwise operate normally. The detachments are created by flipping a cavalry unit and placing the detachments in the same hex. The process can be reversed if all three detachments come together with the parent unit during movement.

34.6 Stacking and Terrain. Unlike other refits, streams on this map are in-hex. Their effects on movement and combat apply when entering or attacking into a stream hex, except if moving or attacking along hexes connected by the same stream in which case there is no effect. Stream effects do not apply in Marsh hexes.

Rough: The combat modifier for Rough only applies when attacking up slope. “Up slope” is defined as exactly the following situations:

- From a hex containing Clear terrain into a hex containing only Rough.
- From a hex containing clear terrain across a hexside that is all Rough
- From a hex containing Rough hatchmarks, but no unhatched Rough terrain into a hex containing unhatched Rough terrain.

“Rough/Woods” terrain is considered exactly the same as Woods terrain for all game purposes except LOS.

Defile: A defile hex is a hex that borders on the Danube and contains hatched Rough terrain. Units incur penalties for fighting upslope; bombardment upslope is not possible; charges are not possible up- or downslope. (“Upslope” is any hexside containing hatchmarks.)

Design note: Except for the slope down to the Danube itself, the hills in the area were rather gentle. Rough terrain elsewhere therefore has no effects on movement, and the combat effects would be subsumed by the effect of Woods.

34.7 LOS. For LOS purposes, hatched Rough terrain counts as higher than clear terrain. Unhatched Rough terrain counts as higher than hatched rough terrain. The elevation of a unit in a Rough/Woods hex is the same as if the hex were a Rough hex as far as tracing a LOS *out of and into* the hex is concerned. However, Rough/Woods is considered higher than Rough for tracing LOS *through* a hex. Woods is considered higher than Clear but lower than Rough.

34.8 Command Arrangements. French OC is Napoleon [rating 4]. Napoleon has two Imperial aides (Rapp and Savary) that can be assigned a divisional command. They can also be assigned a corps if the corps commander becomes a casualty.

Austrian OC is Karl (Charles) [4], except for Abensberg where it is Hiller [2]. In the Campaign game Hiller acts as a WC except when he is in command range of Charles. The Austrian IR and IIR formations receive the divisional 1R shift.

Austrian staff inefficiency: Every not-face-to-face order issued by an Austrian OC suffers an extra 1L shift. Also, an Austrian HQ can issue *no* orders when the OC is not stacked with it.

Unit assignment: If the number of divisions assigned to a Corps commander exceeds his rating,, his rating is reduced by 1 due to overload. The Austrians can reassign infantry *brigades* to other formations by direct order from an OC or WC (only).

34.8 Leader characteristics. The first time an Austrian compliance check results in a roll of 2, Charles suffers an epileptic fit. He cannot issue any orders the next turn and his rating is reduced to 3 for another turn. Charles, Napoleon, Davout, and Lannes have tactical bonus (+25% for troops they stack with).

The five French III Corps division leaders are rated 3, not 1: Friant, Morand, Gudin, St Hilaire, Montbrun.

34.9 Night march and fatigue. Troops with March orders automatically stop at night to bivouac, which means the head of the column stops, and all other units move up to the point where they are adjacent to that hex (or as close as possible if stacking does not permit this). Units stack to the maximum possible. On the first daylight turn, the march is resumed. A player can give a Forced March order in which case movement simply continues throughout the night. However, from the first following daylight turn on, the whole formation counts as demoralized until it has spent a night without marching, or has spent at least three hours in Reserve the next day. (This effect is not cumulative with Corps Demoralisation due to losses.)

34.10 Trains. This includes both Baggage trains and the Austrian Pontoon train. (The latter only exists in the Eckmuhl and joint campaign scenarios. See special rules in 35.2.) If you do not wish to use baggage trains, use the standard supply rule.

34.10.1 Train Movement. Pontoon and Baggage trains have a Movement Allowance of **5 MPs**. Trains pay cavalry costs for movement. They cannot cross streams except at bridges (not the pontoon bridge). They cannot enter enemy ZOCs and have no ZOC of their own.

34.10.1 Train Stacking. No unit can ever stack with a baggage train (that means you can't move through it either). The pontoon train only counts for stacking in road march. Due to its large size, at the end of every turn where it has moved, an Austrian Corps baggage train counter (except IR and IIR) is assumed to cover three hexes along the road/trail it travelled on (it extends, of course, *backwards* along the path travelled).

34.10.2 Trains and Combat. Trains do not have a Combat Strength and cannot defend or attack. They never retreat. If an enemy unit enters a baggage train hex or a friendly unit retreats into it, the train is permanently destroyed. See 35.2 for capture of the pontoon train.

34.10.3. Trains and Command. A baggage train must move so as to be within double command range of the

corps commander but otherwise it moves freely. See 35.2 for giving orders to the pontoon train.

34.11 Supply. A Combat Unit is in supply if it can trace a Supply Line of at most 10 hexes, through any type of terrain passable for infantry units, either directly to a friendly Supply hex, or to its own Corps Baggage Train which must itself be in supply.

34.11.1 Baggage train supply. To be in supply, a Corps Baggage Train must be on a road or trail hex, and must itself be able to trace a supply line of any length to a friendly supply source through any number of connected road or trail hexes. Enemy combat units (but not their ZOCs) block supply lines.

One unit (at most) of a different formation may trace directly to each friendly baggage train.

34.11.2 Out of Supply. The effects of being out of supply are identical to Corps Demoralisation (22) and are not cumulative. (I.e., a unit that is fatigued, demoralized, and out of supply does not suffer multiple morale and MP reductions.)

34.12 Turn track. The 5:00 to 19:00 turns of each day are daylight, the 20:00, 23:00, and 2:00 turns are night.

Order Compliance Shifts

Situation	Shift
Formation has Reserve (no) orders	R
Attack/Probe order	2L
Order given in person	R
Divisional order/Cavalry corps	R
Austrian order unless face-to-face	L

Terrain Effects on Combat

Terrain	Assault	Bomb.	Charge	Non-road Move
Town	-25%	-75%	-50%	1
Fortification	-50%	N/A	N/A	2
Woods	-50%*	-50%	-75%	2/4
Stream ^{&}	-25%	NE	-25%	+2 **
Marsh	-25% [§]	NE	-75%	2/4**
Rough	-25% [#]	NE	NE	1
Defile	-50% [#]	N/A [#]	N/A	+2 **
Bridge	-50% ⁺	NE	N/A	+1

Reductions apply to attacking into that type of terrain.

* ... Modifier also applies to defense fire **out of** woods but not assault out of woods. When firing **between** woods hexes, there is no effect.

Exception: The effect is only 25% for light or 'J' infantry and 5-morale inf. of French III Corps.

[&] ... Except if moving/attacking along stream. Stream effects do not apply in Marsh hexes.

[#] ... Only for attacking upslope.

⁺ ... Overrides modifier for terrain in hex

[§] ... only for attackers assaulting **out of** marsh

** uncrossable by trains except on roads/trails/bridge

34 Abensberg (S&T 113)

"We are going to Vienna, where we shall know how to punish Austria for the great harm she has done to your country" -Napoleon to the Bavarians of VII Corps

34.13 Command Arrangements. French OC is Napoleon [rating 4]. Until Hiller arrives, Louis is WC [rating 1] in command of V and II R Corps; Hiller takes over as WC [rating 2] once he is on map.

While WC, Hiller and Louis commands their own Corps directly (with their printed rating) apart from being WC. They count as both sender and receiver when sending orders to that one Corps.

Even to other corps assigned to his wing, Hiller can *only* give face-to-face orders. (Yes, he has to ride there.)

Division commanders: All are rated 1 as usual except St Hilaire is rated 3; Wrede is rated 2.

34.14 Scenario A1 – The Battle of Abensberg, 20th April 1809.

Scenario Length: 9:00 to 19:00 (11 turns).

Special Rules: The French Supply Line is traced to 2001, 2401, 1018, and 1012. The Austrian Supply Line can be traced to 2933, 5133, or 5501.

Special Rules: Throughout the game, neither side's units cannot move more than two hexes east of the road between 2401 and Bachel, or more than one hex north of the road from Bachel to Helfenbach and from north of Helfenbach to the Grosse Laaber at 4012. Any unit that retreats into these hexes is destroyed. VI Corps' order below was given by Hiller when he started from Pfeffenhausen; the Austrian player may give VI Corps an alternate order at 10:00 and it arrives on map one hour after compliance instead of at the scheduled time.

At-start orders: *Austrians:* VI Corps upon arrival: Defend Laaber river line and Delay towards Pfeffenhausen (offmap east of 2834). V Corps: Delay towards Schweinbach. Division Vukassovich and Lusignan (III Corps) have divisional orders to Delay towards Rohr. *French:* VII Corps (Lefebvre): March and Attack towards Offenstetten, Salingberg, Rohr. VIII Corps (Vandamme): Reserve. Provisional Corps (Lannes): March and Attack towards Bachel.

Important: Lefebvre has to roll for implementation of his orders (they were historically given at the start of turn 1). Count them as face-to-face orders.

Historical note: The historical attack plan had Wrede's Division March across the Abens at Biburg in the early afternoon, and Attack from there towards Kirchdorf and Siegenburg, pursuing until Schweinbach by nightfall. Vandamme's Wuerttembergers, facing the main body of V Corps, received orders to March to cross the Abens at Abensberg and then Attack south towards Siegenburg.

Reinforcements: Austrian VI Corps (Hiller) arrives from **10:00** (turn 2) onwards at hex 2933 with orders to March to Rottenburg and Laaberberg and Defend. The exact time of arrival is determined by secret die roll: 1 – 10:00. 2: 11:00. 3-4: 12:00. 5: 13:00. 6: 14:00.

The French Provisional Corps (Lannes) enters at **9:00** (turn 1) at hex 2401.

Victory: Both sides receive victory points for lost strength points (eliminated or reduced) and for lost leaders (equal to their rating). The Austrians gain 10 points at start, and 10 points if they are the last to occupy hex 3316 at the end of turn 5. Troops that cannot trace a line of supply (of any length, regardless of the presence of a baggage train) at the end of the game count as eliminated.

The French player wins a historical victory if at the end of the game, he has twice as many victory points as the Austrian player, *and* he has established a line at least 15 hexes in length, starting no further north than Gieselhausen, that has a French unit adjacent to the Grosse Laaber at either end and no Austrian unit adjacent to the Laaber in between. If he fails to win a historical victory, he scores a marginal victory if he has 1 ½ as many points as the Austrian player and physically occupies one village on the east side of the Grosse Laaber that is at least four hexes away from the stream, at the end of the game. The Austrians win by avoiding the French victory conditions.

Original version: I have included the original setup provided by 3W for those who wish to compare directly with their experience of the original game. The scenario setup in S&T 114 assumed the presence of Lindenau's division on the battlefield. Simply use the setup instructions labeled "A10" and the orders below.

At-start orders for A10: *Austrians:* VI Corps upon arrival: Defend Laaber river line and Delay towards Pfeffenhausen (offmap east of 2834). V Corps: Delay towards Schweinbach. Division Vukassovich and Lusignan (III Corps) have divisional orders to Delay towards Rohr. *French:* VII Corps (Lefebvre): March and Attack towards Offenstetten, Salingberg, Rohr. VIII Corps (Vandamme): Reserve. Provisional Corps (Lannes): March and Attack towards Bachel.

34.15 Scenario A2 – Free reinforcement variant.

Special rules: As in historical scenario except the Austrians can enter the off-limits area freely. If a French unit enters the area, the remaining elements of the Austrian III Corps enter at either of the hexes specified below on the next turn. If the French remain outside the area, the units still enter, but the turn is determined by die roll as given below.

At-start orders: As in historical scenario.

Reinforcements: As Scenario A1, but the missing elements of III Austrian Korps enter (in one column) at either hex 3801, 3201, or 4501 at a time determined by die roll. If the roll is outside the specified range, roll again.

Turn 2 (10:00): 5-6

Turn 3 (11:00): 3-6

Turn 4 (12:00): Automatic.

If all the hexes above are blocked by French units, 5001, 5601, or 6501 can be used as alternate units.

Victory: As in historical scenario.

Original version: As with A1, this scenario can be played using the setup given in A10, and the different set of at-start orders.

Optional reinforcements: In either scenario A1 or A2 (but of course not when already using the “original version” variants above), the Austrian Player may try to use V Corps in full strength by adding Lindenau’s division (which had been detached in the morning). Exercising this option removes the 10 Austrian at-start victory points. It is recommended that the division is set up out of line of sight (LOS) from French at-start forces by noting positions on the map (or as a Hidden Force when using that rule), and to only place its units on the map once the first of the division’s units would come into LOS of a French unit. Use of the option does not have to be communicated to the French player before contact.

35 Eckmühl (S&T 114) Special Rules and Command Arrangements

“Either the archduke will fight a second battle in front of that place [Ratisbon], in which case the war will be ended under its walls; or he will repass the Danube, and then we shall go direct to Vienna.” -Napoleon to Massena

35.1 Command Arrangements. French OC is Napoleon [rating 4]. Austrian OC is Charles [4].

Davout’s III Corps gets a second activation chit. The French player can choose whether to activate any given division on the first or second chit, but each III Corps division can only be activated once per turn. This effect only applies to III Corps divisions commanded by Davout; those under divisional orders activate on the first chit drawn.

The following division commanders are rated 3, not 1 as is usual for division commanders: Friant, Gudin, Morand, St Hilaire, Montbrun (all III Corps), St Cyr (IV Corps). The following are rated 2: Wrede (VII Corps), Claparede (II Corps).

35.2 Regensburg (Ratisbon). Austrian units that assault across the Ratisbon city wall are quartered (-75%), French units that do so are halved. A French unit placed in hex 3401 or 3402 exerts a ZOC into every non-town hex adjacent to the city walls, as well as into hex 3400. If Austrian reinforcements enter at hex 3400 and Ratisbon is garrisoned by a French unit as above, and the garrison occupies hex 3401, the reinforcements cannot advance further.

35.3 The Danube. The Danube counts as a major river (i.e., it may only be crossed via bridges). No French unit can cross to the northern bank of the Danube and no Austrian unit that crosses to the northern bank can ever return.

35.4 Pontoon train and bridge. The Austrian Pontoon train initially has a movement rate of 5. Like a HQ, the pontoon train must be given March orders to move. It can move in the Reserve Phase or in the same activation as a formation that has a unit adjacent to the train. Compliance with the March order as well as with the Deploy, Dismantle, and Destroy orders (see 34.4.3 to 34.4.5) is always automatic. Orders to the train can be sent by a Corps commander’s Initiative. (*Note that if the result is a Bad Move, the other player can choose to turn an order into a Destroy order!*)

35.4.1 Pontoon train capture. The pontoon train never retreats in combat. It is captured the moment an enemy combat unit enters its hex. That unit must stop and end its move for the turn. When first captured by the French the train’s movement rate is reduced to 3 (and remains 3 even if recaptured). A capture turn cannot count as a construction turn.

35.4.2 Pontoon train damage. The pontoon train does not directly take damage as a result of combat, though it can be attacked. If it or units it is stacked with suffer a hit while the bridge is being constructed, construction does not proceed that turn. If it or units it is stacked with suffer a hit while deployed as a bridge, no units may cross that turn.

35.4.3 Bridge construction. To deploy the pontoon bridge, the owning player sends a Deploy order to the train when the train is placed on a hex that includes both land and a portion of the Danube. (The order can be given in sequence with a March order.) The turn of compliance with the Deploy order is a construction turn. After the construction turn, the bridge may be crossed by two units per turn.

35.4.4 Bridge dismantling. When sent an order to Dismantle, the pontoon train is restored to its mobile form once it has spent two turns in which has not come under any form of attack and no units have crossed it. These two turns do not have to be contiguous. (Leave the counter on the “bridge deployed” side during this

time. Use the “bridge dismantling” counter for the first and the “Under construction” marker for the second turn.) After this, the counter is flipped to its train side and can move normally. The Dismantle order can be given in sequence with a subsequent March order.

35.4.5 Destroying the pontoon. The pontoon train can be destroyed by either side by sending it a Destroy order. The closest combat unit to the train moves into its hex (regardless of its formation or that formation’s orders) and must spend one full turn in a hex with the train without being engaged in any form of combat. The pontoon train counter is removed from the game at the end of the turn.

NOTE: There is a full dozen scenarios for Eckmühl on one to three maps; many of them have not been tested. If you find specific issues with a given setup, please let me know.

35.5 Scenario E1 – The Battle of Teugn-Hausen, 19th April. (French designation: The Battle of Thann.) *Historically, Davout’s march led to the clash with Hohenzollern’s III Corps’ vanguard that became known as the Battle of Teugn-Hausen. “This scenario simulates Davout’s march across the front of the advancing Austrian army, to join up with Lefebvre to the southwest, and the Austrian attempt to advance to the Danube and cut him off from the rest of the French army. This scenario focuses more on the movement of troops than on combat.” [S&T114, p.37, Scenario 18.1]*

Scenario length: The scenario starts on the 7:00 turn and ends with the 19:00 turn (total of 13 turns).

Command arrangements: There is no French OC on the map. Davout changes orders by Initiative and can also give orders to his individual divisions by Initiative. The Jacquinet unit is assigned to Morand’s division. Lindenau’s Division of Austrian V Corps and Vecsey’s brigade of II Corps are attached to Liechtenstein’s IR Corps. The grenadiers of IR Corps (Viktor and his artillery) are attached to IV Corps.

Special rules: No French unit or leader may move more than one hex during the first turn. The 3 detachments that start on the map are from Pajol’s cavalry unit. Austrian reinforcements whose entry hex is blocked can enter on the next unoccupied hex further east. If the hex is not blocked but in an enemy ZOC, the Austrian player chooses whether to enter in the hex or in the hex further east. All Austrian Corps are considered fatigued as they enter.

Weather: From 12:00 onwards, roll a die at the start of every turn until a six is rolled, at which point a thunderstorm occurs. This turn is completely omitted from play. In the following turn, infantry is halved in combat except against other infantry.

At-start orders: *French:* III Corps – March towards Saalhaupt, Teugen, Ober-Saal (Gudin’s and St Hilaire’s division have divisional orders to the same effect). Morand’s and St Hilare’s Division – Divisional orders to March towards Abbach and Ober-Saal. Montbrun’s Division – Divisional orders to March to Duenzling (4026) and Delay towards Peising. *Austrian:* III Corps – March to and Attack towards Hausen, Teugn, Peising, and Abbach. IV Corps – March and Attack to Duenzling and Weillohe. IR Corps – March to Ober-Santing, Thalmassing, Gebelkofen, Ratisbon.

Reinforcements: The French player receives no reinforcements. *Austrian – 7:00:* Rosenberg plus Division Somariva of IV Corps enters at 4634. **8:00:** Divisions Dedovich and Hohenlohe of IV Corps enter at 4034. II Corps enters at 3400. **9:00:** IR Corps enters at 5234. Charles and HQ enter at 4634. **11:00:** III Corps enters at 2634.

Victory. At the end of the scenario the French player wins if he controls all of the following: All hexes of Regensburg (Ratisbon), Abbach, Ober-Saal, Teugen, Reissing, 1629/1630, 1026/1030, and Peising. If the French player fails to control any of the above, the Austrian player wins.

Original setup: The original game has Charles arriving at 11:00 at 5234. That may produce a game closer to the historical balance since he did not do much during the day.

35.6 Scenario E2 – The Battle of Eckmühl, Day 1. 21th April. *“This scenario simulates the first day of the battle of Eckmühl, when Davout made some limited territorial gains against the numerically superior Austrians.” [S&T114, p.37, Scenario 18.2]*

Scenario Length: 10:00 to 18:00, April 21 (9 turns).

Command arrangements: The Grenadier Reserve units (see setup) counts as a separate corps with an implicit leader rating of 2 (it gets a chit but there is no leader counter). It gets the Divisional 1L shift for order acceptance. They can draw supply from any Austrian baggage train in range. Lindenau’s Division of V Corps is attached to IR Corps. On the French side, Boudet’s Division of IV Corps is attached to III Corps. Davout changes orders by Initiative, use his 5 for the Initial Action roll.

Special rules: On the first turn, only units of Rosenberg’s Corps and the Austrian Reserve that have been attacked can move. Since Charles separated this formation as a reserve to guard against a feared French attack from the south, it can only be given orders once Dünzling and Päring have been taken by the French. Also, all Austrian corps arriving on the 21st are Fatigued. There are two French Cavalry detachments on the map, detached from Pajol’s cavalry unit.

At-start orders: The Austrian HQ has orders to March to Egglofsheim. IR: March to Wolkering, then Probe towards Abbach and Weillohe. Grenadiers: Reserve. IV Corps: Delay towards Leuchling/Unter Leuchling.

French: III Corps: March and Attack towards Dünzling and Paring. Montbrun: Divisional orders to March to Seedorf and Boigen, then Delay towards Abbach.

Victory: The French player wins if at the end of the scenario he controls 10 of the 13 villages listed below and has inflicted losses in at least a 2:1 ratio on the Austrians, or controls 8 of the villages and has inflicted losses in at least a 3:1 ratio. The Austrian player wins if he controls at least 5 villages at the end and the French have inflicted losses of less than 2:1. Any other result is a draw. The strength of units that are surrounded at the end of the scenario counts as VPs to the opposing player.

Victory Villages:

Unter-Leuchling	Thalmessing	Abbach
Unter-Santing	Hausen	Peising
Ober-Santing	Boigen	Saalhaupt
Dünzling	Seedorf	Paring
Lukepoint		

Reinforcements: **12:00:** Hohenzollern, Divisions Lusignan and St Julian of III Corps (except brigades Thierry and Bieber) starts entering at Schierling (4634), with orders to move to Eckmuehl and defend north of the town.

35.7 Scenario E3 - The Battle of Eckmuehl, Day 2. 22nd April. *“This scenario simulates the main fighting of the battle of Eckmühl, in which the Austrians attacked sluggishly, and were then counter attacked by a massive French flanking movement.” [S&T114, p.38, Scenario 18.3]*

Scenario Length: 6:00 to 20:00, April 22 (15 turns).

Command arrangements: Lannes (Provisional Corps) has Morand’s, Gudin’s, and St Sulpice’s divisions of III Corps assigned to him, as well as Nansouty’s 1st Heavy Cavalry Division. Demont’s division is assigned to French VII Corps. The Grenadier Reserve units (see setup) count as a Division level formation, receiving orders directly from Charles with an implicit leader rating of 2 (there is no leader counter). They can draw supply from any Austrian baggage train in range.

Special rules. The Austrian II Corps (Kollowrat) is considered Fatigued for this scenario. On the Austrian side, the Neustaedter, Grill, and Riese infantry brigades of IV Corps are flipped and the Stutterheim brigade is removed. One infantry brigade of the IR Corps is flipped. On the French side, St Hilaire’s and Montbrun’s division have taken one infantry step loss and Friant’s two (French player’s choice of unit).

Weather: The first two turns are fog. No new orders can be issued. Line of Sight is limited to one hex. If using the Hidden Movement rule (25.5), the 8:00 turn counts as the first turn for purposes of checking whether the move is revealed.

At-start (or at-arrival) orders: French: III Corps – Defend. VII Corps - March and Attack towards the Eckmuehl-Ratisbon road. VIII Corps: March and Attack towards Eckmuehl. Provisional Corps - March and Attack towards Roking/Pfelkofen, and further to Galsbach/Fritelfing. *Note: VIII Corps and the Provisional Corps had their orders issued at 14:00, before Napoleon arrived on the battlefield. The French player can choose to issue different orders at no VP cost, but then the orders must be implemented, with 14:00 as the time of reception.*

Austrian: IV Corps – Delay towards line Santing-Alt-Egglofsheim. Others: Reserve. *Note: the historical Austrian attack orders were issued at 8:00.*

Reinforcements:

Austrian: **6:00:** Vukassovich’s division of III Corps (the III Corps Advance Guard) enters at hex 5234. It is assigned to IV Corps. **9:00:** The Austrian II Corps enters at hex 3400.

French: **11:00:** VII Corps enters at hex 4634 in the order Demont’s division, then Deroi, then Kronprinz Ludwig. **14:00:** VIII Corps enters at hex 5234. **15:00:** Gudin’s division enters at 5834. Morand’s division enters anywhere between 5234 and 5834 (inclusive). Lannes enters with either of them. Napoleon is considered to be 4 MP south of the southern map edge at Schierling (4634), with LOS across the valley. **16:00:** St Sulpice’s and Nansouty’s division enter at 5234. **16:00:** Napoleon and HQ enter anywhere between 4834 and 6234 (inclusive).

Victory: The French player wins if he has inflicted strength point losses of at least 2.5:1 and controls the village of Alt-Egglofsheim, or if he inflicts losses in the ratio of 4:1 or more and the Austrian player loses at least 50 strength points. Any surrounded units count as lost when totaling strength points. The Austrian player wins by avoiding the French conditions.

35.8 Scenario E4 - The Battle of Eckmuehl, 21-22 April. *“This scenario covers the two day ‘Battle of Eckmühl’, in which Davout held the Austrian army in position for a day, and Napoleon hit them in the right flank on day 2.” [S&T114, p.39, , Scenario 18.4] (Actually, it was the left flank.)*

Scenario Length: 10:00, April 21, to 20:00, April 22 (28 turns).

Setup: As Scenario E2.

Special rules. As Scenario E2, plus Austrian II Corps is Fatigued upon arrival on April 22.

Command arrangements: As Scenarios E2 and E3.

At-start orders: As Scenario E2.

Special rules: As Scenario E3.

Reinforcements: As Scenarios E2 and E3.

Victory: As Scenario E3.

Abensberg/ Eckmuehl 2-Map Campaign Games

A number of 2-map scenarios was provided for the two games in the pages of S&T and the Wargamer, including many single-day scenarios. It is expected that due to the smaller unit count and longer turns, play will be significantly faster than with the original rules and therefore the longer scenarios will be much more playable in this version. However, we have included the shorter scenarios for those who wish to play some 2-3 hour games as well.

The following rule is not needed in the one-map scenarios with their rather circumscribed set-piece battles, but is highly recommended for two-map scenarios. (It is essentially the same as rule 32.6 for the 4LB refit.)

35.9 Hidden Forces. During setup and whenever the last unit of a formation has moved out of LOS of enemy units, the whole formation can be replaced on the map with a Hidden Force (HF) marker.

35.9.1 HF Creation and revelation. The formation's leader or one of its units is placed underneath the marker; the others are placed offmap. Hidden Forces are revealed (by deploying the formation as described below) whenever adjacent or in LOS of an enemy stack *at the beginning of the movement or combat phase*. Maximum LOS for units in clear terrain to spot Hidden Forces is 3 hexes. A spotting leader on a hilltop (unhashed rough terrain) or spotting unit within movement distance of a leader on a hilltop has a LOS range of 12 hexes.

35.9.2 HF deployment. A HF must be placed by putting one unit in the hex occupied by the dummy counter and then every successive counter in the same hex or as close as possible subject to stacking limits. (I.e., if the HF was proceeding under March orders, the units must be stacked one per hex in the road/trail that the HF had moved along before being discovered.) The leader must be placed in the HF hex or adjacent to it. Except in the case of Fall Back or General Retreat, or March orders with a target away from the enemy, units cannot be placed closer to the enemy than the HF hex; in these three cases they cannot be placed further away than the HF hex unless stacking requires it.

35.9.3 Dummy HFs. A player can, at his option, create dummy stacks consisting of a HF marker on top of any non-unit game marker, in any location where a baggage train could draw supply. These can move at any desired rate, regardless of orders. They are removed from the map when revealed. The maximum number of dummy stacks on the map is the number of corps a player has in a battle and but the number of Hidden Forces markers is fixed.

Note: If a force using Hidden Movement (25.5) is revealed by an 'R' result on the Hidden Movement table, it can be placed on the map as a Hidden Force (i.e., inverted or with cover markers on top).

35.9.4 Hidden Forces and Cavalry Detachments. Up to three Corps in both armies can each detach up to two detachments from one light cavalry unit. (III Corps counts against this number, but can still detach three.) There is no need to keep track of the affiliation of these detachments as long as they are in command range (doubled for cavalry detachments) of *some* formation. These detachments can be individually marked as Hidden Forces. On being discovered the owning player does not have to disclose what formation they are from.

35.10 Reinforcements. Reinforcements: The original scenario had a host of optional reinforcements, but without any tradeoffs or reference to what their arrival meant in terms of offmap activities, simply based on initial agreement of the players. But this fails to show the situation the army commanders were in – Napoleon in particular liked to spring surprises on his enemies. The schedule and constraints below attempt to represent the constraints on both sides, enabling some flexibility (and the occasional surprise) but not too much hindsight.

35.10.1 Reinforcement schedule:

II Corps (Oudinot, Division Tharreau): Arrives at Abensberg at 7:00 on the 21st.

IV Corps (w/Claparede, d'Espagne): turns up on south mapedge at 13:00 on the 22nd, except affected by 35.10.4 below.

Bessieres: arrives at Abensberg at 20:00 on the 20th.

Boudet: turns up at Abensberg 24 hours before Bellegarde if the Austrians decide to bring I Corps on.

Bellegarde (I Corps): An order for I Corps to march to Ratisbon (3400) can be given at 20:00 on the 20th, or any time after that. The order is considered accepted and I Corps will appear 24 hours after the order is given. Note the appearance of Boudet's division as a result.

Mouton enters with Napoleon.

35.10.2 Variable Arrival. For each reinforcement formation (optional or mandatory) in a multi-map, multi-day scenario (C2-C6), the owning player rolls a die on

the planned turn of arrival. A player is not required to inform the other side about the outcome of the roll.

C2-C3: **1-2** units arrive immediately
3-4 units arrive next turn (1 turn late)
5 units arrive 2 turns late
6 units do not arrive (no VPs awarded)

C4-C6: **1-2** units arrive immediately
3-4 units arrive next turn (1 turn late)
5-6 units arrive 2 turns late

Tactical Note: If you do not bring a particular offmap reinforcement in and are not playing with Hidden Movement, it is highly recommended to create a Dummy Hidden Force at a time and location where it could have appeared.

35.10.3 The skirmishes to the north. If French reinforcements from the northern bank of the Danube do not arrive on their preordered time, it is assumed that they are retreating along the Danube westwards towards Ingolstadt and they will not take further part in the campaign. However, once arrived, they cannot return to the north bank.

35.10.4 The capture of Landshut. Side effects: If all surviving units of Austrian V, VI, or IIR Corps (except Lindenau's division) do not retreat off the southern map edge, French IV Corps (with Claparede and d'Espagne) arrives on the southern map edge at 19:00 on the 21st, and the Austrians have to stop using the southern map edge as a LOC from the 20th onwards. If none of these retreats off the map, Massena arrives at 12:00 on the 21st.

Napoleon's diversion to Landshut: If any of V, VI, and IIR Corps do march off the southern map edge, the French have to send the same number of divisions off the map as the Austrians, plus three. (V Corps: two divisions without Lindenau, VI Corps: two divisions, IIR Corps: one division.) Of these French divisions, all but three will return onto the southern end of the map 24 hours (at the earliest) after the last of the eight has moved off. The choice of divisions is up to the player, but must be made four hours before the return. Massena's IV Corps (with Claparede and d'Espagne but without Boudet's division) will arrive on map 28 hours after the last of the eight has moved off. In addition, Napoleon and his HQ leave the map with those forces, and return with the fourth division that returns onto the map. One division of IV Corps may be substituted for one of the divisions left off-map. The force remaining off-map must include one cavalry division and one marshal.

Divisions sent off historically: Tharreau (II), Morand, Gudin, St Sulpice, Nansouty (P), Woellwarth, Neubronn (VIII), Wrede (VII). Returned by 9:00 on April 22: P Corps with Morand, Gudin (9:00), St Sulpice (6:00) and

Nansouty; Woellwarth (7:00) and Neubronn; Massena except Molitor (11:00). Times given are the planned arrival times at Ergoldsbach in the SE corner of the Abensberg map.

35.11 Supply: At the same time as each victory point check, a supply check is made for each side. The Austrians can trace supply to the south edge of the Abensberg map, the north edge of the Eckmühl map, or the eastern edge of either. Tracing to the north edge can only happen via hex E3400 or a pontoon bridge across the Danube. The French can trace supply to the western map edge of either map south of hex E1024. Any units that are out of supply at the time of this check have their current strength points added to the enemy's victory point total.

35.12 Napoleon. On the 18th, Napoleon is considered in Ingolstadt for order purposes; roughly 35km (70hexes) west of the western map edge. All orders sent from him are sent with 6 hours additional delay. On the 19th, he is in Vohburg, roughly 20km (40hexes) west of the map edge. All orders sent from him are sent with 3 hours additional delay.

35.13 The Austrian Grenadier Reserve. From the 20th onwards, if so desired, the Austrian Player can form a Grenadier Reserve unit as described in Scenario E2, by separating out the Hesse-Homburg (Grenadier) division from IR Corps. Add the chit to the cup once the detachment order is complied with. The division can be reattached by explicit order from Charles only (i.e., not by the normal option of re-merger within command range of the IR leader).

35.14 Scenario C1 – 20th April [S&T 115, original 18.5].

Scenario Length: 9:00 to 19:00, April 20 (11 turns).

Special Rules: The French player has the Initial Action on the first turn. Charles and the Austrian Reserve units can only move after turn 2. Charles suffered heavy epilepsy attacks on the 20th; he has to roll a die from turn 3 onwards and can only give orders or move on a roll of 5-6.

Command Arrangements: Charles is Austrian OC; Hiller is WC [2] in charge of V, VI, and IIR Corps. Hiller's initial orders are the same as those for VI Corps in Scenario A1. Vecsey and Crenneville's brigades are attached to Hesse-Homburg's division.

At Start orders: as in Scenario A1, plus II Corps has orders to **Attack** Ratisbon.

Reinforcements: *Austrian: 9:00* (turn 1): II Corps (Kollowrat) enters at hex E3400. **10:00** (turn 2): VI Corps (Hiller) enters at hex 2933. There are no French reinforcements.

Victory: Both sides gain 1 victory point per enemy strength point lost (this includes the difference to full strength for reduced units) and also 1 VP per enemy strength point that cannot trace a Line of Communications to its army commander at the end of the game. A Line of Communications (LOC) is traced by finding a path traversable of at most six hexes length to the army commander or another unit or leader that can trace a LOC. The LOC is blocked by enemy units but not their ZOCs.

The French player wins if he has a margin of at least 2.5:1 in victory points at the end of the game. A result of 2:1 or greater but less than 2.5:1 is a draw. Any lesser result is an Austrian victory.

35.15 Scenario C2 – 20th-21st April [S&T 116, original 18.6]

Scenario Length: 9:00 April 20, to 19:00, April 21 (28 turns).

Special rules: as in Scenario C1.

At-start orders: as in Scenario C1.

Victory: The French player wins if he inflicts losses on the Austrians in at least a 2.5:1 ratio, and the Austrians lose at least 50 strength points. Units that are surrounded at the end of the scenario have their remaining strength points counted toward the enemy VP total. If the French player does not reach his victory conditions, the Austrian player wins.

35.16 Scenario C3 – 20th-22nd April [S&T 116, original 18.7]

Scenario Length: 9:00 April 20, to 19:00, April 22 (44 turns).

Special rules: as in Scenario C1. Up to 3 divisions can be assigned to Bessieres.

At-start orders: as in Scenario C1.

Victory: The French player wins if he inflicts losses on the Austrians in at least a 2:1 ratio, and the Austrians lose at least 80 strength points. Units that are surrounded at the end of the scenario have their remaining strength points counted toward the enemy VP total. If the French player does not reach his victory conditions, the Austrian player wins.

35.17 Scenario C4 – The Big White and Blue - 18th-22nd April [MOVES Nov-Dec 1987, original 18.8].

Scenario Length: The scenario begins at 11:00 on April 18, and ends with the 20:00 turn of April 22.

Command Arrangements: *French:* Davout commands all French units on the map at the beginning of the scenario. Up to 4 divisions can be assigned to Lannes. Up to 3 divisions can be assigned to Bessieres. Demont's division can be assigned to Lannes, Bessieres,

or Davout and Napoleon has to order an assignment when Demont's division arrives on-map. *Austrian:* Lindenau's division is assigned to 1R Corps (Liechtenstein). IIR is assigned to under command of V Corps (as a division).

At Start orders:

French: III Corps – Reserve. (*Davout had received orders to March to Abensberg, but had used his initiative to delay them for a day since his divisions were still mostly offmap north of the Danube.*)

Austrian: III and IV Corps: March to Rohr and Schierling. V Corps: March to Ludmannsdorf, IR Corps: March to area between Rottenburg and Rohr. at Pfeffenhausen. **Note:** All these orders need to be implemented. *They were the result of Charles receiving the latest French dispositions during the day.*

Victory: The French player wins if he inflicts at least 100 strength point losses on the Austrian army and Austrian losses are at least 50% larger than French losses. The Austrian player wins if he inflicts at least 66 strength point losses on the French army and Austrian losses are no more than 25% larger than French losses. Victory is checked for at the end of the 2000 turn of each day. The game ends when either player has achieved his goal. If this has not occurred by the last turn, the game is a draw.

35.18 Scenario C5 – Abensberg-Eckmuehl - 19th-22nd April.

Scenario Length: The scenario begins at 7:00 on April 19 (2 hours after Davout gets moving, and 1 hour after the Austrians get moving), and ends with the 20:00 turn of April 22.

Special Rules: The Austrians get one extra move according to their orders before the scenario starts (they had been on the road since 6:00).

Command Arrangements: *French:* Up to 4 divisions can be assigned to Lannes. Up to 3 divisions can be assigned to Bessieres. Demont's division can be assigned to Lannes, Bessieres, or Davout and Napoleon has to order an assignment when Demont's division arrives on-map. *Austrian:* Lindenau's division is assigned to 1R Corps (Liechtenstein). Note: Mouton's counter is still not used, it is only used with the three-map campaign game (L1/L2).

At Start orders (as in Scenario E1, plus Abensberg map map).

French: III Corps – March towards Saalhaupt, Teugen, Ober-Saal (Gudin's and St Hilaire's division have divisional orders to the same effect). Morand's and St Hilare's Division – Divisional orders to March towards Abbach and Ober-Saal. Montbrun's Division – Divisional orders to March to Duenzling (4026) and Delay towards Peising. VII Corps – March to and Defend line Abensberg-Siegenburg.

Austrian: III Corps – March to and Attack towards Bachel, Grossmuess (“Grosser Muss”), Hausen, Teugn, Peising, and Abbach. IV Corps – March and Attack to Lankwat(Langquaid), Duenzling and Weillohe. IR Corps – March to Lankwat(Langquaid), Leierndorf, Schierling, Ober-Santing, Thalmassing, Gebelkofen, Ratisbon. V Corps – March and Probe towards Abens between Siegenburg and Biburg. VI Corps – March and Probe towards Abens south of Siegenburg. Brigade Thierry+Artillery Thierry (III Corps): March to Offenstetten. (*A very strong abstraction of the fate of Thierry’s brigade that day, to be sure.*)

Victory: The French player wins if he inflicts at least 100 strength point losses on the Austrian army and Austrian losses are at least 50% larger than French losses. The Austrian player wins if he inflicts at least 66 strength point losses on the French army and Austrian losses are no more than 25% larger than French losses. Victory is checked for at the end of the 2000 turn of each day. The game ends when either player has achieved his goal. If this has not occurred by the last turn, the game is a draw.

35.19 Scenario C6 – Abensberg-Eckmuehl early start- 19th-22nd April.

Scenario Length: The scenario begins at 5:00 on April 19, and ends with the 20:00 turn of April 22.

Special Rules: The Austrians do not begin moving before 6:00.

Command Arrangements: *French:* Up to 4 divisions can be assigned to Lannes. Up to 3 divisions can be assigned to Bessieres. Demont’s division can be assigned to Lannes, Bessieres, or Davout and Napoleon has to order an assignment when Demont’s division arrives on-map. *Austrian:* Lindenau’s division is assigned to IR Corps (Liechtenstein). Note: Mouton’s counter is still not used, it is only used with the three-map campaign game (L1/L2).

At Start orders (as in Scenario E1, plus Abensberg map map).

French: III Corps – March towards Saalhaupt, Teugen, Ober-Saal (Gudin’s and St Hilaire’s division have divisional orders to the same effect). Morand’s and St Hilare’s Division – Divisional orders to March towards Abbach and Ober-Saal. Montbrun’s Division – Divisional orders to March to Duenzling (4026) and Delay towards Peising.

Austrian: III Corps – March to and Attack towards Bachel, Grossmuess (“Grosser Muss”), Hausen, Teugn, Peising, and Abbach. IV Corps – March and Attack to Lankwat(Langquaid), Duenzling and Weillohe. IR Corps – March to Lankwat(Langquaid), Leierndorf, Schierling, Ober-Santing, Thalmassing, Gebelkofen, Ratisbon. V Corps – March and Probe towards Abens b/w Siegenburg and Biburg. VI Corps – March and

Probe towards Abens S of Siegenburg. Brigade Thierry & Artillery Thierry (III Corps): March to Kirchdorf.

Abensberg/ Eckmuehl 3-Map Campaign Game

“Activité, activite, vitesse!” -Napoleon writing to Massena on the 18th

35.20 The Landshut map. The map is currently only available from me directly; please inquire.

The Landshut sketch map abuts the Abensberg map to the south. This map really is a “sketchmap” produced within a couple of afternoons; some features may be several hexes out of position. As a result, there is no point in coming up with any detailed “assault on Landshut” scenarios. However, within the scope of the campaign game, these aspects do not matter. The overall distances are correct, and for covering the fighting, both sides’ force dispositions will count more than the exact location of any individual terrain feature.

35.20.1 Terrain. Red is rough; green is rough/woods. Count the crest lines as hashed rough. The Isar (including both arms near Landshut) counts as a river. All other watercourses are streams. Any hex where a stream does not lie over a hexside, but some dry ground is visible on both sides of the stream graphic, counts as a marsh hex. The southwest corner of Landshut is the old castle above the town, a fortress hex.

35.21 Reinforcements. Ignore 35.10.4. Use 35.10.2.

Bessieres: arrives at Abensberg at **20:00** on the 20th.

II Corps (Oudinot, Division Tharreau) arrives at Abensberg at **7:00** on the 21st.

Demont’s Division enters at 1007 at **8:00** on the 21st.

IV Corps turns up on south mapedge at **11:00** on the 21nd, except affected by 35.10.4 below. Corps artillery, Division Legrand, Molitor, and d’Espagne (attached from II Corps) arrive west of the Isar, Divisions St Cyr, Claparede (attached from II Corps), and Marulaz arrive east of the Isar.

Massena appears on the south map edge, east of the Isar, at **16:00**.

Division Boudet (IV Corps): turns up at 1007 24 hours before Bellegarde if the Austrians bring I Corps on.

Bellegarde (I Corps): An order for I Corps to march to Ratisbon (3400) can be given at 20:00 on the 20th, or any time after that. The order is always accepted and I Corps will appear 24 hours after the order is given. Note the appearance of Boudet’s division as a result.

Mouton enters with Napoleon.

35.22 Scenario L1 – The Campaign between Regensburg and Landshut, 18th-22nd April

Scenario Length: The scenario begins at 11:00 on April 18, and ends with the 20:00 turn of April 22.

At Start orders: as in Scenario C4, plus: *Austrian:* VI Corps march to Mainburg.

Note: Austrian at-start orders are *sent at 11:00* from Pfeffenhausen and must be implemented normally.

35.23 Scenario L2 – The Campaign between Regensburg and Landshut, 19th-22nd April

At Start orders: as in Scenario C5, plus Landshut map: VI Corps has orders to March to Pfeffenhausen.

Major References

Napoleon and the Archduke Charles – Abensberg (S&T 113), Eckmühl (S&T 114): published by 3W. Design by Keith Poulter.

F. Lorraine Petre, *Napoleon and the Archduke Charles*. Greenhill Books, 1991.

Scott Bowden, Charles Tarbox, *Armies on the Danube 1809*. The Emperor's Press, 1989.

James R. Arnold, *Crisis on the Danube*. Paragon House, 1990.

Ian Castle, *Eggmühl 1809 – Storm over Bavaria*. Osprey Publishing, 1998.

A note on the experimental bits for testers

Step losses

I have universally assumed that 3 points is the minimum size for a 2-step infantry or cavalry unit. I decided to make the granularity higher for artillery since guns generally seem to have been lost only in small packets. Since I modeled artillery at the divisional (and for the Austrians, even brigade level, since that is the level at which they shifted units around), that means there are a lot of 1- or 2-strength artillery units around.

The question is whether, with the rule that artillery can no longer be overrun, that makes artillery too survivable and invites players to leave unguarded artillery hanging around as roadblocks. I think the no-overrun rule will stay; what would change is that 2-strength artillery would become a one step-unit like for the other combat arms.

Victory

I have kept the original victory conditions largely intact. This is made easier by the fact that losses are expressed in relative terms, so the different scale does not matter so much. There are some cases where new victory point penalties are applied and these may have to be scaled; current values are based on estimates.

Scenario A1/A2 – The Battle of Abensberg , 20th April, 1809 Austrian Setup and Reinforcements

IIR Corps

Kienmayer

Clary Dragoons (2-4-6 Cav)

Schneller Cuir. (2-5-6 HC)

d'Aspre Gren (5-4-4 Inf)

Artillery (1-4-4)

Horse Artillery (2-4-6)

**Set up between Schweinbach and Ludmannsdorf.
The d'Aspre Grenadiers can be chosen to set up
detached within command range of Louis.**

*Louis ordered 5 battalions up from Ludmannsdorf before
dawn; likely the Grenadiers of IIR Corps.*

III Corps

Thierry (7-4-4 flipped), Art Thierry (2-4-4 flipped)

Set up in/adjacent to “Offenstarten” (Offenstetten).

Thierry had had part of his troops separated the previous day.

Pfanzelter (2-3-4) **2503**

Cav Pfanzelter (2-4-7) **2605**

Horse Art Pfanz. (2-4-6) **2707**

V Corps

Archduke Ludwig **Siegenburg**

Corps Artillery (2-4-4)

Corps HA (1-4-6)

Div Reuss-Plauen

Bianchi (7-3-4)

Art Bianchi (1-4-4)

Thierry Det. with Bianchi (3-4-4)

Set up within 4 hexes of Kirchdorf

Rothacker (4-4-4)

Art Rothacker (1-4-4)

Set up within 4 hexes of Siegenburg

Div Schustekh

Radetzky Cav (2-4-7)

Radetzky (2-4-4)

**Set up between Kirchdorf and Siegenburg max. 4
hexes from either**

FelsöK (2-4-4)

FelsöK Cav (1-4-7)

Art Schustekh (1-4-4)

Set up in or adjacent to Rohr.

HA Schustekh (1-4-6)

Set up with either Radetzky or Felsö-Kubinyi.

10:00

VI Corps Reinforcements – enter at 2933

Hiller

Res.Art (2x2-4-4)

Div Kottulinsky

Weissenwolf (8-3-4)

Weissenwolf Art (2-4-4)

Hohenfeld (7-4-4)

Hohenfeld Art (1-4-4)

Div Vincent

Provencheres (4-3-4)

Provencheres Cav (3-4-7)

Provencheres Art (1-4-4)

Nordmann (2-4-4)

Nordmann Cav (4-4-7)

Nordmann Art. (1-4-4)

III Corps Reinforcements (A2 only) – enter at 3801, 3201, or 4501

Hohenzollern

Res.Art (2x2-4-4)

Div Lusignan

Kaiser (8-4-4)

Kaiser Art. (1-4-4)

Div St Julien

Liechtenstein (8-4-4)

Liechtenstein Art (1-4-4)

Bieber (8-3-4)

Bieber Art (1-4-4)

Div Vukassovich

M.Liechtenst. (8-3-4)

M.Liechtenst. Cav (2-4-7)

M.Liechtenst. Art (1-4-4)

Optional Setup (see scenario description)

V Corps, Div Lindenau

Berenburg (7-4-4)

Art Berenbg (2-4-4)

Mayer (7-4-4)

Art Mayer (1-4-4)

Scenario A10– original 3W Austrian Setup and Reinforcements

IIR Corps

Kienmayer	2327
Clary Dragoons (2-4-6 Cav)	2328
Schneller Cuir. (2-5-6 HC)2227	
d'Aspre Gren (5-4-4 Inf)	2327
Artillery (1-4-4)	2429
Horse Artillery (2-4-6)	2227

III Corps

Thierry (7-4-4 flipped)	2305
Art Thierry (2-4-4 flipped)	2809
Pfanzelter (2-3-4)	2503
Cav Pfanzelter (2-4-7)	2605
Horse Art Pfanz. (2-4-6)	2707

Note: Thierry had had part of his troops separated the previous day that were now with Bianchi's brigade of V Corps; he had only 3 battalions available.

V Corps

Archduke Ludwig	1621
Corps Artillery (2-4-4)	1621
Corps HA (1-4-6)	1621

Div Lindenau

Berenburg (7-4-4)	1523
Art Berenbg (2-4-4)	1523
Mayer (7-4-4)	1326
Art Mayer (1-4-4)	1522

Div Reuss-Plauen

Bianchi (7-3-4)	1619
Art Bianchi (1-4-4)	1819
Rothacker (4-4-4)	1715
Art Rothacker (1-4-4)	1819
Thierry Det. with Bianchi (3-4-4)	1717

Div Schustekh

Art Schustekh (1-4-4)	2013
HA Schustekh (1-4-6)	1713
FelsöK (2-4-4)	1812
FelsöK Cav (1-4-7)	1908
Radetzky Cav (2-4-7)	1810
Radetzky (2-4-4)	1713

Res.Art (2x2-4-4)

Div Kottulinsky

Weissenwolf (8-3-4)
Weissenwolf Art (2-4-4)
Hohenfeld (7-4-4)
Hohenfeld Art (1-4-4)

Div Vincent

Provencheres (4-3-4)
Provencheres Cav (3-4-7)
Provencheres Art (1-4-4)
Nordmann (2-4-4)
Nordmann Cav (4-4-7)
Nordmann Art. (1-4-4)

III Corps Reinforcements (A4 only) – enter at 3801, 3201, or 4501

Hohenzollern

Res.Art (2x2-4-4)

Div Lusignan

Kaiser (8-4-4)
Kaiser Art. (1-4-4)

Div St Julien

Liechtenstein (8-4-4)
Liechtenstein Art (1-4-4)
Bieber (8-3-4)
Bieber Art (1-4-4)

Div Vukassovich

M.Liechtenst. (8-3-4)
M.Liechtenst. Cav (2-4-7)
M.Liechtenst. Art (1-4-4)

10:00

VI Corps Reinforcements – enter at 2933

Hiller

Scenario E1 – The Battle of Teugn-Hausen, 19th April. (French name: The Battle of Thann) Austrian Setup and Reinforcements

No units set up on map.

Reinforcements

7:00

IV Corps - enter at 4634

Rosenberg

Div Somariva

Stutterheim (2-3-4)

Stutterheim Cav (2-4-7 Cav)

Stutterheim Art (1-4-4)

Radivojevich (2-3-4)

Radivojevich Cav (2-4-7 Cav)

Radivojevich HA (1-4-6)

Artillery (2-4-4)

Horse Artillery (1-4-6)

8:00

IV Corps – enter at 4034

Div Dedovich

Grill (6-3-4)

Grill Art. (1-4-4)

Neustaedter (7-4-4)

Art Neust (2-4-4)

Div Hohenlohe

Riese (11-3-4)

Riese Art (1-4-4)

Waldegg (2-4-4)

Waldegg Art (1-4-4)

II Corps – enter at 3400

Kollowrat

Res.Art (2-4-4)

Res HA (1-4-6)

Div Brady

Greifenbach (10-3-4)

Greif. Art. (1-4-4)

Foelseis (10-3-4)

Foelseis Art (2-4-4)

Div Weber

Wied-Runkel (13-3-4)

Wied-Runkel Art (2-4-4)

Div Klenau

Crenneville LC (2-4-7)

Crenneville Cav (2-4-7)

Art (1-4-4)

9:00

Archduke Charles and HQ enter at 4634.

IR Corps – enter at 5234

Liechtenstein

Div Hessen-Homburg

Viktor (8-4,7-4-4)

Art Viktor (3-4-4)

Siegenthal

HA Siegenthal (1-4-6)

Lederer

HA Lederer (1-4-6)

Div Lindenau (attached from V Corps)

Berenburg (7-4-4)

Art Berenbg (2-4-4)

Mayer (7-4-4)

Art Mayer (1-4-4)

Attached to IR Corps from II Corps

Vecsey J (5-4-4)

Vecsey Cav (2-4-7)

III Corps – enter at 2634

Hohenzollern

Div Lusignan

Kaiser (8-4-4)

Kaiser Art. (1-4-4)

Thierry (7-4-4)

Art Thierry (2-4-4)

Pfanzelter (2-3-4)

Cav Pfanzelter (2-4-7)

Horse Art Pfan. (2-4-6)

Div St Julien

Liechtenstein (8-4-4)

Liechtenstein Art (1-4-4)

Bieber (8-3-4)

Bieber Art (1-4-4)

Div Vukassovich

M.Liechtenst. (8-3-4)

M.Liechtenst. Cav (2-4-7)

M.Liechtenst. Art (1-4-4)

**Scenario E10 – The Battle of Teugn-Hausen,
19th April. (French name: The Battle of Thann)
Original 3W Austrian Setup and
Reinforcements**

No units set up on map.

Reinforcements

7:00

IV Corps - enter at 4634

Rosenberg

Div Somariva

Stutterheim (2-3-4)

Stutterheim Cav (2-4-7 Cav)

Stutterheim Art (1-4-4)

Radivojevich (2-3-4)

Radivojevich Cav (2-4-7 Cav)

Radivojevich HA (1-4-6)

Artillery (2-4-4)

Horse Artillery (1-4-6)

8:00

IV Corps – enter at 4034

Div Dedovich

Grill (6-3-4)

Grill Art. (1-4-4)

Neustaedter (7-4-4)

Art Neust (2-4-4)

Div Hohenlohe

Riese (11-3-4)

Riese Art (1-4-4)

Waldegg (2-4-4)

Waldegg Art (1-4-4)

II Corps – enter at 3400

Kollowrat

Res.Art (2-4-4)

Res HA (1-4-6)

Div Brady

Greifenbach (10-3-4)

Greif. Art. (1-4-4)

Foelseis (10-3-4)

Foelseis Art (2-4-4)

Div Weber

Wied-Runkel (13-3-4)

Wied-Runkel Art (2-4-4)

Div Klenau

Crenneville (5-4-4)

Crenneville Cav (2-4-7)

Art (1-4-4)

9:00

IR Corps – enter at 5234

Liechtenstein

Div Hessen-Homburg

Viktor (8-4,7-4-4)

Art Viktor (3-4-4)

Siegenthal

HA Siegenthal (1-4-6)

Lederer

HA Lederer (1-4-6)

The Eckmuehl OOB in S&T 114 does not show Rottermund's cavalry brigade; it is not clear why.

Div Lindenau (attached from V Corps)

Berenburg (7-4-4)

Art Berenbg (2-4-4)

Mayer (7-4-4)

Art Mayer (1-4-4)

III Corps – enter at 2634

Hohenzollern

Div Lusignan

Kaiser (8-4-4)

Kaiser Art. (1-4-4)

Thierry (7-4-4)

Art Thierry (2-4-4)

Pfanzelter (2-3-4)

Cav Pfanzelter (2-4-7)

Horse Art Pfanz. (2-4-6)

Div St Julien

Liechtenstein (8-4-4)

Liechtenstein Art (1-4-4)

Bieber (8-3-4)

Bieber Art (1-4-4)

Div Vukassovich

M.Liechtenst. (8-3-4)

M.Liechtenst. Cav (2-4-7)

M.Liechtenst. Art (1-4-4)

11:00

Archduke Charles and HQ enter at 5234

**Scenario E2 – The Battle of Eckmühl, Day 1. 21th April.
Austrian Setup and Reinforcements**

Archduke Charles and HQ **4322**

IV Corps

Rosenberg **Dünzling (4126)**

Div Somariva

Stutterheim (2-3-4) **4220**

Stutterheim Cav (2-4-7 Cav) **4620**

Stutterheim Art (1-4-4) **4423**

Radivojevich (2-3-4) **4318**

Radivojevich Cav (2-4-7 Cav) **4517**

Radivojevich HA (1-4-6) **4421**

Div Dedovich

Grill (6-3-4) **3729**

Grill Art. (1-4-4) **3927**

Neustaedter (7-4-4) **3731**

Art Neust (2-4-4) **4030**

Div Hohenlohe

Riese (11-3-4) **4024/4122**

Riese Art (1-4-4) **as above**

Waldegg (2-4-4) **4026**

Waldegg Art (1-4-4) **4026**

Artillery (2-4-4) **4327**

Horse Artillery (1-4-6) **4327**

IR Corps

Liechtenstein **3602**

Div Hessen-Homburg

Lederer (3-5-4) **3601**

HA Lederer (1-4-6) **3500**

Div Lindenau (attached from V Corps)

Berenburg (7-4-4),

Art Berenbg (2-4-4)

Mayer (7-4-4)

Art Mayer (1-4-4)

Set up within 3 hexes of Gebelkofen (hex 4716).

Vecsey (II Corps) Weillohe

Grenadier Reserve (directly commanded by Charles)

Viktor (8-4-4, 7-4-4)

Art Viktor (3-4-4)

Siegenthal (3-5-4)

HA Siegenthal (1-4-6)

(all detached from IR Corps)

Set up along the road between Mooshof and Alt-Eggloffsheim.

Pontoon Train

5418

12:00

Parts of III Corps enter at 4634 (Schierling)

Hohenzollern

Div Lusignan

Kaiser (8-4-4)

Kaiser Art. (1-4-4)

Div Vukassovich

Pfanzelter (2-3-4)

Cav Pfanzelter (2-4-7)

Horse Art Pfan. (2-4-6)

Div St Julien

Liechtenstein (8-4-4)

Liechtenstein Art (1-4-4)

Scenario E3 – The Battle of Eckmühl, Day 2.
22nd April
Austrian Setup and Reinforcements

III Corps

Hohenzollern

Div Lusignan

Kaiser (8-4-4)

Kaiser Art. (1-4-4)

Div St Julien

Liechtenstein (8-4-4)

Liechtenstein Art (1-4-4)

Set up all units south of and within 3 hexes of Alt-Eggloffsheim.

IV Corps

Rosenberg **Mooshof (5224)**

Div Somariva

Stutterheim (2-3-4) **Mooshof (5224)**

Stutterheim Cav (2-4-7 Cav) **5124**

Stutterheim Art (1-4-4) **5124**

Radivojevich (2-3-4) **4922**

Radivojevich Cav (2-4- Cav) **5024**

Radivojevich HA (1-4-6) **5024**

Div Dedovich

Grill (6-3-4) **4829/4831**

Grill Art. (1-4-4) **4829/4831**

Neustaedter (7-4-4) **4832**

Art Neust (2-4-4) **4832**

Div Hohenlohe

Riese (11-3-4) **4927**

Riese Art (1-4-4) **4927**

Waldegg (2-4-4) **5026**

Waldegg Art (1-4-4) **5026**

Artillery (2-4-4) **4922**

Horse Artillery (1-4-6) **Mooshof (5224)**

IR Corps

Liechtenstein 4217

Div Lindenau (attached from V Corps)

Berenburg (7-4-4)

Art Berenbg (2-4-4)

Mayer (7-4-4)

Art Mayer (1-4-4)

Set up within 3 hexes of Gebelkofen.

Brigade Vecsey (II Corps) **Weillohe**

Crenneville (5-4-4)

3314

Grenadier Reserve

Div Hessen-Homburg

Viktor (8-4-4, 7-4-4)

Art Viktor (3-4-4)

Siegenthal Cav

HA Siegenthal (1-4-4)

Lederer Cav

HA Lederer (1-4-4)

Set up on the track between Mooshof and Alt-Eggloffsheim.

Reinforcements

7:00

Part of III Corps

Div Vukassovich

M.Liechtenst. (8-3-4)

M.Liechtenst. Cav (2-4-4)

M.Liechtenst. Art (1-4-4)

Pfanzelter (2-3-4)

Pfanzelter Cav (2-4-7)

Pfanzelter HA (2-4-6)

Enter at 5234

Bieber (8-3-4)

Bieber Art (1-4-4)

Enter at 4634.

9:00

II Corps enters at 3400

Kollowrat

Res.Art (2-4-4)

Res HA (1-4-6)

Div Brady

Greifenbach (10-3-4)

Greif. Art. (1-4-4)

Foelseis (10-3-4)

Foelseis Art (2-4-4)

Div Weber

Wied-Runkel (13-3-4)

Wied-Runkel Art (2-4-4)

Div Klenau

Crenneville Cav (2-4-7)

Crenneville HA (1-4-6)

Scenario C1 –Abensberg/Eckmühl, 20th April, 1809 Austrian Setup and Reinforcements

Charles and HQ E5233

Pontoon E5330

IR Corps

Liechtenstein 4217

Div Lindenau (attached from V Corps)

Berenburg (7-4-4) E4509

Art Berenbg (2-4-4) E4508

Mayer (7-4-4)

Art Mayer (1-4-4)

Set up within 3 hexes of Gebelkofen.

Siegenthal Cav E4408

HA Siegenthal (1-4-4) E4508

Lederer Cav E4408

HA Lederer (1-4-4) E4610

Brigade Vecsey (II Corps) **E4710**

Crenneville (5-4-4) **E4710**

IIR Corps

Kienmayer

Clary Dragoons (2-4-6 Cav)

Schneller Cuir. (2-5-6 HC)

d'Aspre Gren (5-4-4 Inf)

Artillery (1-4-4)

Horse Artillery (2-4-6)

Set up between Schweinbach and Ludmannsdorf.

The d'Aspre Grenadiers can be chosen to set up detached within command range of Louis.

Grenadier Reserve

Div Hessen-Homburg

Viktor (8-4-4, 7-4-4) E5229

Art Viktor (3-4-4) E5230

III Corps

Hohenzollern E3632

Res.Art (2x2-4-4) **E3432**

Div Lusignan

Kaiser (8-4-4) E3402/3802/2733

Kaiser Art. (1-4-4) E2932

Div St Julien

Liechtenstein (8-4-4) E4131/E4030/E3633

Liechtenstein Art (1-4-4) E4032

Bieber (8-3-4) E3833/E3831/E4032

Bieber Art (1-4-4) E3432

Div Vukassovich

M.Liechtenst. (8-3-4) E3531

M.Liechtenst. Cav (2-4-7) E3232

M.Liechtenst. Art (1-4-4) E3330

Thierry (7-4-4 flipped), Art Thierry (2-4-4 flipped)

Set up in or adjacent to Offenstarten” (Offenstetten).

Thierry had had part of his troops separated the previous day.

Pfanzelter (2-3-4) **2503**

Cav Pfanzelter (2-4-7) **2605**

Horse Art Pfanz. (2-4-6) **2707**

IV Corps

Rosenberg **E4528**

Div Somariva

Stutterheim (2-3-4) **E4220**

Stutterheim Cav (2-4-7 Cav) **E4620**

Stutterheim Art (1-4-4) **E4220**

Radivojevich (2-3-4) **E4317**

Radivojevich Cav (2-4- Cav) **E4518**

Radivojevich HA (1-4-6) **E4518**

Div Dedovich

Grill (6-3-4) **E4128/E3927**

Grill Art. (1-4-4) **E4325**

Neustaedter (7-4-4) **E4227**

Art Neust (2-4-4) **E4227**

Div Hohenlohe

Riese (11-3-4) **E4024/E4122**

Riese Art (1-4-4) **E4122**

Waldegg (2-4-4) **E4026**

Waldegg Art (1-4-4) **E4026**

Artillery (2-4-4) **E4528**

Horse Artillery (1-4-6) **E4528**

V Corps

Archduke Ludwig **Siegenburg**

Corps Artillery (2-4-4)

Corps HA (1-4-6)

Div Reuss-Plauen

Bianchi (7-3-4)

Art Bianchi (1-4-4)

Thierry Det. with Bianchi (3-4-4)

Set up within 4 hexes of Kirchdorf

NLC Scenarios

Rothacker (4-4-4)

Art Rothacker (1-4-4)

Set up within 4 hexes of Siegenburg

Div Schustekh

Radetzky Cav (2-4-7)

Radetzky (2-4-4)

Set up between Kirchdorf and Siegenburg max. 4 hexes from either

FelsöK (2-4-4)

FelsöK Cav (1-4-7)

Art Schustekh (1-4-4)

Set up in or adjacent to Rohr.

HA Schustekh (1-4-6)

Set up with either Radetzky or Felsö-Kubinyi.

Div Vincent

Provencheres (4-3-4)

Provencheres Cav (3-4-7)

Provencheres Art (1-4-4)

Nordmann (2-4-4)

Nordmann Cav (4-4-7)

Nordmann Art. (1-4-4)

Scenario C2

When playing Scenario C2 and C3, note the existence of further reinforcements on April 21 and 22.

9:00

II Corps enters at 3400

Kollowrat

Res.Art (2-4-4)

Res HA (1-4-6)

Div Brady

Greifenbach (10-3-4)

Greif. Art. (1-4-4)

Foelseis (10-3-4)

Foelseis Art (2-4-4)

Div Weber

Wied-Runkel (13-3-4)

Wied-Runkel Art (2-4-4)

Div Klenau

Crenneville Cav (2-4-7)

Crenneville HA (1-4-6)

10:00

VI Corps enters at 2933

Hiller

Res.Art (2x2-4-4)

Div Kottulinsky

Weissenwolf (8-3-4)

Weissenwolf Art (2-4-4)

Hohenfeld (7-4-4)

Hohenfeld Art (1-4-4)

**Scenario C2/C3 –Abensberg/Eckmühl,
20th–21st/20th–22nd April, 1809
Additional Austrian Reinforcements**

Setup and prior reinforcements are the same as C1.

20th, 8:00 (Optional)

I Corps enter at E3400

**Scenario C4 – The Big White and Blue, 18th-22nd April.
Austrian Setup and Reinforcements**

No units start on map.

Reinforcements

18th, 12:00

Enter in road march column at 5133:

IR Corps

Liechtenstein

Div Hessen-Homburg

Viktor (8-4-4, 7-4-4)

Art Viktor (3-4-4)

Siegenthal ()

HA Siegenthal (1-4-6)

Lederer ()

HA Lederer (1-4-6)

Div Lindenau (attached from V Corps)

Berenburg (7-4-4)

Art Berenbg (2-4-4)

Mayer (7-4-4)

Art Mayer (1-4-4)

Charles and HQ

III Corps

Hohenzollern

Div Lusignan

Kaiser (8-4-4)

Kaiser Art. (1-4-4)

Thierry (7-4-4)

Art Thierry (2-4-4)

Div Vukassovich

M.Liechtenst. (8-3-4)

M.Liechtenst. Cav (2-4-7)

M.Liechtenst. Art (1-4-4)

Pfanzelter (2-3-4)

Cav Pfanzelter (2-4-7)

Horse Art Pfanz. (2-4-6)

Div St Julien

Liechtenstein (8-4-4)

Liechtenstein Art (1-4-4)

Bieber (8-3-4)

Bieber Art (1-4-4)

IV Corps

Rosenberg

Div Dedovich

Grill (6-3-4)

Grill Art. (1-4-4)

Neustaedter (7-4-4)

Art Neust (2-4-4)

Div Hohenlohe

Riese (11-3-4)

Riese Art (1-4-4)

Waldegg (2-4-4)

Waldegg Art (1-4-4)

Div Somariva

Stutterheim (2-3-4)

Stutterheim Cav (2-4-7 Cav)

Stutterheim Art (1-4-4)

Radiojevich (2-3-4)

Radiojevich Cav (2-4-7 Cav)

Radiojevich HA (1-4-6)

Artillery (2-4-4)

Horse Artillery (1-4-6)

18th, 14:00

V Corps

enter at 2933

Archduke Ludwig

Corps Artillery (2-4-4)

Corps HA (1-4-6)

Div Reuss-Plauen

Bianchi (7-3-4)

Art Bianchi (1-4-4)

Rothacker (4-4-4)

Art Rothacker (1-4-4)

Thierry Det. with Bianchi (3-4-4)

Div Schustekh

Art Schustekh (1-4-4)

HA Schustekh (1-4-6)

FelsöK (2-4-4)

FelsöK Cav (1-4-7)

Radetzky Cav (2-4-7)

Radetzky (2-4-4)

18th, 16:00

IIR Corps

enter at 2933

Kienmayer

NLC Scenarios

Clary Dragoons (2-4-6 Cav)
Schneller Cuir. (2-5-6 HC)
d'Aspre Gren (5-4-4 Inf)
Artillery (1-4-4)
Horse Artillery (2-4-6)

20th, 8:00

II Corps – enter at E3400

Kollowrat

Res.Art (2-4-4)
Res HA (1-4-6)

Div Brady

Greifenbach (10-3-4)
Greif. Art. (1-4-4)
Foelseis (10-3-4)
Foelseis Art (2-4-4)

Div Weber

Wied-Runkel (13-3-4)
Wied-Runkel Art (2-4-4)

Div Klenau

Crenneville Cav (2-4-7)
Art (1-4-4)
Vecsey Cav (2-4-7)

Brigade Vecsey (II Corps) **Enter east map edge**
Vecsey J (5-4-4)
Vecsey Cav (2-4-7)

20th, 12:00

VI Corps enter at 2933

Hiller

Res.Art (2x2-4-4)

Div Kottulinsky

Weissenwolf (8-3-4)
Weissenwolf Art (2-4-4)
Hohenfeld (7-4-4)
Hohenfeld Art (1-4-4)

Div Vincent

Provencheres (4-3-4)
Provencheres Cav (3-4-7)
Provencheres Art (1-4-4)
Nordmann (2-4-4)
Nordmann Cav (4-4-7)
Nordmann Art. (1-4-4)

**Scenario C5/C6 – Abensberg-Eckmühl, 19th-22nd April.
Austrian Setup and Reinforcements**

Archduke Charles and HQ: **set up at Rohr.**

III Corps – set up between Rohr and Bachel.

IV Corps – set up between Rohr and Langquaid (Lankwat). (Note that brigade Viktor IR Corps and its artillery will march to get in command range of this corps.)

V Corps – set up within 3 hexes of Ludmannsdorf.

IR Corps – set up within 3 hexes of Eulenbach (“Einbach” – 3920 and 4120). (Note that Div Lindenau of V Corps will march to get in command range of this corps.)

Reinforcements

8:00

II Corps – enter at 3400

Kollowrat

Res.Art (2-4-4)

Res HA (1-4-6)

Div Brady

Greifenbach (10-3-4)

Greif. Art. (1-4-4)

Foelseis (10-3-4)

Foelseis Art (2-4-4)

Div Weber

Wied-Runkel (13-3-4)

Wied-Runkel Art (2-4-4)

Div Klenau

Crenneville (5-4-4)

Crenneville Cav (2-4-7)

Art (1-4-4)

Brigade Vecsey (II Corps) **Enter east map edge**

Vecsey J (5-4-4)

Vecsey Cav (2-4-7)

Scenario L1 – The Campaign between Regensburg and Landshut, 18th-22nd April. Austrian Setup and Reinforcements

Charles and HQ

Set up within 10 hexes of Landshut.

V, IIR Corps: Set up within 10 hexes of Landshut, on the road leading to Pfeffenhausen.

III, IV, IR Corps: Set up within 10 hexes of Landshut, on the road leading to Rottenburg.

VI Corps: Set up on southern map edge, north of the Isar.

Reinforcements

20th, 8:00

II Corps – enter at E3400

Brigade Vecsey (II Corps)

Vecsey J (5-4-4)

Vecsey Cav (2-4-7)

enter east map edge

21st, 8:00

I Corps - enter at E3400

Scenario L2 – The Campaign between Regensburg and Landshut, 19th-22nd April. Austrian Setup and Reinforcements

Archduke Charles and HQ: **set up at Rohr.**

III Corps – set up between Rohr and Bachel.

IV Corps – set up between Rohr and Langquaid (Lankwat). (Note that brigade Viktor IR Corps and its artillery will march to get in command range of this corps.)

V Corps – set up within 3 hexes of Ludmannsdorf.

IR Corps – set up within 3 hexes of Eulenbach (“Elnbach” – 3920 and 4120). (Note that Div Lindenau of V Corps will march to get in command range of this corps.)

VI Corps: Set up on western edge of Landshut map at Mainburg.

Reinforcements

20th, 8:00

II Corps – enter at E3400

Brigade Vecsey (II Corps)

Vecsey J (5-4-4)

Vecsey Cav (2-4-7)

enter east map edge

21st, 8:00

I Corps - enter at E3400

**Scenario A1 – The Battle of Abensberg, 20th
April, 1809
French Setup and Reinforcements**

Napoleon and HQ **Abensberg**

VII Corps

Lefebvre, Corps Art (3-4-4): **Abensberg**

Div Kronprinz Ludwig

Stengel (6-4-4)

Rechberg (6-4-4)

Zandt Cav (2-4-7)

KPL HA (1-4-6)

KPL Art (2-4-4)

**Set up in Abensberg or within one hex north,
south, or west.**

Div Wrede

Beckers (6-4-4)

Minuzzi (7-4-4)

Wrede Art (2-4-4)

Wrede HA (1-4-6)

Preysing Cav (2-4-7)

Huegel Lt (3-4-4) (detached from VIII Corps)

**Set up in or west of Biburg, no more than 2
hexes north or south of the town.**

Div Deroi

Vincenti (7-4-4)

Siebein (7-4-4)

Deroi Art (1-4-4)

Deroi HA (1-4-6)

Seydewitz Cav (2-4-7)

Set up west of Division KP Ludwig.

VIII (Wuerttemberg) Corps

Vandamme

Div Neubronn

Franquemont (6-4-4)

Scharfenstein (6-3-4)

Corps Art (2-4-4)

All set up within 2 hexes of hex 1018.

Cav Div Woellwarth

Stettner LC (3-4-7)

Roeder LC (2-5-7)

Corps HA (2-4-6)

Set up within 2 hexes of hex 1010.

9:00

Provisional Corps Reinforcements

All enter at hex 2401 in order.

Lannes

Jacquinet Cav (4-5-7)

Div Morand

Lacour (7-5-4)

L'Huillier (7-5-4)

Morand Art (1-4-4)

Morand HA (1-4-6)

Div Gudin

Dupelin (7-5-4)

Boyer (7-5-4)

Petit (5-5-4)

Cav Div St Sulpice

Guiton HC (4-5-6)

Clement HC (4-5-6)

St S HA (1-4-6)

1st Heavy Cav Div (Nansouty)

Doumerc HC (4-5-6)

St Germain HC (4-5-6)

Defrance HC (4-5-6)

HA (2-5-6)

Scenario A2 – French Setup and Reinforcements

Napoleon and HQ **2024**

VII Corps

Lefebvre **2327**

Corps Art (3-4-4) **1608**

Div Kronprinz Ludwig

Stengel (6-4-4) **1410**

Rechberg (6-4-4) **1312**

Zandt Cav (2-4-7) **1311**

KPL HA (1-4-6) **1311**

KPL Art (2-4-4) **1310**

Div Wrede

Beckers (6-4-4) **1419**

Minuzzi (7-4-4) **1515**

Wrede Art (2-4-4) **1417**

Wrede HA (1-4-6) **1418**

Preysing Cav (2-4-7) **1418**

Div Deroi

Vincenti (7-4-4) **1806**

Siebein (7-4-4) **1508**

Deroi Art (1-4-4) **1805**

Deroi HA (1-4-6) **1904**

Seydewitz Cav (2-4-7) **1904**

VIII (Wuerttemberg) Corps

Vandamme **1126**

Corps Art (2-4-4) **1126**

Corps HA (2-4-6) **1125**

Cav Div Woellwarth

Stettner LC (3-4-7) **1028**

Roeder LC (2-5-7) **1030**

Div Neubronn

Franquemont (6-4-4) **1322**

Scharfenstein (6-3-4) **1223**

Huegel Lt (3-4-4) **1124**

Div Morand

Lacour (7-5-4)

L'Huillier (7-5-4)

Morand Art (1-4-4)

Morand HA (1-4-6)

Div Gudin

Dupelin (7-5-4)

Boyer (7-5-4)

Petit (5-5-4)

Cav Div St Sulpice

Guiton HC (4-5-6)

Clement HC (4-5-6)

St S HA (1-4-6)

1st Heavy Cav Div (Nansouty)

Doumerc HC (4-5-6)

St Germain HC (4-5-6)

Defrance HC (4-5-6)

HA (2-5-6)

9:00

Provisional Corps Reinforcements 2401

Lannes

Jacquinet Cav (4-5-7)

Scenario E1 – The Battle of Thann, 19th April.
(Austrian name: The Battle of Teugn-Hausen)
French Setup and Reinforcements

III Corps

Davout	3904
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Div Morand

Lacour (7-5-4)	3004
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L’Huillier (7-5-4)	3401
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Morand Art (1-4-4)	2806
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Morand HA (1-4-6)	3205
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Div Friant

Gilly (7-5-4)	5709 or 5908
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Grandeau (4-5-4)	5510
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Hervo (4-5-4)	5308
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Barbanegre (4-5-4)	5506
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Friant Art (1-4-4)	5507
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Div Gudin

Dupelin (7-5-4)	4410
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Boyer (7-5-4)	4607
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Petit (5-5-4)	4605
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Gudin Art (1-4-4)	4308
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Gudin HA (1-4-6)	4406
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Div St Hilaire

Lorencez (6-5, 5-5-4)	5007/5207
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Destenrath (7-5-4)	4907
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St Hilaire Art (1-4-4)	4906
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St Hilaire HA (1-4-6)	5209
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Cav Div St Sulpice

Guiton HC (4-5-6)	6604
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Clement HC (4-5-6)	3325
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Cav Det 1	2421
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St S HA (1-4-6)	6406
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Lt Cav Div Montbrun

Pire Cav (3-5-7)	5119
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Pajol Cav (4-5-7 flipped)	5419
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Cav Det 1	5915
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Cav Det 2	5717
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Corps Artillery (2-5-4)	3902
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French Reinforcements

None

Scenario E2 – The Battle of Eckmühl, Day 1. 21th April.
French Setup and Reinforcements

III Corps

Davout **Aglstetten (3123)**

Div Friant

Gilly (7-5-4) **3322**

Grandeau (4-5-4) **Aglstetten (3123)**

Hervo (4-5-4) **Aglstetten (3123)**

Barbanegre (4-5-4) **3521**

Friant Art (1-4-4) **Peising (3220)**

Div St Hilaire

Lorencez (6-5, 5-5-4) **3026/3028**

Destenrath (7-5-4) **3030**

St Hilaire Art (1-4-4) **3030**

St Hilaire HA (1-4-6) **2931**

Lt Cav Div Montbrun

Pire Cav (3-5-7) **3516**

Pajol Cav (4-5-7 flipped) **3718**

Cav Det 1 **3016**

Cav Det 2 **3315**

III Corps Artillery (2-4-4) **3220**

Reinforcements

None.

Scenario E3 – The Battle of Eckmuhl, Day 2. 22nd April French Setup and Reinforcements

III Corps

Davout **4124**

Div Friant

Gilly (7-5-4) **4723/4623**

Grandeau (4-5-4) **4725**

Hervo (4-5-4) **4526**

Barbanegre (4-5-4) **4526**

Friant Art (1-4-4) **4725**

Div St Hilaire

Lorencez (6-5, 5-5-4) **4532/4431**

Destenrath (7-5-4) **4429/4430**

St Hilaire Art (1-4-4) **4431**

St Hilaire HA (1-4-6) **4429**

Guiton HC (4-5-6) **4019**

Lt Cav Div Montbrun

Pire Cav (3-5-7) **4421**

Pajol Cav (4-5-7 flipped) **4220**

Cav Det 1 **3818**

Cav Det 2 **3616**

Cav Det 3 **3016**

Cav Det 4 **3316**

Corps Artillery (2-5-4) **4124**

French Reinforcements

11:00

VII Corps **4634**

Lefebvre

Corps Art (3-4-4)

Div Demont

Demont 1 (2-3-4)

Demont 2 (1-3-4)

Demont 3 (3-3-4)

Div Deroi

Vincenti (7-4-4)

Siebein (7-4-4)

Deroi Art (1-4-4)

Deroi HA (1-4-6)

Seydewitz Cav (2-4-7)

Div Kronprinz Ludwig

Stengel (6-4-4)

Rechberg (6-4-4)

Zandt Cav (2-4-7)

KPL HA (1-4-6)

KPL Art (2-4-4)

14:00

VIII (Wuerttemberg) Corps **5234**

Vandamme

Corps Art (2-4-4)

Corps HA (2-4-6)

Cav Div Woellwarth

Stettner LC (3-4-7)

Roeder LC (2-5-7)

Div Neubronn

Franquemont (6-4-4)

Scharfenstein (6-3-4)

Huegel Lt (3-4-4)

15:00

Provisional Corps

Lannes

Div Morand 5234-5834

Lacour (7-5-4)

L'Huillier (7-5-4)

Morand Art (1-4-4)

Morand HA (1-4-6)

Div Gudin 5834

Dupelin (7-5-4)

Boyer (7-5-4)

Petit (5-5-4)

16:00

Provisional Corps **5234**

1st Heavy Cav Div (Nansouty)

Doumerc HC (4-5-6)

St Germain HC (4-5-6)

Defrance HC (4-5-6)

HA (2-5-6)

Cav Div St Sulpice

Clement HC (4-5-6)

St S HA (1-4-6)

Napoleon **4834-6234**

Scenario C1 – The Battle of Abensberg/Eckmühl, 20th April, 1809 French Setup and Reinforcements

Napoleon and HQ **Abensberg (1410)**

III Corps

Davout **E2524**

Div Friant

Gilly (7-5-4) **E3322 or E2924**

Grandeau (4-5-4) **E2725**

Hervo (4-5-4) **E3123**

Barbanegre (4-5-4) **E3521**

Friant Art (1-4-4) **E3021**

Div St Hilaire

Lorencez (6-5, 5-5-4) **E1829/E2028/E1729**

Destenrath (7-5-4) **E2827/2426**

St Hilaire Art (1-4-4) **E2827**

St Hilaire HA (1-4-6) **E2426**

Lt Cav Div Montbrun

Pire Cav (3-5-7) **E3516**

Pajol Cav (4-5-7 flipped) **E3718**

Cav Det 1 **E1432**

Cav Det 2 **E1631**

Corps Artillery (2-5-4) **E2524**

VII Corps

Lefebvre, Corps Art (3-4-4): **Abensberg (1410)**

Div Kronprinz Ludwig

Stengel (6-4-4)

Rechberg (6-4-4)

Zandt Cav (2-4-7)

KPL HA (1-4-6)

KPL Art (2-4-4)

Set up in Abensberg or within one hex north, south, or west.

Div Wrede

Beckers (6-4-4)

Minuzzi (7-4-4)

Wrede Art (2-4-4)

Wrede HA (1-4-6)

Preysing Cav (2-4-7)

Huegel Lt (3-4-4) (detached from VIII Corps)

Set up in or west of Biburg, no more than 2 hexes north or south of the town.

Div Deroi

Vincenti (7-4-4)

Siebein (7-4-4)

Deroi Art (1-4-4)

Deroi HA (1-4-6)

Seydewitz Cav (2-4-7)

Set up west of Division KP Ludwig.

VIII (Wuerttemberg) Corps

Vandamme

Div Neubronn

Franquemont (6-4-4)

Scharfenstein (6-3-4)

Corps Art (2-4-4)

All set up within 2 hexes of hex 1018.

Cav Div Woellwarth

Stettner LC (3-4-7)

Roeder LC (2-5-7)

Corps HA (2-4-6)

Set up within 2 hexes of hex 1010.

Provisional Corps

Lannes E1030

Jacquinet Cav (4-5-7) E1332

Div Morand

Lacour (7-5-4) E1333

L'Huillier (7-5-4) E1232

Morand Art (1-4-4) E1232

Morand HA (1-4-6) E1333

Div Gudin

Dupelin (7-5-4) E1030

Boyer (7-5-4) E1031

Petit (5-5-4) E1032

Cav Div St Sulpice

Guiton HC (4-5-6) E1131

Clement HC (4-5-6) E1130

St S HA (1-4-6) E1130

Gudin Art (1-4-4) E1032

Gudin HA (1-4-6) E1033

1st Heavy Cav Div (Nansouty)

Doumerc HC (4-5-6) E1033

St Germain HC (4-5-6) E1034

Defrance HC (4-5-6) E1034

HA (2-5-6) E1133

French Reinforcements

None

**Scenario C2/3 – The Battle of
Abensberg/Eckmühl,
20th–21st April, 1809/20th–22nd April, 1809
French Reinforcements**

French Setup: See Scenario C1.

21st April, 8:00

Demont's Division enter at 1007

Conditional – see Reinforcement Schedule

II Corps

IV Corps except Boudet's Division

Bessieres

Scenario C4 – The Big White and Blue, 18th-22nd April. French Setup and Reinforcements

III Corps

Davout **E3904**

Div Gudin

Dupelin (7-5-4) **E4410**

Boyer (7-5-4) **E4607**

Petit (5-5-4) **E4605**

Gudin Art (1-4-4) **E4308**

Gudin HA (1-4-6) **E4406**

Div St Hilaire

Lorencez (6-5, 5-5-4) **E5007/E5207**

Destenrath (7-5-4) **E4907**

St Hilaire Art (1-4-4) **E4906**

St Hilaire HA (1-4-6) **E5209**

Lt Cav Div Montbrun

Pire Cav (3-5-7) **E5119**

Pajol Cav (4-5-7 flipped) **E5419**

Cav Det 1 **E5915**

Cav Det 2 **E5717**

Corps Artillery (2-5-4) **E3902**

French Reinforcements

18th, 11:00

VII Corps Enter at 1018

Lefebvre

Div Wrede

Beckers (6-4-4)

Minuzzi (7-4-4)

Wrede Art (2-4-4)

Wrede HA (1-4-6)

Preysing Cav (2-4-7)

18th, 15:00

III Corps Enter at 3400

Div Morand

Lacour (7-5-4)

L'Huillier (7-5-4)

Morand Art (1-4-4)

Morand HA (1-4-6)

18th, 19:00

III Corps Enter at 3400

Div Friant

Gilly (7-5-4)

Grandeau (4-5-4)

Hervo (4-5-4)

Barbanegre (4-5-4)

Friant Art (1-4-4)

Cav Div St Sulpice

Guiton HC (4-5-6)

Clement HC (4-5-6)

Cav Det 1

St S HA (1-4-6)

19th, 9:00

VII Corps Enter at 1012

Div Kronprinz Ludwig

Stengel (6-4-4)

Rechberg (6-4-4)

Zandt Cav (2-4-7)

KPL HA (1-4-6)

KPL Art (2-4-4)

Corps Art (3-4-4)

19th, 10:00

VII Corps Enter at 1018

Div Deroi

Vincenti (7-4-4)

Siebein (7-4-4)

Deroi Art (1-4-4)

Deroi HA (1-4-6)

Seydewitz Cav (2-4-7)

19th, 15:00

VIII (Wuerttemberg) Corps 1018

Vandamme

Corps Art (2-4-4)

Corps HA (2-4-6)

Cav Div Woellwarth

Stettner LC (3-4-7)

Roeder LC (2-5-7)

Div Neubronn

Franquemont (6-4-4)

Scharfenstein (6-3-4)

Huegel Lt (3-4-4)

20th, 7:00

P (Provisional) Corps 1005

NLC Scenarios

Lannes

1st Heavy Cav Div (Nansouty)

Doumerc HC (4-5-6)

St Germain HC (4-5-6)

Defrance HC (4-5-6)

HA (2-5-6)

20th, 8:00

Napoleon

1018

HQ

Bessieres

21st, 16:00 (Optional)

P Corps

1007

Div Demont

Demont 1 (2-3-4)

Demont 2 (1-3-4)

Demont 3 (3-3-4)

See Reinforcement Schedule

II Corps

Oudinot

Art (2-4-4)

Div Tharreau

Conroux (5-3-4)

Albert (3-3-4)

Jarry (3-3-4)

Art (1-4-4)

Div Claparede

Coehorn (7-3-4)

Lesuire (4-3-4)

Ficatier (4-3-4)

Art (1-4-4)

Colbert LC (4-4-7)

HC Div D'Espagne

Raynaud (3-4-4)

Fouler (4-4-4)

HA (2-4-6)

IV Corps

Massena

Corps Art (1-4-4)

Div Legrand

Ledru (7-4-4)

Baden (9-4-4)

Art (3-4-4)

HA (2-4-6)

Div St Cyr

Cosson (4-4-4)

Dalesme (8-4-4)

Hessen-Darmstadt (7-3-4)

Art (1-4-4)

HA (1-4-6)

HD Art (1-4-4)

Div Molitor

Leguay (6-4-4)

Viviez (5-4-4)

Art (1-4-4)

Div Marulaz

Marulaz LC (4-4-7)

Scenario C5 – Abensberg-Eckmuehl, 19th-22nd April. French Setup and Reinforcements

III Corps

Davout **3904**

Div Morand

Lacour (7-5-4) **3004**

L'Huillier (7-5-4) **3401**

Morand Art (1-4-4) **2806**

Morand HA (1-4-6) **3205**

Div Friant

Gilly (7-5-4) **5709 or 5908**

Grandeau (4-5-4) **5510**

Hervo (4-5-4) **5308**

Barbanegre (4-5-4) **5506**

Friant Art (1-4-4) **5507**

Div Gudin

Dupelin (7-5-4) **4410**

Boyer (7-5-4) **4607**

Petit (5-5-4) **4605**

Gudin Art (1-4-4) **4308**

Gudin HA (1-4-6) **4406**

Div St Hilaire

Lorencez (6-5, 5-5-4) **5007/5207**

Destenrath (7-5-4) **4907**

St Hilaire Art (1-4-4) **4906**

St Hilaire HA (1-4-6) **5209**

Cav Div St Sulpice

Guiton HC (4-5-6) **6604**

Clement HC (4-5-6) **3325**

Cav Det 1 **2421**

St S HA (1-4-6) **6406**

Lt Cav Div Montbrun

Pire Cav (3-5-7) **5119**

Pajol Cav (4-5-7 flipped) **5419**

Cav Det 1 **5915**

Cav Det 2 **5717**

Corps Artillery (2-5-4) **3902**

VII Corps

Lefebvre

Abensberg

Div Wrede

Beckers (6-4-4)

Minuzzi (7-4-4)

Wrede Art (2-4-4)

Wrede HA (1-4-6)

Preysing Cav (2-4-7)

set up between Abensberg and Siegenburg

French Reinforcements

19th, 10:00

VII Corps

Enter at 1018

Div Kronprinz Ludwig

Stengel (6-4-4)

Rechberg (6-4-4)

Zandt Cav (2-4-7)

KPL HA (1-4-6)

KPL Art (2-4-4)

Corps Art (3-4-4)

19th, 11:00

VII Corps

Enter at 1018

Div Deroi

Vincenti (7-4-4)

Siebein (7-4-4)

Deroi Art (1-4-4)

Deroi HA (1-4-6)

Seydewitz Cav (2-4-7)

19th, 15:00

VIII (Wuerttemberg) Corps

1018

20th, 7:00

P (Provisional) Corps

1005

Lannes

1st Heavy Cav Div (Nansouty)

Doumerc HC (4-5-6)

St Germain HC (4-5-6)

Defrance HC (4-5-6)

HA (2-5-6)

20th, 8:00

Napoleon +HQ

1018

Bessieres (Optional)

21st April, 8:00

Demont's Division

enter at 1007

Conditional – see reinforcement schedule

II Corps

IV Corps except Boudet's Division

C6 -Early start version

As above, except:

III Corps

Davout **with any division**

Div Morand

Lacour (7-5-4)

Morand Art (1-4-4)

Morand HA (1-4-6)

Set up within 3 hexes of Grass.

L'Huillier (7-5-4) **3401**

Div Friant

Gilly (7-5-4)

Grandeau (4-5-4)

Hervo (4-5-4)

Barbanegre (4-5-4)

Friant Art (1-4-4)

Set up between Ratisbon and Burgweinting.

Div Gudin

Dupelin (7-5-4)

Boyer (7-5-4)

Petit (5-5-4)

Gudin Art (1-4-4)

Gudin HA (1-4-6)

Set up at and within 3 hexes north of Burgweinting.

Div St Hilaire

Loencez (6-5, 5-5-4)

Destenrath (7-5-4)

St Hilaire Art (1-4-4)

St Hilaire HA (1-4-6)

Set up within 3 hexes of Grass.

Cav Div St Sulpice

Guiron HC (4-5-6) **6604**

Clement HC (4-5-6) **3325**

Cav Det 1 **2421**

St S HA (1-4-6) **6406**

Lt Cav Div Montbrun

Pire Cav (3-5-7) **5119**

Pajol Cav (4-5-7 flipped) **5419**

Cav Det 1 **5915**

Cav Det 2 **5717**

Corps Artillery (2-5-4) **3902**

**Scenario L1/L2 – The Campaign between
Regensburg and Landshut,
18th-22nd April/19th-22nd April.
French Setup and Reinforcements**

As C4, except:

20th April, 19:00

II Corps **enter at 1018**

Oudinot

Art (2-4-4)

Div Tharreau

Conroux (5-3-4)

Albert (3-3-4)

Jarry (3-3-4)

Art (1-4-4)

21nd April, 11:00

IV Corps **enter at S mapedge, W of Isar**

Corps Art (1-4-4)

Div Legrand

Ledru (7-4-4)

Baden (9-4-4)

Art (3-4-4)

HA (2-4-6)

Div Molitor

Leguay (6-4-4)

Viviez (5-4-4)

Art (1-4-4)

HC Div D'Espagne (attached from II Corps)

Raynaud (3-4-4)

Fouler (4-4-4)

HA (2-4-6)

IV Corps **enter at S mapedge, E of Isar**

Div St Cyr

Cosson (4-4-4)

Dalesme (8-4-4)

Hessen-Darmstadt (7-3-4)

Art (1-4-4)

HA (1-4-6)

HD Art (1-4-4)

Div Claparede (attached from II Corps)

Coehorn (7-3-4)

Lesuire (4-3-4)

Ficatier (4-3-4)

Art (1-4-4)

Colbert LC (4-4-7)

Div Marulaz

Marulaz LC (4-4-7)

Orders: March to Landshut (no attack)

21st April, 16:00

Massena

enter S mapedge E of Isar

Design notes

OOB. The main sources for the OOB analysis were Bowden and Tarbox's book (which everyone likes as a source due to its clear listing of the army structure), Petre's book (my copy of this 1912 work dates from 1991, so perhaps the book was not readily available to Keith Poulter), and the Osprey book on the battle by Ian Castle. The discrepancies between the three are sometimes astounding. Many of these are explained by the fact that Charles continually shifted units between his corps, and Bowden/Tarbox describe the official structure of the army at the start of the campaign. The main point where in the end a judgment call had to be made, was the composition of the Austrian assault columns on the 22nd. However, no matter how much they disagreed, the degree to which the original games' OOB and setups differ from them was greater.

Abensberg: The most obvious gaffe in the original was the splitting of Erzherzog Ludwig (Archduke Louis), the commander of Austrian V Corps, into two counters. However, things do not stop there, the original game also made him the army commander at Abensberg. In fact the more experienced Hiller had been placed in command by Charles. Ludwig does not seem to have accepted this relationship with particular grace. The historical Austrian orders were the result of Hiller's riding up to Siegenburg to reconnoiter the French attack preparation in the early morning hours; he then rode back offmap to bring his own corps into position.

In addition, no less than two divisions were included incorrectly in the OOB. Lindenau's division of Austrian V Corps was detached and offmap at the time of the battle. The original setup makes it a key force in the Austrian line. Jellacic's division of VI Corps, which comes on as a reinforcement, was detached to Munich, several days' march away, until it left the city on the 22nd.

Eckmuehl: Most obviously, the 2-day Eckmuehl scenario (E4) omits two of the Austrian III Corps divisions - they are offmap on the 21st (E2) and begin on the map in the 22nd (Scenario E3); but they are not part of the specified reinforcements in E4. Don't think many people have played that scenario... In fact they should have ended up on the map late in the 21st, moving northeast from Schierling to Eckmuehl.

The greatest question mark was the origin of the "Reserve" or "Grenadier Reserve" force in the Eckmuehl scenarios. These anonymous units, clearly an ad hoc force that appeared to turn up out of thin air, are described both in the 3W games and in the Osprey book. A natural assumption was that they were the infantry component of the I Reserve Corps - but the infantry strengths of that corps given throughout the battle did not seem to support a detachment of that strength.

Intermingled with this are occasional references, in both Castle and Petre, to units that clearly were part of V Corps - by that time retiring behind the Isar dozens of miles southeast.

The solution is that the additional infantry that bolstered I R Corps back to full strength was Lindenau's aforementioned division of V Corps, which according to Petre (p.109, 123) was detached with Charles' 5am orders on the 19th. Since Petre's description is the only consistent one, I went with it. A side effect was the significant weakening of the Austrian position at Abensberg over the S&T 133 setup!

Other, minor corrections: At Teugn-Hausen, Charles was moving with IV Corps and then elected to sit with the grenadier reserve a few miles east of the battlefield, apparently waiting for reports that would tell him whether to commit these forces with III or IV Corps. (In the end he moved too late and they played no role in the day's fighting.) Instead the original 3W setup had him coming on-map on the tail of Liechtenstein's column. In the 21st April scenario, Charles enters the Eckmuehl map from the south. In reality, his HQ spent the morning moving from Hausen to Egglofsheim. I decided to go with Petre's description of Demont's division as low quality over the 3W game which placed them fairly high on the scale.

Campaign. The campaign start on the morning of the 18th has all of Davout's corps sitting around Ratisbon, making it hard to understand why that Marshal of all did not march out of the trap immediately into which Berthier had inadvertently placed him. In fact Davout was waiting for Friant's return - that division was still skirmishing with the Austrians north of the Danube.

Capabilities. This part of the 1809 campaign shows the Austrian army as reorganized by Charles, but not yet quite fluent in the new instruments. In particular, the battalion masse, while trained for and official doctrine, was not yet universally used by lower level officers and units kept forming in lines. Therefore the special battalion masse rule included for the *Napoleon on the Danube* refit does not yet apply here.

In terms of the officers, everyone seems to have their own pet theories which of the Austrian corps commanders were more incompetent. As with Austerlitz, this seems to be partly dependent on their fortunes on a given day. In general, they were all experienced and able at least to form up their troops and recognize an exposed flank. Also they were all still saddled with the inefficiencies of the Austrian staff system. At least, the latter is handled by the universal left shift for orders.

Map. Unfortunately the map has quite a few villages that are unlabeled (even if they played a significant role

in the battle), and there are two towns, Schweinbach and Ludmannsdorf, that are near important crossroads and are outright missing. Schweinbach plays a fairly important route in Petre's narrative – it is among other things the place where Wrede's pursuit ended after Abensberg. I originally thought both of these were off-map but then found them on Poulter's own campaign sketch map in the accompanying article! The location of the two places is only accurate to within about a hex as I have no accurate contemporary map – but neither had Poulter it seems. The location is confirmed by their closeness on the sketchmap to the two trails leading east to Rottenburg from the Siegenburg-Pfeffenhausen road.

While the map itself is presumably fairly accurate apart from the above places, it is probably not far from the mark to say that about half the names on the map are spelled wrong. I do not have access to the map that Poulter used (and it was drawn at a time when spelling of place names was not necessarily standardized), but the most likely assumption is that they couldn't read the script.

Cards: One question that I am sure will be asked is: can't you do the reinforcements for the campaign game with cards the way it was done in *Four Lost Battles*? Well, as has been pointed out by Kevin Zucker himself, the card system as done in 4LB is best suitable to a situation as shown in the four battles in 4LB: meeting engagements while the main armies clash elsewhere, with reinforcements appearing only as the result of dancing an off-map ballet whose moves occasionally bring them into one of the peripheral battles. As it was in *Napoleon's Last Battles* or *Napoleon at Leipzig*, in this game the big guys are actually on the map, and the reinforcements are driven by the choreography of what happens here. Add to that the fact that the cards as done in 4LB actually gave far too much knowledge to the player holding them. Therefore, I decided that the reinforcements would (generally) come as ordered, subject to the vagaries of the reinforcement table. If you want to experience something close to the uncertainty (or at least lack of knowledge – Napoleon was very certain of himself most of the time) that the commanders on both sides experienced, play the campaign game.