



# Tactiques Napoléon 1805 - Günzburg



Général de Division Mahler vs. Freiherr d'Aspre

9 October 1805



All road hexes leading off the north map edge are French Depot hexes.



All road hexes leading off the south map edge are Austrian Depot hexes.

## Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Notes
Open Ground	1	1	1	1	24 incr.	Clear	0	Clear	Not Blaze eligible
Cultivated Field	2	2	2	1	18 incr.	Clear	- 1	Broken	~
Orchard	2	2	2	1	12 incr.	- 1 Hinder	- 1	Broken	~
Woods	3	4	4	1	12 incr.	Blocking	- 2	Broken	General formation only/No Rally
Village	2	4	2	1	12 incr.	Blocking	- 2	Broken	General formation only/No Rally
Slope	+ 1	+ 3	+ 4	+ 0	~	Sloping	0	Clear	~
Steep Slope	+ 5	Impassable	Impassable	+ 3	~	Sloping	0	Broken	No LoF across adjacent hexes
Trail	1	1	1	1/2	March only	See OT	See OT	See OT	~
Damaged Bridge	All	Impassable	Impassable	All	~	Clear	0	See OT	~
Stream	+ 1	+ 3	+ 4	+ 1	~	Clear	0	Broken	~
River Danube	Impassable	Impassable	Impassable	Impassable	~	Clear	0	Impassable	~

# La Grande d'Armée

## 3e Division/VI Corps

**Général de Division Malher** : 3/~ /1 Command Range: 8 MPs

Converged Elites +8 (\*x1\*) x 3 □□□□♦□□□

Sapeurs/27e Rég. de Ligne +7 x .5 \*x 2\* (□)

3e Cie./1er Artillerie à Pied +7 x 3/9 x 4 (□□) ○○○

**1ere Brigade** A No Fatigue

*Général de Brigade Marcognet* : 3/~ /0 □□□♦□□

1er Bn./25e Rég. Légère +6 (\*x1\*) x 2 □□□♦□□□

2e Bn./25e Rég. Légère +6 (\*x1\*) x 2 □□□♦□□□

3e Bn./25e Rég. Légère +6 (\*x1\*) x 2 □□□♦□□□

1er Bn./27e Rég. de Ligne +6 (x 1) x 2 □□□♦□□□

2e Bn./27e Rég. de Ligne +6 (x 1) x 2 □□□□♦□□□

**2e Brigade** A No Fatigue

*Général de Brigade Labassée* : 3/~ /0 □□♦□□

1er Bn./50e Rég. de Ligne +6 (x 1) x 2 □□□□♦□□□

2e Bn./50e Rég. de Ligne +6 (x 1) x 2 □□□♦□□□

1er Bn./59e Rég. de Ligne +6 (x 1) x 2 □□□□♦□□□

2e Bn./59e Rég. de Ligne +6 (x 1) x 2 □□□□♦□□□

	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
1er Brigade	3,100	0	0	<b>3,100</b>
2e Brigade	2,800	0	0	<b>2,800</b>
Misc. Echelon Troops	800	0	2	<b>840</b>
	6,700	0	2	<b>6,740</b>

## French Special Rules

- French replacement Leaders have 2/~ /0 Command Ratings.
- Due to the brief nature of the battle, French Commands carry Attack Orders, do not accrue Fatigue and do not make Commitment rolls for the duration of the game.

## Deployment

- French units and Leaders deploy north of and at least 10 hexes from the River Danube.

## Victory Conditions


- **French Tactical Victory:** If there are 5 or more French units south of the River Danube at game end.
- **Draw:** Any other result.
- **Austrian Tactical Victory:** If there are no French units south of the River Danube at game end.

# Österreichische Hauptarmee

## Kolonne d'Aspre

General Freiherr d'Aspre : 1/~1 Command Range: 6 MPs

Tyrolian Jägers	+6	[*x1*]	x 2	(□□♦)
Erzherzog Karl I.R. #3/I	+5	x 1	x 2	□□□□♦□□□
Erzherzog Karl I.R. #3II	+5	x 1	x 2	□□□♦□□□
Erzherzog Karl I.R. #3/III	+5	x 1	x 2	□□□♦□□□
Kaunitz-Reitberg I.R. #20/I	+4	x 1	x 2	□□□♦□□□
Kaunitz-Reitberg I.R. #20/II	+4	x 1	x 2	□□□♦□□□
Kaunitz-Reitberg I.R. #20/III	+4	x 1	x 2	□□□♦□□□
Kaunitz-Reitberg I.R. #20/IV	+4	x 1	x 2	□□□♦□□□
Württemberg I.R. #38/I	+5	x 1	x 2	□□□♦□□□
Württemberg I.R. #38/II	+5	x 1	x 2	□□□♦□□□
Württemberg I.R. #38/III	+5	x 1	x 2	□□□♦□□□
Schwarzenberg Uhlanen-Regt. #2	+5	~	x 2+1	□□♦□
Rosenberg Chevaulegers-Regt. #6	+5	(x .5)	x 2	□□♦□
Hohenzollern Kürassier-Regt. #8	+6	~	x 3	□□♦□
Liniengeschütz - 1	+6	x 2/5	x 4	(□□) ○○
Liniengeschütz - 2	+6	x 2/5	x 4	(□□) ○○
Liniengeschütz - 3	+6	x 2/5	x 4	(□□) ○○

 Austrian cavalry apply a + 1 Recall Task Check modifier.

	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
Kolonne d'Aspre	6,000	450	6	<b>6,570</b>
	6,000	450	6	<b>6,570</b>

## Austrian Special Rules

- Austrian replacement Leaders have 1/~0 Command Ratings.
- Austrian infantry units may not form into Column formation.
- Austrian infantry units in Square formation may not move before changing to another formation.
- Due to the brief nature of the battle, the Austrian Kolonne Command carries Engage Orders, do not accrue Fatigue and do not make Commitment rolls for the duration of the game.

## Deployment

- Austrian units and Leaders deploy anywhere south of the River Danube.

## Scenario

- First Turn: 9:00
- Last Turn: 13:00
- Turns: 13
- The Austrian player deploys first. The French player has Momentum for the entire battle and is the first to be *active* every Turn. Players may *Activate* all their units and Leaders during their Activation.
- There are no Events in this battle.

## Terrain

- Damaged Bridges: The Austrian player may attempt to Damage a bridge by successfully rolling 8 or more with 1d10. Successfully Damaged bridges cost a unit all their MPs to cross.
  - To Damage a bridge the Austrian player must have control of it by having an infantry unit adjacent to the bridge with no enemy combat unit adjacent to the unit attempting to Damage the bridge; a contested bridge may not be Damaged.
  - Only infantry units in Command Range and *Normal* Disruption may attempt to Damage a bridge by expending ALL their MPs to do so.
  - Only 1 attempt to Damage a bridge per Turn is allowed.