A FIRE & FURY SCENARIO

Age of Eagles

Napoleon vs Europe, 1813 thru 1814

A Special Scenario to
Supplement our First Expansion Module

Scenario Design & Layout – Colonel (Ret) Bill Gray
Map and Original Fire & Fury Design – Richard Hasenauer

French Chasseurs a Cheval by David Bonk

L' Armee Francaise

Battle of Montereau

18 February 1814

Introduction. This scenario adds to and complements the recent publication of the first *Age of Eagles* (Napoleonic Fire & Fury) scenario book, *Napoleon vs Europe, 1813 thru 1814*. This additional scenario also highlights the flexibility of the game system as regards Pajol's cavalry which although awarded a Troop Rating of Elite, nevertheless have Brigade Effectiveness numbers for Conscript. Both rules and scenario book may be purchased from fine hobby stores like On Military Matters or warweb.com, or direct via Website **http://ageofeagles.com**. Enjoy!

Background. After Napoleon's dazzling campaign against Prussian Field Marshal Blucher in early February 1814, the Emperor turned to the southeast of Paris to deal with Austrian Field Marshal Prince Karl von Schwarzenburg's Army of Bohemia. On 17 February Napoleon advanced, literally catching his opponents rubbing the sleep from their eyes and dispersing various Russians, Austrians and Bavarians all over the French countryside. Schwarzenburg decided to retreat his entire army to the far side of the River Seine, ordering the Prince Royal of Württemberg's IV Korps to hold the bridges at Montereau, prevent the French from crossing and cover the retreat of the Austrian I Korps as it moved eastward behind the Seine. Unfortunately for Württemberg, Montereau was precisely where Napoleon had decided to concentrate the bulk of his army for a decisive blow.

The attack began between 8 and 9 am on the morning of the 18th with Claude-Pierre Pajol's Provisional Corps (a single cavalry division and Michael-Marie Pacthod's National Guard Division) attacking the Allied bridgehead by debouching out of the Valence Woods from the northwest. Marshal Claude Victor's II Corps moved against the Austro-Wurttembergers from the northeast via St Germain. Both encountered heavy resistance until Napoleon arrived at 2 pm with the Guard, and more importantly, its artillery. Relieving Victor for dawdling, Napoleon immediately initiated the main attack with 60 guns pounding the Allies, even sighting the cannon himself while telling his mortified staff the shot to kill him had yet to be cast. This forced Wurttemberg to order a retreat across the single bridge that traversed the Seine.

It was 4 pm, and then a legend happened.

Napoleon ordered Pajol to charge thru nearby villages to catch the fleeing Allies as they were crossing the bridge. Pajol's troopers, however, were all conscripts with not more than two weeks service under their belts, some less. Indeed, Brigadier Delort wrote, *"In truth, I believed they must be mad to make me charge with cavalry like that."*

Pajol's son noted, "*It was now 4 pm and the enemy's retreat was in total shambles through the town of Montereau where the congestion was unbelievable. Pajol ordered his artillery which was posted on the first bend of the road and which was showering the enemy masses crowding up the streets to stop firing. He also ordered General Delort to gallop with his brigade to the bridges in Montereau using the road which goes down into the town. He warned him he would be following him at the same speed with the DuCoetlosquet and Grouvel brigades. General Delort after having ordered sabres unsheathed and formed his brigade in columns of troops started them off at the trot, and then at a gallop. When the column was halfway down the slope, he ordered the men to charge. The brigade tumbled down into Montereau like an avalanche, knocking over anything in front of it without being stopped by the heavy fire from the Colloredo Regiment which had been posted in the first houses of the suburbs to protect the retreat. The Delort column rapidly crossed the bridges over the Seine and Yonne without giving the enemy the time to blow them up. They passed through Montereau in a flash and the town suddenly found itself rid of the enemy who were fleeing in all directions . . .*"

"You had to have General Pajol's boldness to risk a charge like that with two-week old cavalry; you had to know what could be expected from each man when a formidable 'hurrah' drew the whole mass of men forward. With old horsemen who mastered their mounts it may not have been successful. With young inexperienced people obliged to hang on to the reins and to the saddles, one had to expect what in fact happened: one released a flood of horses, mad with pain from the spurs and bit. Once the three brigades had launched, even if one had wanted to it would have been impossible to stop them at the front so violent was the impetus from the rear."

Translation – the charge likely succeeded because the young troopers simply did not know how to stop their mounts once in motion, and Pajol knew it.

The French lost 2580 men of some 40,000 in attendance. Allied forces included 18,500 in the IV Korps and another 15,000 Austrians nearby, of which 3500 were casualties, another 3000 captured along with six cannon and four standards. A sub-lieutenant of the 133d Ligne captured the

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Austrian General Zach along with 200 men, receiving the Legion of Honor for his day's work.

Scale. Each infantry stand represents 320 - 360 soldiers, each cavalry stand 160 - 180 troopers and artillery stands a single battery of 6 - 8 guns. Ground scale is one inch equals 120 yards while each complete turn equals 30 minutes real time.

Players. For the French, one player each to represent Victor, Pajol and Napoleon. For the Allied player, have one player control the Wurttemburgers and another the Austro-Bavarians. Given the small size of the forces, the scenario can be played by one player on each side. Tardy players can be assigned reinforcements arriving several turns into the battle.

Terrain and Weather. The gaming table should be six feet long by four wide feet wide, laid out per the accompanying map. Urban areas afford a – 2 die roll modifier (DRM) benefit to any target within and under fire, and a similar + 2 DRM benefit to a defender in melee. Forested areas likewise provide a – 1 and +1 benefit respectively, as do hill slopes for melee only when the defender is attacked entirely by forces downhill. Hill slopes, all forests and urban areas are considered rough terrain for movement. Artillery may not move inside the Valence Forest except on roads, while infantry and cavalry that change formation inside the Valence Forest are automatically Disordered. The Rivers Seine and Yonne are NOT fordable. Movement along Improved Roads **only** allow for the Road March benefit. Weather is cold with the ground frozen.

Playing Time. The game begins at 8:00 am and ends with the 5:30 pm turn, a total of 20 game turns. An Initiative roll-off between army commanders at the beginning of each turn will determine which side moves first. For this roll Napoleon receives a + 3 DRM if uncommitted, while the Prince Royal of Wurttemberg (who acts as the Allied army commander) similarly receives a -1 DRM.

Deployment. Units set up per the accompanying map with only Allied formations deployed at the beginning of the game. Brigades represent Lines or Supported Lines while artillery sets up limbered or unlimbered, but must deploy as depicted or no more than 12 inches away from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command.

The Armies. The infantry of both armies are three-rank Columnar with Skirmishers so noted, except for the French Old Guard (Friant's division) which is three rank Impulse. Napoleon, Ney and Pachtod are Charismatic. Napoleon has two ADCs.

Reinforcements. Units automatically arrive (no die roll) per the following Order of Appearance charts. All units enter in Road/March Column or Masse within 12 inches of the entry point unless there are enemy forces within 18 inches. In such cases units enter the board deployed in Line or Supported Line. If there is not enough physical space for all units scheduled to arrive and enter the table, they are considered "backed up" off table and may automatically enter next turn. Use the Reinforcement Table on page 16 of AOE to vary arrival times for a more intense game.

Bianchi's Austrians are an optional reinforcement that did not participate in the actual battle. They may be used by mutual agreement by both players, and one division per turn may be brought on Turn 11 forward on an unmodified die roll of 6 – 10.

Special Rules. The urban combat rules from the AOE Supplement are in effect with each town icon on the map capable of holding four stands of troops. The Facing to the Flank rule is also in effect.

Victory Conditions. Determine success or failure using the Casualty Point Chart (Figure 6) on page 17 of AOE. Double the casualty points for any losses suffered by Bianchi's Austrian I Corps. Also award 5 points each for the control of Montereau at the end of the game.

Sources. F.G. Hourtoulle's *1814, the Campaign of France* (2005) and Rudolf Friederich's, *Die Befreiungskrieg, 1813-1815 (1913).*

The Battle of Montereau, 1814, by Jean Langois

L' Armee Francaise

Battle of Monterau

Order of Battle Labels and Order of Appearance

FRENCH
Starting Force – None _____

French Reinforcements

Victor enters vicinity Point C, Pajol Point A and Napoleon, on Turn 10, at Point B.

Turn 1 _____

Napoleon	Victor	Victor
Victor II Corps	R Hvy Arty	R Hvy Arty
XXX+	▪	▪

Victor	Chataux	Chataux
Chataux 1st Div	1st Div R 5/4/3 Sk	R Ft Arty
XX	XX	▪

Chateaux-11th, 24th Legere, 2d, 19th, 37th, 56th Ligne Regiments

Victor	Duhesme	Duhesme
Duhesme 2d Div	2d Div R 8/6/4 Sk	R Ft Arty
XX	XX	▪

Victor	Gerard	Gerard
Gerard Paris Res	1st Div C 7/6/4 Sk	2d Div C 7/6/4 Sk
XX+	XX	XX

Duhesme – 26th Legere, 4th, 18th, 46th, 72d, 93d Ligne Regiments
1st Division -5th, 12th, 15th Legere, 32d, 58th, 135th Ligne Regiments
2d Division-26th, 82d, 86th, 121st, 122d, 142d Ligne Regiments

Victor	Milhaud	Milhaud	Milhaud	Milhaud	Milhaud
Milhaud V Cav	Pire R 8/6/4 L	Briche R 9/7/5 H	L'Hertier R 9/ 7/5 H	R Hrs Arty	R Hrs Arty
XXX	XX	XX	XX	⬤	⬤

Pire – 3d, 14th, 26th, 27th Chasseurs a Cheval
Briche – 2d,6th,11th,13th,15th Dragoons
L'Hertier-18th, 19th, 20th,22d, 25th Dragoons

Napoleon	Pajol	Pajol	Pajol	Pajol
Pajol Prv Corps	Division E 8/7/5 L	Gendarms E 5/3/2 H	R Hrs Arty	R Hrs Arty
XXX	XX	X	⬤	⬤

Division – 5th, 10th, 11th, 13th,21st,29th Chasseurs a Cheval, 12th,16th,21st,24th,26th, 29th Dragoons, 2d, 4th, 12th Hussars

Pajol	Pachtod	Pachtod	Pachtod	Pachtod
Pacthod Natl Gd	Delort C 11/9/6	Bonte C 11/9/6	R Ft Arty	R Ft Arty
XX (C)	X	XX	⬤	⬤

Delort – 57th Ligne, 3d Provisional National Guard, 1st Sarthe National Guard
Bonte – National Guard from Brittany and Eue-de-Loire

Turn 10 _____

France	Napoleon	Napoleon	Napoleon	Napoleon	Napoleon
Napoleon Grande	Imperial ADC	Imperial ADC	Drouet Artillery	Sapper	Escort E 4/-/2 H
XXXX (C)	**XXXX**	**XXXX**	**XXXX**	**XXXX**	X

Battle of Monterau (continued)

Turn 10 (continued) _____

Napoleon	Friant	Friant		Napoleon	Nansouty	Nansouty
Friant Old Gd	Grendrs E 8/-/3Sk	Chassrs E 8/-/3 Sk		Nansouty Gd Cav	Exelman E 9/5/3 Ln	Letort E 10/ -/4 H
XX	⊠	⊠		**XXX**	⊠	⊠

Exelman-1st Guard Lancers, Empress Dragons, Polish and 3d Eclareurs
Letort – Guard Grenadiers a Cheval and Chasseurs a Cheval, 1st Eclaireurs

Napoleon	Ney	Meunier	Meunier		Ney	Curial
Ney Young Gd	Meunier 1st YG Div	1st Bde R 8/6/4 Sk	2d Bde R 8/6/4 Sk		Curial 2d YG XX	2d YG Div R 9/7/5Sk
XXX (C)	**XX**	⊠	⊠		**XX**	⊠

1st Bde – 1st, 2d Voltigeur Regiments
2d Bde – 3d, 4th Voltigeur Regiments
Curial – 5th, 6th, 7th, 8th Voltigeur Regiments

Drouet	Drouet	Drouet	Drouet	Drouet	Drouet
E OG Hvy Arty	E OG Hvy Arty	E OG Hvy Arty	E OG Hvy Arty	E OG Hvy Arty	E OG Hvy Arty
●	●	●	●	●	●

Drouet	Drouet	Drouet	Drouet	Drouet
E OG Ft Arty	E OG Hrs Arty	E OG Hrs Arty	E OG Hrs Arty	E OG Hrs Arty
●	⊘	⊘	⊘	⊘

ALLIES
Starting Force _____

Allies	Wurttmbg	Adv Gd	Adv Gd	Adv Gd
Wurttmbg IV Korps+	Pioneer	Stockmyr R 8/6/4 Sk	Walslbn E 8/5/3 L	R Hrs Arty
XXX+	**XXX+**	⊠	⊠	⊘

Stockmeyer-Jaeger Regiment 9, Light Regiment 10
Walsleben – Jaeger zu Pferd Regiment 5, Austrian Ferdinand Hussars

Wurttmbg	Franqmnt	Pr Adam	Pr Adam	Pr Adam
Franqmnt Haupt XX	Pr Adam Cavalry	Jett E 8/5/3 L	R Hrs Arty	R Hrs Arty
XX+	**X**	⊠	⊘	⊘

Jett – Jaeger zu Pferd Regiments 2 and 4, Konig Dragoon Regiment

Franqmnt	Koch	Koch	**Koch**	Koch	Koch
Koch Infantry	Doring R 8/ 6/4 Sk	Hohenlohe R 8/6/4 Sk	**Shafer R 10/7/4**	R Ft Arty	R Ft Arty
XX	⊠	⊠	⊠	●	●

Doring – Infantry Regiments 2, 3 and 7
Hohenlohe – Infantry Regiments 4 and 6
Shafer – Austrian Infantry Regiments Zach and Colleredo

Battle of Monterau (continued)

Koch	Koch	Wurttmbg	Wurttmbg	Wurttmbg
Aus R Ft Arty	Aus R Ft Arty	Bavarian C 4/-/3 Sk	Kirsch R 6/5/3	Aus R Ft Arty
●	●	X	X	●

Kirsch – Austrian Infantry Regiments Hiller and H. Colleredo

Allied Reinforcements

Optional, all Austrian, enter at Point D.

Turn 11 +_____

Wurttmbg	Bianchi	Hardegg	Hardegg	Hardegg
Bianchi I Korps	Hardegg 1st XX	Grenz R 4/3/2 Sk	Raigcrt E 6/ 4/2 L	Aus R Hrs Arty
XXX	XX	X	X	⟋

Grenz – Austrian Deutsch Banater Grenz Regiment
Raigecourt – Austrian Reisch Dragoons, Homburg Hussars

Bianchi	Wimpfen	Wimpfen	Wimpfen	Wimpfen
Wimpfen 2d XX	Wurttmbg R 9/7/5	Watzel R 10/8/5	Aus R Ft Arty	Aus R Hvy Arty
XX	X	X	●	●

Wurttemberg - Austrian Infantry Regiments Froon and de Vaux
Watzel – Austrian Infantry Regiments Argenteau and Erbach

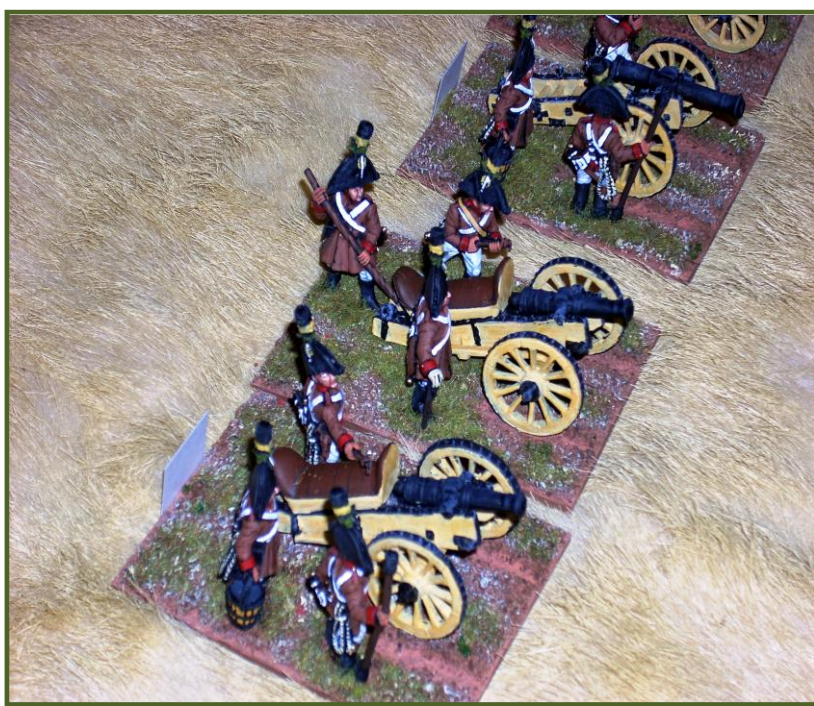| Bianchi	Runkel	Runkel	Runkel	Runkel	Runkel
Runkel 3d XX	Salin R 9/7/5	Quasdvch R 9/7/5	Aus R Ft Arty	Aus R Ft Arty	Aus R Ft Arty
XX	X	X	●	●	●

Salin – Austrian Infantry Regiments de Ligne and Czartoryski
Quasdanowitch – Austrian Infantry Regiments Reuss-Plauen and A Gyulai

Abbreviations:

H – Heavy Cavalry, L – Light Cavalry, Ln – Lance armed cavalry, Sk – Skirmish capable infantry brigade, E – Elite Troop Rating, R – Regular Troop Rating, C – Conscript Troop Rating, (C) – Charismatic, XXXX – Army Commander, XXX – Corps or Column Commander, XXX+ - Wing Commander, XX – Division or Equivalent Commander, X – Brigade or Equivalent Commander, Adv Gd – Advance Guard, Bn – Battalion, Regt – Regiment, Arty – Artillery, Aus – Austrian. Numbers represent Fresh/Worn/Spent status.

Allied units are Wurttemberger unless specified otherwise.

Austrian gunners, right, courtesy of John Snead, HMGS, Historicon 09.

Scenario Notes

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