A FIRE & FURY SPECIAL SCENARIO FOR 1st EMPIRE MAGAZINE

Sword of the Republic

The Battle of Hohenlinden
3 December 1800

Colonel (Retired) Wilbur E Gray
Jemappes, 19th Century, Author Unknown, Public Domain.
**Sword of the Republic**

**Hohenlinden, 1800 as an Age of Eagles Scenario**
A Special Supplement for 1st Empire Magazine

By

Colonel Wilbur E. Gray, US Army (Retired)

*The Age of Eagles* (or AOE) is the commercially published *Fire & Fury* variant covering the French Revolutionary and Napoleonic Wars. It is designed to not only allow players to fight large battles in a reasonable amount of time, but also force players to assume a proper corps command role by restricting their options at lower tactical levels. Here a player’s notional brigadiers and colonels make decisions on his behalf, producing a movement and combat system that is far less predictable than other systems.

As such French General Jean Victor Marie Moreau’s (1763 – 1813) superlative victory over an Austro-Bavarian army under the command of Archduke Johann (1782 – 1859) on 3 December 1800 represents the AOE system well. Though sources vary wildly, it would seem that upwards of 140,000 soldiers struggled for victory in the final, climatic battle of the War of the Second Coalition. Advancing in five large columns, the Austrians were checked by Moreau in front of and around Hohenlinden, a small town near Munich in Bavaria. However, typical Austrian dawdling exacerbated by an icy winter caused delay along several routes, and this allowed the French divisions of Richepanse and Dacaen to flank and slice their way into the Austrian rear. The result was a near rout, with some 8000 Austrian casualties, plus 12,000 captured along with 200 guns. French casualties were about 6000, a respectable enough triumph to force Austria into the embarrassing Treaty of Lunéville come February. It also allowed Moreau to retire with all the wealth he had collected while his wife formed the “Club Moreau,” gathering into one clique those resentful of Bonaparte.

**THE SCENARIO**

The following specifications will allow between six and eight players to recreate the French Republic’s victory at Hohenlinden using the AOE rules system. The format presented here along with labels and map is identical to that used in the scenario book covering the *Befreiungskrieg, 1813 - 14*. That publication has now been distributed, while the base *Age of Eagles (II)* rules book remains available from *On Military Matters* and other fine retailers.

**Scale.** Each infantry stand represents between 320 – 360 soldiers, each cavalry stand between 160 – 180 troopers and artillery stand a single battery of between six and eight guns. Ground scale is one inch (2.54 cm) equals 120 yards while each complete turn represents 30 minute of historical time.

**Players.** In reality two players per side are all that is necessary to play this scenario. However for an even better event have four to five Austro-Bavarian players, each commanding one column. There should also be three French players, one commanding Richepanse (also spelled Richepance or Richepence) and Dacaen, another Grouchy and D’Hautpol and another as Grenier. The player controlling Kollowrat and Grouchy should also act as army commanders Johann and Moreau respectively.

**Terrain.** The gaming table should be ten feet long by six feet wide, laid out as depicted on this article’s accompanying map, courtesy original *Fire & Fury* author Rich Hasenauer. 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. Hill slopes, forests and urban areas are considered rough terrain for movement. All streams are fordable, but artillery may only cross where a road intersects a stream or river as there is considered to be a bridge present. The River Isen is not fordable. Movement along secondary roads (dashed line) negates other terrain in the vicinity, while movement along primary roads (solid line) also allows for the road movement benefit.

**Playing Time.** The game begins at 7:30 am and ends with the 5:00 pm turn, a total of not more than 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 Moreau receives a + 2 DRM if
uncommitted, while Johann similarly receives a – 2 DRM.

Deployment. Units set up as depicted on the accompanying map. Careful attention must be given to this deployment as many units will begin the game Tactically Engaged with the enemy. This is deliberate.

Brigades are shown on the map in Line, Supported Line while those on roads march in Masse. Artillery may be set up limbered or unlimbered, but must deploy as given on the map or no more than 12 inches away from a leader stand within their chain of command. For example, artillery assigned to Grouchy must be deployed within 12 inches of that general or Moreau. Leaders are deployed within 12 inches of a brigade in their command or a subordinate commander. Assume that the heavy guns and sappers directly subordinate to Moreau and Grenier are collocated with those commanders.

Richepance and most Austrian columns deployed as a starting force begin the game in Masse, but at the player’s discretion may be placed in Road Column instead. If so please note that the ends of these formations will be strung out along the road yet possibly off table. In this case assume the off board units follow their colleagues automatically activated for Reserve or Tactical Movement the turn they step on the table.

The Armies. Austro-Bavarian infantry are three-rank Linear while French infantry is three-rank Impulse. All French infantry is Skirmish capable. French infantry classifications apply to Polish foot present as well, while Ney carries a Charismatic rating.

Please note that order of battle (OB in US Army lingo) and deployment presented here is somewhat tenuous. Principal sources were map 30 out of Alison’s Atlas as well as James R Arnold’s recent book Marengo and Hohenlinden – Napoleon’s Rise to Power (Pen & Sword, 2005). Unfortunately the latter’s narrative did not match the OB given in the appendices, while for France’s Army of the Rhine, brigadiers are given but not any formal brigade structure. The Austrians weigh in with numbers for column strength that do not match the sum of units subordinate, if any are given at all. Indeed, the compass rose for Arnold and Alison disagreed as to which way was north! It’s pretty much the proverbial “puzzle wrapped inside an enigma,” so if players have access to more detailed information, by all means use it. Nevertheless, it does afford the opportunity for players to examine how AOE flexibly handles brigade equivalents of different sizes and composition.

Reinforcements. There are only two sets of reinforcements, one Austrian and one French, both as specified on the accompanying Labels and Order of Appearance Tables. They enter the board using Reserve Movement automatically activated the turn they enter play. The two formations may enter deployed during Tactical Movement if their entry point is within 18 inches of the enemy, and if the entry point is blocked, at the nearest convenient point. Use the Reinforcement Table (Figure 4) on page 16 of AOE to vary arrival times.

Special Rules. The following optional or special rules apply:

- If you are using the original edition of AOE vice AOE II, the Urban Areas add-on from the AOE Supplement are enforced for this scenario. All towns may accommodate six stands of infantry except Hohenlinden and Ilse which may hold 12; The AOE Supplement is currently available as a free download via the Web at http://ageofeagles.com.

- AOE discourages fighting in woods, but given the terrain in this battle, the following optional rule is offered. Infantry may advance to within 1 inch of cavalry which has half or more of its stands clearly in a forested area. However, while the infantry may issue musketry against the horse, it may not initiate melee.

- The weather for this battle was cold, icy and with intermittent snow showers. However, when compared with the meteorological mess that plagued the 1813 battles of Dresden and Katzbach, the impact was evidently manageable. For those who feel a greater impact is warranted, simply play the game normally but define each turn as representing 45 minutes of actual time, not 30.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE. Further, award five Victory Points to either side if they occupy or were the last to occupy Hohenlinden. Now, advance, Mon General and remember . . .

From this moment until such time as its enemies shall have been driven from the soil of the Republic, all Frenchmen are in permanent requisition for the services of the armies. The young men shall fight; the married men shall forge arms and transport provisions; the women shall make tents and clothes and shall serve in the hospitals; the children shall turn old lint into linen; the old men shall betake themselves to the public squares in order to arouse the courage of the warriors and preach hatred of kings and the unity of the Republic.
**Battle of Hohenlinden**  
Order of Battle Labels and Order of Appearance

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### Starting Forces

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- Saligny – 42d, 52d Demibrigades
- Sabattier – 16th Demibrigade
- Bonterns – 12th Cavalry, 5th, 16th Chasseurs

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**Reinforcements**

**Turn 1, within six inches point A Obersdorf, in Road Column**

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- Debilly – 4th, 100th Demibrigades
- Durrutte – 17th Dragoons, 6th Chasseurs
- Kniazewicz – 10th Chasseurs, Polish Lancers

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**AUSTRIA**

### Starting Forces

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<th>Austrian</th>
<th>Johann</th>
<th>Kollowrat</th>
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### Reinforcements, Turn 5, within six inches of Point B in Road Column

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**Notes:**
- Spannoci /Beyer – 4 Grn Bns each
- Gronne – Ferdinand & Vol Hussars
- Deroy – Bns Metzen, Stengel, Reuss
- Grn, Minucci, Schlossberg
- Wrede – Bns Pompei, Preysing, Bureck, Dallwicg, light infantry
- Light – Vecsey Hussars, Bavarian Chevauleger
- Wolfkeshl – Albert, Lothingen Kurassiers
- O’Donel – Regts Oliver Wallis, Lacy
- Cavalry – Ferdinand Dragoons, Nassau Kurassiers
- Majthany – Regts Brechainville, De Vins
- Esterhazy – La Tour Dragoons, Zeschwitz Kurassiers
- Line – Regts Werheim, Stain
- Grenz F – 1st Gradiskaner, 2d Peterwardeiner Grenz
- Cavalry – 13th Dragoons, Kaiser Kurassiers
- Grenz S – 1st Siegenburg, 4th Peterwardeiner Grenz
- Fresnel – Coburg Dragoons, Mack Kurassiers
- Candian – Regts Ferdinand, Wurttemburg
- Gavassini – Regts Beaulieu, Ligne, Murray, Clerfay, Gemmingen

**Klein – Regts Karl, Wenzel Colloredo**
- Gorger – Waldeck Dragoons, Anspach Kurassiers
- Leuwen – Regts Kaunitz, Manfreddini
- Stahel – Kinsky Dragoons, Franz Mailland Kurassiers