

La Bataille de Schöngrabern 1805



The French Army Pursues and Prince Bagration forms the Rear Guard.

TERRAIN EFFECTS

MOVEMENT

Clear	1
Hamlet /Village *	3
Pine Forest*	2 Inf / 5 Cav / 3 Cossacks / Artillery Prohibited
Vineyard	3 Inf / 5 Cav** / Art Prohibited except on path
Slope	Inf +2/ Cav +3/ Art +4
Path in Vineyard	(See vineyard rules)
Ford	No effect
Stream	+1 to cross, Art prohibited except at fords.

STACKING (Increments)

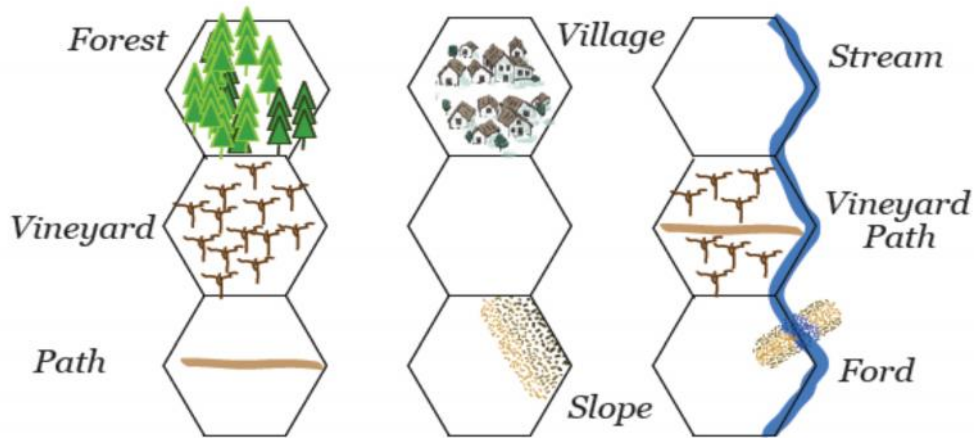
Clear	1 Infantry Regiment or 18 Infantry Increments or 1 Cavalry Regiment or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Vineyard*	1 Infantry Battalion or 1 Cavalry Regiment or one Artillery Battery (path)
Hamlet /Village *	1 Infantry Battalion or 1 Cavalry Regiment or 1 Battery or 1 Infantry Battalion & 1 Battery
Pine Forest*	1 Infantry Battalion or 1 Cavalry Regiment or one Artillery Battery
Vineyard Path or Ford	1 Battalion or 1 Cavalry Regiment or one Artillery Battery

In clear terrain no more than 3 infantry battalions may be stacked together regardless of total
In clear terrain no more than 3 cavalry regiments may be stacked together regardless of total
(This means you may stack 3 x 6 increment cavalry regiments in a clear hex but not 4 x 4
increment regiments)

*Infantry / cavalry forms *general order* in this terrain. *Units with a *skirmish* ability may

**Skirmish* in these hexes if they so elect.

** See Vineyard Rules for specifics



INFANTRY UNIT FIRE VALUES

French

	Ligne	Legere	Oudinot Gren/Volt
<i>Column</i>	Printed	Printed	Printed
<i>Line</i>	X 3	X 3	X 4
<i>Carre</i>	X 3	X 4	X 4
<i>General Order</i>	Printed	Printed	Printed
<i>Skirmish</i>		X 3	X 4
Disordered formations fire at half strength			

Russian

	Musketeer	Jäger	Grenadier
<i>Column</i>	Printed	Printed	Printed
<i>Line</i>	X 2	X 3	X 3
<i>Carre</i>	X 2	X 3	X 3
<i>General Order</i>	Printed	Printed	Printed
<i>Skirmish</i>		X 3	
Disordered formations fire at half strength			

TERRAIN FIRE DEFENCE VALUES

	Column	Line	Carre	General	Skirmish	Disorder/Rout	Artillery
Clear	6	9	4	12	14	16	6/8*
Pine Forest				10	14	16	
Hamlet				10	12	16	6/8*
Village				10	12	16	7/9*
Vineyard**				10	12	16	5

*Artillery Fire Defenses are *Limbered / Unlimbered*

If a hex has infantry and artillery present, the Fire Defense is 2 less than for infantry alone unless the infantry formation is in *Carre*

Formations fired upon thru the flank have a fire defense of 6

Formations add 1 to the Fire Attack die roll for every increment in a target hex, over 9.

Formations fired upon thru a rear are normal

** See Vineyard Rules

FIRE ATTACK MORALE CHECKS

French

Ligne Infanterie will check with every even numbered increment loss

Legere Infanterie will check with every even numbered increment loss

Oudinot's Grenadier / Voltiguer Infanterie will check with every even increment loss

Cavalerie Formations will check with every increment loss

Artillerie Formations will check with every increment loss

Russian

Musketeers will check with every loss beginning with the second suffered

Jaegers will check with every even increment lost.

Grenadiers check morale with every even increment loss

Cavalerie Formations will check morale with every increment loss

Artillery Formations will check morale with every increment loss



CARRE REALIZATION TABLE

French

	<i>CARRE</i>	<i>DISORDRE</i>	<i>PGD</i>
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When forming from Column

4 Movement Points	11-66		
3 Movement Points	11-66		
2 Movement Points	11-43	44-61	62-66
1 Movement Point	11-31	32-54	55-66

When forming from Line

4 Movement Points	11-64	65-66	
3 Movement Points	11-45	46-61	62-66
2 Movement Points	11-32	33-55	56-66
1 Movement Point	11-22	23-53	54-66

Russians

	<i>CARRE</i>	<i>DISORDRE</i>	<i>ROUT</i>
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When forming from Column

4 Movement Points	11-55	56-64	65-66
3 Movement Points	11-42	43-56	61-66
2 Movement Points	11-26	31-46	51-66
1 Movement Point	11-22	23-52	53-66

When forming from Line

4 Movement Points	11-66		
3 Movement Points	11-66		
2 Movement Points	11-34	35-55	56-66
1 Movement Point	11-31	32-46	51-66

Personalities subtract 6 from the die roll if present in the hex
Jägers, *Legere* and all *Grenadiers* MINUS 3 from the die roll
Oudinot's Grenadiers & Voltiguers MINUS 3 from the die roll
 Guard Battalions MINUS 6 from the die roll
 French Allies ADD 3 to the die roll
 If Cavalry is Light ADD 3 to the die roll
 If Cavalry is *Lance Armed* ADD 6 to die roll
 If defender is on morale level ADD to the die roll 3 for each level

CAVALRY RECALL

FRENCH	2-6 successfully recalls
FRENCH ALLIES	2-6 successfully recalls
RUSSIAN <i>Light</i> Cavalry	3-6 successfully recalls
RUSSIAN <i>Heavy</i> Cavalry	2-6 successfully recalls
Personalities who have a cavalry modifier	add 1 to the die roll

CAVALRY CHARGE MORALE MODIFIERS

Condition	Defending Infantry/Artillery
Charged in flank:	minus 12 to die roll
Charged in rear	minus 6 to die roll
In <i>skirmish</i> order	minus 12 to die roll
Defender In <i>line</i>	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state (PGD)	unit suffers pursuit loss
In <i>carre</i>	plus 12 to die roll
Across a steam hexside	plus 6 to die roll
If charged by lance armed	minus 6 to die roll
If charged by heavy cavalry	minus 3 to die roll
Charge into town, woods or swamp,	not allowed

PRE MELEE MORALE CHECK MODIFIERS

Odds	Attacker	Defender
1/2	minus 6	plus 6
1/1	minus 3	plus 3
2/1		
3/1	plus 3	minus 3
4/1	plus 6	minus 6
5/1 & over	plus 9	minus 9



INFANTRY PRE MELEE MORALE MODIFIERS:

Condition	Modification to the Die Roll:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank	Plus 12	Minus 12
Defender is assaulted in rear	Plus 6	Minus 6
Defender is in <i>skirmish</i> order	No check	Minus 6
Defender is in <i>line</i>		Minus 3
Defender is in <i>carre</i>		Plus 6
Defender is disordered	Plus 3	Minus 3
Defender is routed	Plus 6	Minus 6
Attacker is assaulting up a slope	Minus 3	Plus 3
Attacker is assaulting across a stream	Minus 3	Plus 3
Attacker lost an increment due to defensive fire	Minus 3 for each	
Elite Infantry inflicts a greater reduction for each loss		

INFANTRY MELEE VALUE MODIFIERS:

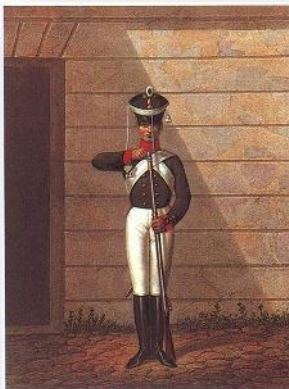
Condition	Modification to the Die Roll:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank	X 2	
Defender is assaulted in rear	X 1.5	
Defender is in <i>skirmish</i> order		X .5
Defender is disordered	X .5	
Defender is routed		X .33
Cavalry charge 3 hexes straight	X 2	
Heavy cavalry attacks light cavalry	X 2	
Cavalry attacker is <i>tired</i>	X .5	
Cavalry attacker is <i>exhausted</i>	X .33	
Cavalry defender is <i>tired</i>	X .5	
Cavalry defender is <i>exhausted</i>		X .33
Cavalry attacker vs <i>carre</i>	X .5	
Cavalry attacker across a stream hexside	X .66	
Infantry attackers vs defender in <i>carre</i>	X 1.5	
Infantry attacking across a stream hexside	X .66	

Artillery Limber

French 1, 2, or 3
Russian 1 or 2

MORALE LEVELS

French IV Corps, Legrand Division	11 battalions	
Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	6 battalions lost or routed	minus 9 to all morale rolls
French V Corps, Oudinot Division	10 battalions	
Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	6 battalions lost or routed	minus 9 to all morale rolls
French V Corps, Suchet Division	11 battalions	
Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	6 battalions lost or routed	minus 9 to all morale rolls
Romanov Rear Guard	17 battalions	
Level 1	3 battalions lost or routed	minus 4 to all morale rolls
Level 2	7 battalions lost or routed	minus 6 to all morale rolls
Level 3	10 battalions lost or routed	minus 8 to all morale rolls





Battle Specific Rules:

Vineyard (Weintrauben) Rules

The vineyard is planted in neat rows to facilitate the growing, care and harvesting of the grapes. As such, travel through rows is difficult for any formation and the paths through the vineyard are narrow. Quickly crossing rows of vines is difficult.

Cavalry

Cavalry must be in *skirmish order* or in *general order*. Only three increments are available from each regiment for melee from a single hex. There are no charges in the vineyard. Cavalry may charge into the vineyard. The cavalry regiment is subject to the movement costs and three increments per regiment for melee calculations. The *tirallieur a cheval* rules with regards to slowing infantry movement do not apply in the vineyard.

Infantry

Infantry is in general order or skirmish order. No other formations are possible

No regiments may enter or move through the vineyard, only battalions.

Infantry on the path moves at 2 *mp* per hex, no bonus.

Only three increments per battalion per hex are used for all fire and melee calculations.

Units in General order use the value printed on the counter. Skirmishers use up to three factors per hex. Melee factors will be a fraction of the total while in the vineyard.

Artillery

Movement only on the path and must be in *march order*, no bonus. No prolonging. One battery per hex stacking on the path. May not unlimber on the path
If retreated or routed or disordered off the path while in the vineyard, they are eliminated.
Unlimbered artillery at the top of slope hexside has line of sight anywhere into the vineyard.

Combat a la Melee

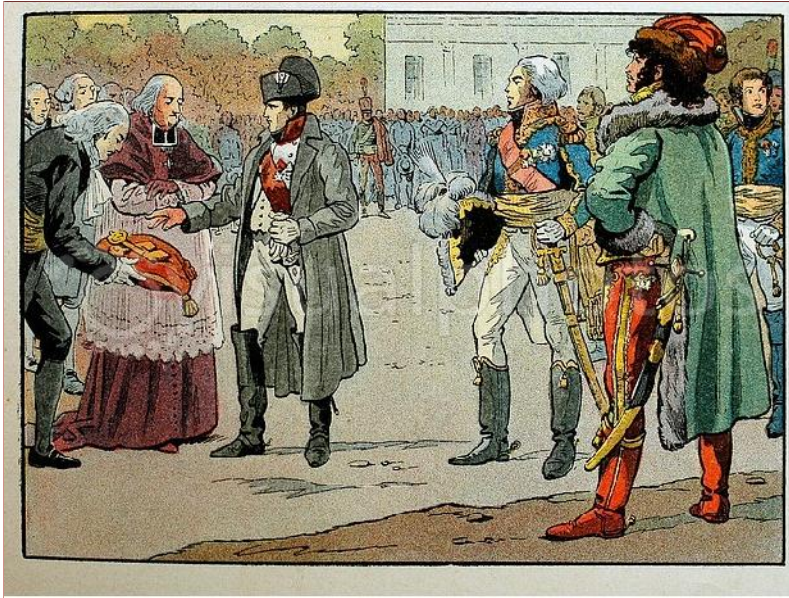
Combat is based on a maximum of three increments per battalion or cav. regiment

The temperatures were freezing at this time but the slopes of the stream banks are steep and slick. Thus the reason for a plus one *mp* to cross except at a ford.

Background

La Bataille de Schoengrabern...aka Hollenbrun

Murat's Movements After Ulm And The Fall of Vienna



Prince Joachim Murat, Marshal of France, and brother-in-law to the Emperor Napoleon, was known for not only his personal bravery and his stylish flamboyance, but also for his flamboyance of attitude and his bravado in making his decisions—often exceeding both his capacity and his authority. This was clearly a character flaw that would lead to his unfortunate death in 1815, but Murat still faced his glory years. In 1805, while he was a prince of the Empire, Murat was not yet the Grand Duke of Berg or the King of Naples. His stature

was such, along with the rest of the imperial nobility, that in that early year of the Napoleonic era, Murat had not yet achieved enough success on the European stage to warrant the confidence necessary to carry the diplomatic day.

In the campaign following the Capitulation at Ulm, which destroyed the larger part of the main Austrian army under the unfortunate General Mack in October, 1805, Murat had been able to capture Vienna in November of that year with his usual panache. The French would

win a series of smaller battles on their way to the Austrian capitol, and the fall of Vienna would demonstrate that the Austrians were just about finished. However, the Austrian ally, Russia, was mobilizing with its usual glacier-like alacrity. Nearly a 100,000 Russians would be ready to join the remnants of the Austrian forces to oppose Napoleon's efforts to destroy the Third Coalition.

On November 13, 1805, Prince Murat—along with Marshal Lannes—would capture a bridge over the Danube at Vienna by convincing the Coalition forces that an armistice had been reached, when in fact, no such agreement had been discussed, much less reached between the French Imperial forces and the Russian and Austrian armies. The establishment of this crucial bridgehead on the north side of the Danube would allow the French to pursue the Russian army. However, Murat's success would tempt him to again try to conclude a *coup de main* on the Coalition forces, and pin the Russians down till Napoleon and the main French army could join the battle. Murat would again attempt to utilize cleverness rather than earnestness to outsmart the Coalition just three days later on November 16 with a similar ruse, claiming to the Russian forces that an armistice had been achieved. This act of bravado, on the part of Murat, had placed the French in an excellent position to conclude the Napoleon's campaign if they could press the Russians under General Mikhail Kutuzov to engage the French before they were ready. At least that is what Murat thought.

The French Position Deteriorates

However, this time, the French could not take solace in Murat's machinations; because the primary Russian army under Kutuzov was still intact in Moravia and in fact that army was waiting for another army to join the as yet undamaged Russian force. Kutuzov wanted to join his forces with another piece of the Russian army, those troops under Wilhelm von Buxhowden, yet another non-Russian, Russian general, who was a German Balt from Livonia. Buxhowden was marching his army south in an attempt to link up with Kutuzov's force, now hovering around Moravia in what would be called today the eastern Czech Republic.

Emperor Alexander and the local Russian commander, Pyotr Bagration, who was an Armenian, knew exactly what the strategic situation was. Kutuzov was only too ready to play along with Murat's game—Kutuzov only wanted time to consummate his juncture with Buxhowden. So as Murat was playing at Foreign Minister, the Russians were moving away from the main French forces and towards joining the two parts of the army. Marshal Jean Lannes, who along with Marshal Jean de Dieu Soult, commanded troops in Murat's command, had warned Murat against talking armistice with the Russians. However, Murat ignored Lannes' counsel and continued with the diplomatic patter.

The French position was fragile. Winter was fast approaching, and the French were already extended deep into Coalition territory. The French had already begun to suffer from the attrition that comes necessarily from a long campaign far away from La Grande Armée's supply depots. The French troops in the Lower Austria area only totaled 80,000, and with the need for garrisons and line-of-communication troops, the total would continue to decline. The Russians and the Austrian remnants, though not united, totaled over 90,000. Unlike the Coalition, Napoleon could not afford to suffer a defeat in his campaign...it would mean the end of his empire and the end of his rule.

Napoleon Orders Murat To Attack

When Napoleon learned of the brash Murat's attempt at diplomacy rather than a vigorous pursuit of the Russian forces in front of him, he was furious...as preserved in Napoleon's correspondence and revealed in a letter to his brother-in-law,... " I cannot find words to

express my displeasure. You only command my vanguard and have no right to agree to an armistice without my orders. You will cost me the fruits of a campaign. End the armistice at once, and attack the enemy. Inform him that the general who has signed this has no power to make it, that only the Russian Emperor has the right, and that when the Russian Emperor ratifies this agreement, I will also ratify it. But it is only a ruse. March, destroy the Russian army. You are in a position to take his baggage and artillery.”

Murat, now with the direct orders of Napoleon in hand, begins to move his command to attack. He has 30,000 troops of all arms and begins the battle from the village of Schoengrabern in lower Austria between 4 pm and 5 pm on November 16.

The reports from the battle remain sketchy, but it does appear Murat wanted to flank the Russians, who were assembled around Grund, just east of the French, with around 8,000 mixed arms troops. As Murat begins his flanking move to the left of their starting positions in Schoengrabern, Russian artillery from the heights west of Grund fires into the French-held village, setting the church and around 60 homes ablaze. The French assault is stymied in large part due to extensive vineyards just east of the town that cover most of the terrain between Schoengrabern and Grund. The effect of the vineyards was to limit substantially the coordinated French attacks. The attacks from Lannes on the right and Soutl on the left started and stopped. The Russian fire was withering and their defense was fanatical in an evening when the light was gone quickly. Murat, who was a master at directing cavalry, was far less capable when providing infantry with orders. His attacks at Schoengrabern, like elsewhere where he commanded infantry, would start and stop, and would prove not very effective.

Then, General Nicolas Oudinot along with his grenadiers, was able to attack the Russian center. General Thomas-Alexandre Dumas (father of the famous French writer Alexandre Dumas) in his recollection of the battle, described that the brave Oudinot had reached pistol range of the Russian leading his attack. However, Oudinot was seriously wounded with a bullet to the thigh. The fallen Oudinot's attack appears to have convinced Bagration that the Russian position was untenable and he broke off the six-hour long battle. After the battle, Napoleon assigned General Gerard Duroc to take over command of Oudinot's grenadiers, and he led them with great success at Austerlitz.

The Russians had fought brilliantly. Even though they lost between 3000 and 4000 troops, Bagration's delaying tactics had allowed Kutuzov to slip away from Napoleon and join Buxhowden in Brunn, Moravia on November 18. The combined Russian armies, including Bagration's battered command, would now exceed the size of Napoleon's forces in the weeks before Austerlitz.

Special Unit Types and Formations

Elite Infantry Troops- Well trained and experienced infantry troops were able to refrain from firing until it had its most devastating impact. This rule reflects the discipline of *elite* troops and their ability to hold fire to the critical moment of an assault.

Elite infantry troops are defined as those with a printed morale, without modification, of **11 through 16**. When an *elite* unit fires defensively against any attacking hex and the attacker suffers a loss, the pre-melee morale check of all units participating in that attack, are impacted.

The effect is that all the attacking units in this case suffer a minus to the pre-melee morale check. The exact minus is determined based on the morale of the defending unit. A 15 or 16 morale is minus 6, a 13 or 14 minus 9, a 11 or 12 is a minus 12. These minus values are applied

as modifiers to the attacker's morale for each increment the attacker lost due to the defensive fire attack.

When an *elite* unit attacks, the opposite is true. If the attacker inflicts a loss then the pre-melee morale check of the defender is adversely affected. All the defending units are impacted utilizing the rational identified above. 15 or 16 morale is plus 6, 13 or 14 plus 9, 11 or 12 is a plus 12.

When an *elite* unit is the attacker against an elite unit, this rule does not apply. In the event of an *elite* versus an *elite*, the attacker has the standard modifier of minus 3 for each fire increment loss.

Russian Dragoon's Ability- the Russian *dragoons* had a demonstrated ability to fight as more than a mounted wave of assault troops. The Russian *dragoons* have a "Sk" on the top of the specific side of their counter. This value permits them to adopt an infantry type skirmish mode in 2 hexes. When they are sitting on a hex side with their specific side facing up, a *dragoon* regiment of 6 increments or less will assume to have 2 increments in each of the two hexes. A *dragoon* regiment of 7 increments or larger will assume to have 3 increments in each of the two hexes. The Russian *dragoon* has a fire value equal to 2 factors per increment. Combine all factors which are firing on a single target hex.

This is not a "cavalry skirmisher" formation as defined in the Cavalry Tirailleurs (20).

For all fire aspects the unit is assumed to be infantry in *skirmish* order. The *dragoon* unit may not charge, reaction charge, opportunity charge, or melee in any fashion. If an enemy cavalry unit charges the *dragoon*, or attempts to melee the dragoon, the Russian checks his morale, at the moment of contact. If successful, the Russian *dragoon* then may retreat up to his movement value away from the enemy, and at the end of this movement assumes a column formation. If unsuccessful, the Russian *dragoon* will rout its full movement away from the enemy.

This special ability may only be used when the *dragoon* is in either clear or pine forest terrain or vineyard

Russian Jägers- Russian *jägers* deployed into the buildings unlike their Infantry counterparts. Therefore Russian *jägers* in a village hex must be in *skirmish order*, never *general order*. The entire unit deploys into the number of built-up hexes detailed by the phasing player. They have no rear or flank hexsides while in the village or town. The *jägers* however do count for stacking if a unit stops in the hex. Units that move through the town or village will not be over stacked as a result of the *jägers*.

Russian Cossques- the Russian Cossaque regiments that are present in the game are irregular cavalry. Based upon that premise please apply the following series of adjustments to their use and interaction with other units within the structure of the game.

The Cossques will check morale whenever an infantry formation which is not disordered, or an artillery unit fires at the Cossaque. A Cossaque casualty is not required. In addition if the Cossaque suffers a casualty due to the fire it routs.

Further, Cossques may not charge infantry that is in good order from any orientation, or unlimbered artillery into a front hexside of the enemy.

French Grenadiers / Voltiguers (combined elite companies) - The French combined *elite* companies which form the 1st Grenadier Division of the Reserve Corps, have been assembled by combining 4 elite companies from different regiments into *ad hoc* battalions for the campaign. General of Division Oudinot leads these battalions. Many of the battalions have the ability to skirmish and many are elite infantry.

Terrain

Fords

Fords act as clear terrain for all purposes. Units moving across a ford pay no additional movement point costs to do so.

Units that melee across a ford calculate the melee values the same as if they were attacking up a slope.

Villages and Hamlets

All other hexes which contain buildings are considered villages. A single hex by itself is considered a Hamlet.

Artillery Special Rules

A Russian light battery may limber with a roll of 5 or 6

A French batterie á pied may limber with a roll of 4, 5 or 6.

Leaders with an artillery bonus add one to the die roll for attempting to limber.

Four French batteries may fire at a single target as a single fire attack if they are all either stacked together or adjacent to each other in 2 hexes.

The vineyard does not block line of sight.

There are no artillery leaders of special ability.

Abenddämmerung zum Nacht (Dusk)

Most of this battle is fought in the late evening and at night, in freezing temperatures. Snowing has been falling intermittently since October as Europe's winter at this time started earlier and was much longer than we have today.

On Nov. 16, 1805 the sun set at 17:30 Wien Time

Starting with the **17:40 turn:**

the specific fire values of artillery are reduced by 1/3

there is not a four hex range for forming square during a charge

the longest range for forming square is three hexes

Starting with the **18:40** turn

The specific values for artillery are reduced by 1/2

There is not a three or four hex range for forming square during a charge

The longest range for a forming square is two hexes

Skirmisher range is reduced to one

Infantry and foot artillery movement is reduced by 2

PGD

Russian units which are *PDG* move in the direction of Guntersdorf. If they have not recovered, they stop at Guntersdorf. If forced off the map they do not return.

French forces *PGD* toward their division's entry point. If they leave the map, the units continue to attempt recovery. If they recover, these units wait one turn and then re-enter the map at their divisional entry point.

Austrian Forces

Nostitz and the 4th Hussars start the game in Gründ. They are *PGD* and when morale is restored they will be exhausted. The infantry from the Hollabrunne Battle has already moved off the map and is not a part of this combat.

La Bataille de Schöngrabern

16 November 1805

French Advant Garde

Attached Legere Cavalrie

GdB Sebastiani

9e Hussar

10e Hussar

1ere Chasseur a Cheval

13e Chasseur a Cheval

21e Chasseur a Cheval



IV Corps de Armee

3e Division

GdD Legrand

26e Legere

18e Ligne

75e Ligne

Tirailleurs Corse



Tirailleurs du Po
3e Ligne

14e Co./5e Artillerie a Pied

V Corps d 'Armee

1ere Division
Général de Division Oudinot

1ere Grenadier Regiment
2e Grenadier Regiment
3e Grenadier Regiment
4e Grenadier Regiment
5e Grenadier Regiment
1ere Co. /1ere Artillerie a Pied

3e Division
GdD Suchet
17e Legere
34e Ligne
40e Ligne
64e Ligne
88e Ligne

15e Co. /5e Artillerie a Pied
5e Co. /1ere Artillerie a Pied

Romanov Rear Guard

GM Prinz Bagration
Prince Bolkonsky - Aide
From the Tsar– General-Adjutant Wintzingerode

GM Ulanius
6th Eger
Khaznenkov Cossaque
Sysoev Cossagues

GM Major Lieders
Little Russia Grenadier
Kiev Grenadier
Novgorod Musketeer

GM Stryk
Narva Musketeer
Azov Musketeer
Podolia Musketeer

GM Penitzky
Chernigov Dragoons #3
Pavlograd Hussars # 2



Line Light foot artillery

Graf Nostitz

4. Hesse Homburg Hussaren



Scenario One – Prinz Bagration holds the Line

Start: 16:00

End: 21:00

La Grande Armée

Advance Guard of the Army Wing

(See Map for Entry)

MdE Murat had agreed to an armistice during the morning, but this was quickly rescinded and Bagration was notified when hostilities would be re-started. As the pursuit commander, Murat did not necessarily take an active part in the release of the infantry divisions under his command. The terrain was not suited to his cavalry. Therefore, the French advance was not an orderly advance of superior forces.

Note: Marshal Murat is not used in Scenario One

While a few units do start on the map, the arrival of other French troops is variable .

The entry times listed, are the first opportunity the infantry battalions or a cavalry regiment may move onto the map. A roll one (1) on a six sided dice is required for each regiment. With each subsequent turn the probability increases by one increment ie (1,2), then (1,2,3) etc.

Start on the Map at 16 :00

Oudinot – 1ere Division
Gd'D Oudinot
5^E Grenadier Regiment at Schöngrabern

1ere Co. / 1ere, 15^e Co./5^e, 5^e Co. /1^{ere}, 14^e Co. / 5^e A a'P – at Schöngrabern on A. May be unlimbered.

Enter 16 :00

Oudinot – 1ere Division (Enter) road to Schöngrabern
1ere et 2^e Grenadier Regiments – no roll to enter

All others must roll to enter!

Sebastiani (Advance Guard) Gd'D Sebastiani road to Schöngrabern
9^e et 10^e Hussar Regiments
Murat's Aide

Enter 16 :20

Gd'D Suchet – at S
17^e Legere Regiment
34 Ligne Regiment

Legrand – 3^e Division – at L
Gd'D Legrand
26^e Legere Regiment
75^e Ligne Regiment

Enter 17 :00

Suchet – 3^e Division at S
40^e et 64^e Ligne Regiments

Legrand – 3^e Division at L
3^e et 18^e Ligne Regiment
Tir. Corse
Tir. Du Po

Oudinot – 1ere Division Road to Schöngrabern.
3^e et 4^e Grenadier Regiments

Enter 17 :20

Sebastiani Advance Guard Road to Schöngrabern

1ere, 13^e et 21^e Chassuer a' Cheval Regiments

17 :40

Suchet – 3^e Division at S
88^e Ligne Regiment

Romanov Rear Guard

Prinz Bagration was a skillfull master of terrain and screening his troops from detection. At this battle, he worked with the Tsar's Aides to negotiate a pause in the battle that the Russians used to their advantage. Bagration selected this terrain and the coming nightfall to aid his ability to hold the French pursuit of the Ruussian main army under Kutusov. If Bagration loses here, there may be no Austerlitz.



The Russians set-up as detailed below. Each of the Russian counters in the vineyard has a blank placed on it. In addition, 6 blank counters may also be used with another blank on top of them in the vineyard. These are placed without the knowledge of the French player. The blank is only removed when the French melee or end their move adjacent to, a Russian counter stack (discovered).

When Russians move more than four hexes away from French units, the blank may be replaced if the Russian unit is still in the vineyard. However, the Russian unit may not be *PDG* and have a blank placed on it.

Once the Russian dummy (blank counters) with blanks are *discovered* , they are removed permanently.

Start at 16 :00

GM Prinz Bagration
Adjutant – Generals and all Troops



6th Jäger and Cossagues must be located in the first vineyard area bounded by the two streams. Starting with the 16 :20, roll to receive permission to leave the area. A roll one (1) on a six sided dice is required for each regiment. With each subsequent turn the probability increases by one increment ie (1,2), then (1,2,3) etc.

The remainder of the Russian Army is placed anywere on the map, 12 hexes from the western edge of the map. That s in the

Vineyard or closer to Gründ. It is up to the Russian's discretion.

Austrians at Grund

Nostitz and the 4. Hussaren are located at Grund. They are PGD and their morale is plus 12 the printed value for the entire game. If they pass their morale checks on any turn, they are considered to be exhausted.

Note : The Austrians had been battered the day before

Victory Conditions

French Decisive Victory – Capture all hexes of Guntersdorf

French Substantial Victory – Capture two hexes of Guntersdorf

French Marginal Victory – Capture one hex of Guntersdorf

Coalition Decisive Victory – Hold all hexes of Guntersdorf

Coalition Substantial Victory – Hold five hexes of Guntersdorf

Coalition Marginal Victory – Hold four hexes of Guntersdorf

If the French win decisively, there is probably no Battle of Austerlitz. The French would catch up to Kutusov before his battered army is reinforced.

Marshal Enterprises Curriculum Vitae

Marshal Enterprises (ME) is a creative consortium of game designers and cultural commentators. They are the surviving designers of the original La Bataille system and are dedicated to the study and celebration of the Age of Napoleon and the Age of Revolution. Marshal Enterprises consists of Monte D. Mattson; Dennis A. Spors and James G. Soto.

In addition to designing **La Bataille d'Aspern-Essling 1809** and **La Bataille de Neumarkt 1809**, ME published **La Bataille de Friedland 1807** and **Le Siege de Danzig 1807** in 2014, **Le Bataille de Leipzig 1813** in 2013. ME also designed **La Bataille de Vauchamps** for *Against The Odds Magazine*. That game was published in *ATO's 2013 Annual Review* issue.

ME received the Charles S. Roberts award for Best Print & Play Game for 2011 for **The Battle of Halle (aka La Bataille d'Halle 1806)**. ME has been nominated several other times for its publications. In addition to the games above, ME has published four other games since 2011. ME was instrumental in the publication or design of several *Le Bataille* games in the 70's; 80's and 90's starting with **Le Bataille d'Auerstadt**, **La Bataille de Preussiche-Eylau**, **La Bataille d'Austerlitz**, **La Bataille de Wagram** and **La Bataille d'Espagnol-Talavera**.

Special thanks to our playtesting team:

- Mark Kaczmarek - Prince Poniatowski
- Curtis Kirkland – General of Kavallerie, Fürst Liechtenstein

Our website is at labataille.me. Please review this site for updates, historical articles and tactical opinions.

