

Periodic Blog # 6–Getting Ready for Wagram

The word is now out, we announced our new release at the Consim Monster Expo in Tempe in late June...*La Bataille de Deutsch-Wagram 1809* will be our next game. It will go on sale in late August and we will officially publish the game on Thursday, October 4, 2018. As always, there will only be 400 numbered copies published, so when the games go on sale, you may want to reserve yours via our website, the only place where the games are on sale.

We have less than 20 copies left of *La Bataille Pour La Prusse 1806*. This does not include the several copies which have been reserved and will be sold and shipped when we publish *Wagram 1809* in October. For the last two years, we have received a spurt of sales for the previous year's featured game in August. We have a large number of people who had not previously bought a game from us as buyers this year, so we are expecting to sell out by early September for *Prusse 1806*.

Some fun factoids about *Wagram 1809*:

- This will be our largest game since *Leipzig 1813*
- Six large maps for *Wagram 1809* itself and then a smaller map for the *Drive to the Bridges* game which links the *Aspern-Essling 1809* maps and game with *Wagram 1809*.
- There will be about 1500 counters.
- There is a new terrain-type, the *Feldlager*, which are a sort of semi-permanent encampment by the Austrians which are scattered about the battlefield, and give the Austrians a little more cover on what is overwhelmingly flat terrain on the Austrian *Marchfeld*
- There are special rules for Marshal Massena's carriage upon which he traversed the battlefield.
- There are also special rules for the Archduke John's potential arrival on the Austrian side of the battlefield, and the care that the French under Marshal Davout must take to guard against John's entry into the battle, which may prove to be catastrophic to the French.
- The playtests which have been done have all been very intense and the games can promise extreme action; and very competitive games.

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Wagram Map as Duel in the Desert Starts in Tempe...8 Feet X 4 Feet...Austrian players Mike McClellan (Kollowrath) and David Mignerey , Defender of Baumersdorf, meditate on the Hapsburg position while listening to a speech from the headless Monte Mattson.

Speaking of the Consim Tempe meeting, there was a good crowd at the week-long plus gathering...we were especially pleased that there were a number of newer players in attendance. We gave away a copy of *Prusse 1806* as a door prize when we made the announcement that *Wagram* would be the new game, and the person who won was a younger member who was in the armed forces from Ft. Leavenworth...he was ecstatic to win as the *La Bataille* series is generally out of his price range. One high school teacher had brought a class of his students, and they were all heavily engaged in a series of complicated games. Finally, one of our Austrian players in the *Duel in the Desert* was a younger and newer player, and he accommodated himself quite well. Thanks to John Kranz of Consim for starting to turn around the demographics for the hobby.

Duel In The Desert Proves Wagram A Close Slugfest

Duel in the Desert, our yearly monster game at Tempe, this year featured *Wagram*, and it was a grand game. First, we had 13 players—5 on the French and 8 on the Austrian...the most that have ever participated in a *Duel in the Desert*. This year's contest was our eighth consecutive one, and the first game since our first one in 2011 where Marshal Enterprises played the French.

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A couple of French players who had planned to play were last minute withdrawals as they came down with some sort of grippe.

We started playing on Tuesday, June 26, with a smaller scenario from the July 5 *Wagram* game. Bernadotte's Saxons and French attempting to hold Aderklaa and also take Deutsch-Wagram from Bellegarde's I Austrian Korps. The French did slightly better than Bernadotte did historically, but the casualties were immense on both sides. What saved Bernadotte was the intervention of the French Guard Horse Batteries, which had a tremendous punch. As a result of the July 5 battle, Bernadotte was firmly in control of Aderklaa and the French line was pushed closer to the stream coming out of Deutsch-Wagram when we started playing the July 5 grand scenario.

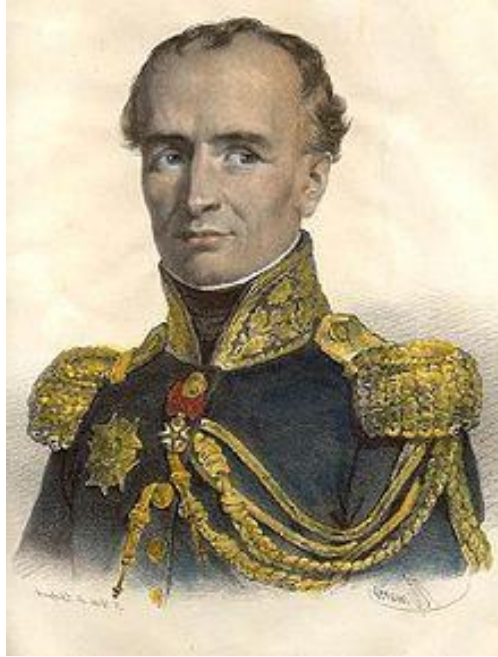
July 5 set the stage for the massive battle on July 6. The Austrians were under the overall command of Albert Smith (affectionately called the Archduke Albert). He also commanded Hohenzollern's troops in and around Deutsch-Wagram. His plan was different from the original Austrian set-up. He set up a very tight line which was about half the length of the original Austrian plan. The town of Deutsch-Wagram was the centerpoint of a reduced length Austrian line. David Mignery was the Austrian commander who was given the task of holding the village of Baumersdorf just east of Deutsch-Wagram. Mignery held Baumersdorf for nearly 20 turns, before retiring under the constant barrage of General Oudinot (Dennis Spors) and Marshal Massena's (Jim Soto) two separate artillery parks. The end became clear when Drouot's heavy guns of the guard added to the symphonic approach of the French artillery. The Austrians, led in large part by Austrian Reserve Commander, Liechtenstein (Eric Holmgren) again attacked Bernadotte's Saxons on July 6 and also attacked Eugene's (Monte Mattson) Army of Italy.

Supporting Liechtenstein was Field Marshal Klenau, who engaged Monte's Army of Italy. That attack was stopped by Austrian heavy cavalry. Ironically, the game saw French Cavalry legend, General Lasalle, perish in a charge supporting the French attack near Aderklaa not unlike the historical occurrence. On the French right Davout's III Corp (Mark Kaczmarek), made a very wide sweep and engaged both the Advance Guard of Nordmann (Warren Kingsley) and Rosenberg's IV Korps deep in their rear creating mayhem where there previously was Austrian serenity.

Hero of Wagram is ME's Man of the Moment

The French had excess of good artillery and cavalry over the Austrians. The Austrians, on the other hand, had large infantry battalions which supported their tough defense of their shortened line. While the overall result of the battle was a close thing, the French, using their advantages were able to prevail over the Austrians. Another game might lead to a different result. The parties agreed to meet next year in Tempe for another bout.

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Antoine Drouot, ME's Man of the Moment

This blog's Marshal Enterprises Man of the Moment is General Count Antoine Drouot, commander of the French Imperial Guard heavy artillery at the battle of Wagram. His efforts to direct the heavy guns at Wagram at virtually point-blank range during the key part of the battle proved to be the difference. Drouot was one of the few people who were both at the Battle of Trafalgar and Waterloo. Drouot, born in 1774, was probably the most pious general on Napoleon's staff. He would be known to read his Catholic breviary as the battle would rage about him. Drouot escorted Napoleon to Elba in 1814 as the commander of the artillery. He successfully defended himself from charges of treason after Napoleon's final fall, and spent much of the remainder of his life (which ended in 1847) providing for the French veterans of the Napoleonic Wars

More to come on La Bataille de Deutsch-Wagram in our next blog so stay tuned!