

La Bataille d' Eggmühl 1809 Scenario Three

Examen du scénario trois

Scenario Two portrays the historical battle where Napoleon drives the Austrian Army from Bavaria. Before Napoleon and additional French troops arrived however, Archduke Karl considered going on the offensive against Davout's III Corps and Lefebvre's VII Corps.

The forces Karl would use for this must cross the Donau and be able to deal a blow before the French Army could be reinforced by Lannes and later by Massena. Karl therefore would quickly reorder the Austrian Army into columns much as he did later for Aspern-Essling. In some cases this meant breaking up the existing corps structure.

Another issue Karl recognized after his realistic assessment of the Austrian Army coordination capabilities ; the inability to timely manage an attack of this complexity. This flaw would become apparent later at Aspern-Essling. Based on the intelligence Karl received, he wisely decided to retreat back to Austria on the second day of the battle.

Given Marshal Enterprises' propensity to explore *what ifs*, (Super Jena) Scenario Three permits the Austrian Player as Karl, to go forward with the original offensive plan to destroy Davout's III Corps. Scenario Three takes into account the realistic difficulties the Austrian Army would have encountered bringing their forces to bear, having to cross a major river and march during the night and early morning.



Le processus de détermination des renforts de Karl

Zusammenfassung

- **(Vierte Armmekolonne)** - The Austrian IV is primarily the same as in Scenario One with the exception of some detached units
- **(Dritte Armmekolone)** - The Austrian III Korps has only units of St. Julien left but has been reinforced with units of the V Korps (not in any other scenarios).
- **(Zweite Armmekolone)** - A new provisional formation comprised of units from the V1 Korps, Lindenau's Division for the V Korps and possibly some Kuirassiers.
- **(Erste Armmekolone)** – The II Korps is a fresh organization transferred over the Danube, at night. This includes divisions commanded by Klenau, Brady, Webber and some IV Korps detachments. There is a good chance not all of these formations will arrive on time.

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- **Reserve** – consists of Hessen-Homburg and Kienmayer's Grenadiers. They represent the last reserve of the army. Emperor Francis will be reluctant to release them.
- **A misc.** Formation from Herzog Ludwig's bearen V Korps will be retreating (pdg) from the east map edge to the north. These could be valuable troops if you can rally them. They have sustained some extensive casualties

Spielweise

As you will soon discover, the odds of **all** these troops crossing the river and arriving on time, is not very likely. The exact unit numbers and types will depend on the fates. If you believe the mathematics, the Austrian player should receive between one to two divisions and a brigade of Grenadiers and another of heavy cavalry. These could be scattered on several entry locations to the battle area. Remember, if some Austrian Units are not used, it just means these would not have reached the battlefield in time to be engaged. Another issue for the Austrians will be they don't know where and how much will arrive, just their time of entry. (The French will not know either !)



The French Army remains the same as in Scenario Two.

The entry of the Austrian reinforcements is a little complicated in game terms but this process guarantees each time Scenario Three is played, there will be unique challenges for both sides.

Das größer Manöer

Before the Austrian Player(s) begin their timed movement for 14 :00;

- 1) Take the 'time pieces' from the counter mix. These should be 14 :00 through 17 :40
- 2) find the following leaders on the organizational chart :

Erste Armme Kolone
Kleanu – *Advance Guard*
Brady *Division*
Weber *Division*

Detached
Vecsey *Brigade*

Zweite Armee Kolone
Lindenau *Division*



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Janusch Kuirassier Reserves

Dritte Armmekolonne

Hohenzollern AG

St. Julien Division

Boynograd Kuir. Brigade

- 3) Roll two dice for each leader's entry time as follows ; (only one roll , per leader, per game for the location)

Roll Arrival Time for the leaders forces

11	14 :00
12	14 :20
13-16	14 :40
25-26	15 :00
31-33	15 :20
34-46	15 :40
51-52	16 :00
53-54	16 :20
55-56	16 :40
61-64	17 :00
65	17 :20
66	17 :40



- 4) Record the entry time for each leader on the Arrival Table

- 5) Before the Austrian portion of movement, for the arrival time of the leaders determined in 3), roll one die for the entry location. Results as follows :

Roll	Arrival Location
1,2	A Zone north edge (see chart)
3,4	B Road to Untersanding
5	C Road to Gailsbach
6	D Road to Aufhausen (See Entry Chart Below)

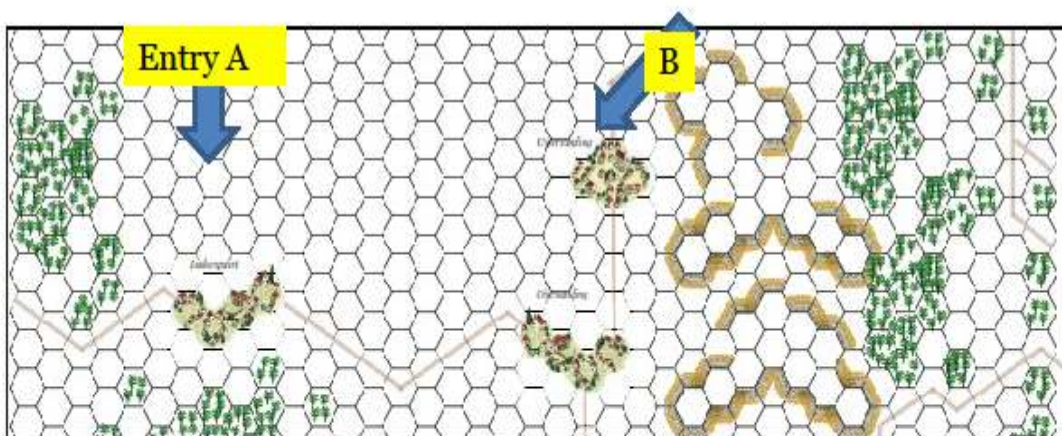
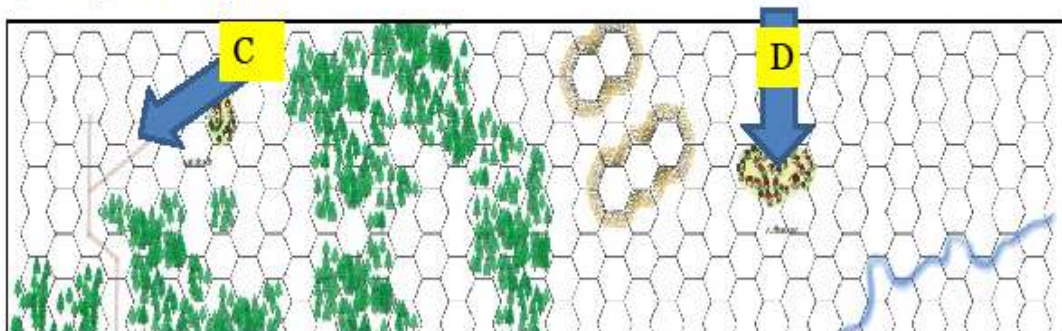
- 6) Next determine the number of formations. Roll two dice for each unit (Regiment, independent battalion or battery one time*

Roll	Result
11-36	Unit enters
41-66	Unit does not enter*

* if a double is rolled, then this unit may roll again next turn

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Marshal Enterprises



Eggmühl 1809 Scenario Three Austrian Entry

7) Leaders accompany thier units. Kolowrat and Denorvic may accompany any unit of Kleanu, Brady or Weber, etc.. Liechtenstein may accompany Lindenau.