

La Bataille d'Eggmühl 1809



Special Rules

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La Bataille d'Eggmühl 1809

TERRAIN EFFECTS

MOVEMENT

Clear	1
Hamlet /Village / Town*	3
Forest*	2 Inf / 5 Cav / Artillery Prohibited
Slope	Inf +2/ Cav +3/ Art +4
Swamp***	4 Light Inf (sk)/ Inf. /Artillery and Cav. Prohibited
Road	1/2
Stone Bridge**	1
<i>Grosse Laaber</i> ****	Prohibited
Stream	Inf +3 / Cav +5 / Art +4
Ford (see scenarios)	Lt. Infantry +4 to cross in skirmish order, Infantry +5 to cross, Cav +10 to cross and Artillery+6 to cross
Fleches	5 Inf, 12 Cav / Art 2 (prohibited through Fleche hexside (see rules) but must enter from rear).
Boundary Wall (Eggmühl)	2 Inf, Cav and /or Art prohibited (see rules) crossing through wall
Schloss (General Order)	4 to enter for Artillery or Infantry, Cav Prohibited

*Infantry / Cavalry forms general order in this terrain.

Units with a Skirmish Ability may Skirmish in these hexes if they so elect.

*Road March through a Hamlet, Village or Town is 2 mp per hex

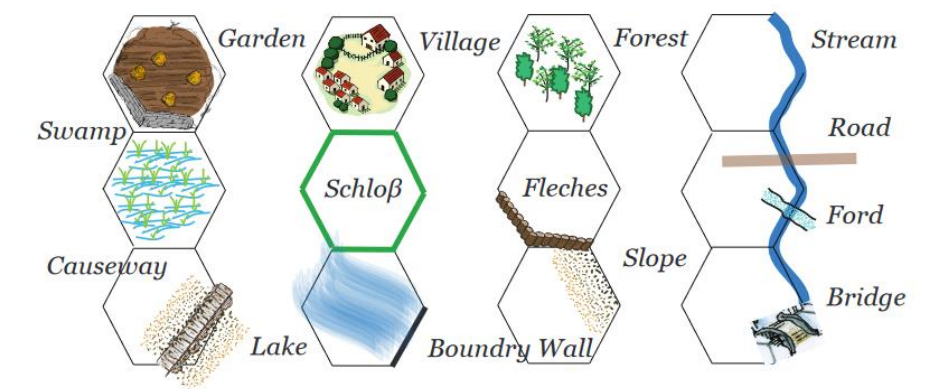
**Combat Formations must be in road order to cross the bridge at Eggmühl or Walkenstetten / Schierling

***Only Infantry in Skirmish Order may enter a Swamp Hex Type voluntarily

****No combat formation may cross a hexside of the *Grosse Laaber* unless on a stone bridge or light infantry in skirmish only at the ford at Rogging.

Light Infantry may be in skirmish order

Units successfully crossing a stream will be disordered at the end of their movement. Cavalry must check morale.



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STACKING

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
Hamlet /Village / Town	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
Road / Bridge	4 Increments in Road March
Fleche	1 inf. Battalion and/or 1 Artillery Battery Or six increments of Cavalry
Swamp	1 Battalion Light Infantry – Skirmish only
Schloß	1 Battalion per hex and/or 1 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)



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INFANTRY UNIT FIRE VALUES

French

	Ligne	Légère	Demont - Conscripts
Column	Printed	Printed	Printed
Line	X 3	X 3	X 2
<i>Carre</i>	X 3	X 4	X 2
General Order	Printed	Printed	Printed
Skirmish		X 3	
Disordered formations fire at half strength			

Bavarian

Württemberg

	Infantry	Light Infantry	Infantry	Light Infantry	Jaegers
Column	Printed	Printed	Printed	Printed	Printed
Line	X 3	X 2	X3	X3	X3
<i>Carre</i>	X 3	X 3	X3	X2	Printed
General Order	Printed	Printed	Printed	Printed	Printed
Skirmish		X2		X2	X4
Disordered formations fire at half strength					

Austrian

	Linie	Grenz	Jäger	Grenadier	Karl's Legion
<i>Masse</i>	Printed			Printed	Printed
Column	Printed	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 4	X 4	Nicht Erlaub
<i>Carre</i>	X 3	X 3	X 4	X 4	X2
General Order**	Printed	Printed	Printed	Printed	Printed
Skirmish		X3	X4*		X2
Disordered formations fire at half strength					

*Austrian Jägers are rifle armed and fire X4 adjacent, X3 at 2 hexes, and X2 at 3 hex range

**Austrian Infanterie (Linie or Grenadiers) in General Order, in Towns/Villages/Hamlets, Schloss fire at 150% of printed



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TERRAIN FIRE DEFENCE VALUES

	Column	Line	Carre	General	Skirmish	Disorder/Rout	Artillery
Clear	6	9	4		12	14	6/8*
Forest				10	14	16	N/A
Hamlet				10	12	16	6/8*
Village				10	12	16	7/9*
Town				12	14	16	8/10*
Fleche	10 /6!					5	7/10*
Swamp					14		
Defending behind wall at Eggmühl +1 to defense							
Schloss				13	15	15	9/11

*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 in Road March have a fire defense of 4.

Formations fired upon thru a rear are normal

! Front/Rear

FIRE ATTACK MORALE CHECKS

French

Ligne Infanterie will check with every even numbered increment loss

Légère Infanterie will check with every even numbered increment loss

Demont (Res.) Infanterie will check with every even numbered increment loss

Cavalerie Formations will check with every increment loss

Artillerie Formations will check with every increment loss

French Confederation

Bavarian / Wurttemberg will check with every odd increment loss

Austria –which includes all Imperial Provinces and Kingdoms

Linie will check with every odd numbered increment loss

Grenz and Jaegers will check with every even increment loss

Austrian / Hungarian Grenadiers formations check morale with every even increment loss

Karl's Legion checks with every odd increment loss

Cavalry Formations will check morale with every increment loss

Artillery Formations will check morale with every increment loss

All Cavalrie or Artillerie will check with every loss

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CARRE REALIZATION TABLE

French

	CARRE	DISORDER	ROUT
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When forming from Column

4 Hexes	11-66		
3 Movement Points	11-63	64-66	
2 Movement Points	11-36	41-61	62-66
1 Movement Point	11-24	25-51	52-66

When forming from Line

4 Movement Points	11-56	61-66	
3 Movement Points	11-42	43-54	55-66
2 Movement Points	11-32	33-55	56-66
1 Movement Point	11-15	16-44	45-66

Württemberg/ Bav.

	CARRE	DISORDER	ROUT
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When forming from Column

4 Movement Points	11-63	64-66	
3 Movement Points	11-56	61-63	64-66
2 Movement Points	11-33	34-56	61-66
1 Movement Point	11-24	25-51	52-66

When forming from Line

4 Movement Points	11-53	54-63	64-66
3 Movement Points	11-36	41-51	52-66
2 Movement Points	11-25	26-52	53-66
1 Movement Point	11-15	16-44	45-66

Personalities subtract 6 from the die roll if present in the hex

Légère, MINUS 3 from 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

Defender must have line of sight to the charging cavalry according to Rule 38.

(4 movement points may be four hexes or less depending on terrain)

Austrians

	CARRE	DISORDER	ROUT
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When forming from Line

4 Movement Points	11-62	63-65	66
3 Movement Points	11-44	45-61	62-66
2 Movement Points	11-31	32-54	55-66
1 Movement Points	11-24	25-46	51-66

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Modifications to the die roll

Personalities subtract 6 from the die roll if present in the hex
Austrians in *Masse* may not attempt to form *Carre* in enemy phase
Austrians may only attempt to form *Carre* if in line, in the enemy phase
Grenadiers MINUS 3 from 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 3 to the die roll, for each level
Defender must have line of sight to the charging cavalry according to Rule 38.
(4 movement points may be four hexes or less depending on terrain)

CAVALRY RECALL

FRENCH	2-6 successfully recalls
RHEINBUND	2-6 successfully recalls
AUSTRIAN	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 skirmish order	minus 12 to die roll
Defender in Line	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state	unit suffers pursuit loss
In square	plus 12 to die roll
Across a stream hexside	plus 6 to die roll
If charged by Lancers	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



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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 Skirmish order	No check	Minus 6
Defender is in Line		Minus 3
Austrian Defenders in Line	Plus 3	
Defender is in Square	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.....Morale of 15 or 16	Minus 6	
Morale of 13 or 14	Minus 9	
Morale of 11 or 12	Minus 12	

INFANTRY MELEE VALUE MODIFIERS

Condition	Modification to the Value:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank	X 2	
Defender is assaulted in rear	X 1.5	
Defender is in Skirmish order		X .5
Defender is Disordered (Infantry/Artillery)		X .5
Defender is Routed		X.33
Defender in Road March		X.25
Infantry Attackers vs. Defender in Column	X1.5	
Infantry attacking across a stream hexside	X .66	
Cavalry Charge 3 hexes straight	X 2	
Heavy Cavalry attacks Light Cavalry	X 2	
Heavy Cavalry in Line	X.5	
Cavalry Attacker is Tired	X .5	
Cavalry Attacker is Exhausted	X .33	
Cavalry Defender is Tired		X .5
Cavalry Defender is Exhausted		X .33
Cavalry Attacker vs Carre	X .5	
Cavalry Attacker across a stream hexside	X .66	

ARTILLERY SPECIAL RULES

An Austrian Brigade Battery may limber with a roll of 4, 5 or 6
 An Austrian Position Battery may limber with a roll of 5 or 6
 An Austrian Kavallrie Battery may limber with a roll of 4.5 or 6

A French Batterie a' Pied may limber with a roll of 4, 5 or 6
 A French Batterie a' Cheval may limber with a roll of 2, 3, 4, 5, or 6

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A French Allied Batterie may limber with a roll of 5 or 6
Leaders with an artillery bonus add one to the die roll when attempting to limber
French Marshal's, Grunne adds one to the die roll
Napoleon adds 3 to the die roll

ARTILLERY LEADERS OF SPECIAL ABILITY

Napoleon may combine three hexes
Any Corps/ Korps commander, Karl-Ludwig or Grunne may combine two hexes.

MORALE LEVELS

Consult the *Morale Levels* contained below. This chart sets a threshold, at the hour, to check the condition of the organization based on the number of battalions PGD or eliminated. Cavalry and Artillery don't count against this total and are not affected. Usually those affected by morale levels are corps or wing sized organizations

The French are well defined corps and their battalions are listed.

French Corps Provisiore Lannes	26 battalions	
Level 1	5 battalions lost or routed	minus 3 to all morale rolls
Level 2	10 battalions lost or routed	minus 6 to all morale rolls
Level 3	15 battalions lost or routed	minus 9 to all morale rolls

French III Corps Davout	29 battalions	
Level 1	6 battalions lost or routed	minus 3 to all morale rolls
Level 2	12 battalions lost or routed	minus 6 to all morale rolls
Level 3	18 battalions lost or routed	minus 9 to all morale rolls

French VII Corps Lefebvre	30 battalions	
Level 1	6 battalions lost or routed	minus 3 to all morale rolls
Level 2	12 battalions lost or routed	minus 6 to all morale rolls
Level 3	18 battalions lost or routed	minus 9 to all morale rolls

French VIII Corps Vandamme	13 Battalions	
Level 1	3 battalions lost or routed	minus 3 to all morale rolls
Level 2	6 battalions lost or routed	minus 4 to all morale rolls
Level 3	9 battalions lost or routed	minus 6 to all morale rolls

The Austrians are well defined korps and their battalions are listed. If only part of a korps is used, use the whole corps numbers for morale battalion count.

Austrian II Korps Kolowrat	20 Battalions	
Level 1	4 battalions lost or routed	minus 3 to all morale rolls
Level 2	8 battalions lost or routed	minus 6 to all morale rolls
Level 3	12 battalions lost or routed	minus 9 to all morale roll

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Austrian III Korps Hohenzollern 28 Battalions

Level 1	6 battalions lost or routed	minus 3 to all morale rolls
Level 2	12 battalions lost or routed	minus 6 to all morale rolls
Level 3	18 battalions lost or routed	minus 9 to all morale rolls

Austrian IV Korps Rosenberg 26 battalions

Level 1	5 battalions lost or routed	minus 3 to all morale rolls
Level 2	10 battalions lost or routed	minus 6 to all morale rolls
Level 3	15 battalions lost or routed	minus 9 to all morale rolls

Austrian Reserve Liechtenstein 17 Battalions

Level 1	4 battalions lost or routed	minus 2 to all morale rolls
Level 2	7 battalions lost or routed	minus 4 to all morale rolls
Level 3	11 battalions lost or routed	minus 6 to all morale rolls

SPECIAL TERRAIN TYPES

Towns

The following hexes are designated as towns: Eggmühl (Eckmühl)

- There is no zone d' influence into the Towns. Units in the Towns exert a zone d' influence to surrounding non-town hexes but not to other town hexes.
- The structures in these towns are largely made from stone and withstood repeated bombardment and musket fire.

All other hexes which contain buildings are considered Villages except the Schloß.

Swamps

Only infantry formations in *Skirmish* order may enter swamp hexes during movement. Melee values attacking into or defending in a swamp are x .25 of printed. Other units may DD or PGD into the swamp as a result of combat or continued rout. Units other than Lt. Infantry the rout or DD into the swap are eliminated. Light Infantry (Skirmishers option) that DD into the swamp must check their situation in the recovery phase. If the recover, they become skirmishers. If they PDG, they are eliminated.

Major Watercourses

The major river separating the battlefield is the Grosse Laaber. This river may be crossed at the stone bridge at Eggmühl, a bridge between Schierling and Walkenstetten and a ford at Rogging.



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Earthworks (Fleches)

There are three earthworks (fleche) constructed by the Austrians on a height near Eggmühl, and two between Unter and Oberlaichling. The three near Eggmühl are constructed on an elevation. The highest fleche has an unencumbered line of site to any unit or leader within range. The remaining two are subject to the line of site rules.

The earthworks hex has 2 front hexsides and 4 rear. Fire defense of the earthworks through the front hexside is 10 and through the rear is 6. Units may move to enter the earthworks hex only through a rear hexside as it is treated as a clear terrain hex move. Note: A melee assault is the only way to enter an earthwork through the front hex sides.

A single infantry battalion may enter thru the rear of the earthworks either defensively to stack with and support the batterie, or a single enemy battalion may assault the earthwork to take it. The batterie may only fire through the front hexside of the earthwork. The batterie enters / exits through the rear hexside. Infantry and Cavalry enter and remain in column formation in the Fleche.

Melee through a front hexside is minus 12 to the attackers pre melee morale check and any assaulting infantry is halved in melee. When assaulting through a rear hexside, the attack is made as if it was into a clear terrain hex. Carre / Skirmish formations are not permitted in the fleche

Boundary Wall Eggmühl

This wall is approximately 5' tall and in partial decay. It provides a little cover for troops behind it but is not a fortification. This wall does not completely encircle the town.

Schloß Eggmühl

The "castle" at Eggmühl is fairly modest structure but provides three stories of window openings and substantial walls. There is a tower over the entrance to the courtyard providing more advantages for the defender. Infantry Units in Schloss are in General Order.

The former Niederungsburg and medieval Weiherhausanlage (lowland castle and warehouse) was built in the 12th century. It was then owned by the Steward of Heilsberg and the lords of Eggmühl. Around 1333 it was in the possession of the Truchsess Ulrich the Leublfinger. Around 1432, a kennel was constructed. From 1475, this was the nursing court of the Dukes of Bavaria. In the 16th and 17th centuries, the building was structurally altered. In the 17th century, a half-whale roof was constructed. Once owned by the von Turin and Taxis family, it is now a rest home for elderly.



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Assaulting Across the Bridge at Eggmühl

The bridge across the Grosser Laaber is an important feature and difficult to capture. In order to cross the bridge, the unit must be in road order. Thus only 4 increments would be in the hex conducting the assault. Historically the troops from Württemberg assaulted this position three times before they were successful.

The German Language

The German Language, its alphabet and spellings, have been evolving since the time of the Romans. Thus, there may be many spellings for the same object or concept.

The German Language is also slightly different depending on the exact geography. Thus in Bohemia the language may be different than in Styria. The Prussians may not even consider themselves German and their grammar and labeling of objects and towns is very different.

Most of the histories of these wars are written in French, as the ruling classes all spoke French and considered German, even Hoch Deutsch, too provincial and not as civilized. Even today, the dialects of the various areas are a challenge. Germany as a nation had its roots in the Napoleonic Wars especially starting with 1813. The names of some towns may have been changed to Polish, Czech or Slovenian after WWII.

As you read the histories of these areas, you will be challenged by the different names associated with the same regions, towns, villages, rivers, heights. Even people's names change between the various languages (Charles vs. Karl vs. Karol). It gets worse if they are spelled in their own alphabet; perhaps Hungarian or Polish or old German Text. It makes understanding the history more difficult but no less fun.