

Blücher Scenario: Abensberg, 20 April 1809. Bavaria strikes back

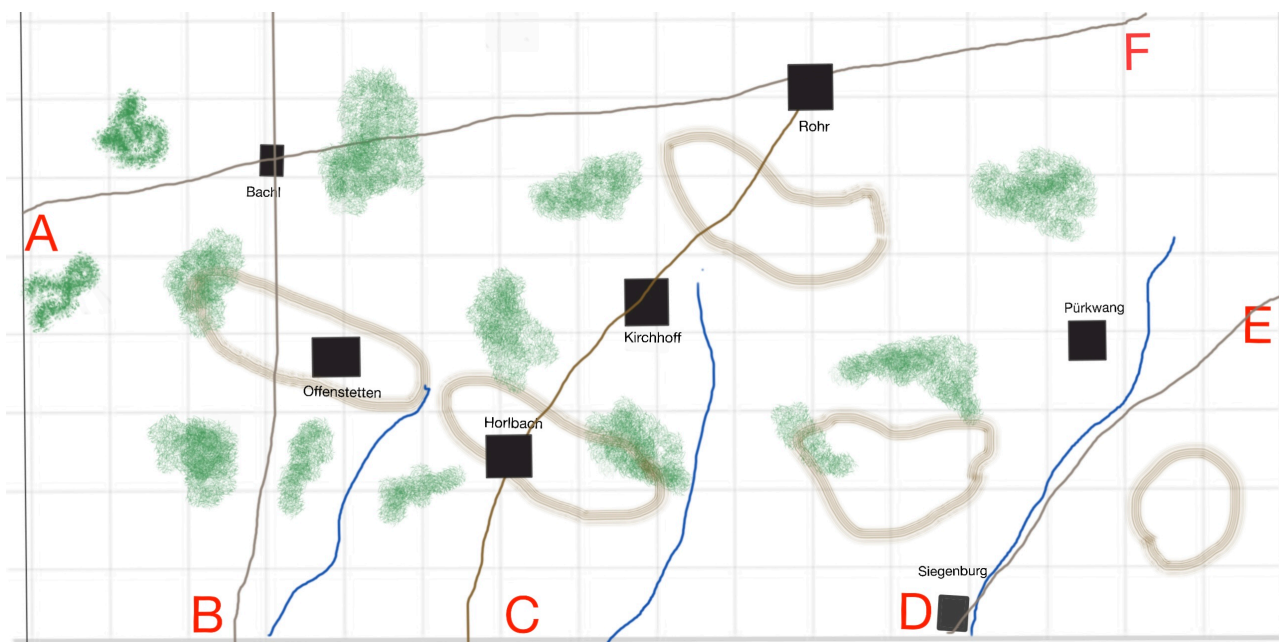
This scenario is for four to six players, on a 32 x 16BW table (8' X 4' if using 1BW as 3").

Introduction

It is 20 April 1809 in the Danube valley, eleven days after Austria invaded Bavaria. The French and Bavarian forces, currently under the hesitant command of Marshal Berthier, have been retreating westwards, trying to regain their balance. Yesterday, Marshal Davout avoided destruction in the hard-fought encounter at Teugen-Hausen. Last night Archduke Charles reached the River Abens, where the retreating Franco-Bavarian forces have cobbled together a defensive line. Today, he expects to resume his offensive. However, the morning begins with the sight of Bavarian troops advancing from the Abens against the Austrian positions. Something has changed in the Franco-Bavarian camp: Napoleon has joined the army and has no intention of leaving the initiative with Charles.

The Map

One square is 2BW across



MO

The terrain around Abensberg is close and communication difficult. Each player has their own MO of 2 dice. A turn continues until all players on the same side have reached their MO limit. This means that the players on one team may (probably will) stop their turns at different times.

Objectives

There are two objectives, both of which start the game under Austrian control. One objective should be placed in the village of Pürkwang. The second objective should be placed in the village of Rohr. If the French player controls both objectives at the end of an Austrian turn, the game ends immediately with a French victory.

Set Up Areas

The Austrians set up first.

The French arrive from turn 1.

Both sides will be testing for reinforcements.

The game lasts for 26 turns. The Franco-Bavarians have the first turn.

Rule amendments

Infantry units with the skirmishers trait (Sk) may use a simple move in woods. All other troop types in woods must use the difficult move as per written rules. (Note that visibility in Woods remains 1BW, so a unit may not charge an enemy that is over 1BW away. A unit moving through woods towards an enemy unit must stop 1BW away.)

Reinforcements are handled differently from the Blucher rules as written. Each group still has a reinforcement factor but every turn, the controlling player rolls a number of dice equal to its reinforcement factor. If the sum of the dice rolled is less than or equal to the current turn number, the group arrives.

Reserve movement as written in the rules is not permitted in this scenario. However, a unit that starts the game outside recognition distance (4BW) may be replaced by two markers; one real and one dummy. Markers move at normal unit speed and movement does not reveal the unit. This means a marker can move in several turns as long as it is not within 4BW of an enemy. Dummies may be moved at either infantry or cavalry speed, player's choice each turn (but if the same marker moves first as infantry and then as cavalry, the enemy players will know it is a dummy, - if they are watching carefully!)

Each player begins the game with two intervention tokens that they can cash in in one of two ways. First, they can add a die to a unit in combat. Second, they can try to rally back strength points for a damaged unit. The unit must be more than 2BW from the enemy and do nothing else this turn. The player may return D3 points to the unit's strength, to a maximum of its starting points.

Franco-Bavarian-Württemberg Allies

Army morale: 7

Lefebvre, VII Corps

A/7	544322	H
1st Division, Crown Prince Ludwig. Arrive turn 1 at point B		
1/1/7	6	sk, a
2/1/7	6	sk,
C/1/7	6	
2nd Division, Wrede. Arrive turn 1 at point C		
1/1/2/7	6	sk, a
2/1/2/7	6	sk
2/2/7	6	sk, a
C/2/7	6	

Vandamme, VIII Corps.

Hugel's brigade (H) arrive turn 1. They may operate as a formation in their own right, in which case they arrive at point C. Alternatively can be split between Bavarian 1st and 2nd Divisions (allocate correct coloured dice), arriving with the relevant formation.

1/H/8	6	sk, a
2/H/8	6	sk
C/8	6	

Reinforcements: factor 4. Same option as for H: may reinforce one or both Bavarian divisions or follow the United H. Arrive at point B or C

1/8	6	a
2/8	6	

Lannes, Provisional Corps

Reinforcements: factor 3. Arrive at point A

C/P	6	
1st Division, Morand		
1/1//P	7	sk, a
2/1/P	7	sk
2/1/P	7	sk
1C/P	7	sh

Reinforcements: factor 4 (cannot start testing until 1C/P and 1/P have arrived on table). Arrive at point A

3rd Division, Gudin		
1/1/3/P	7	sk, a
2/1/3/P	7	sk
1/2/3/P	7	sk
2/2/3/P	7	sk

Austrians

Army morale: 8

III Corps

Thierry. On table, within 2BW of Offenbach (may garrison village).

1/T/III	6	a
2/T/III	6	
C/T/III	6 -	

Hammer. On table, within 2BW of Horlbach. (may garrison village).

1/H/III	6	a
2/H/III	6	
C/H/III	6 -	

Pfanzelter On table, garrisoning Bachel.

1/P/III	6	sk,c,a
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V Corps Ludwig. On table, anywhere between Horlbach and Pürkwang, no closer than 12" to the French table edge (may garrison villages).

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Radetsky

1/V	6	sk, a
C/V	7	

Bianchi

1/B/V	6	a
2/B/V	6	
3/B/V	6	

Schustekh On table, within 2BW of Rohr (may garrison village).

1/Sch/V	6	sk,a
C/Sch/V	7	

VI Hiller

Reinforcements: factor 3. Arrive at point F

Weissenwolf

1/W/VI	6	a
2/W/VI	6	
3/W/VI	6	

Von Hoffeneck

1/H/VI	6	a
2/H/VI	6	

C/VI	7	
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II Reserve Corps

Reinforcements: factor 3. Arrive at point E

1/IIR	7	sk, sh
2/IIR	7	sk, sh
LC3/IIR	6	
Cu/IIR	7	Sh