

# Feeling for the Enemy, 21 April 1809

## A scenario for Lasalle 2

### Background

It is 21 April 1809 in the Danube valley, twelve days after Austria's invasion of Bavaria. The Franco-Bavarian forces have recovered from their initial surprise and blunted the impetus of the Austrian assault. The campaign is now in the balance. Battlefield intelligence on both sides has suffered from the close terrain, the fast pace of events and wishful thinking. Today, Napoleon believes he is chasing the main Austrian army back towards Landshut, while he has ordered Davout and Lefebvre to mop up the remnants of enemy units stranded south of Regensburg. His lieutenants are about to discover that Napoleon has made a major miscalculation.

Davout and Lefebvre have been advancing East along the Laber Valley, pushing the Austrian III and IV Corps out of a succession of rearguard positions. As they approach the town of Eggmüll and the main North-South road from Regensburg to Munich, it becomes clear that the Austrians have done with running. They have occupied a hilltop astride the French line of advance, bristling with artillery and prepared for defence. While St Hilaire and Lefebvre pin the Austrian Centre and Left, Friant leads his division through the woods to try to get around the Austrian right flank.

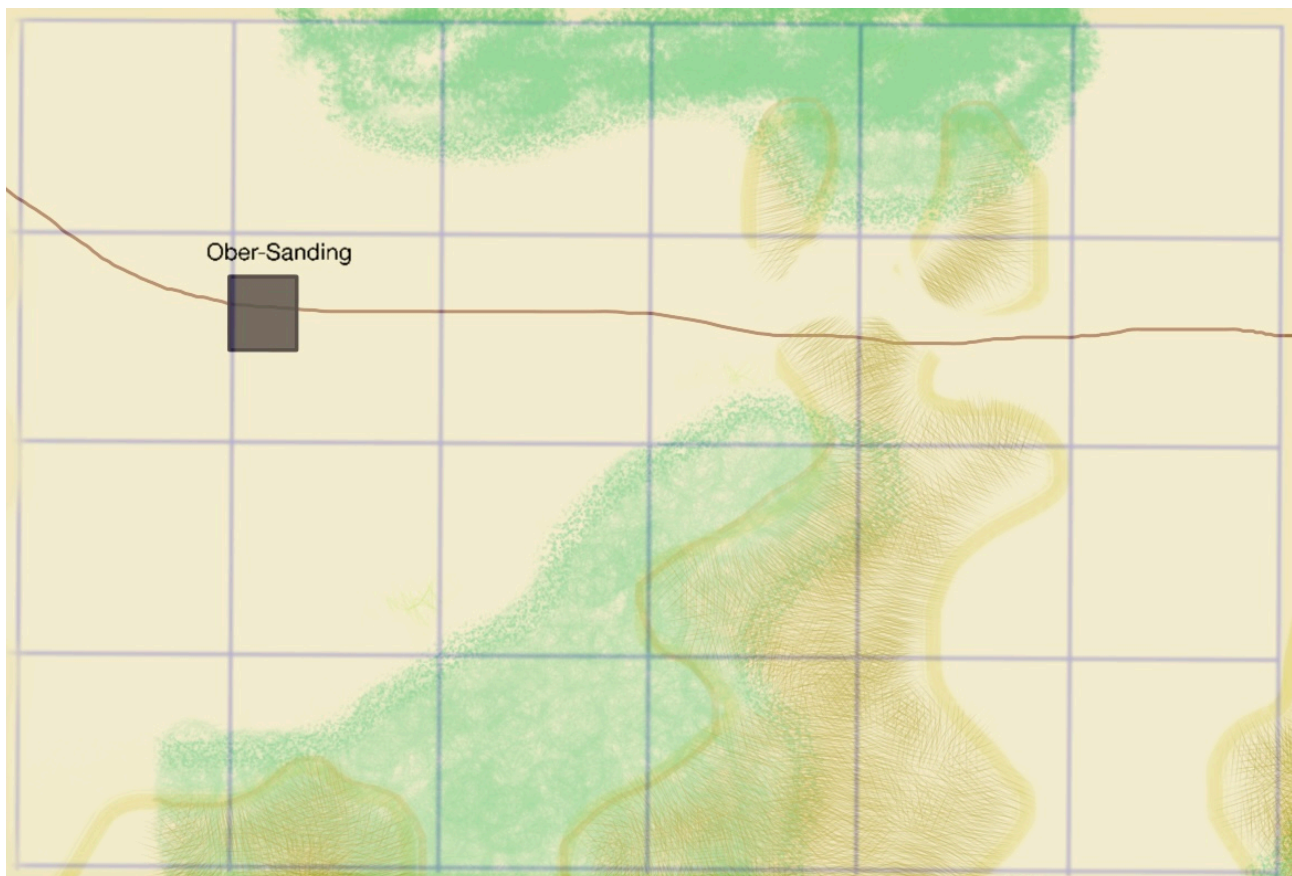
### Description

This weighted scenario covers the attempts by Friant's division to turn the Austrian right. It is unusual in that much of the table is covered by woods.

### Objectives and Victory

Table size: 24BW x 36BW .One objective is in the town of Ober-Sanding. The other objective is in square D5.

The game length is 10 turns. Sudden death 1/3.



## Austria

The Austrian on-table units set up first, anywhere in rows A and B. Units in town squares may set up in garrison. Baggage: row A. The Austrians have **delayed reinforcements** (i.e. requiring 2 rolls of 6 to arrive on table) . They must arrive in squares A1 or A2.

Points value	Brigade I.D.	Unit title	Strength (shaken)	Resolve	Skirmish/ artillery factor	Special rules
		<b>Austrians</b>				
		<b>On table</b>				
<b>IV Armee Korps, Division Hohenlohe-Waldenburg-Bartenstein</b>						
12	<b>IV</b>	6pdr Brigade battery	2 1	6	4 x 4+	
12	<b>IV</b>	12pdr position battery	2 1	6	3 x 4+	<b>Hvy</b>
10	<b>IV</b>	6pdr position battery	2 1	6	3 x 4+	
		<b>Brigade von Riese</b>				
		<b>I.R. 8 (Ludwig)</b>				
16	<b>8</b>	1/8 (Ludwig)	6 5 4 3 2 1	4+	Sk2	
16	<b>8</b>	2/8 (Ludwig)	6 5 4 3 2 1	4+	Sk2	
16	<b>8</b>	3/8 (Ludwig)	6 5 4 3 2 1	4+	Sk2	
		<b>I.R. 22 (Koburg)</b>				
16	<b>22</b>	1/22 (Koburg)	6 5 4 3 2 1	4+	Sk2	
16	<b>22</b>	2/22 (Koburg)	6 5 4 3 2 1	4+	Sk2	
16	<b>22</b>	3/22 (Koburg)	6 5 4 3 2 1	4+	Sk2	
		<b>I.R. 46 (Chasteler)</b>				
16	<b>12</b>	2/46 (Chasteler)	6 5 4 3 2 1	4+	Sk2	
		<b>Deutsche-Banat Grenz Regt 12</b>				
17	<b>12</b>	1/12 Grenz	6 5 4 3 2 1	4+	Sk3	
17	<b>12</b>	2/12 Grenz	6 5 4 3 2 1	4+	Sk3	
		<b>In reserve</b>				
		<b>I.R 3 (Erzhog Karl)</b>				
16	<b>3</b>	1/3 (Erzhg Karl)	6 5 4 3 2 1	4+	Sk2	
16	<b>3</b>	2/3 (Erzhg Karl)	6 5 4 3 2 1	4+	Sk2	
16	<b>3</b>	3/3 (Erzhg Karl)	6 5 4 3 2 1	4+	Sk2	
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## France

The French on-table units set up second, anywhere in squares D3 and D4. Baggage: square D4. The French have **delayed reinforcements** (i.e. requiring 2 rolls of 6 to arrive on table). Reinforcements arrive in squares D3 and D4.

Points value	Brigade I.D.	Unit title	Strength (shaken)	Resolve	Skirmish/artillery factor	Special rules
		<b>French</b>				
		<b>On Table</b>				
<b>III Corps, Division Friant</b>						
10		ADC				
12	<b>Fr</b>	Friant divisional Foot battery	2 1	6	4 x 4+	
		<b>Brigade Gilly</b>				
		<b>15th Light</b>				
20	<b>Gi</b>	1/15 Light	6 5 4 3 <u>2</u> 1	5+	Sk3	<b>A</b>
20	<b>Gi</b>	2/15 Light	6 5 4 3 <u>2</u> 1	5+	Sk3	<b>A</b>
20	<b>Gi</b>	3/15 Light	6 5 4 3 <u>2</u> 1	5+	Sk3	<b>A</b>
		<b>Brigade Grandeau</b>				
		<b>33rd Line</b>				
16	<b>Gr</b>	1/33 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
16	<b>Gr</b>	1/33 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
16	<b>Gr</b>	1/33 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
		<b>48th Line</b>				
16	<b>Gr</b>	1/48 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
16	<b>Gr</b>	2/48 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
16	<b>Gr</b>	3/48 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
		<b>Brigade Gautier</b>				
		<b>111th Line</b>				
16	<b>Ga</b>	1/111 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
16	<b>Ga</b>	2/111 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
		<b>In reserve</b>				
		<b>108th Line</b>				
16	<b>Ga</b>	1/108 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
16	<b>Ga</b>	2/108 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
16	<b>Ga</b>	3/108 Line	6 5 4 3 <u>2</u> 1	4+	Sk2	<b>A</b>
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