

Austria 1809 An Introductory Scenario for Grande Armée

by Tom Barkalow

Grande Armée is meant for multiple players and the scenarios provided in the rules may be a bit much for 2 players to handle in one playing session. Previous to the release of *Grande Armée*, I had created a scenario to use for playtesting various brigade level rules. I decided to modify it for use with *Grande Armée*. It is meant as an introductory scenario for 2 players to complete in one afternoon and will probably play quicker once both players know the rules.

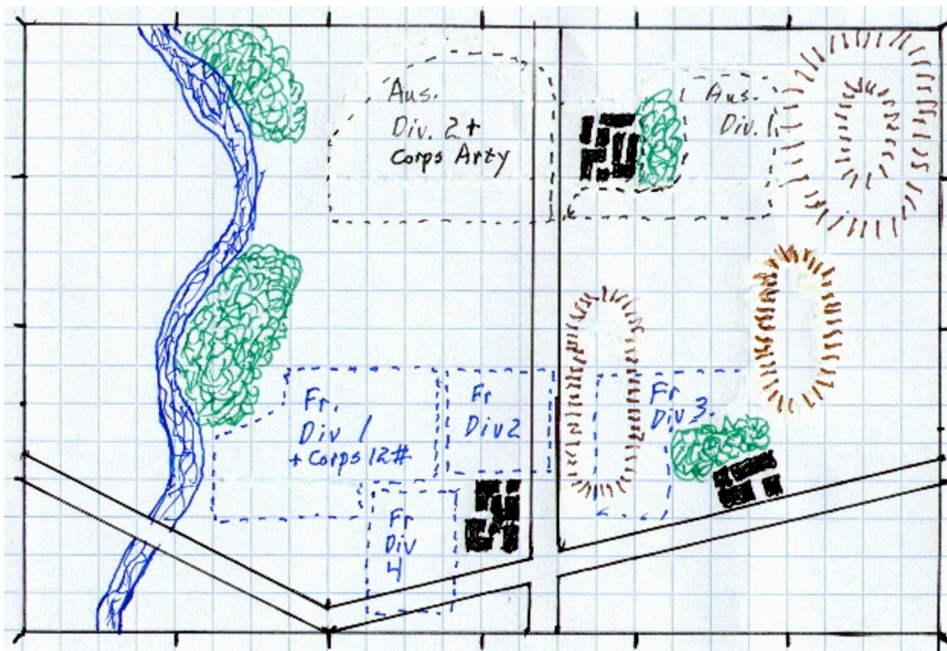
The setting is the 1809 campaign and is a fictitious corps engagement assumed to be fought a few weeks after Aspern-Essling. The premise is that French scouts have located an unguarded road that leads behind Austrian positions and a corps is dispatched as an advanced force to get as far along the road as possible. The Austrians detect the movement and hurriedly rush the nearest corps into a blocking position while pondering what to do next.

The French goal is to open the road being blocked by the Austrian forces and to hold it open off the table. The Austrian goal is to prevent this.

Weather: sunny, no variation (24")

Ground is Hard.

Game length is 4 turns.



The map is scaled for a 4' x 6' table. Each small square is 3" x 3". Deployment areas are as shown. The river cannot be forded and can only be crossed on the road bridge. The towns shown can each be garrisoned by 1 infantry unit. The woods are treated as rough. One elevation high hills are gently sloped and players can use the new optional cavalry attack downhill rule on these hills. The two elevation hill is steep and the standard rule prohibiting cavalry attack downhill applies.

Special Rules:

1. Each corps unit can be attached to a specific division before the game starts. An attached corps unit cannot be detached later and is a part of that division for the entire game.
2. A corps unit that is not attached when the game starts may not be attached during the game. Unattached corps units are commanded by the corps commander. The corps commander must spend 1 CP per corps unit in an impulse for that unit to perform any actions that impulse, adding additional CPs when the distance to the unit requires it (treat as a lower echelon commander for this purpose). A corps unit that is not given a CP during an impulse does nothing and is not required to roll on the commander table. A player must tell his/her opponent which corps units have been attached or left unattached. Unattached corps units are not counted as a force for determining how many CPs a corps commander has each turn.
3. Any commander may use an infantry unit in his command to garrison a town in his deployment area (or adjacent) before the game and CPs need not be spent on that unit as long as it remains as a garrison.
4. As an alternate, players can freely deploy their units within the general area covered in the deployments shown on the map.

Austrian I Armeekorps

Bellegarde (corps commander) Average

Corps is Fair. Break point is 5.

This is a Traditional Army of 2 Forces.

Corps Troops

12-pdr Foot A	Hvy	2 SP	_____
12-pdr Foot B	Hvy	2 SP	_____
6-pdr Foot	Med.	2 SP	_____

First Division – Dedovich 3 / 6”

Aus 6-lb Foot Artillery (1 Div.)	Med.	2 SP	_____
Austrian Line Infantry IR17	Trained	7 SP	_____ SK1
Austrian Line Infantry IR36	Trained	7 SP	_____ SK1
Austrian Line Infantry IR11	Trained	7 SP	_____ SK1
Austrian Line Infantry IR47	Trained	7 SP	_____ SK1

Second Division – Fresnel 3 / 9”

Aus. 6-lb Foot Artillery (2 Div.)	Med.	2 SP	_____
Aus. 6-lb Horse Artillery (2 Div.)	Med.	2 SP	_____
Austrian Line Infantry IR10	Trained	5 SP	_____ SK1
Austrian Line Infantry IR42	Trained	6 SP	_____ SK1
Austrian Line Infantry IR35	Trained	7 SP	_____ SK1
Austrian Line Infantry 4/IR03	Trained	4 SP	_____ SK1
Austrian Mixed Brigade *	Veteran	7 SP	_____ SK2

* Jaegers + Chevaulegers

French II Corps d'Armee

Oudinot (corps commander) Average

Corps is Fair. Break point is 6.

This is a Traditional Army of 4 Forces.

Corps Troops

Portuguese Legion Line Infantry	Conscript	3 SP	_____	SK0
12-pdr Foot A	Hvy	2 SP	_____	
12-pdr Foot B	Hvy	2 SP	_____	
12-pdr Foot C	Hvy	2 SP	_____	

First Division – Tharreau 2 / 9”

Fr. 6-lb Foot Artillery (1 Div.)	Med.	2 SP	_____	
Canroux - Fr. Light Infantry	Trained	7 SP	_____	SK2
Albert - Fr. Line Infantry*	Trained	7 SP	_____	SK2
Jarry - Fr. Line Infantry*	Trained	5 SP	_____	SK2

* Includes 1 SP each for 3-lb battalion artillery.

Second Division – Claparede 2 / 8”

Fr. 6-lb Foot Artillery (2 Div.)	Med.	2 SP	_____	
Coehorn - Fr, Light Infantry	Trained	7 SP	_____	SK2
Lesuire – Fr. Line Infantry*	Trained	5 SP	_____	SK2
Ficatier - Fr. Line Infantry*	Trained	6 SP	_____	SK2

* Includes 1 SP each for 4-lb battalion artillery.

Third Division – Grandjean 3 / 9”

Fr. 6-lb Foot Artillery (A - 3 Div.)	Med.	2 SP	_____	
Fr. 6-lb Foot Artillery (B - 3 Div.)*	Med.	2 SP	_____	
Marion – Fr. Light Infantry	Veteran	4 SP	_____	SK2
1/Lorencz - Fr. Line Infantry	Trained	4 SP	_____	SK2
2/Lorencz - Fr. Line Infantry	Veteran	5 SP	_____	SK2
Brun - Fr. Line Infantry	Trained	4 SP	_____	SK2

*As an alternative, may make any 2 units +1SP and remove this battery.

Fourth Division – Colbert 3 / 3”

Fr. Hussars (Light Cavalry)	Veteran	3 SP	_____	
Fr. Chasseurs (Light Cavalry)	Trained	4 SP	_____	

Labels for “Austria 1809”

Bellegarde (Average)

12-lb Foot A

12-pdr Foot B

6-pdr Foot

1: Dedovich 3 / 6”

1: 6-pdr Foot

Austrian Line IR17 SK1

Austrian Line IR36 SK1

Austrian Line IR11 SK1

Austrian Line IR47 SK1

2: Division – Fresnel 3 / 9”

2: 6-pdr Foot A

2: 6-pdr Foot B

Austrian Line IR10 SK1

Austrian Line IR42 SK1

Austrian Line IR35 SK1

Austrian Line 4/IR03 SK1

Austrian Mixed Brigade SK2

Oudinot (Average)

Portuguese Legion

12-pdr Foot A

12-pdr Foot B

12-pdr Foot C

1: Tharreau 2 / 9”

1: 6-pdr Foot

Canroux - Fr. Light SK2

Albert - Fr. Line SK2

Jarry - Fr. Line SK2

2: Claparde 2 / 8”

2: 6-pdr Foot

Coehorn - Fr, Light SK2

Lesuire – Fr. Line SK2

Ficatier - Fr. Line SK2

3: Grandjean 3 / 9”

3: 6-pdr Foot A

3: 6-pdr Foot B

Marion – Fr. Light SK2

1/Lorencz - Fr. Line SK2

2/Lorencz - Fr. Line SK2

Brun - Fr. Line SK2

4: Colbert 3 / 3”

Fr. Hussars

Fr. Chasseurs