

The (Dis)concert of Europe

Somewhere in Central Europe: Summer, 1815

A fictitious *Grande Armée* scenario by Sam Mustafa

By late autumn 1814 the allied representatives at the Congress of Vienna were nearly shouting at each other. Prussia and Russia demanded territorial rewards as compensation for their sacrifices in the wars. Russia demanded all of Poland, and Prussia wanted all of Saxony, to compensate for the loss of Polish lands. The Tsar and the King of Prussia presented a united front against the two “status quo powers” – Britain and Austria – who argued that no allied country should conquer at the negotiating table. By winter, Prussia and Russia were threatening to occupy Saxony and Poland and thus present the Congress with *fait accompli*. Austria and Britain counter-threatened war to preserve the status quo.

The allies were saved by the sudden reappearance of Napoleon in March 1815, who unified them once more. But what if a royalist agent had poisoned Napoleon on Elba that winter, and thus the Emperor never came back? This scenario pits the combined armies of Britain and Austria against the Russo-Prussian forces, in a battle for the future of Europe. It assumes that a British army under Wellington landed at Trieste to assist the Austrians, who have fallen back in the face of a joint Russo-Prussian advance from North and East. Leading elements of the four separate armies have come together for the showdown.

The Scenario:

The weather is Normal and Variable. The ground is hard. The game's Basic Length is 7 turns. The Austrian and British armies are on one side; the Russian and Prussian armies on the other.

Setting up the game

The Prussian and Austrian armies got to the scene first, and are called their “set-up armies.” The Russian and British armies are rushing to help their allies, and are called “reinforcement armies.” The Prussian and Austrian commanders each roll 2d6...

If it's a Tie: the armies have blundered into each other. Set up a 6 X 10 foot table. One side sets up the terrain. They may not set up more than three square feet of forest in any concentration or combination or location. They *may* set up one fordable river of any length and location. They *may* place up to three 1-base towns. They *may* place up to three level-1 hills of any size. When they are done setting up the board, the other side gets to choose which of the long edges will be “their” side, and the set-up player has to take the other edge.

The Prussian and Austrian armies now deploy within 12” of their table-edge. (Set up “blind” if you like, with a curtain obscuring view.) The Russian and British armies will enter from their side's table edge, starting with the army commander and one Force of their choice, at a rate of one Force per pulse, starting with the first pulse of Turn Two.

If one side rolled higher: The loser of the roll sets up the table, as above. Then the winner of the roll may change or remove *one* terrain feature of his choice (remove a foot of forest, move a hill, remove the river, whatever.) The winner of the roll now chooses which edge will be his side. The Prussian and Austrian armies now deploy within 12” of their table-edge. (Set up “blind” if you like, with a curtain obscuring view.) The Russian and British armies will enter from their side's table edge, starting with the army commander and one Force of their choice, at a rate of one Force per pulse, starting with the first pulse of Turn Two.

If one side rolled double or more than the other: The winner of the roll sets up the table, as described above. The loser of the roll may change one terrain item, as described above. The winner now chooses his table edge. The loser now sets up his army within 12” of his edge. Then the winner sets up within 12” of his table-edge.

The reinforcement army of the winning side will enter from their side's table edge, starting with the army commander and one Force of their choice, at a rate of one Force per pulse, starting with the first pulse of Turn Two. The losing-side reinforcement army will not begin to enter until the first pulse of Turn Three.

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The Austrian Army

Commander: Schwarzenberg (Average)

This is a Napoleonic Army of 3 Forces. Schwarzenberg has 2 Generals.

Army's Break Point (13) _____

I Corps: Hessen-Homburg 4 / 16" Cautious

I/1/1 Chisea	Trained 6 SP	_____
I/1/2 Drechel	Trained 6 SP	_____
I/1/3 Andrasy	Trained 7 SP	_____
I/3/1 Quasdanovitch (Hungarian)	Veteran 8 SP	_____
I/3/2 Giffing	Trained 6 SP	_____
I/3/3 Meldegg (Hungarian)	Veteran 7 SP	_____
I/2R/1 Hessen-Homburg	Trained 6 SP	_____
I/2R/2 Mariassy	Trained 6 SP	_____
I/2R/3 Quallenberg (Hungarian)	Veteran 7 SP	_____
I/C/1 Rothkirch (Cuirassier)	Elite 7 SP	_____
I/C/2 Kroyher (Cuirassier)	Elite 7 SP	_____
I/C/3 Schneller (Hus & ChevL)	Veteran 6 SP	_____
I: 12-pdr Foot	_____	_____
I: 6-pdr Horse A	_____	_____
I: 6-pdr Horse B	_____	_____

II Corps: Liechtenstein (V) 3 / 20"

II/L/1 Hardegg (Jägers)	Veteran 6 SP	_____
II/L/2 Scheither (Grenz)	Veteran 6 SP	_____
II/1R/1 Koller (Grenadiers)	Elite 8 SP	_____
II/1R/2 Murray (Grenadiers)	Elite 8 SP	_____
II/1/1 Haugwitz	Trained 6 SP	_____
II/1/2 Best	Trained 6 SP	_____
II/1/3 Czerwenka	Trained 6 SP	_____
II/2/1 Schäfer	Trained 7 SP	_____
II/2/2 Splenyi	Trained 7 SP	_____
II/C Kuttalek (Cuirassiers)	Elite 8 SP	_____
II: 12-pdr Foot A	_____	_____
II: 12-pdr Foot B	_____	_____
II: 6-pdr Horse	_____	_____

III Corps: Gyulai 4 / 15"

III/2/1 Czollich	Trained 7 SP	_____
III/2/2 Grimmer	Trained 6 SP	_____
III/2/3 Herzogenberg	Trained 6 SP	_____
III/4/1 Seethal	Trained 7 SP	_____
III/4/2 Mecserrey	Trained 6 SP	_____
III/4/3 Mühlheim	Trained 6 SP	_____
III/3R/1 Greth 1 (Grenz)	Veteran 7 SP	_____
III/3R/2 Greth 2 (Grenz)	Veteran 7 SP	_____
III/3R/3 Haecht (Chev.Leger)	Veteran 7 SP	_____
III/D Lederer (Dragoons)	Trained 6 SP	_____
III: 12-pdr Foot A	_____	_____
III: 12-pdr Foot B	_____	_____
III: 6-pdr Horse A	_____	_____
III: 6-pdr Horse B	_____	_____

The British Army

Commander: Wellington (Great)

This is a Napoleonic Army of 3 Forces. Wellington has 2 Generals.

Army's Break Point: (11) _____

I Corps: Hill 2 / 16"

I/2/1 Cadogan (Highlanders)	Elite 9SP _____
I/2/2 Byng	Veteran 8SP _____
I/2/3 O'Callaghan	Veteran 8SP _____
I/P/1 Da Costa (Portuguese)	Veteran 7SP _____
I/P/2 Oliveira (Portuguese)	Veteran 7SP _____
I/3/1 Campbell	Veteran 8SP _____
I/3/2 Doyle	Veteran 8SP _____
I/C Alten (Hussars)	Elite 6SP _____
I: 9-pdr Foot A	_____
I: 9-pdr Foot B	_____
I: 6-pdr Horse	_____

II Corps: Cole (V) 2 / 15"

II/L/1 Kempt	Veteran 8SP _____
II/L/2 Vandeleur	Veteran 7SP _____
II/L3 Portuguese Cazadores	Veteran 7SP _____
II/4/1 Anson	Veteran 7SP _____
II/4/2 Skerrett	Veteran 8SP _____
II/C/1 Grant (Hussars)	Elite 7SP _____
II/C/2 Posonby (Dragoons)	Elite 8SP _____

Corps Artillery:

II: 9-pdr Foot _____

II: 6-pdr Horse A _____

II: 6-pdr Horse B _____

III Corps: Picton (V) 1 / 15" Aggressive

IV/1/1 Stopford	Guards 12SP _____
IV/1/2 Halkett (Lights)	Elite 11SP _____
III/3/1 Brunswick Inf	Veteran 8SP _____
III/3/2 Colville	Veteran 8SP _____
III/7/1 Barnes	Veteran 7SP _____
III/7/2 Grant	Veteran 7SP _____
III/C/1 Lt. Dragoons	Veteran 6SP _____
III/C/2 Brunswick Lt. Cav	Veteran 6SP _____
II: 9-pdr Foot A	_____
II: 9-pdr Foot B	_____
II: 6-pdr Horse	_____

The Prussian Army

Commander: Blücher (Good)

This is a Napoleonic Army of 3 Forces. Blücher has 2 Generals.

Army's Break Point: (15) _____

I Korps: Ziethen 3 / 15"

I/1/1 Othengraven	Veteran 6SP _____
I/1/2 Laurens	Trained 6SP _____
I/1/3 Rüchel	Conscript 5SP _____
I/2/1 Kemphen	Veteran 7SP _____
I/2/2 Quadt	Trained 6SP _____
I/2/3 Winterfeld	Conscript 4SP _____
I/3/1 Seydlitz	Veteran 6SP _____
I/3/2 Hymmen	Trained 6SP _____
I/C Roeder (light cav)	Trained 6SP _____
I: 12-pdr Foot A	_____
I: 12-pdr Foot B	_____
I: 12-pdr Foot C	_____
I: 6-pdr Horse	_____
I: Howitzer	_____

II Korps: Pirch 3 / 17"

II/5/1 Cardell	Veteran 7SP _____
II/5/2 Petersdorff	Veteran 6SP _____
II/5/3 Roebel	Conscript 5SP _____
II/6/1 Schmidt	Veteran 7SP _____
II/6/2 Bismarck	Conscript 5SP _____
II/7/1 Mirbach	Veteran 6SP _____
II/7/2 Sack	Trained 6SP _____
II/8/1 Reckow	Veteran 6SP _____
II/8/2 Rangow	Conscript 5SP _____
II/C1 Jürgass (light cav)	Trained 5SP _____
II/C2 Sohr (light cav)	Trained 5SP _____
II: 12-pdr Foot A	_____
II: 12-pdr Foot B	_____
II: 6-pdr Horse A	_____
II: 6-pdr Horse B	_____
II: Howitzer	_____

IV Korps: Bülow 2 / 20"

IV/13/1 Lettow	Veteran 7SP _____
IV/13/2 (Landwehr)	Conscript 7SP _____
IV/14/1 Reichenbach	Veteran 7SP _____
IV/14/2 Brandenstein	Conscript 5SP _____
IV/14/3 Pawels	Conscript 4SP _____
IV/15/1 Löbell	Trained 6SP _____
IV/15/2 (Silesian landwehr)	Trained 6SP _____
IV/16/1 Creilsheim	Trained 6SP _____
IV/16/2 (Silesian landwehr)	Trained 6SP _____
IV/C1 Schwerin (Hussars & Uhlans)	Veteran 6SP _____
IV/C2 Sydow (Landwehr cavalry)	Conscript 5SP _____
IV: 12-pdr Foot A	_____
IV: 12-pdr Foot B	_____
IV: 6-pdr Horse A	_____
IV: 6-pdr Horse B	_____
IV: Howitzer	_____

The Russian Army

Commander: Barclay de Tolly (Good)

This is a Napoleonic Army of 4 Forces. Barclay has 2 Generals.

Army's Break Point: (15) _____

Cavalry Corps: Vassiltchikov (V) 3 / 16"

C/1 Cossacks	Conscript 6SP _____
C/2 Cossacks	Raw 4SP _____
C/2/1 Cuirassiers	Elite 8SP _____
C/2/2 Cuirassiers	Elite 8SP _____
C/3/1 Menechev (Hussars)	Elite 7SP _____
C/3/2 Koslovski (Hussars)	Elite 7SP _____
C/4/1 Dragoons	Veteran 6SP _____
C/4/2 Dragoons	Veteran 6SP _____
C/4/3 Hussars & Uhlans	Veteran 7SP _____
C: 6-pdr Horse A	_____
C: 6-pdr Horse B	_____

7th Corps: Wittgenstein 4 / 13" Cautious

7/12/1 Ryleyev	Trained 6SP _____
7/12/2 Pallitzin (Jägers)	Veteran 7SP _____
7/26/1 Liebert	Trained 5SP _____
7/26/2 Gogel (Jägers)	Veteran 6SP _____
7/27/1 Knainin	Trained 7SP _____
7/27/2 Woykov (Jägers)	Veteran 7SP _____
7/7/1 Grenadiers	Elite 8SP _____
7/3/1 Tuchkov III	Trained 6SP _____
7/3/2 Chakovski (Jägers)	Veteran 7SP _____
7: 12-pdr Foot A	_____
7: 12-pdr Foot B	_____
7: 12-pdr Foot C	_____

8th Corps: Eugen 3 / 14"

8/G/1 Chatilov (Grenadiers)	Elite 8SP _____
8/G/2 Buxhowden (Grenadiers)	Elite 9SP _____
8/G/3 Hesse (Grenadiers)	Elite 9SP _____
8/7/1 Liapunov	Veteran 6SP _____
8/7/2 Balla (Jägers)	Veteran 7SP _____
8/24/1 Denissev	Veteran 6SP _____
8/24/2 Vuitch (Jägers)	Veteran 7SP _____
8/24/3 Denissev	Veteran 6SP _____
8/24/4 Vuitch (Jägers)	Veteran 7SP _____
8: 12-pdr Foot A	_____
8: 12-pdr Foot B	_____
8: 12-pdr Foot C	_____

5th Corps: Constantine 4 / 12"

5/G/1 Rosen (Guard Infantry)	Guard 10SP _____
5/G/2 Udom (Guard Infantry)	Guard 10SP _____
5/1G Grenadiers	Elite 8SP _____
5/1C/1 Borosdin I (Gd. Cuirassiers)	Guard 11SP _____
5/1C/2 Cheviez (Gd. Drag. & Chev.)	Guard 10SP _____
5/11/1 Yermalov II	Veteran 6SP _____
5/11/2 Kripashin	Veteran 7SP _____
5: 12-pdr Foot A	_____
5: 12-pdr Foot B	_____
5: 12-pdr Foot C	_____
5: 6-pdr Horse A	_____
5: 6-pdr Horse B	_____

Ready-Made Labels for the (Dis)Concert Scenario

Schwarzenberg (Average)

I: Hessen-Homburg 4 / 16" Cau.

I/1/1 Chisea	SK1
I/1/2 Drechel	SK1
I/1/3 Andrasy	SK2 MX
I/3/1 Quasdanovitch (Hungarian)	SK2 MX
I/3/2 Giffing	SK1
I/3/3 Meldegg (Hungarian)	SK1
I/2R/1 Hessen-Homburg	SK1
I/2R/2 Mariassy	SK1
I/2R/3 Quallenberg (Hungarian)	SK1
I/C/1 Rothkirch (Cuirassier)	
I/C/2 Kroyher (Cuirassier)	
I/C/3 Schneller (Hus & ChevL)	
I: 12-pdr Foot	
I: 6-pdr Horse A	
I: 6-pdr Horse B	

II: Liechtenstein (V) 3 / 20"

II/L/1 Hardegg (Jägers)	SK2 MX
II/L/2 Scheither (Grenz)	SK2
II/1R/1 Koller (Grenadiers)	
II/1R/2 Murray (Grenadiers)	
II/1/1 Haugwitz	SK1
II/1/2 Best	SK1
II/1/3 Czerwenka	SK1 MX
II/2/1 Schäfer	SK1
II/2/2 Splenyi	SK1
II/C Kuttalek (Cuirassiers)	
II: 12-pdr Foot A	
II: 12-pdr Foot B	
II: 6-pdr Horse	

III: Gyulai 4 / 15"

III/2/1 Czollich	SK1
III/2/2 Grimmer	SK1
III/2/3 Herzogenberg	SK1
III/4/1 Seethal	SK1
III/4/2 Mecserrey	SK1
III/4/3 Mühlheim	SK1
III/3R/1 Greth 1 (Grenz)	SK2 MX
III/3R/2 Greth 2 (Grenz)	SK2 MX
III/3R/3 Haecht (Chev.Leger)	
III/D Lederer (Dragoons)	
III: 12-pdr Foot A	
III: 12-pdr Foot B	
III: 6-pdr Horse A	
III: 6-pdr Horse B	

Wellington (Great)

I: Hill 2 / 16"

I/2/1 Cadogan (Highlanders)	SK2
I/2/2 Byng	SK2
I/2/3 O'Callaghan	SK2
I/P/1 Da Costa (Portuguese)	SK2
I/P/2 Oliveira (Portuguese)	SK2
I/3/1 Campbell	SK2
I/3/2 Doyle	SK2
I/C Alten (Hussars)	
I: 9-pdr Foot A	
I: 9-pdr Foot B	
I: 6-pdr Horse	

II: Cole (V) 2 / 15"

II/L/1 Kempt	SK2
II/L/2 Vandeleur	SK2
II/L3 Portuguese Cazadores	SK2
II/4/1 Anson	SK2
II/4/2 Skerrett	SK2

II/C/1 Grant (Hussars)	
II/C/2 Posenby (Dragoons)	
II: 9-pdr Foot	
II: 6-pdr Horse A	
II: 6-pdr Horse B	

III: Picton (V) 1 / 15" Agg.

IV/1/1 Stopford	SK2
IV/1/2 Halkett (Lights)	SK2
III/3/1 Brunswick Inf	SK2
III/3/2 Colville	SK2
III/7/1 Barnes	SK2
III/7/2 Grant	SK2
III/C/1 Lt. Dragoons	
III/C/2 Brunswick Lt. Cav	
II: 9-pdr Foot A	
II: 9-pdr Foot B	
II: 6-pdr Horse	

Blücher (Good)**I: Ziethen 3 / 15"**

I/1/1 Othengraven	SK2
I/1/2 Laurens	SK1
I/1/3 Rüchel	SK1
I/2/1 Kemphen	SK2
I/2/2 Quadt	SK1
I/2/3 Winterfeld	SK1
I/3/1 Seydlitz	SK2
I/3/2 Hymmen	SK2
I/C Roeder (light cav)	
I: 12-pdr Foot A	
I: 12-pdr Foot B	
I: 12-pdr Foot C	
I: 6-pdr Horse	
I: Howitzer	

II: Pirch 3 / 17"

II/5/1 Cardell	SK2
II/5/2 Petersdorff	SK2
II/5/3 Roebel	SK1
II/6/1 Schmidt	SK2
II/6/2 Bismarck	SK1
II/7/1 Mirbach	SK2 MX
II/7/2 Sack	SK1
II/8/1 Reckow	SK2 MX
II/8/2 Rangow	SK1

II/C1 Jürgass (light cav)

II/C2 Sohr (light cav)

II: 12-pdr Foot A

II: 12-pdr Foot B

II: 6-pdr Horse A

II: 6-pdr Horse B

II: Howitzer

IV: Bülow 2 / 20"

IV/13/1 Lettow	SK2
IV/13/2 (Landwehr)	SK1
IV/14/1 Reichenbach	SK2
IV/14/2 Brandenstein	SK1
IV/14/3 Pawels	SK1
IV/15/1 Löbell	SK2
IV/15/2 (Silesian landwehr)	SK1
IV/16/1 Creilsheim	SK2
IV/16/2 (Silesian landwehr)	SK2
IV/C1 Schwerin (Hussars & Uhlans)	
IV/C2 Sydow (landwehr cavalry)	
IV: 12-pdr Foot A	
IV: 12-pdr Foot B	
IV: 6-pdr Horse A	
IV: 6-pdr Horse B	
IV: Howitzer	

Barclay (Good)**C: Vassiltchikov (V) 3 / 16"**

C/1 Cossacks	SK2
C/2 Cossacks	SK2
C/2/1 Cuirassiers	
C/2/2 Cuirassiers	
C/3/1 Menechev (Hussars)	
C/3/2 Koslovski (Hussars)	
C/4/1 Dragoons	
C/4/2 Dragoons	
C/4/3 Hussars & Uhlans	
C: 6-pdr Horse A	
C: 6-pdr Horse B	

7: Wittgenstein 4 / 13" Cau.

7/12/1 Ryleyev	SK1
7/12/2 Pallitzin (Jägers)	SK1
7/26/1 Liebert	SK1
7/26/2 Gogel (Jägers)	SK1
7/27/1 Knainin	SK1
7/27/2 Woykov (Jägers)	SK1
7/7/1 Grenadiers	
7/3/1 Tuchkov III	SK1
7/3/2 Chakovski (Jägers)	SK1
7: 12-pdr Foot A	
7: 12-pdr Foot B	
7: 12-pdr Foot C	

8: Eugen 3 / 14"

8/G/1 Chatilov (Grenadiers)	
8/G/2 Buxhowden (Grenadiers)	
8/G/3 Hesse (Grenadiers)	
8/7/1 Liapunov	SK1
8/7/2 Balla (Jägers)	SK1
8/24/1 Denissev	SK1
8/24/2 Vuitch (Jägers)	SK1
8/24/3 Denissev	SK1
8/24/4 Vuitch (Jägers)	SK1
8: 12-pdr Foot A	
8: 12-pdr Foot B	
8: 12-pdr Foot C	

5: Constantine 4 / 12"

5/G/1 Rosen (Guard Infantry)	
5/G/2 Udom (Guard Infantry)	
5/1G Grenadiers	
5/1C/1 Borosdin I (Gd. Cuirassiers)	
5/1C/2 Cheviez (Gd. Drag. & Chev.)	
5/11/1 Yermalov II	SK1
5/11/2 Kripashin	SK1
5: 12-pdr Foot A	
5: 12-pdr Foot B	
5: 12-pdr Foot C	
5: 6-pdr Horse A	
5: 6-pdr Horse B	