

Gunzberg, 9th October, 1805.

A scenario for:

# *Grand Manoeuvre:*

*Black Powder & Blue Steel*



*Napoleonic Miniatures*

*Wargames Rules*

*By Michael Collins.*



## 2. Gunzburg, 9th October, 1805 Scenario Notes:

### Austrian player/s briefing: Feldmarschall-Leutnant D'Aspre:

It is Feldmarschall-Leutnant Mack's plan to use the bridges at Gunzburg in the next couple of days and you have been ordered to hold them at all cost.

It is 9:00 a.m. Previously, from your observation point south of the village of Reisenburg you have seen French scouts on the north side of the river near Gunzburg; now, you can reasonably and accurately estimate the strengths of the French columns approaching the bridges.

General D'Aspre may start the game in Gunzburg, or at his original position.

The orders of battle and the map provided both indicate the most likely historical positions of the various Austrian commands defending the four crossing points.

The river should be 4 centimetres wide and so combat is possible across the river between formed units and skirmishers and so engineers on bridges will be within combat range of infantry or skirmishers on the opposite banks.

The streams are all crossable with a half move deduction and roads that cross them are assumed to have bridges.

Engineers are treated as skirmishers under artillery fire or in combat range of enemy infantry simply use an unopposed formed unit or skirmisher v. skirmisher combat die roll to see if the engineers are made to recoil.

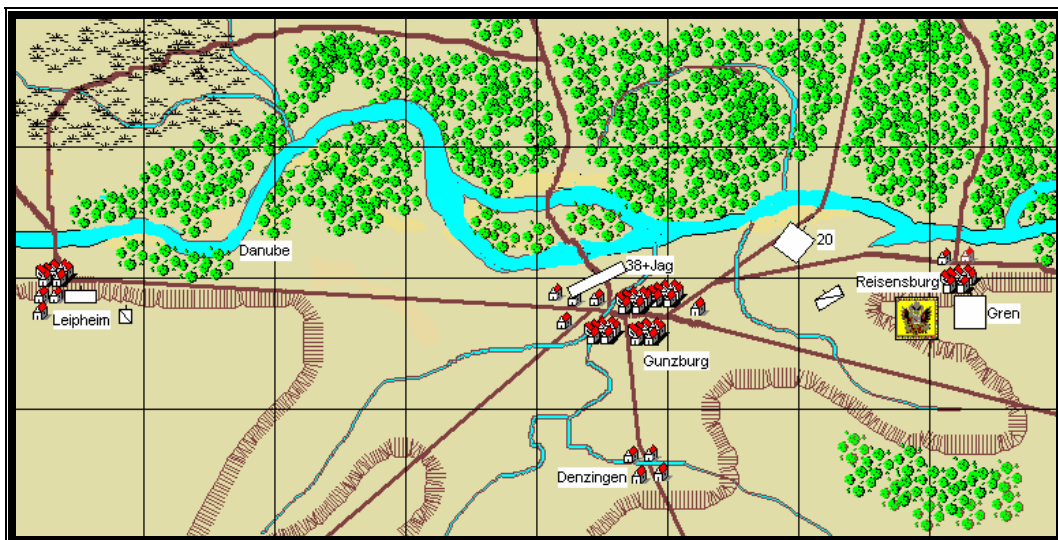
The bridges were wooden structures.

At the start of the game one of the bridges may be already damaged and the Austrian engineers then one turn from the next bridge that is up-, or down-river from the damaged one. It takes engineers three turns on the bridge to make it impassable but six turns stationary on the bridge (without having been made to recoil from artillery fire or a combat) to repair it.

Engineers will act according to orders until an order is issued to change them.

### Victory conditions (a guide):

The Austrian objective is simple to prevent the crossing of the Danube.



## 2. Gunzberg : 9<sup>th</sup> October, 1805

### Austrian order of battle:

Feldmarschall-Leutnant D`Aspre (Good). (at Gunzburg):

Unit No:	Unit Class:	Unit name & notes:
1	C	Tyrolean Jaegers Regiment 2 companies (2 bases)
2	D	1 <sup>st</sup> Battalion IR38 Wurrtemberg
3	D	2 <sup>nd</sup> Battalion IR38 Wurrtemberg
4	D	3 <sup>rd</sup> Battalion IR38 Wurrtemberg
5	D	Austrian engineers

Artillery:

1		Brigade artillery 6x 3 pdrs and 2x 6pdrs (4 medium bases) 3 light bases and 1 medium can be used as battalion guns.
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At the bridge to the east of Gunzburg:

6	E	1 <sup>st</sup> Battalion IR20 Kaunitz-Rietberg
7	E	2 <sup>nd</sup> Battalion IR20 Kaunitz-Rietberg
8	E	3 <sup>rd</sup> Battalion IR20 Kaunitz-Rietberg
9	E	4 <sup>th</sup> Battalion IR20 Kaunitz-Rietberg
		Brigade under separate command (Average):
10	B	6 <sup>th</sup> Chevaulegers Regiment Rosenberg (2 bases)
11	C	2 <sup>nd</sup> Uhlanen Regiment Schwarzenberg (2 bases)

In Leipheim (Average):

12	D	IR25 Sporck (1bn)
13	D	IR62 Jellacic (1bn)
		Regiment under separate command (Average):
14	B	8 <sup>th</sup> Kuirassier Regiment Hohenzollern (2 bases)

GM Mayer (Average): Grenadier brigade: (in Reisenburg)

15	D	Grenadier battalion Auersperg IR24
16	D	Grenadier battalion Erz. Karl IR3
17	D	Grenadier battalion Froom IR54
18	D	Grenadier battalion Reuss-Plauen IR17

The army command rating is poor.

## 2. Gunzburg 9th October, 1805 Scenario Notes:

### French player/s briefing:

#### Général de Division Mahler:

Ney has been instructed by Berthier to capture Gunzburg and sever the Austrian's escape route towards Augsburg. Your orders are to capture the bridges in the Gunzburg area and establish a bridgehead there.

Light cavalry patrols have informed you of much activity around Gunzburg and choosing to make a personal reconnaissance yourself, upon some high ground about two miles from your objective, you are able to identify that the main body of Austrian troops are holding the area around Gunzburg.

The orders of battle and the map provided both indicate the possible entry positions of the attacking French columns. French forces will appear advanced one move on the table in column on the roads approaching the bridges (more detailed information on OOB).

The river should be 4 centimetres wide and so combat is possible across the river between formed units and skirmishers and so engineers on bridges will be within combat range of infantry or skirmishers on the opposite banks.

The streams are all crossable with a half move deduction and roads that cross them are assumed to have bridges.

Sappers are treated as skirmishers under artillery fire or in combat range of enemy infantry simply use an unopposed formed unit or skirmisher v. skirmisher combat die roll to see if the sappers are made to recoil.

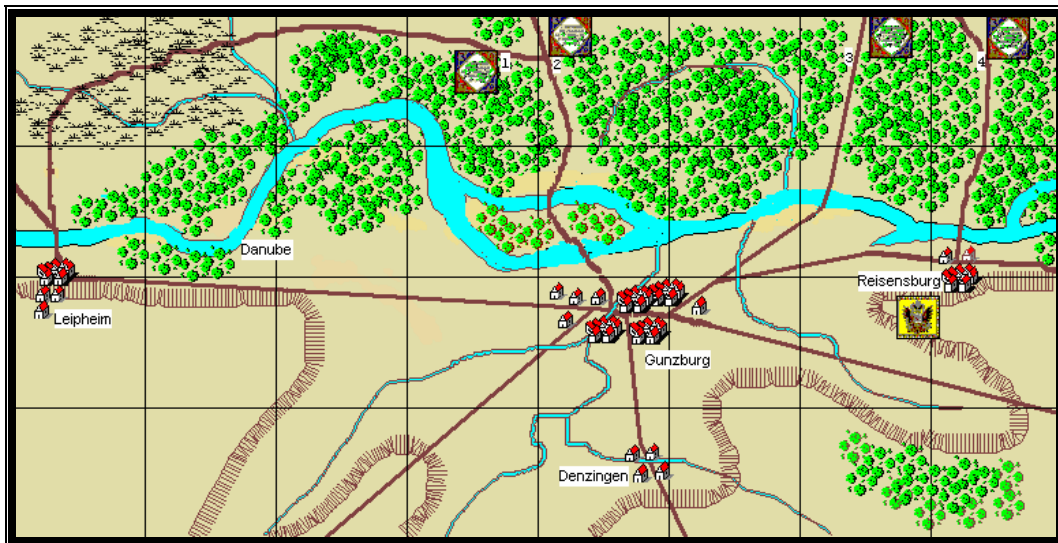
The bridges are all wooden structures. It takes sappers three turns on the bridge to make it impassable but six turns stationary on the bridge to repair it.

Sappers will act according to orders until an order is issued to change them.

French players are advised to use light infantry skirmishers ahead of their columns (possibly a brigade formed for the purpose) and place sappers close to the head of any column where a bridge being crossed is likely to be damaged.

### Victory conditions:

Mahler's troops must form one or more bridgeheads with four battalions in good morale for a French victory.



## 2. Gunzberg : 9<sup>th</sup> October, 1805

### French order of battle:

VI Corps : Maréchal Michel Ney (not present):

Général de Division Mahler (Good).

Advancing on Gunzburg: (arriving on turn one, at point "1" on the map):

1<sup>st</sup> Brigade: Général de Brigade Marcognet (Good).

Unit No:	Unit Class:	Unit name & notes:
1	C	1/25 <sup>th</sup> Légère Regiment
2	C	2/25 <sup>th</sup> Légère Regiment
3	C	3/25 <sup>th</sup> Légère Regiment
4	C	2/27 <sup>th</sup> Ligne Regiment
5	C	Company of Sappers.

2<sup>nd</sup> Brigade: Général de Brigade Lallemande (Good).

(also arriving on turn one, at point "1" on the map):

6	C	1/50 <sup>th</sup> Ligne Regiment
7	C	2/50 <sup>th</sup> Ligne Regiment

Reserve:

8	C	1/27 <sup>th</sup> Ligne Regiment
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Labasse (Good): (arriving on turn three, at point "3" on the map):

9	C	1/59 <sup>th</sup> Ligne Regiment
10	C	2/59 <sup>th</sup> Ligne Regiment

Artillery:

1	Divisional Foot Artillery Battery: 1x 12pdr, 2x 4pdrs, 4x 8pdrs 1x 6" Howitzer (3 medium bases)	
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Advancing on Leipzig (arriving on turn one, at point "1" on the map):

Lefol (Good):

11	C	Elite Battalion Grenadiers from the 27 <sup>th</sup> /50 <sup>th</sup> /59 <sup>th</sup> & Carabineers from the 25 <sup>th</sup> Legere
12	D	Sappers from 27 <sup>th</sup> Ligne

The army command rating is brilliant.

## 2. Gunzburg, 9th October Umpire's Notes:

For an historical re-fight, the two sides should start with their forces in the locations described in the order of battle and that are shown on the maps provided.

However, if the battle is known to the players involved or if preferred, then D'Aspre should be allowed to switch any of the infantry commands in their positions and exchange the artillery for one of the cavalry commands.

The Austrian guns may be distributed as battalion guns to the 20<sup>th</sup> and/or the 38<sup>th</sup> Austrian Infantry Regiments.

Once D'Aspre has determined his deployments, the approximate sizes and directions of the French columns advancing on the areas defended will be revealed to the Austrian commander.

In an altered scenario, Général de Division Mahler may change the composition of his assaulting brigades and the French commander is allowed to transfer one regiment into any of the two other columns. He may also re-assign his artillery and change which of the bridges his columns will be assaulting, or possibly only demonstrating against.

The French player must decide on his plan of attack, but with only the intelligence that the Austrian's main force is located in the area of Gunzburg the Austrians are deployed on table once the French columns have advanced in the first turn.

French forces will appear in the first turn, at points "1" and "2" one move on and on table in column on the roads approaching the bridges.

French columns advancing on bridge east of Gunzburg will arrive on turn three, at point "3" on the map.

Any French column advancing on Reisenburg will arrive on turn five at point "4" on the map .

Any French column advancing on Leipheim must make a 50/50 die roll to determine whether they become lost. If they become lost they will reappear at point 2 on turn 20.

The river should be 4 centimetres wide and not crossable. Combat is possible across the river between formed units and skirmishers and so engineers on bridges will be within combat range of infantry on the banks.

The streams are all crossable with a half move deduction and roads that cross them are assumed to have bridges.

Sappers are treated as skirmishers in combat range of enemy infantry: simply use an unopposed formed unit v. skirmisher combat die roll to see if the sappers are made to recoil.

The bridges were wooden structures.

At the start of the game one of the bridges may be already damaged and the Austrian engineers then one turn from the next bridge that is up-, or down-river from the damaged one.

It takes engineers three turns on the bridge to make it impassable but six turns stationary on the bridge (without having been made to recoil from artillery fire or a combat) to repair it.

For the movement of French columns and detachments from one objective to another; there is a road which approximately runs along the table edge connecting points 2, 3 & 4.

### Victory conditions:

Austrian victory: D'Aspre prevents the crossing of the Danube. French victory: If Mahler's troops form one or more bridgeheads with four battalions in good morale.

