

Haslach-Jungingen 11th October, 1805.

A scenario for:

Grand Manoeuvre:

Black Powder & Blue Steel



Napoleonic Miniatures

Wargames Rules

By Michael Collins.

Haslach-Jungingen 11th October, 1805

Scenario Notes:

Austrian player briefing:

Chief of Staff: Feldmarschall-Leutnant Karl Mack von Leiberich:

On the morning of the 11th you have received intelligence that French troops are moving toward the village of Haslach. It is possible that this is the advance guard of the main French army.

You may array your forces in the areas marked within the dotted white lines on your map:

The right hand columns may be arrayed between Böflingen and Orlingen

Your left hand columns can be arrayed around Jungingen and to the south-east of the white dotted line which marks the Austrian Left column deployment area.

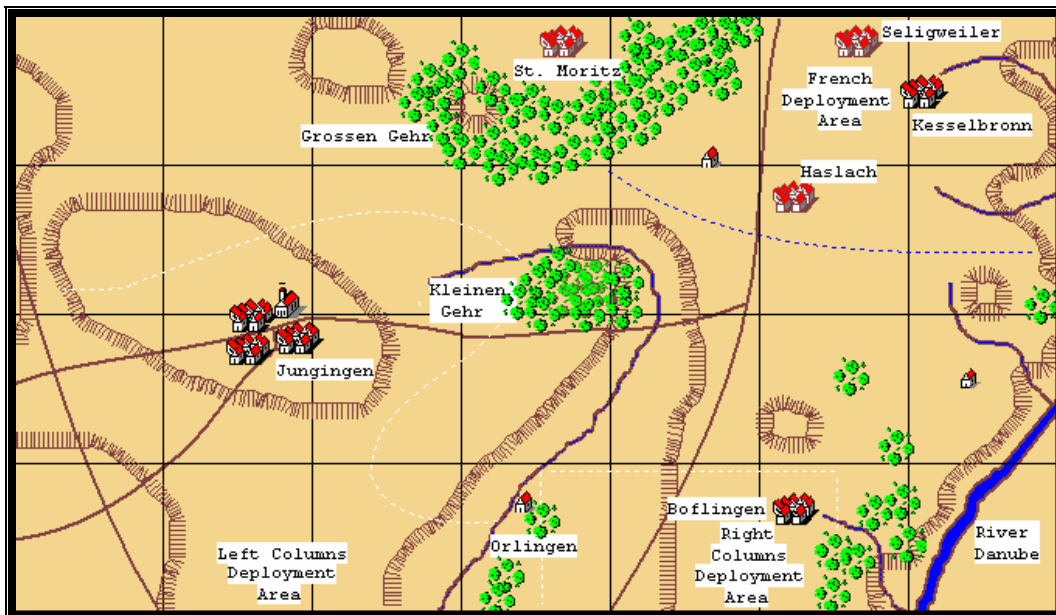
No more than one infantry regiment may be placed in advance, between Jungingen and the Kleinen Gehr.

Victory Conditions:

You must have caused a command reaction morale failure of the French command, and because it guards the French line of communications and their division train, you must be in possession of the village of Haslach at 18:00 hrs.

The Map:

All the slopes are gentle, the hill lines are not steep, but they will have an effect on artillery fire. The streams are crossable, subject to a half move deduction and the single houses on the map are lightly built-up areas.



Haslach-Jungingen 11th October, 1805

Scenario Notes:

Austrian player briefing:

Commander in Chief: Feldmarschall-Leutnant Archduke Ferdinande De Este & Feldzeugmeister Kollowrath.

On the morning of the 11th you have received intelligence that French troops are moving toward the village of Haslach. This is either the advance guard of the main French army or the avant garde of a French Corps.

You have under your command the right hand columns of Werneck, Reisch and the Reserve.

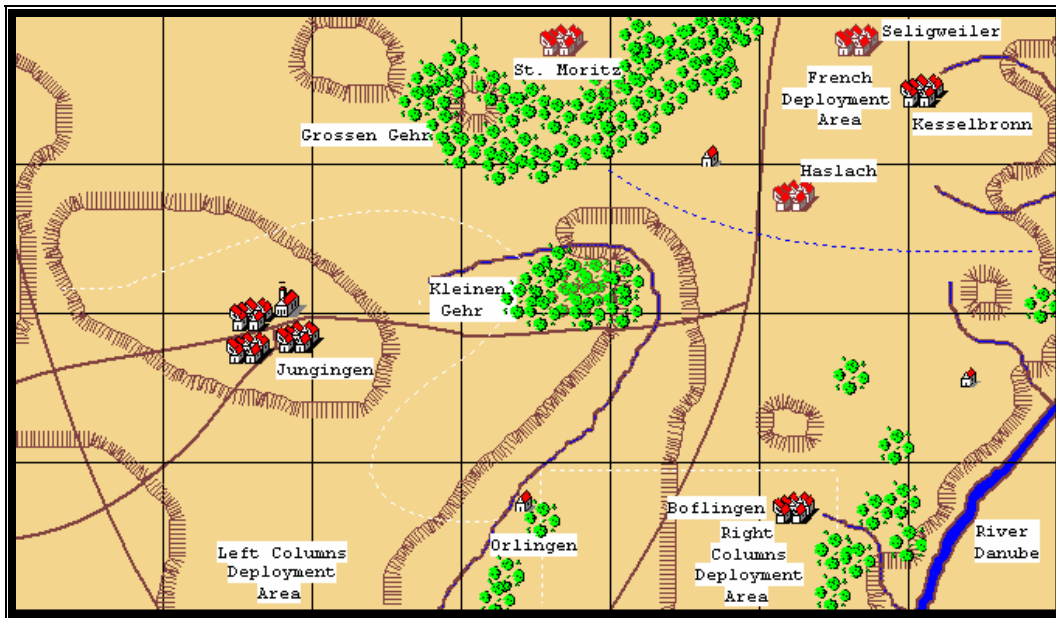
Your "columns" may be arrayed between Böflingen and Orlingen.

Victory Conditions:

To win this battle you must be in possession of the village of Haslach at 18:00 hrs and finish the battle with 20 of your infantry units still in good morale.

The Map:

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Scenario Notes:

French player briefing:

Général de Division Pierre Dupont de l'Etang:

Ney has ordered you to march at 11:00 hrs and advance on Ulm. During the march you learn that the Austrians have occupied Thalfingen and Elchingen on the left. On the right, the division's reconnaissance encountered some Austrian patrols towards Dornstadt. This intelligence leads you to believe that the Austrians are massing for an action and arriving at Haslach, this supposition is confirmed, as their dispositions have already been made. Austrian officers taken prisoner inform you that the entire Austrian army had bivouacked last night on the Michelsburg (which is to the south of Orlingen on the map).

Other divisions are moving along the right bank of the Danube. The Austrians are arrayed before you; there is no time to make detailed preparations for the coming battle. Rather than retreat, indicating that you are an isolated force, you have decided to stand and fight. It is 12:00 hrs and you must array your forces in front of Haslach and the Grossen Gehr wood in the deployment area marked on your map.

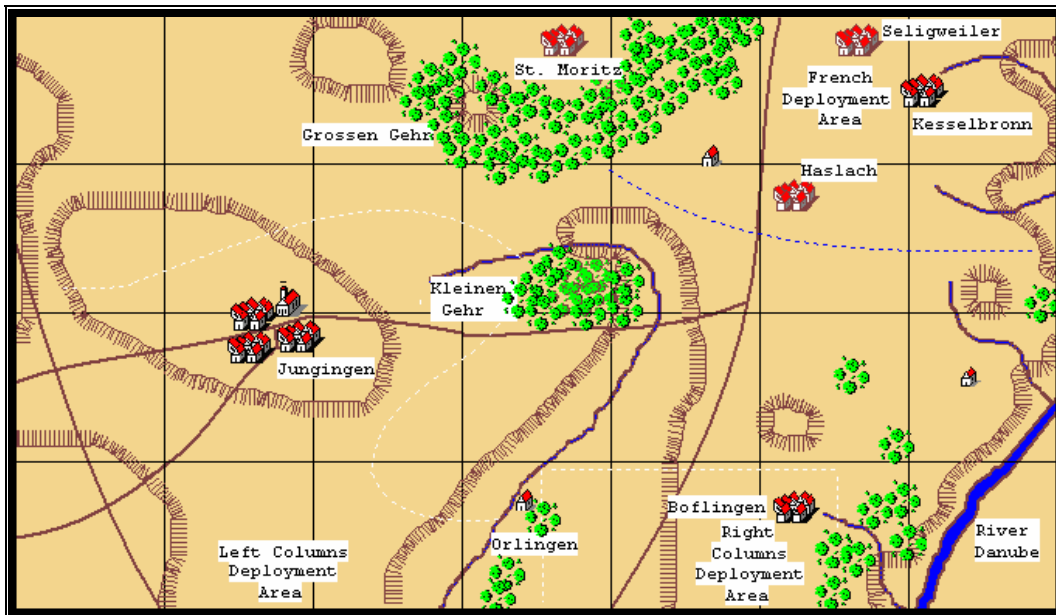
Austrian troops are on your right, in front of Jungingen with a considerable reserve behind the village. To your front, before Haslach, the Austrians have a division of infantry whose artillery has been firing at your approaching column and this enemy division has some considerable reserves behind it also.

Victory Conditions:

Because it guards your lines of communications and the divisional baggage train, you must hold the village of Haslach until nightfall at 18:00 hrs.

The Map:

All the slopes are gentle, the hill lines are not steep, but they will have an effect on artillery fire. The streams are crossable, subject to a half move deduction and the single houses on the map are lightly built-up areas.



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Umpire's Notes:

The game starts at 12:00 hrs and finishes at 18:00 hrs. Game timetable/record sheets are provided at the back of this scenario.

French Morale:

In the game, command reaction tests are to be made by the French infantry division are separate to their attached cavalry.

Austrian Morale:

Command reaction tests are to be made by brigades for the Austrians, except IR20 Kaunitz-Rietberg, whose morale is low and IR54 Froom who have separate morale.

Austrian command, control and communications:

The Austrian army's command control rating is poor, but for General Mack issuing orders to the left hand columns the rating is average. General Mack is to be positioned on the left with either von Laudon or with the cavalry under Schwarzenberg.

Command disunity:

Apart from having different victory conditions the two Austrian commanders are opposed to one another and compliance to any order sent by Mack to the right hand columns is to be determined by an initiative roll with a -1 modifier and an additional -1 modifier will also apply if the Archduke is with the command being sent orders by General Mack.

Initiative die rolls for all commanders in the right hand columns will have a -1 modifier.

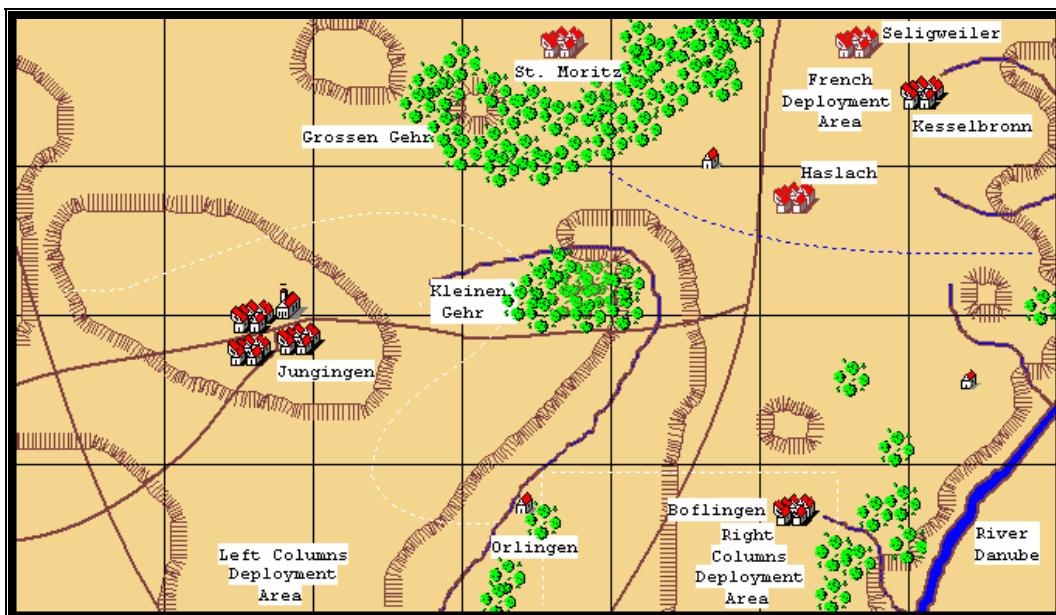
Victory conditions (a guide):

Because it guards their lines of communications and the divisional baggage train, the French must hold the village of Haslach until nightfall at 18:00 hrs.

The Austrians (both Mack and Ferdinand) must have caused a command reaction morale failure of the French infantry command and be in possession of the village of Haslach at 18:00 hrs. Ferdinand must achieve this and still have 20 units in good order and morale.

The Map:

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Austrian UNIT ROSTER:

Feldmarschall-Leutnant Karl Mack von Leiberich (Average).

Austrian left command control rating: Average.

Feldmarschall-Leutnant Prinz Karl Philipp zu Schwarzenberg (Average):

Unit No:	Unit Class:	Unit name & notes:
1	B	3 rd KuirassierR Erzherzog Albert 6 sqds (4 bases)
2	B	6 th KuirassierR Mack 8 sqds (4 bases)
3	B	4 th Chevaulegers Regiment Latour 8 sqds (4 bases)
4	C	6 th Chevaulegers Regiment Rosenberg 8 sqds (4 bases)

Artillery:

1	6 pdr Cavalry Battery 4x6 pounders and 2x7 pounder howitzers (3 medium bases)	
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Feldmarschall-Leutnant von Laudon (Average):

1st Brigade:

5	D	1 st Battalion IR8 Erzherzog Ludwig
6	D	2 nd Battalion IR8 Erzherzog Ludwig
7	D	3 rd Battalion IR8 Erzherzog Ludwig
8	E	1 st Battalion IR20 Kaunitz-Rietberg
9	E	2 nd Battalion IR20 Kaunitz-Rietberg
10	E	3 rd Battalion IR20 Kaunitz-Rietberg
		These regiments did not have battalion guns

2nd Brigade:

11	D	1 st Battalion IR11 Erzherzog Rainer
12	D	2 nd Battalion IR11 Erzherzog Rainer
13	D	1 st Battalion IR54 Froom
14	D	2 nd Battalion IR54 Froom
15	C	IR54 Froom Grenadiers
		These regiments did not have battalion guns

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Austrian UNIT ROSTER:

**Feldmarschall-Leutnant Archduke Ferdinande De Este (Good):
& Feldzeugmeister Kollowrath (Average)**

Austrian right columns command control rating: Poor.

Feldmarschall-Leutnant Count von Reisch (Average):

16	D	1 st Battalion IR15 Karl Riese
17	D	2 nd Battalion IR15 Karl Riese
18	D	3 rd Battalion IR15 Karl Riese
19	D	1 st Battalion IR17 Reuss-Plauen
20	D	2 nd Battalion IR17 Reuss-Plauen
21	D	3 rd Battalion IR17 Reuss-Plauen
		all battalions with 2 battalion guns (1 base light)

Feldmarschall-Leutnant Baron Franz Werneck (Average):

22	D	1 st Battalion IR18 Stuart
23	D	2 nd Battalion IR18 Stuart
24	D	3 rd Battalion IR18 Stuart
25	D	1 st Battalion IR36 Kolowrat Krakwsky
26	D	2 nd Battalion IR36 Kolowrat Krakwsky
27	D	3 rd Battalion IR36 Kolowrat Krakwsky
		all battalions with 2 battalion guns (1 base light)

Reserve:

28	D	1 st Battalion IR12 Manfredini
29	D	2 nd Battalion IR12 Manfredini
30	D	3 rd Battalion IR12 Manfredini
31	D	4 th Battalion IR12 Manfredini
32	C	Grenadier Battalion IR12 Manfredini
33	D	1 st Battalion IR24 Auersperg
34	D	2 nd Battalion IR24 Auersperg
35	D	3 rd Battalion IR24 Auersperg
36	D	4 th Battalion IR24 Auersperg
37	C	Grenadier Battalion IR24 Auersperg
38	D	1 st Battalion IR42 Erbach
39	D	2 nd Battalion IR42 Erbach
40	D	3 rd Battalion IR42 Erbach
41	C	Grenadier Battalion IR42 Erbach

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French UNIT ROSTER:

1st Infantry Division

Général de Division Pierre Dupont de l'Étange (Good)

French command control rating: Brilliant.

1st Brigade: Général de Brigade Marchand (Good):

Unit No:	Unit Class:	Unit name & notes:
1	C	1/9 th Légère Regiment
2	C	2/9 th Légère Regiment
3	C	1/32 nd Ligne Regiment
4	C	2/32 nd Ligne Regiment

2nd Brigade: Général de Brigade Rouyer (Good):

5	C	1/96 th Ligne Regiment
6	C	2/96 th Ligne Regiment

Colonel Rouvillois (Good):

7	C	1 st Hussars (3 bases)
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Artillery:

1	Company of the 1 st Regt Field Artillery 1x 12pdr, 2x 8pdrs, 2x 4pdrs & 1x 6" howitzer. (3 medium bases)	
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Attached: Général de Brigade Sahuc (Good):

8	C	15 th Dragoon Regiment (3 bases)
9	C	17 th Dragoon Regiment (3 bases)

Artillery:

2	Detachment of 2 nd Regt Horse Artillery 2x 8 pdrs (1 medium base)	
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Player options regarding the artillery:

Artillery:

3	Detachment of 2 nd Regt Horse Artillery 2x 8 pdrs plus Company of the 1 st Regt Field Artillery 1x 12pdr, 2x 8pdrs, 2x 4pdrs & 1x 6" howitzer. (4 medium bases)	
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Alternatively, the artillery may be distributed to closely support the line infantry:

The detachment of 2nd Regt Horse Artillery 2x 8 pdrs (1 medium base) may be attached to a line battalion

The Company of the 1st Regt Field Artillery may be split up to support three line battalions:

1x 12pdr & 1x 6" howitzer = 1 heavy base

2x 8pdrs = 1 medium base

2x 4pdrs = 1 light base

Attaching them to battalions is probably an easier option than having the gun sections operate independently between the battalions in the line.

**Grand Manoeuvre : Black Powder & Blue Steel
Battle Timetable/Record.**

(Each 4-minute segment corresponds to one game turn)

Spaces have been left for umpires/players notes, for planned manoeuvres or events in the course of a battle.

<i>12:00</i>		<i>13:00</i>	
<i>12:04</i>		<i>13:04</i>	
<i>12:08</i>		<i>13:08</i>	
<i>12:12</i>		<i>13:12</i>	
<i>12:16</i>		<i>13:16</i>	
<i>12:20</i>		<i>13:20</i>	
<i>12:24</i>		<i>13:24</i>	
<i>12:28</i>		<i>13:28</i>	
<i>12:32</i>		<i>13:32</i>	
<i>12:36</i>		<i>13:36</i>	
<i>12:40</i>		<i>13:40</i>	
<i>12:44</i>		<i>13:44</i>	
<i>12:48</i>		<i>13:48</i>	
<i>12:52</i>		<i>13:52</i>	
<i>12:56</i>		<i>13:56</i>	

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<i>16:40</i>		<i>17:40</i>	
<i>16:44</i>		<i>17:44</i>	
<i>16:48</i>		<i>17:48</i>	
<i>16:52</i>		<i>17:52</i>	
<i>16:56</i>		<i>17:56</i>	Dark: scenario ends.

Sources:

“Glory Years: Napoleon and Austerlitz” Scott Bowden

“Napoleonic Wars Data Book” Digby Smith.

“The Ulm Campaign” F. N. Maude.

“1805 combat de Albeck / Haslach” on The Napoleon Series Archive 2010. Which has some notable contributions by Terry Crowdy, David McCracken and others.

"where was Archduke Ferdinand?"

at: <http://theminiaturespage.com/boards/msg.mv?id=218985>

Dave Hollins on the subjects of Archduke Ferdinand's part in the battle and the Austrian units engaged.

Plus OOB`s at various sites:

Napoleonic Miniatures Wargame Society of Toronto:

<http://www.napoleonicminiatureswargame.com/haslachob.html>

HistWar:

<http://www.histwar.com/around/historical-stories/haslach-jungingen-battle/order-of-battle-at-haslach.html>

Der Stützpunkt bei Jungingen 11. Oktober 1805:

<http://www.figuren-modellbau.de/affaire-haslach-jungingen-1805-jungingen.html>

and

<http://www.chronofus.net/wargames/elan/oob/Haslach.htm>

