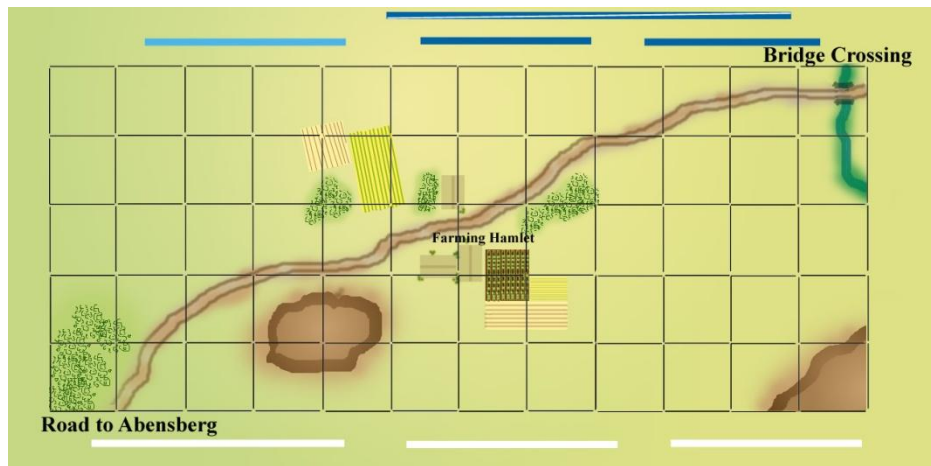


Greetings All,

We had another BP game last Saturday, about a division per side; with the French have some Heavy cavalry as well. Bob wanted to try a different start to the game instead of the usual line them up and go forward approach. So I kept both forces off the table and had players roll for each brigade to arrive. We also used a modified Must Form Square rule, which (IMO) worked very well, and Disordered Withdrawal which was simple to use, but seemed a bit gaming IMO.



French/Bavarian Battle Plan & Force

After crossing the Herzelt River, a scout patrol from Preysing Chevauxlegers spotted a fast approaching force of Austrian infantry. Not wanting to be struck in the flank you have formed your strung out command and faced left.

You need to keep the bridge crossing secure, however to achieve total victory your forces need to control whole length of the road. This means controlling the small farming hamlet, as well as road exit to Abensberg.

IV Corps: Général Bessières [Not Present]

Artillery:

1 Foot Battery (4-12pdrs & 2 How) [1 x Foot Battery Hvy Smoothbore]

3rd Division/IV Corps : Général de Division Molitor [Temp Corps leader]

1 Foot Battery (6-6pdrs) [1 x Foot Battery Lt Smoothbore]

Brigade: Général de brigade Legauy

2nd Line Regiment (2) [2 x Inf Bn]

15th Line Regiment (3) [3 x Inf Bn]

Brigade: Général de brigade Viviez

37th Line Regiment (3) [3 x Inf Bn]

67th Line Regiment (2) [2 x Inf Bn]

2nd Bavarian Division: Generallieutenant von Wrede [Not Present]

Brigade: Generalmajor Beckers [Division Leader]

6th Infantry Regiment Herzog Wilhelm (2) [2 x Bavarian Inf Bn]

7th Infantry Regiment Lowenstern (2) [1 x Bavarian Inf Bn]

Cavalry Brigade: Generalmajor Preysing

2nd Chevauxleger Regiment Koenig (4) [1 x Bavarian Chevauxleger]

5th Chevauxleger Regiment Koenig (4) [1 x Bavarian Chevauxleger]

1 6pdr Wurst Battery (4-6pdr & 2 How) [1 x Horse Battery Lt Smoothbore]

3rd Heavy Cavalry Division [Not Present]

Brigade: Général de brigade Reynaud [Low Initiative]

4th Cuirassier Regiment [1 x Cuirassier Rgt]

6th Cuirassier Regiment [1 x Cuirassier Rgt]

Game Notes

- Delayed Entry:** Roll a d6 for each brigade a 5 or 6 and they may move onto the table two moves. Each turn add another d6 to roll. All French/Bavarian forces are +1 d6 for the 1st turn. Général Reynaud cuirassier division does not start rolling until at least Turn 3 and they can only start rolling if the French control the bridge crossing. For every turn the cuirassier do not arrive (after turn 3), their entry point moves 24" west.
The Liechtenstein brigade also receives a +1 d6 on the first turn. If Kaiser's Austrian brigade rolls a 1 before coming on it, does not get an extra die the next turn and when it does arrive, it comes on at the side edge of the table (south of the river).
- Must Form Square:** All formed infantry units charged by cavalry must attempt to form square. To do so roll a d6 the unit forms square on a 2-5. If the roll is a 6 the unit forms square but is disordered or if the roll is a 1 the unit is disordered but does NOT form square. If charged from the flank, rear or initiative, only a 3 or 4 successfully forms square. A 5 or 6 forms square but disordered, while a 1 or 2 cause

Austrian Battle Plan & Force

You were not able to ambush the French in the flank as they moved to the southwest, however all is not lost. While you have close parity in Infantry and Cavalry, you do have an advantage in Artillery.

You must keep the road to Abensberg blocked and prevent the French from linking up. You can achieve a significant victory by also control the bridge crossing as this will cut off the French. Then you can drive the French back into the Danube for Total victory.

Advanced Guard: Feldmarschall-Lieutenant Vucassovich [Temp Corps leader]

Division:

Brigade: Generalmajor Count M. Liechtenstein

Erzherzog Ferdinand Hussar Regiment (4)[1 x Hussar]

Erzherzog Karl Legion (1) [1 x small Jaeger]

6pdr Cavalry Battery [1 x Lt Smoothbore Horse Battery]

Brigade: Generalmajor Pfanzer

Peterwardeiner Grenz Regiment (2)[2 x Grenzer Bn]

3pdr Grenz Battery [1 x Battalion Gun]

Division: Count Lusignan [Head Strong]

Brigade: Generalmajor Kaiser

Wenzel Colloredo Infantry Regiment (2 2/3) [2 x large Inf Bn]

Karl Schroeder Infantry Regiment (2 2/3) [2 x large Inf Bn]

6pdr Brigade Battery [1 x Lt Smoothbore Battery]

Brigade: Generalmajor Thierry

Kaiser Infantry Regiment (2 2/3) [2 x large Inf Bn]

Lindenau Infantry Regiment (2 2/3) [2 x large Inf Bn]

6pdr Brigade Battery [1 x Lt Smoothbore Battery]

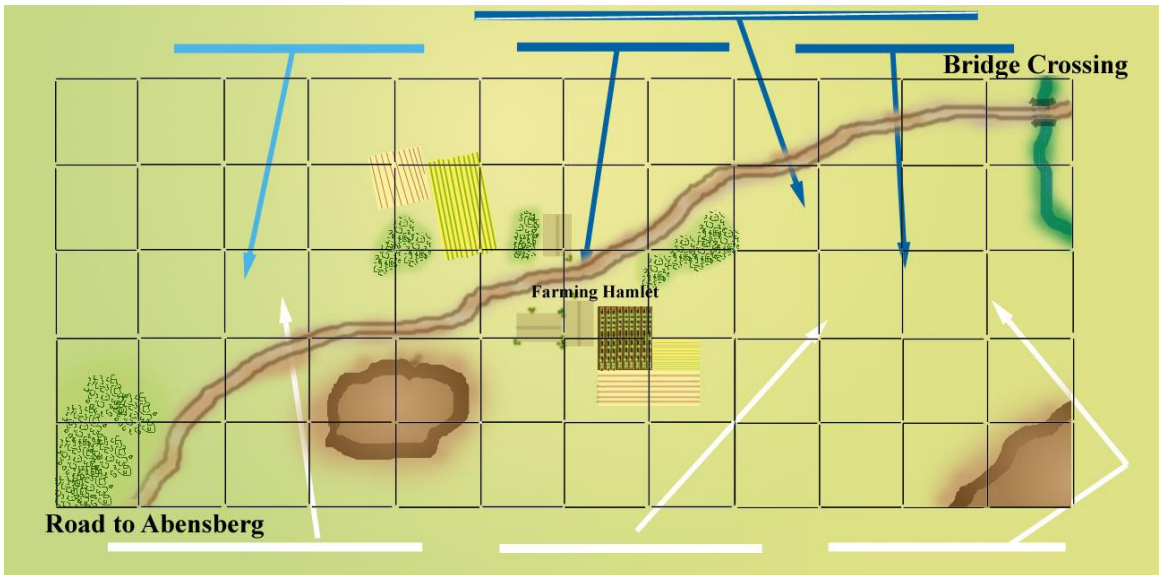
6pdr Position Battery [1 x Lt Smoothbore Battery - Slow]

the unit to be disordered and does not form square.

- **Disordered Withdrawal:** A unit that is disorder can use initiative to make one move away from enemy forces during the initiative phase of its turn. However the unit only removes its disordered marker at the end of its turn, if it can pass a command test.
- **Command Problems:** **Count Lusignan** is Head Strong. He can announce and resolve all his command rolls first and will receive a +1 to his Staff rating. However, he always blunders on an 11 or 12.
Général Reynaud is Hesitant (really to lose the heavies). If he successfully gives an order with a result of three moves then he must roll again and abide by the second result.
- The Herzelt Rivier is un-fordable and may only be crossed at the bridge.
- The road is lined with some heavy vegetation; it cost half a move to cross any hedges lined with trees.
- The woods may only be entered by Infantry units in skirmish formation.

Game Play

The Austrian side (Mike and I) had the first turn and right away we had some command problems ... that being not fully understanding what we needed to do to win! Mike commanding both infantry brigades thought (due in part to my answer to his question) all we needed to do was to take the bridge crossing. So on turn one when Brigade Kaiser (center brigade) came on he moved northeast towards the bridge crossing. It was not till turn 3 that I realized he might understand that we have to hold onto the Abensberg road exit to get any kind of victory, however by this time the bulk of mikes troops were all pack into the right 4 four feet of the table.



Left Flank

This left my two small brigades to deal with the Bavarians and try to dispute control of the hamlet. However, my force was soon overwhelmed, and the bulk of them fled the battlefield after 3 turns. Though before being swept away by Bavarian cavalry, my grenzers and 3lb battery were able to poor enough fire onto a french battalion that it broke. One down four more to go!



General Vucassovich tried to gather the remnants of the advance guard and form a defensive line, alas only the Karl Legion was able to form a protective square, and though complete cutoff, kept the Bavarians at bay on top of the hill overlooking the hamlet.



Center

Though completely shattered, the *Advanced Guard* was able to buy some time for infantry from the Karl Schroeder Infantry Regiment to move to the center; along with a couple of batteries they shored up the Austrian left flank, center left by now. In addition, the batteries were able to rain shell and cannon balls down on the closest building and expelled the French infantry occupying it.



The rest of General Kaiser's brigade, that being the two battalions of Wenzel Colloredo Infantry Regiment, pressed around the right of the hamlet into the face of several French battalions, as well as the oncoming rush of Cuirassiers'. They fought bravely and were able to hold their ground though at a terrible loss of life.





Right Flank

With the French reserves tied up, General Thierry's brigade was able to smash into the remaining french battalions on the right flank. Several batteries of 6lbs artillery soften up the french and then those large Austrian battalions crashed into the french and after several rounds of combat broke all of them.



Gen. Thierry kept the pressure up and forced his way all the way to the Bridge Crossing, cutting off the French from their main line of supply.

Aftermath

The battle drew to close at this point. The Austrian left had been destroyed but the Austrians were able to move infantry over to confront the oncoming Bavarians. While the Bavarian infantry was relatively unscathed, the same could not be said of the cavalry brigade, which was clearly a spent force.

The hamlet was contested at this point, though with a slight leaning towards the French. Mainly because it would have been easier for them to move troops into the vacant buildings than the Austrians.

The right flank was firmly in Austrian hands and I don't believe the French could have taken it back. It would have taken all they had to hold the Austrians off as their flank was turned.

Overall a Draw ... basically each side "lost"!

Thoughts

The game went very smoothly, we only had four players to start, than a fifth when Pat showed up. I think we only cracked open the book once during the whole game.

I really liked how the one die for emergency square worked ... was simple to remember and allowed for a greater chance of failure (increased from 6% to 32%) but also allowed flank/rear attempts as well, so success went from 0% to 33%.

While the disorder rule was simple to use, it mostly seemed to be used to get soldiers out of the way ... so that better troops could move in or charge (which was not one of the problems I had with disorder). I am more inclined to have Cavalry when it is disordered by fire be able to make a retire move at the end of the fire phase. This way you would eliminate/reduce the chance that a cavalry unit will get "stuck" in front of firing infantry and not be able to do anything.

Will try for another game in September ...