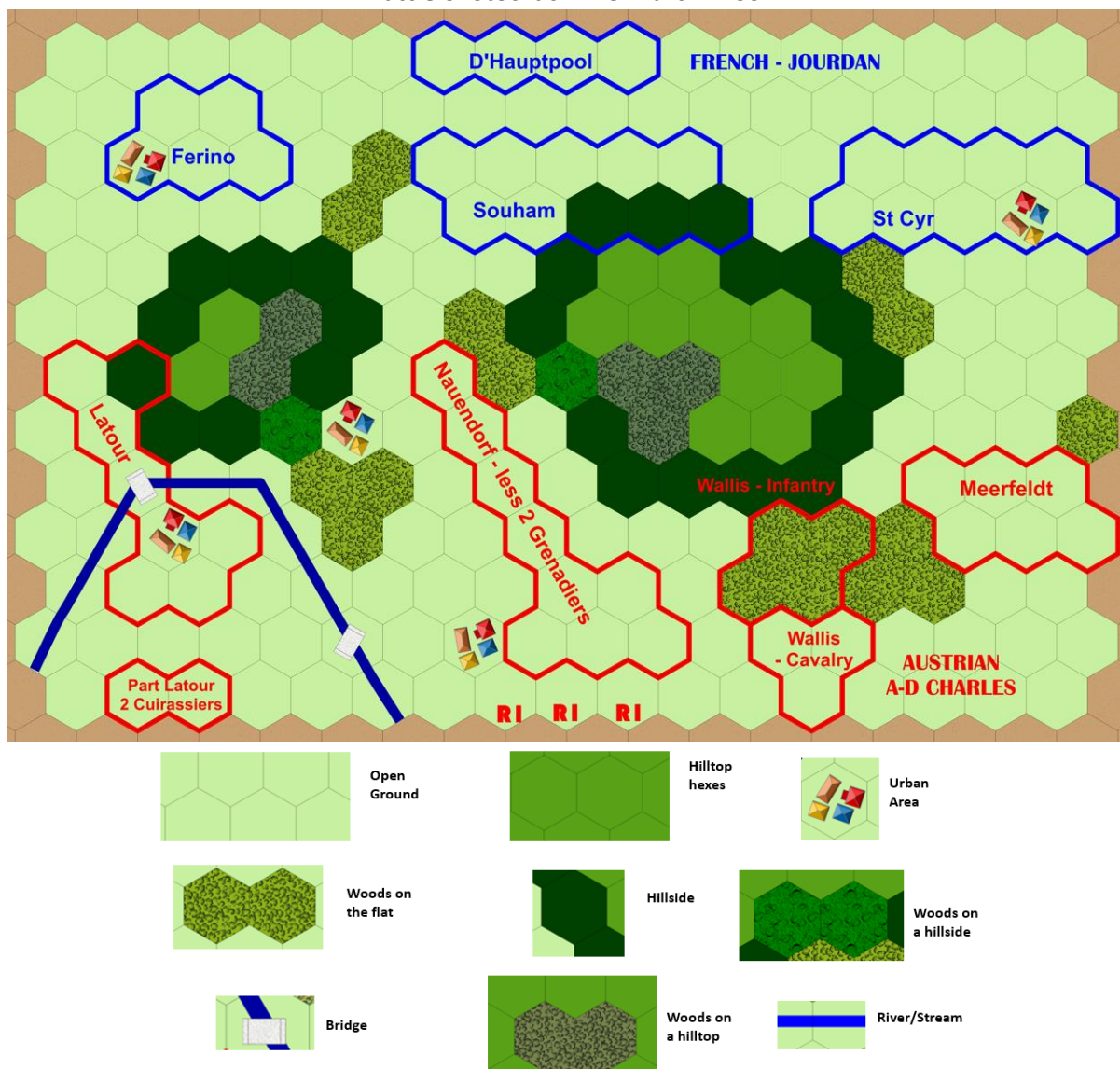


**Battle of Stockach - 25 March 1799.**



**Background**

French General Jourdan had advanced with the Army of the Danube to Lake Constance on the upper Rhine River. His aim was to cut off the Austrian lines of communication through Switzerland into Northern Italy and link up with General Massena. Austrian Archduke Charles moved to block this advance. Charles was expecting that the French would withdraw and initially only sent out a reconnaissance in force.

**Scenario rules**

**Organisation**

Both sides have four corps for activation purposes.

**Terrain**

Hill tops give uphill advantages against attackers on the slopes and they provide crests for infantry fire. The stream is difficult terrain.

Set-Up

The deployment areas for each corps are shown on the map. The French deployment areas are bordered in Blue and the Austrian in Red. The Austrians deploy first. No units commence prepared. Only the units who are listed as such commence in reserve status.

Victory Conditions

If neither side breaks the other within 30 turns the battle is a draw.

Reinforcements

The hex that reinforcements arrive in is the first hex of a two hex move as per normal reinforcement rules. They arrive in the Status Phase and no Momentum points are required to bring them on. They can be brought in on any hex in the reinforcement area they are assigned to. As per the rules they will push back any enemy stands they come into contact with.

Turn 4 – Nauendorf’s Grenadiers arrive at R1.

French Units	Corps	Elan	Traits	Move
<b>Jourdan</b>			Overall Commander 25 Units - 9 Morale	
			<b>ARMY OF THE DANUBE</b>	
<b>St Cyr</b>	LW		<b>LEFT WING - Steadfast</b>	4
Light Infantry x 2	LW	7	Sk	2-1
Line Inf x 2	LW	6	Sk, Art attached	2-1
Line Inf x 2	LW	6	Sk	2-1
Light Cavalry x 1	LW	6		4-2
Dragoons x 1	LW	6	Shock	4-2
<b>Souham</b>	C		<b>Centre</b>	
Light Infantry x 1	C	7	Sk	2-1
Line Inf x 2	C	6	Sk, Art attached	2-1
Line Inf x 3	C	6	Sk	2-1
Light Cavalry x 2	C	6		4-2
Dragoons x 1	C	6	Shock	4-2
Artillery x 1	C	Foot	5   4   4   3   2   2	2-1
<b>Cavalry Division</b>	CD		<b>D’Hautpoul [in reserve status]</b>	
Heavy Cavalry x 1	CD	7	Shock	
Light Cavalry x 2	CD	6		
Artillery x 1 [Mobile]	CD	Horse	4   4   3   2   2	3-1
<b>Ferino</b>	RW		<b>RIGHT WING</b>	4
Light Infantry x 1	RW	7	Sk	2-1
Line Inf x 2	RW	6	Sk, Art attached	2-1
Light Cavalry x 1	RW	6		4-2
Dragoons x 1	RW	6	Shock	4-2

BLUCHER - FRENCH REVOLUTIONARY WARS – HEX SCENARIO

Austrian Units	Corps	Elan	Traits	Move
<b>Arch Duke Charles</b>			Overall Commander – Mobile. 32 Units - 11 Morale	
<b>Meerfeldt</b>			<b>Advanced Guard</b>	4
Advance Guard x 1	AG	6	Sk, Mixed	2-1
Line Inf x 1	AG	6	Art attached	2-1
Line Inf x 1	AG	6		2-1
Freikorps x 1	AG	5	Conscript	2-1
Light Cav x 1	AG	6		4-2
Hussars x 1	AG	7		4-2
<b>Wallis</b>	RW		<b>Right Wing</b>	4
Line Inf x 2	RW	6	Art attached	2-1
Line Inf x 2	RW	6		2-1
Light Cav x 2	RW	6		4-2
Cuirassiers x 1	RW	7	Shock	4-2
<b>Nauendorf</b>	C		<b>Centre</b>	4
Advance Guard x 1	C	6	Sk, Mixed	2-1
Grenzers x 1	C	5	Sk	2-1
Line Inf x 2	C	6	Art attached	2-1
Grenadier x 2	C	7	Shock, Steady	2-1
Light Cav x 2	C	6		4-2
Hussars x 2	C	7		4-2
Artillery x 1 [Mobile]	C	Horse	4 4 3 2 2	3-1
<b>Latour</b>	LW		<b>Left Wing</b>	4
Advance Guard x 1	LW	6	Sk, Mixed	2-1
Grenzers x 1	LW	5	Sk	2-1
Line Inf x 2	LW	6	Art attached	2-1
Line Inf x 2	LW	6		2-1
Light Cav x 1	LW	6		4-2
Cuirassiers x 2	LW	7	Shock [start in reserve status]	4-2
Artillery x 1	LW	Foot	5 4 4 3 2 2	2-1

<b>French</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>Austrian</b>	<b>2</b>	<b>4R</b>	<b>6</b>	<b>8</b>	<b>10</b>
<b>French</b>	<b>11</b>	<b>13</b>	<b>15</b>	<b>17</b>	<b>19</b>
<b>Austrian</b>	<b>12</b>	<b>14</b>	<b>16</b>	<b>18</b>	<b>20</b>
<b>French</b>	<b>21</b>	<b>23</b>	<b>25</b>	<b>27</b>	<b>29</b>
<b>Austrian</b>	<b>22</b>	<b>24</b>	<b>26</b>	<b>28</b>	<b>30</b>