

Battle of Fleurus – 26 June 1794.



STANDARD UNIT SYMBOLS

<b>Line</b>	Line Infantry	<b>Art</b>	Foot Artillery	<b>LC</b>	Light Cavalry
<b>Lt</b>	Light Infantry	<b>HrsArt</b>	Horse Artillery	<b>HC</b>	Heavy Cavalry
<b>Gren</b>	Grenadiers	<b>Gd Art</b>	Guard Artillery	<b>Irr Cav</b>	Irregular Cavalry
<b>Grenz</b>	Grenzers	<b>HvyArt</b>	Heavy Artillery	<b>Cons</b>	Conscript Infantry
<b>Guard</b>	Guard Infantry	<b>VP</b>	Objectives	<b>Mix</b>	Mixed Unit
<b>Lw</b>	Landwehr Infantry	<b>★</b>	General	<b>↑</b>	Reinforcement Arrival Point

Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, vineyards etc]		Towns
	Impassable cliff edges		Defensive Works
	Swamp		Major River
			Bridge

Note: Only full hexes can be entered by stands

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French Units	Elan	Traits	Move
<b>General Jourdan</b>		Overall Commander 31 Units - 11 Morale	
<b>Army of the Moselle</b>			
<b>Division Morlot</b>			4
Line Inf x 1	6	Sk, Art attached	2-1
Conscript Inf x 4	5	Sk, Shock, Conscript	2-1
Light Cavalry x 1	5		4-2
<b>Division Championnet</b>			4
Line Inf x 1	6	Sk, Art attached	2-1
Conscript Inf x 2	5	Sk, Shock, Conscript	2-1
Light Cavalry x 1	5		4-2
<b>Division Lefebvre</b>			
Line Inf x 1	6	Sk, Art attached	2-1
Conscript Inf x 2	5	Sk, Shock, Conscript	2-1
Light Cavalry x 1	5		4-2
		<b>Army of the North [Kleber]</b>	
<b>Division Duhesme</b>			
Line Inf x 1	6	Sk, Art attached	2-1
Conscript Inf x 2	5	Sk, Shock, Conscript	2-1
Light Cavalry x 1	5		4-2
<b>Division Montaigne</b>			
Line Inf x 1	6	Sk, Art attached	2-1
Conscript Inf x 2	5	Sk, Shock, Conscript	2-1
Light Cavalry x 1	5		4-2
<b>Marceau</b>		<b>Army of the Ardennes</b>	
Line Inf x 1	6	Sk, Art attached	2-1
Conscript Inf x 3	5	Sk, Shock, Conscript	2-1
<b>Cavalry Reserve</b>		In Reserve status	
<b>Division Dubois</b>			
Dragoons x 1	6	Shock	4-2
Light Cavalry x 1	5		4-2
<b>Infantry Reserve</b>		In Reserve status	
<b>Division Hatry</b>			4
Line Inf x 1	6	Sk, Art attached	2-1
Conscript Inf x 2	5	Sk, Shock, Conscript	2-1
<b>Artillery Reserve</b>		In reserve status. Can be commanded by anyone.	
Artillery x 1		5   4   4   3   2   2	2-1

FRENCH REVOLUTIONARY WARS HEX SCENARIO

Austro/Allied Units	Elan	Traits								Move
<b>Saxe-Coburg</b>		Overall Commander - 24 Units - 9 Morale								
										4
<b>Orange</b>										
Grenadier x 1	6	Shock, Steady								2-1
Line Inf x 3	6									2-1
Light Cav x 2	6									4-2
Artillery x 1	Foot	5	4	4	3	2	2			2-1
<b>Quasdanovich</b>										4
Line Inf x 1	6	Art attached								2-1
Line Inf x 1	6									2-1
<b>Kaunitz</b>										
Line Inf x 1	6	Art attached								2-1
Line Inf x 1	6									2-1
<b>Archduke Charles</b>										
Avaunt Garde x 1	6	Mixed								2-1
Grenadier x 1	7	Shock, Steady								2-1
Line Inf x 1	6	Art attached								2-1
Line Inf x 1	6									2-1
Light Cav X 1	7	Hussars								4-2
Cuirassiers x 1	7	Shock								4-2
<b>Beaulieu</b>										
Avaunt Garde x 1	6	Mixed								2-1
Grenadier x 1	7	Shock, Steady								2-1
Line Inf x 2	6									2-1
Light Cav x 1	7	Hussars								4-2
Cuirassiers x 1	7	Shock								
Light Cav x 1	6									4-2
Artillery x 1	Foot	5	4	4	3	2	2			2-1

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

Background

The French revolutionary armies were besieging Charleroi. An Allied army moved to relieve the city. The Allies were unaware as they advanced that Charleroi had already fallen freeing up the whole French force to face them.

## **Scenario rules**

### Organisation

Each French Division and the Army of the Ardennes is a separate corps for activation purposes, making eight corps. This represents the disjointed efforts of the revolutionary army in the battle .

The Allies have five corps.

The French foot artillery can be commanded and activated as part of any French corps activation.

### Terrain

Hills do not give uphill advantages in close combat, they do provide infantry fire penalties for crests.

Artillery can see and fire from 1 hilltop to the next but not over the heads of units of either side.

### Victory Conditions

Win by breaking the enemy within 30 turns. If neither side breaks it is a draw.