

Battle of Malsch – 9 July 1796.



Standard Map Symbols

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

Note: Only full hexes can be entered by stands

STANDARD UNIT SYMBOLS

	Line Infantry		Foot Artillery		Light Cavalry
	Light Infantry		Horse Artillery		Heavy Cavalry
	Grenadiers		Guard Artillery		Irregular Cavalry
	Grenzers		Heavy Artillery		
	Guard Infantry		Objectives		Arrival Point
	Landwehr Infantry		General		

Battle of Malsch – 9 July 1796.

French Units	Elan	Traits	Move
General Moreau		Overall Commander Army of Rhin et Moselle. 23 Units - 8 Morale	
Desaix		Left Wing	
Delmas			4
Light Inf x 1	7	Sk,	2-1
Line Inf x 1	6	Sk,	2-1
Line Inf x 1	6	Sk, Art attached	2-1
Dragoons x 1	6	Shock	4-2
Light Cav x 1	6		4-2
Beaupuy			4
Light Inf x 1	7	Sk,	2-1
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 2	6	Sk	2-1
Dragoons x 1	6	Shock	4-2
Light Cav x 1	6		4-2
St Cyr		Centre	4
Light Inf x 1	7	Sk,	2-1
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 3	6	Sk	2-1
Light Cavalry x 1	6	Under strength	4-2
Bourcier		Reserve	4
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 2	6	Sk	2-1
Heavy Cav x 1	7	Shock	4-2
Light Cavalry x 2	6		4-2
Army Artillery		Can be commanded and activated as part of any corps	
Artillery x 1	Foot	5 4 4 3 2 2	2-1

Austrian Units	Elan	Traits	Move
Archduke Charles		Overall Commander – Mobile. 22 Units - 8 Morale	
		ARMY OF THE RHINE	
Latour			4
Advance Guard x 1	6	Sk, Mixed	2-1
Grenadier x 1	7	Shock, Steady	2-1
Line Inf x 4	6		2-1
Light Cavalry x 1	6		4-2
Cuirassiers x 1	7	Shock	4-2
Artillery x 1	Foot	5 4 4 3 2 2	2-1
Sztarray			4
Advance Guard x 1	6	Sk, Mixed	2-1
Grenadier x 1	7	Shock, Steady	2-1
Line Inf x 1	6	Art attached	2-1

FRENCH REVOLUTIONARY WARS HEX SCENARIO

Line Inf x 3	6				2-1
Hussars x 1	7	Light cavalry			4-2
Light Cavalry x 1	6				4-2
Cuirassiers x 1	7	Shock			4-2
Kaim					4
Mixed x1	6	Mixed			2-1
Line Inf x 1	6	Art attached			2-1
Line Inf x 1	6				2-1
Reserve					
Line Inf x 1	6	Art attached			2-1
Light Cavalry x 1	6				4-2
French	1	3	5	7	9
Austrian	2	4	6	8	10
French	11	13	15	17	19
Austrian	12	14	16	18	20
French	21	23	25	27	29
Austrian	22	24	26	28	30

Background

French Armies under Generals Moreau and Jourdan had advanced into the upper Rhine and Danube areas of Germany and Austria. The two armies moved out of operational contact with each other. Meanwhile Austrian Archduke Charles had split his army to watch both of the French armies. French General Moreau thought he had an opportunity to defeat Charles whilst the Austrian army was separated. Charles had decided the same thing about the French, so both armies manoeuvred towards each other.

Scenario rules

Organisation

The French have four corps for activation purposes. The Austrians have six corps.

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

Terrain

The streams are all difficult terrain. Stands on a hill slope attacking stands on the hill top are attacking uphill. The hill slopes are difficult terrain for cavalry when moving and in combat. Hill crest rules for infantry fire are used. Artillery can see and fire from 1 hilltop to the next but not over the heads of units of either side.

Victory Conditions.

Possession of Rothensohl in the mountains gives the Austrians an extra Morale Point. Whilst the Austrians hold it they break on a loss of 9 Morale points for units broken, or 12 retired and broken, instead of 8 and 11.