














NAPOLEONIC WARS HEX SCENARIO





















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

STANDARD UNIT SYMBOLS

	Line Infantry		Foot Artillery		Light Cavalry
	Light Infantry		Horse Artillery		Heavy Cavalry
	Grenadiers		Guard Artillery		Irregular Cavalry
	Grenz		Heavy Artillery		Conscript Infantry
	Guard Infantry		Objectives		Mixed Unit
	Landwehr Infantry		General		Reinforcement Arrival Point

Battle of Sacile – 16 April 1809.

French Units	Elan	Traits	Move
Prince Eugene		Overall Commander 23 Units - 8 Morale	
Right Hand Corps			
General Seras			4
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 3	6	Sk	2-1
General Severoli			4
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 3	6	Sk	2-1
Light Cavalry x 1	6		24
General Broussier		R2 Turn 7	4
Line Inf x 2	6	Sk, Art attached	2-1
Line Inf x 2	6	Sk	2-1
General Grenier		R1 Turn 3	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
General Sahuc		R4 Turn 11	
Chasseur x 1	6		4-2
Hussars x 1	6		4-2
General Barbou			
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
Army Artillery		Can be commanded and activated as part of any corps	
Artillery	Foot		2-1

Austrian Units	Elan	Traits	Move
Archduke John		Overall Commander 26 Units - 9 Morale	
FM A. Gyulai			4
Frimont Adv Gd x 1	6	Mixed	2-1
Line Inf x 2	6	Art attached	2-1
Line Inf x 5	6		2-1
Chevaulegers x 1	6	Light Cavalry	4-2
Hussars x 1	7	Light Cavalry	4-2
Artillery	Foot		2-1

NAPOLEONIC WARS HEX SCENARIO

FM I. Gyulai		R3 Turn 10	4								
Line Inf x 1	6	Art attached	2-1								
Line Inf x 4	6		2-1								
Grenzer x 1	6	Sk, Art attached	2-1								
Grenzer x 2	6	Sk, Conscript	2-1								
Grenadier x 2	6	Shock, Steady	2-1								
Landwehr x 2	5	Conscript	2-1								
Artillery	Foot	<table style="display: inline-table; border: none; border-collapse: collapse;"> <tr> <td style="width: 20px; height: 15px;"></td> <td style="width: 20px; height: 15px; text-align: center;">4</td> <td style="width: 20px; height: 15px; text-align: center;">4</td> <td style="width: 20px; height: 15px; text-align: center;">3</td> <td style="width: 20px; height: 15px; text-align: center;">2</td> <td style="width: 20px; height: 15px; text-align: center;">2</td> <td style="width: 20px; height: 15px;"></td> <td style="width: 20px; height: 15px;"></td> </tr> </table>		4	4	3	2	2			2-1
	4	4	3	2	2						
Cavalry Reserve		R3 Turn 10	4								
Dragoons x 2	6	Light Cavalry	4-2								
Hussars x 2	7	Light Cavalry	4-1								

French	1	3 [R1]	5	7 [R2]	9
Austrian	2	4	6	8	10 [R3]
French	11 [R4]	13	15	17	19
Austrian	12	14	16	18	20
French	21	23	25	27	29
Austrian	22	24	26	28	30

Background

Expecting war with Austria Napoleon ordered his stepson the Viceroy of Italy, Prince Eugene, to be prepared to defend northern Italy. Being somewhat contemptuous of Austrian military ability Eugene moved to attack the Archduke John once hostilities commenced. The armies met near Sacile before Eugene had properly concentrated his army.

Scenario rules

Organisation

The French have five “corps” for activation purposes. General of Division Seras had been given overall command of the attack on the French right wing.

The Austrians have three corps.

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

Reinforcements

The reinforcements enter on any of the designated reinforcement hexes. The hex that is arrived on is hex one of a 2 hex advance without pivoting. If this arrival does not bring a unit within 3 hexes of an enemy unit then the Austrian Cavalry Reserve and French General Sahuc’s cavalry can be marked as in reserve status and in their next turn move accordingly.

Austrian

R3 Turn 10 – IX Corps arrives reinforcement area 1

Cavalry Reserve arrives reinforcement area 2

French

R1 Turn 3 Grenier reinforcement area 3

R2 Turn 7 Broussier reinforcement area 4

R4 Turn 11 Sahuc reinforcement area

Terrain

Hill rules for firing and defending uphill apply.

The slopes of the hills and around the streams are all difficult terrain. If you attack an enemy unit in this terrain you suffer penalties for fighting in difficult terrain even if you are in the open. There is no penalty for defending open terrain if attacked from the difficult terrain.

The hill slopes directly adjacent to the stream hexes, and the stream hexes themselves, are especially difficult terrain for cavalry. Cavalry cannot charge through this terrain, although they can attack stands that are in it as long as they stay in the clear terrain. They will suffer a -1 penalty if attacking into it.

Victory Conditions

Even if they reach their morale number an army will not break unless its opponent is holding at least two objective towns.

If neither side breaks within the time limit the side holding the most objective towns wins, otherwise it is a draw.