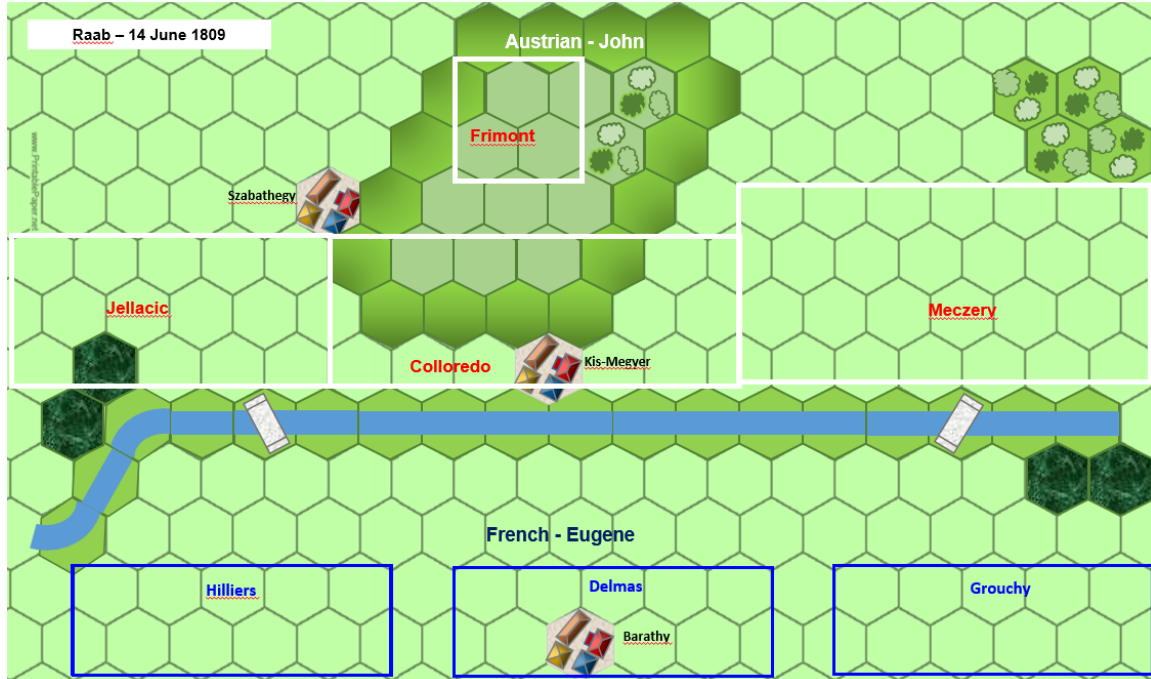


BLUCHER RULES - NAPOLEONIC HEX SCENARIO

Battle of Raab - June 14 1809



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

Background

Austrian Archduke John planned to take his army into Austria to join the main Austrian army facing Napoleon. Prince Eugene's French/Italian army attacked before the Austrian's could withdraw.

Scenario rules

Organisation

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

Set-Up

Units are set up anywhere in their corps deployment area. Where the deployment line runs through the centre of a hex between corps units from either corps can be deployed in that hex. Frimont's units are in Reserve status at the start of the battle. No unit starts in prepared status except for in Kis-Megyér farm where a unit can be deployed in garrison mode. Frimont's Reserve Corps cannot move in any way until turn 3.

Reinforcements

The reinforcements arrive in reserve status. 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. As per the rules they will push back any enemy stands they come into contact with.

- French

Pacthod's Reserve arrives in Turn 11. They can be brought in on any hexes along the French base line.

Terrain

- Stream

The stream is difficult terrain. Cavalry and Infantry can cross it, but the Artillery Unit can only cross at a bridge. Units crossing it suffer a difficult ground combat penalty if they are fighting an enemy unit in a hex adjacent to the river hex they are trying to exit. If a unit attacks an enemy unit in the stream both sides suffer the difficult ground penalty. Fighting in the bridge hex is just like combat in the other stream hexes.

- Hills

Stands on a hill slope attacking stands on the hill top are attacking uphill. Hill crest rules for infantry fire are used. However a hill slope hex is not considered uphill when attacked from below.

- Urban Areas

Both Szabathegy village or Kis-Meyer farm are urban hexes for combat purposes and can be garrisoned.

- Swamp

The swamp is difficult terrain, stands in it cannot fire and cavalry cannot charge through it, or charge if they are in a swamp hex at any stage during their move. Attackers coming from outside of the swamp as well as attackers and defenders in it suffer combat penalties.

Victory Conditions

The French need to break the Austrian morale and be holding either, or both, of Szabathegy village or Kis-Megyér farm. The Austrian's will not break, even if past their breaking point until one of those objectives has been taken by the French. Failure to achieve this is an Austrian victory.

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

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French Units	Elan	Traits	Move
General Eugene		Overall Commander Armee D'Italie 24 Units - 9 Morale	
Corps Grenier			
Delmas			4
Line Inf x 6	6	Sk,	2-1
Line Inf x 2	6	Sk, Art attached	2-1
Light Cav x 1	6		4-2
Corps Hilliers			4
Italian Line Inf x 1	6	Sk, Art attached	2-1
Italian Line Inf x 4	6	Sk	2-1
Pacthod		Reserve [Arrives Turn 11]	4
Line Inf x 1	6	Sk, Art attached	2-1
Line Inf x 2	6	Sk	2-1
Italian Guard x 1	7	Sk, Art attached, Steady	2-1
Light Cavalry x 2	6		4-2
Grouchy		Cavalry Reserve	4
Dragoons x 2	6	Shock	4-2
Light Cavalry x 2	6		4-2
Horse Artillery x 1	Mobile	5 4 4 3 2 2	3-1

Austrian Units	Elan	Traits	Move
Archduke John		Overall Commander 20 Units – 7 Morale	
Meczery		Left Flank	4
Hussars x 1	7		4-2
Light Cavalry x 1	6		4-2
Insurrection Cav x 3	4	Impetuous	2-1
Collredo		Centre	4
Line Inf x 1	6	Art attached	2-1
Line Inf x 1	6		2-1
Landwehr x 3	5	Conscript	2-1
Jellacic		Right Flank	4
Line Inf x 1	6	Art attached	2-1
Landwehr x 2	5	Conscript	2-1
Grenz Inf x 2	5	Sk	2-1
Light Cavalry x 1	6		4-2
Frimont		Reserve	
Line Inf x 2	6	Art attached	2-1
Line Inf x 1	6		2-1
Grenadiers x 1	7	Steadfast, Shock	2-1