














**Battle of Mosskirch - 5 May 1800.**



**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
Note: Only full hexes can be entered by stands			Bridge

**Background**

French General Moreau commanding the Army of the Rhine was manoeuvring cautiously to cut of the Austrian's from their supply bases in the upper Rhine region. Austrian Field Marshal Kray attempted to block his advance.

**Organisation**

Both sides have Five corps for activation purposes.

Terrain

Hill tops give uphill advantages against attackers on the slopes and they provide crests for infantry fire.

Set Up

The deployment areas for each corps are shown on the map. The Austrians deploy first. Units deployed in Mosskirch and Heudorf can commence in garrison. No other units commence prepared or in reserve status. The Austrian artillery is behind defensive works and cannot be moved from its starting position. The French artillery can deploy in any of the French corps deployment areas.

Reinforcements

Reinforcements may arrive in reserve status. The hex they 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.

French:

- Vandamme arrives in turn 5 in the Blue reinforcement zone 1.
- Richepense arrives turn 11 in the Blue reinforcement zone 2.

Austrian:

- Wrede arrives in turn 8 in the Green reinforcement zone 3.
- Ferdinand arrives in turn 14 in the Green reinforcement zone 4.

Victory Conditions

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

<b>French</b>	<b>1</b>	<b>3</b>	<b>5R</b>	<b>7</b>	<b>9</b>
<b>Austrian</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>8R</b>	<b>10</b>
<b>French</b>	<b>11R</b>	<b>13</b>	<b>15</b>	<b>17</b>	<b>19</b>
<b>Austrian</b>	<b>12</b>	<b>14R</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>

NAPOLEONIC WARS – HEX SCENARIO

French Units	Corps	Elan	Traits	Move
<b>Moreau</b>			Overall Commander 29 Units - 10 Morale	
			<b>Army of the Rhine</b>	
<b>Vandamme</b>	Vd			
Light Infantry x 1	Vd	7	Sk	2-1
Line Inf x 2	Vd	6	Sk, Art attached	2-1
Line Inf x 3	Vd	6	Sk	2-1
Light Cavalry x 1	Vd	6		4-2
<b>Montrichard</b>	Mont		<b>Centre</b>	
Light Infantry x 1	Mont	7	Sk	2-1
Line Inf x 1	Mont	6	Sk, Art attached	2-1
Line Inf x 3	Mont	6	Sk	2-1
<b>Lorges</b>	Lorg			
Light Infantry x 1	Lorg	7	Sk	2-1
Line Inf x 2	Lorg	6	Sk, Art attached	2-1
Line Inf x 3	Lorg	6	Sk	2-1
Light Cavalry x 1	Lorg	6		4-2
<b>Nantsouty</b>	Nant			
Light Cavalry x 1	Nant	6		4-2
Dragoons x 1	Nant	6	Shock	4-2
Cuirassiers x 1	Nant	7	Shock	4-2
<b>Richepense</b>	Rich			
Grenadiers x 1	Rich	7	Sk, Shock, Steady	2-1
Line Inf x 1	Rich	6	Sk, Art attached	2-1
Line Inf x 3	Rich	6	Sk	2-1
Dragoons x 1	Rich	6	Shock	4-2
Light Cavalry x 1	Rich	6		4-2
<b>Army Artillery</b>				
Artillery x 1		Foot	5   4   4   3   2   2	2-1

NAPOLEONIC WARS – HEX SCENARIO

Austrian Units	Corps	Elan	Traits						Move
<b>FM Kray</b>			<b>Overall Commander</b>						
			<b>27 Units - 9 Morale</b>						
<b>Lorraine</b>	LR								
Grenadier x 1	LR	7	Shock, Steady						2-1
Line Inf x 1	LR	6	Art attached						2-1
Line Inf x 2	LR	6							2-1
Artillery*x 1	LR	Foot	5	4	4	3	2	2	2-1
<b>Nauendorf</b>	Nd		<b>Centre</b>						
Line Inf x 1	Nd	6	Art attached						2-1
Line Inf x 2	Nd	6	Art attached						2-1
Freikorps x 1	Nd	5	Conscript						2-1
Cuirassiers x 1	Nd	7	Shock						4-2
Light Cav x 1	Nd	6							4-2
<b>Giulay</b>	Gy								
Grenadier x 1	Gy	7	Shock, Steady						2-1
Line Inf x 1	Gy	6	Art attached						2-1
Line Inf x 2	Gy	6	Art attached						2-1
Cuirassiers x 2	Gy	7	Shock						4-2
Light Cav x 1	Gy	6							4-2
<b>Wrede</b>	Wrede								
Line Inf x 1	Wrede	6	Art attached						2-1
Line Inf x 4	Wrede	6							2-1
<b>Arch Duke Ferdinand</b>	A-D F								
Advance Guard x 1	A-D F	6	Sk, Mixed						2-1
Veteran Grenzers x 1	A-D F	6	Sk						2-1
Line Inf x 1	A-D F	6	Art attached						2-1
Line Inf x 1	A-D F	6							2-1
Hussars x 1	A-D F	7							4-2

\* The artillery under Lorraine cannot move from its starting position. If it is forced to retreat it is destroyed.

