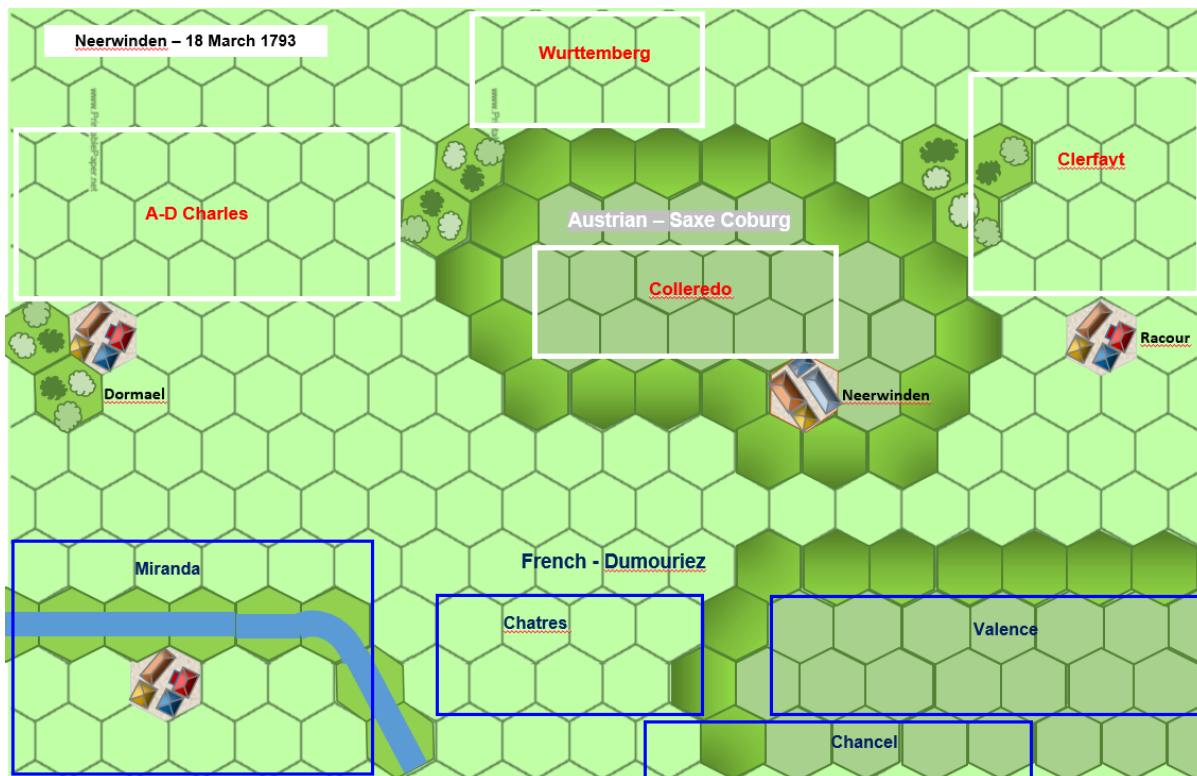















Battle of Neerwinden – 18 March 1793



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

Background

The French Revolutionary Army of the North under General Dumouriez had conquered Belgium and was pushing on into Holland. An Austrian army moved to support the Dutch Republic and expel the French. Dumouriez launched an attack on the Austrians at Neerwinden.

Scenario rules

Organisation

Both sides have 4 Corps for activation purposes.

Terrain

Hills give uphill advantages in close combat, and provide infantry fire penalties for crests. All towns are urban areas. The stream is fordable anywhere as difficult terrain.

Set Up

The deployment areas for each corps are shown on the map. The Austrians deploy first. No units commence prepared or in reserve status. Units are set up anywhere in their corps deployment area including half hexes at the side of their deployment box [but not the half hexes at the edge of the board, these are always off limits].

Victory Conditions

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

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

FRENCH REVOLUTIONARY WARS HEX SCENARIO

French Units	Unit	Elan	Traits	Move
General Dumouriez			Overall Commander 27 Units - 10 Morale	
Army du Nord				
Valence	RC		Right Column	
Line Inf x 1	RC	6	Sk, Art attached	2-1
Conscript Inf x 1	RC	5	Sk, Shock, Conscript, Art attached	2-1
Conscript Inf x 5	RC	5	Sk, Shock, Conscript	2-1
Dragoons x 1	RC	6	Shock	4-2
Light Cavalry x 1	RC	6		4-2
Chartres	CC		Centre Column	
Line Inf x 1	CC	6	Sk, Art attached	2-1
Conscript Inf x 3	CC	5	Sk, Shock, Conscript	2-1
Light Cavalry x 1	CC	6		4-2
Miranda	LC		Left Column	
Line Inf x 1	LC	6	Sk	2-1
Line Inf x 1	LC	6	Sk, Art attached	2-1
Conscript Inf x 1	LC	5	Sk, Shock, Conscript, Art attached	2-1
Conscript Inf x 5	LC	5	Sk, Shock, Conscript	2-1
Dragoons x 1	LC	6	Shock	4-2
Light Cavalry x 1	LC	6		4-2
Chancel	Res		Reserve	
Line Inf x 1	Res	6	Sk, Art attached	2-1
Conscript Inf x 2	Res	5	Sk, Shock, Conscript	2-1

FRENCH REVOLUTIONARY WARS HEX SCENARIO

Austro/Allied Units	Corps	Elan	Traits	Move
Saxe-Coburg			Overall Commander - 26 Units - 9 Morale	
Archduke Charles	A-G		Advance Guard [Vigorous]	
Avaunt Garde x 1	A-G	6	Mixed	2-1
Grenadier x 1	A-G	7	Shock, Steady	2-1
Line Inf x 1	A-G	6	Art attached	2-1
Line Inf x 1	A-G	6		2-1
Freikorps x 1	A-G	5	Conscript	2-1
Hussars x 1	A-G	7	Hussars	4-2
Light Cav x 1	A-G	6		4-2
Colloredo	1 st		1st Rank	
Line Inf x 1	1 st	6	Art attached	2-1
Line Inf x 2	1 st	6		2-1
Light Cav x 2	1 st	6		4-2
Wurtemberg	2 nd		2nd Rank	
Line Inf x 1	2 nd	6	Art attached	2-1
Line Inf x 2	2 nd	6		2-1
Cuirassiers x 2	2 nd	7	Shock	4-2
Light Cav x 1	2 nd	6		4-2
Clerfayt	Res		Reserve	
Grenadier x 1	Res	7	Shock, Steady	2-1
Line Inf x 1	Res	6	Art attached	2-1
Line Inf x 3	Res	6		2-1
Hussars x 1	Res	7	Hussars	4-2
Light Cav x 2	Res	6		4-2