

1809 Danube Campaign

Rules & Scenario by Tom McKinney

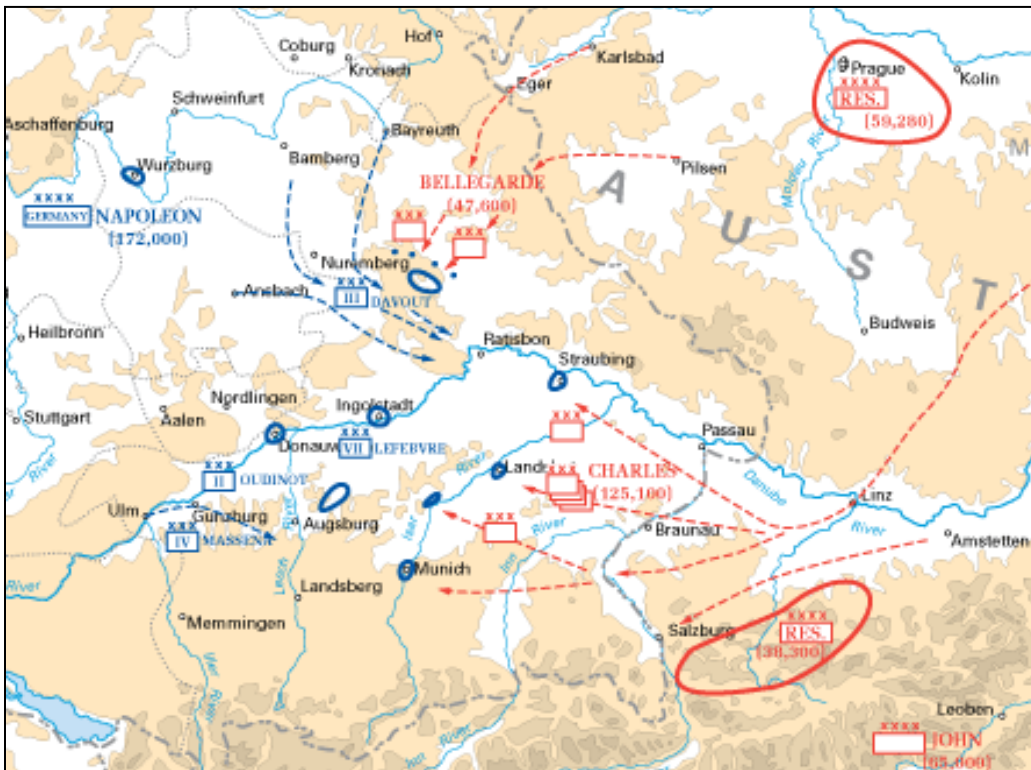
This is an advanced Scharnhorst campaign for *Blucher*, based on the standard rules provided in the Hundred Days supplement. Several notable changes are reflected here, along with a quick summary of the main campaign rules. Refer to the *Blucher* rules for further explanation of core concepts.

BACKGROUND

From late March to early April, the Austrian army under Archduke Karl reoriented itself to face the threat from Napoleon in the Danube valley. Intelligence indicated the French were assembling around Augsburg. Marshal Davout had his headquarters near Ingolstadt but was under conflicting directions from Berthier regarding a move to Ratisbon.

By April 15th, after recrossing the Danube from Bohemia, the majority of Austrian corps were deployed along the Isar, in line from Moosburg to Dingolfing and prepared to cross at those locations and Landshut. Meanwhile, two more corps under Bellegarde debouched from Bohemia in search of Davout's extended III Corps north of the Danube.

The long march from Bohemia over the last three weeks took place in challenging spring weather, which did little to sharpen the *Hauptarmee*. They would soon find whether the lessons of their last contest with the Emperor of the French had truly been learned.



*Danube
Valley
Theater
Map*

OBJECTIVES

The campaign begins April 15 and runs twelve days, through April 27. Napoleon must destroy the Austrian field army and drive down the Danube toward Vienna. Archduke Charles has a more defensive task, protecting the monarchy and the roads to the capital. The Austrians must control Ratisbon or Landshut to allow the possibility for retreat north or south of the Danube.

CAMPAIGN DEPLOYMENT

Each army may field an absolute maximum of 13 columns – up to 10 normal columns and 3 special “recon” columns. A normal column must include between 2 – 12 individual units.

The French deploy in the west (A1 - A20) and northwest (A1 - G1). They may elect to deploy one column between Pfeffenhausen and Straubing if it includes more than half of their Bavarian units. The Austrians deploy south (L20 - Y20), east (Y1 - Y20), and north (Q1 - Y1). Each army must have at least one normal column (excluding recon) deployed in each of their listed deployment zones. Additional columns may be deployed as desired in any of those locations.

TURN SEQUENCE

One turn represents a single day in the campaign. There will be no more than twelve turns.

- (1) Roll for weather.
- (2) French player declares battles.
- (3) Austrian player declares battles.
- (4) Austrian player moves remaining columns.
- (5) French player moves remaining columns.
- (6) Resolve battles – set up table, randomize time of day, deployment.
- (7) Calculate victory points for the turn and update OOBs with attrition losses.

CAMPAIGN PACE

During the opening turns column movement points are restricted for historical purposes.

DATE	AUSTRIAN	FRENCH
April 15 (Turn 1)	Limited to 4 movement points on d6 roll of “6”	No movement allowed
April 16 (Turn 2)	Limited to 4 MP	Limited to 3 MP
April 17 (Turn 3)	Normal movement	Limited to 4 MP unless Napoleon arrives on a d6 “4+”
April 18 (Turn 4)	Normal movement	Normal movement (Napoleon arrives automatically)
April 19--27 (Turns 5-12)	Normal movement	Normal movement

WEATHER

One player should roll to determine the weather at the start of each new turn.

D6 RESULT	EFFECT
1	RAIN: Lose 2 movement points & no muskets in battles
2-3	MUD: Lose 1 movement point
4-6	CLEAR: No effect

DECLARING BATTLES

Before movement, players declare any battles they desire. A battle “freezes” six squares and no columns within those squares may move further that turn. The column declaring the battle must place itself in one of the two center squares of the six-square battlefield.

Multiple battles can be declared in a turn as long as there is no overlap in frozen spaces.

MOVEMENT

After battles are declared – but before they are fought – players move their remaining columns. Normal columns receive **6 movement points** and recon columns receive 8. No diagonal moves are allowed.

COST	EFFECT
1	Cross a border with a major road
1.5	Cross a border with a minor road
2	Cross a border with no roads
+1	Leave an enemy ZOC
+1	Scout an adjacent column
+1	Enter a space already occupied by a friendly column
+1	Cross a minor river without a road
+2	Cross a major river without a road

ZONE of CONTROL?

All columns exert a ZOC in one adjacent space (not diagonally). Enemy columns may enter this ZOC but must pay +1 movement point to exit it.

A maximum of two columns may occupy a space at any time – friendly columns may not “pass through” a space already occupied by two columns. A friendly column pays 1 movement point to enter a space with another column. Once two columns occupy the same space, they may move together with no penalty assuming they begin and end their movement together. When sharing a space, friendly columns may merge any units they choose or switch friendly units between columns. A column may also divide itself into multiple columns.

Subcommanders must be assigned to a column, but army generals need not be assigned. They are assumed to be wherever a tabletop battle occurs.

SCOUTING & OVERRUN

You can spend 1 movement point to “scout” an adjacent square with an enemy column. He must reveal the total number of units present in that square. If a moving column(s) has a 4-1 superiority you may opt to inform your opponent of an overrun, entering his square and forcing the smaller column to retreat.

Players may form up to three recon columns, which may only contain light cavalry units. Recon columns move faster than normal columns and are allowed to treat minor roads as standard roads.

BATTLES

Once established, a tabletop battlefield should have six objectives – one per space. Towns should be chosen first (when possible), followed by road intersections or bridge crossings. The player who set up the table should allow his opponent to place the six objectives.

After setting up the table but before deployment, one player should roll a D12 to determine a randomized time of day to start the engagement. *Blucher* operates with a 30-turn schedule, so battles may begin anywhere from Turn 1 to Turn 12.

Any columns immediately adjacent to a battlefield may elect to enter as reinforcements. This is a die roll made each turn during the battle. If the reinforcement roll, multiplied by its factor is equal to or less than the current game turn number, the reinforcements appear on the section of table edge nearest their map position. Columns entering a friendly or neutral table edge (determined at the battle’s start) use a factor of 4, while columns entering from an enemy-controlled edge use a factor of 5.

A battle can end in one of three ways: (1) One army suffers a morale collapse and must withdraw. In this case, the victor claims control over the entire field. (2) One army captures all six victory objectives, forcing the enemy to withdraw. (3) Night falls and both players agree to quit the field, thus splitting the objectives as they are last controlled. If only one player wishes to quit the field at night, he still receives objective points for the spaces he last controlled before dusk (this rewards a retreating player for sticking around to fight the battle honorably).

RETREAT & ATTRITION

A victorious army remains on the battlefield spaces and may reorganize into new columns. A defeated or retreating army may also reorganize into new columns and must move them to any map squares that are currently open and adjacent to battlefield squares where he last had units. If space (or terrain features, like major rivers) does not permit a retreat, those units are eliminated from play.

At the end of the battle, all units with more than half of their elan lost to fatigue will return to the army smaller than before. Over strength units are now normal, normal units are now under strength, and under strength units will permanently lose 1 elan. Units which broke and lost all elan in battle may suffer further losses. Artillery, conscript, and under strength units are permanently lost. All other units follow the aforementioned procedure.

VICTORY POINTS

At the end of each day, calculate and update victory point totals for each army. Players earn **1 VP** for each battlefield objective controlled at the end of tabletop engagements (6 VPs are at stake in each battle). Earn **2 VP** for each enemy unit broken or enemy leader killed/captured during a battle.

If either army ends April 19th with more victory points and control of both Landshut and Ratisbon, they have achieved decisive victory (it requires a column of 8+ units to control a map space). Any other result is considered a minor campaign victory in favor of the side with more total points.

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