

AUSTERLITZ

December 2, 1805
"General d'Armee" Scenario



BACKGROUND

After a swift strategic encirclement at Ulm, over 50,000 Austrians are forced to surrender to Napoleon. In short order, the French emperor races to Vienna and with winter approaching, he has good reason to believe the war is won...or is it?

Despite the loss of Vienna, the Hapsburgs are in no mood to surrender. They still have a large army under Archduke Charles, a smaller force in Moravia, newly arriving Russian allies, and the promise of Prussian mobilization to join the coalition. Napoleon knows he must act quickly to land another blow and concentrates his army near Brunn, north of Vienna. The Tsar and the Austrian emperor are also nearby, debating whether or not to engage the French now or wait for more reinforcements. Kutuzov advises they should delay.

But at the end of November, there are signals that all is not well in the French camp. Deserters report low morale and low supplies. Napoleon requests an urgent armistice. The Tsar and Austrian emperor take this as a sure sign that now is the time to attack the French along the heights near Austerlitz. And in a heavy fog on the morning of December 2nd 1805, the allied army of 85,000 men advances to meet the beleaguered French. But waiting for them in the fog is a trap. Napoleon had planted signs of his "weakness" to lure the allies forward, baiting them into a battle on ground of his choosing. His men are not beleaguered...they are ready.

GAME LENGTH

The battle starts at 7a and lasts until 4p.

TABLETOP

The scenario requires a 12'x5' tabletop. The streams and slopes of the Pratzen Heights are rough ground. Sokolnitz Castle is the only built up area that may be garrisoned.

DEPLOYMENT

The allies deploy first in the designated deployment area. The French deploy second, with Davout available to arrive from Point A starting on Turn 3. The French should roll 1d6 and Davout arrives on a 6+. Add +1 to the reinforcement roll on Turn 4 and each turn after.

SCENARIO NOTES

A formation in *General d'Armee* is a battalion and this scenario scales them up to a brigade. We suggest reducing the maximum artillery ranges for a better ground scale and one turn in this larger scale is 30 minutes.

For speed of play, we suggest not allowing formations to garrison all the little villages present. In our version of the scenario played on YouTube, we had a GM keep the two flank tables secret. The allies are only informed about the existence of the northern table and the French are only informed about the south. They were each allowed to maneuver on these tables and "reveal" them at any time.

We also covered the entire table in pillow batting to start the game, representing fog. The players maneuvered division-sized formations on a paper map while the GM cross-referenced these maps to check for contact. At the end of each turn, we rolled 1d6 per 1'x1' area of fog and on a 4+ the fog in that section was "burned off" and any formations underneath revealed. On Turn 4 any remaining fog was removed automatically. Both the fog and the hidden tables are only possible if you have a referee/GM available!

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FRENCH BRIEFING

To win the battle, you must wreck at least two allied corps and protect the road to Brunn (your LOC). An allied corps is considered “wrecked” if all units in the corps are in the yellow or red strength boxes.

REINFORCEMENTS

Davout, from Point A, starting Turn 3 onward (see special rule)

GRANDE ARMEE Order of Battle

Napoleon Bonaparte

I CORPS (Bernadotte)
Ravaux, D’Erlon
III CORPS (Davout)
Friant
IV CORPS (Sault)
Vandamme, Legrand, St. Hilaire, Beaumont
V CORPS (Lannes)
Suchet, Cafarelli
GUARD (Bessieres)

CAV. CORPS (Murat)
Kellerman, D’Hauptpol, Wathier, Nansouty

Reserve Artillery & Oudinot’s Grenadiers

ALLIED BRIEFING

To earn a minor victory, you must survive the day by not getting the army destroyed! For a major strategic victory, you must secure the road to Brunn and exit at least one infantry brigade in good order from Point A (this represents the LOC to Vienna).

REINFORCEMENTS

Constantine’s Reserve enters within 12” on either side of Point B, starting Turn 3.

ALLIED ARMY Order of Battle

Alexander I

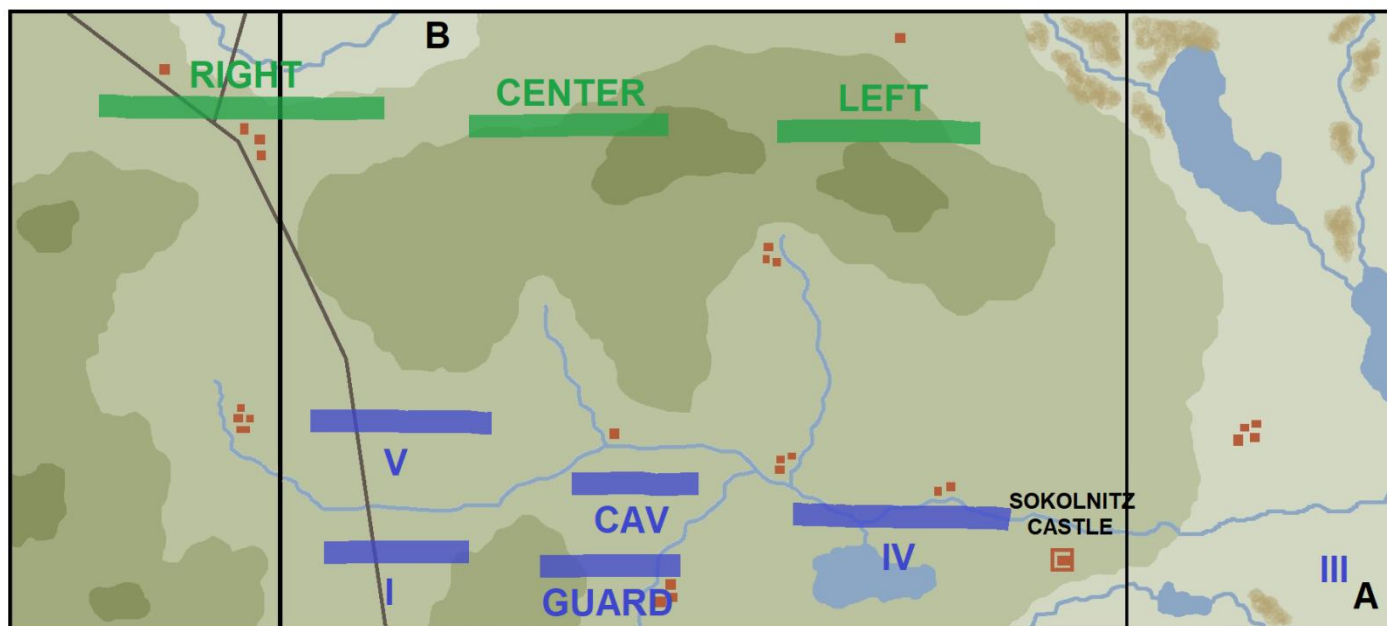
LEFT (Buxhowden)
Keinmayer, Docturov, Langeron, Przybczewsky

CENTER (Kutuzov)
Miloradovich, Kollowrath

RIGHT (Bagration)
Bagration, Liechtenstein

RESERVE (Constantine)

MAP



GRAND ARMÉE Napoleon Bonaparte

I Corps

Bernadotte

Ravaux	Domoulin					-	-	-	-	-	-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2						
	Pachod					-	-	-	-	-	-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2						
D'Erlon	Werle					-	-	-	-	-	-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2						
	Frere					-	-	-	-	-	-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2						
	8-PDR					-	-	-	-	-	-	-	-	-	-	-	-	-	Foot Art
						1	1	2	2										

V CORPS

Lannes

Suchet	Becker					-	-	-	-	-	-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2						
	Valhubert					-	-	-	-	-	-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2						
	Claparede					-	-	-	-	-	-	-	-	-	-	-	-	-	Line / Small
						1	1	1	1	2	2								
Cafarelli	Demont					-	-	-	-	-	-	-	-	-	-	-	-	-	Line / Large
						1	1	1	1	1	2	2	2	2	2	2			
	Eppler					-	-	-	-	-	-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2						
	8-PDR					-	-	-	-	-	-	-	-	-	-	-	-	-	Foot Art
						1	1	2	2										
	Walther					-	-	-	-	-	-	-	-	-	-	-	-	-	Dragoons
						1	1	1	1	2	2	2	2						

GRAND ARMEE

Napoleon Bonaparte

IV Corps

Soult

Vandamme	Schiner					-	-	-	-	-	-	Light / Small		
						1	1	1	1	2	2			
						-	-	-	-	-	-			
	Fery					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
						-	-	-	-	-	-	-	-	
	Candras					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
						-	-	-	-	-	-	-	-	
Legrand	Merle					-	-	-	-	-	-	-	-	Line / Veteran
						1	1	1	1	2	2	2	2	
						-	-	-	-	-	-	-	-	
	Ferey					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
						-	-	-	-	-	-	-	-	
	Lavasseur					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
						-	-	-	-	-	-	-	-	
St. Hilaire	Morand					-	-	-	-	-	-	Light / Small		
						1	1	1	1	2	2			
						-	-	-	-	-	-			
	Ware					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
						-	-	-	-	-	-	-	-	
	Thiebaut					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
						-	-	-	-	-	-	-	-	
Beaumont	Boye					-	-	-	-	-	-	-	-	Dragoons
						1	1	1	1	2	2	2	2	
	Scalfort					-	-	-	-	-	-	Dragoons/Small		
						1	1	1	1	2	2			
Maragon						-	-	-	-	-	-	-	-	Chassuers
						1	1	1	1	2	2	2	2	
						-	-	-	-	-	-	-	-	
	12-PDR					-	-	-	-	-	-	Foot Art		
						1	1	2	2					
	8-PDR					-	-	-	-	-	-	Foot Art		
						1	1	2	2					

GRAND ARMEE

Napoleon Bonaparte

III Corps

Davout

Friant	Kister					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
	Lochet					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
	Bourcier					-	-	-	-	-	-	-	-	Line
						1	1	1	1	2	2	2	2	
	8-PDR					-	-	-	-	-	-	-	-	Foot Art
						1	1	2	2					

CAV CORPS

Murat

Kellerman	Milhaud					-	-	-	-	-	-	-	-	Chasseurs
						1	1	1	1	2	2	2	2	
	Picard					-	-	-	-	-	-	-	-	Hussars, Small, Elite
						1	1	1	1	2	2			
D'Hauptpol	St. Sulpice					-	-	-	-	-	-	-	-	Cuirassiers / Veteran
						1	1	1	1	2	2	2	2	
	D'Hauptpol					-	-	-	-	-	-	-	-	Cuirassiers / Veteran
						1	1	1	1	2	2	2	2	
Wathier	Royer					-	-	-	-	-	-	-	-	Dragoons / Veteran
						1	1	1	1	2	2	2	2	
	Boussard					-	-	-	-	-	-	-	-	Dragoons / Small / Vet
						1	1	1	1	2	2			
Nansouty	Broussard					-	-	-	-	-	-	-	-	Cuirassiers / Small / Vet
						1	1	1	1	2	2			
	l'Houssaye					-	-	-	-	-	-	-	-	Cuirassiers / Veteran
						1	1	1	1	2	2	2	2	
	6-PDR					-	-	-	-	-	-	-	-	Horse Artillery
						1	1	2	2					
Grenadier Div.	Oudinot	Ouidinot				-	-	-	-	-	-	-	-	Elite
						1	1	1	1	2	2	2	2	
	Duroc					-	-	-	-	-	-	-	-	Elite
						1	1	1	1	2	2	2	2	
	8-PDR					-	-	-	-	-	-	-	-	Foot Art
						1	1	2	2					

GRAND ARMÉE Napoleon Bonaparte

Imperial Guard	Bessiers	Hulin					-	-	-	-	-	-	-	-	-	-	Large / Elite
							1	1	1	1	1	2	2	2	2	2	
							-	-	-	-	-	-	-	-	-	-	
		Jancovitz					1	1	1	1	2	2	2	2			Elite
		12-PDR					-	-	-	-							Elite
							1	1	2	2							
Parc d'Artillerie		8-PDR					-	-	-	-							Foot Art
							1	1	2	2							

ALLIED ARMY

Alexander I / Francis

LEFT

Buxhowden

Keinmayer

Carneville

				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2				
				-	-	-	-	-	-	-	-	-	-
				1	1	2	2						

Light Inf

Stutterheim

Uhlans

von Nostitz

Hussars

Liechtenstein

Cossacks/Recruit

6-PDR

Horse Art

Docturov

von Lowis

				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2				
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	2	2						
				-	-	-	-	-	-	-	-	-	-
				1	1	2	2						

Line

Light / Small

Line

Line

Foot Art

Foot Art

Langeron

Olsufiev

				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	1	2	2	2	2	2
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	2	2						

Line / Large

Line

Line

Foot Art

Przybczewsky

Muller

				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2				
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	1	1	2	2	2	2		
				-	-	-	-	-	-	-	-	-	-
				1	1	2	2						

Light / Small

Line

Line

Foot Art

