

Engagement at Arnhofen

Bavarians clash with Austrians - 19th April 1809



A wargames scenario for Black Powder, by Bart Vetter for the Schild en Vriend Gentlemen Wargamers Society

INTRODUCTION

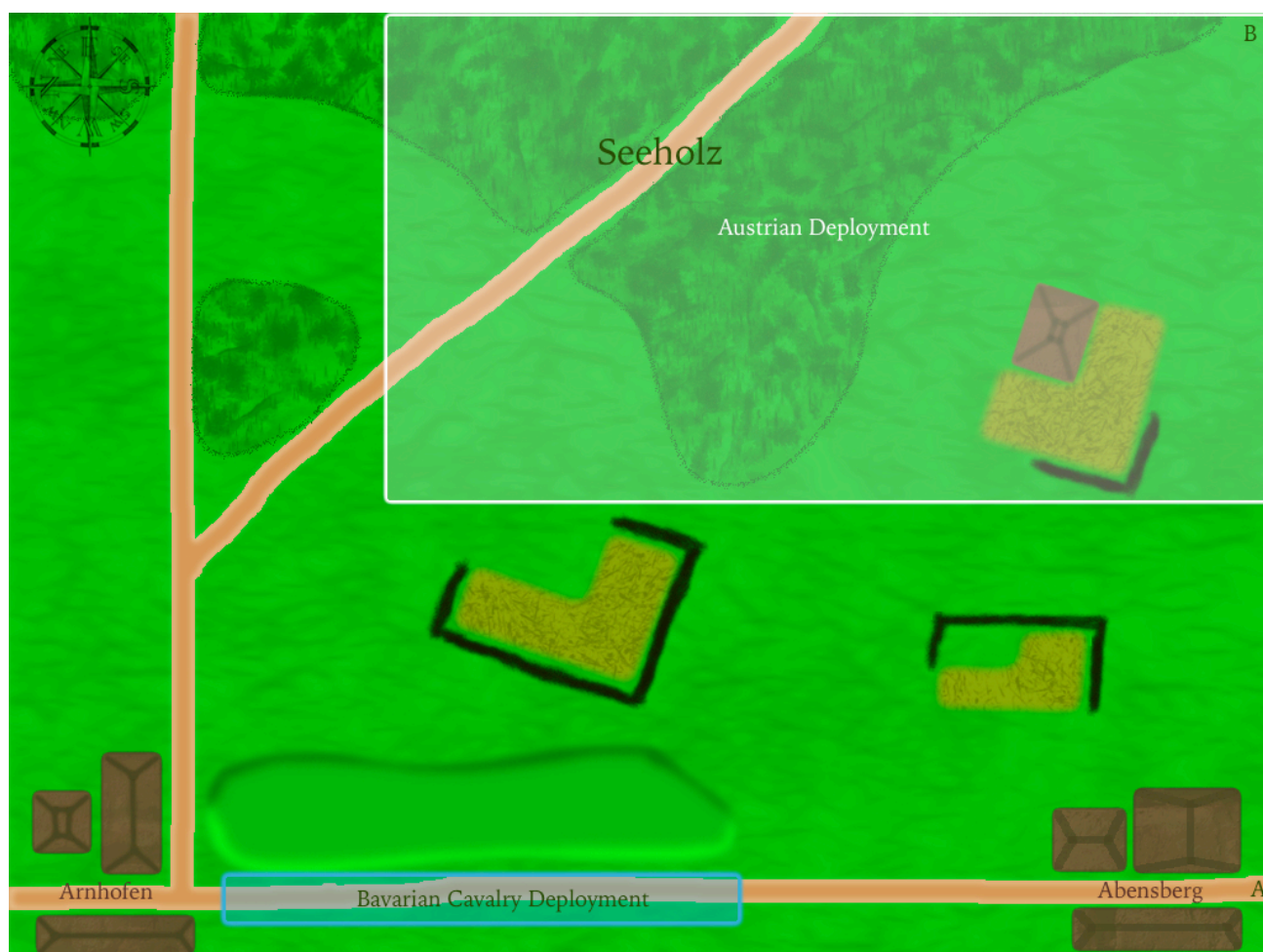
In 1809 Austria was ostensibly at peace with Napoleon's France. It was an uneasy peace however, and certain parties had been pushing for a resumption of hostilities more or less since the defeat at Austerlitz and the subsequent Treaty of Pressburg. When the news came of the defeat of a French Corps —a thing hitherto unheard of— in Spain, and it seemed that the best parts of the French army were deeply engaged in the Peninsular campaigns, the war party was able to make its mark on Austrian politics. The army was modernised, mobilised and sent to the areas bordering Germany and Bavaria. When war was declared and the Austrian army crossed the border into Bavaria, Napoleon and the Army of Germany were caught by surprise, though not entirely unprepared.

Within hours of the Austrian army crossing the border into Bavaria, major troop movements were underway in France and Germany and the two main armies were set on a collision course that would end a few months later on the Marchfeld outside of Vienna. Initially it was however only the entirely Bavarian but French led VII corps of the Armée d'Allemagne that opposed the Austrian incursion. After a first clash at Landshut and a few confusing days dashing hither and thither across the Bavarian countryside, the afternoon of 19 April saw the Bavarians crossing the Abens river near Abensberg, on their way to support Davout's III corps that was making its way south from Regensburg.

Across from them a brigade of Austrian III corps, tasked with protecting the left flank of the main Austrian advance further east was taking up positions in the Seeholz forest when their cavalry vedettes spotted Bavarian cavalry cresting the hills covering the road between Abensberg and Arnhofen. The scene for the second clash of the war was set.

GAMING TABLE

The following sketch represents the gaming table - it is based on a 8x6 foot wargame table:



BAVARIAN BRIEFING

You are Crown Prince Ludwig of Bavaria, commander of the 1st Division in VII Corps, a corps that is composed entirely of units of your countrymen. It is April 19, 1809, ten days into the recent war with Austria. You have spent the night camping on the west side of the Abensberg river. Hearing cannon fire off to your northeast, in the direction of where Davout's III Corps is moving towards you, you have ordered your troops to cross the Abens and move to the sound of cannon.

Shortly after crossing your advance guard, the cavalry brigade of GM Von Zandt, reports the presence of Austrian troops in the Seeholz woods to their east and that they are engaging the enemy. You quickly order the rest of your division up to join the fight.

ORDERS

March to the sound of the guns and engage the Austrians where you find them. Any Austrian fighting you is not fighting Davout's III Corps.

MISCELLANEOUS

The fields on table have only just been planted and form no obstacle to movement. The hedges and walls around the fields count as obstacles. The Seeholz is classed as wood: only cross in open formation, at half speed. The hills do not affect movement but confer an advantage to those on a higher level when fighting melee.

The Austrians start the first turn in the game.

ORDER OF BATTLE

Deployed on table in the zone indicated, after the Austrians have deployed:

GM Von Zandt (*Staff Rating* 8), with:

Unit	Type	Armamament	HtH	Shooting	Morale	Stamina	Special
I & II / 1st Chevaulegers	Regular Cavalry	Sabres	6	-	4+	3	Marauders
III/1st Chevaulegers	Regular Cavalry	Sabres	4	-	4+	2	Small Unit (penalties arlready applied in stats), Marauders
I & II/1st Dragoons	Regular Cavalry	Swords	8	-	4+	3	Heavy Cavalry +1
Regnier's Battery	Horse Artillery	Big boomenshoot en	1	3-2-1	4+	1	Valiant

As reinforcements, in turn 3, entering from point A (road through Abensberg):

GL Prinz Ludwig (*Staff Rating* 9, CiC)

GM Von Rechberg (*Staff Rating*8)

Unit	Type	Armamament	HtH	Shooting	Morale	Stamina	Special
I/1st Infantry	Line Infantry	Smoothbore muskets	6	3	4+	3	Mixed Formation
II/1st Infantry	Line Infantry	Smoothbore muskets	6	3	4+	3	Mixed Formation
I/2nd Infantry	Line Infantry	Smoothbore muskets	6	3	4+	3	Mixed Formation
II/2nd Infantry	Line Infantry	Smoothbore muskets	6	3	4+	3	Mixed Formation
1st Light Infantry	Light Infantry	Smoothbore muskets	6	3	4+	3	Mixed Formation, Skirmishers

AUSTRIAN BRIEFING

You are GM Thierry, commander of a brigade in III Corps of the Austrian army. You are currently detached from the main body of your corps and are operating as its left flank guard. The main body of your corps is to your north east, and your left flank links up with V corps to your south.

You have received orders to advance to the area of Abensberg, watch the crossings over the Abens river and protect your Corps' flank. Today, 19 April 1809, after a long slog over mud filled roads, you have arrived in the region of the Seeholz woods east of Abensberg and Arnhofen. Your lead units, two squadrons of Levenehr dragoons and two battalions from the Kaiser regiment, are advancing towards Arnhofen and have reported seeing some cavalry vedettes on the hills towards that village.

You yourself are still somewhat further back, accompanying the Lindenau infantry regiment when the ADC carrying this news comes up.

Time to halt the troops and think things through.

ORDERS

Prevent the enemy moving against III Corps' rear by engaging him.

MISCELLANEOUS

The fields on table have only just been planted and form no obstacle to movement. The hedges and walls around the fields count as obstacles. The Seeholz is classed as wood: only cross in open formation, at half speed. The hills do not affect movement but confer an advantage to those on a higher level when fighting melee.

The Austrians start the first turn in the game.

ORDER OF BATTLE

Deployed on table, anywhere in the area indicated:

GM Thierry (*Staff Rating 8, Low Aggression, Low Decisiveness, CiC*)

Unit	Type	Armamament	HtH	Shooting	Morale	Stamina	Special
I&II Squadrons Levenehr Dragoons	Regular Cavalry	Swords	8	-	4+	3	Heavy Cavalry +1
I / IR 1 'Kaiser'	Line Infantry	Smoothbore muskets	8	4	4+	4	Large Unit (bonuses already applied in stats)
II / IR 1 'Kaiser'	Line Infantry	Smoothbore muskets	8	4	4+	4	Large Unit (bonuses already applied in stats)
Position battery (-)	Foot Artillery	Big boomshoot en	1	2-2-1	4+	2	

Arriving on table at point B (SE point of table):

Oberst Richter (*Staff Rating* 7) with:

Unit	Type	Armament	HtH	Shooting	Morale	Stamina	Special
I / IR 29 'Lindenau'	Line Infantry	Smoothbore muskets	8	4	4+	4	Large Unit (bonuses already applied in stats)
II / IR 29 'Lindenau'	Line Infantry	Smoothbore muskets	8	4	4+	4	Large Unit (bonuses already applied in stats)
III / IR 29 'Lindenau'	Line Infantry	Smoothbore muskets	6	3	4+	3	
III Squadron Levenehr Dragoons	Regular Cavalry	Swords	6	-	4+	2	Heavy Cavalry +1, Small Unit (penalties already applied in stats)