

The Battle of Elchingen

Age of Eagles Scenario
by GRW, 2010

SETTING

Date: 14 October 1805, 8:00 AM

Location: 7 miles northeast of Ulm, Bavaria

Combatants: French Empire vs. Austrian Empire

History: In the fall of 1805, Field Marshal Karl Mack sat in Ulm with 30,000 Austrians, blissfully unaware of how isolated he had become. Napoleon executed a brilliant turning movement, swiftly encircling Mack's position in Bavaria. Napoleon expected his opponent to attempt a breakout toward friendly lines south of the Danube, but Mack unexpectedly attacked north.

On October 11, a heated disagreement between Marshals Murat and Ney led to a confused deployment of French forces along the Danube River. Unwittingly, Field Marshal Mack attacked at this very moment, but suffered a demoralizing stalemate against a much smaller French bridgehead. Both sides pulled back. Upon learning of the skirmish, Napoleon was furious that the Danube bridgehead had not been fully secured. The emperor sternly ordered Marshal Ney to lead his VI Corps across the Danube and capture the crossing at Elchingen permanently.



Michel Ney

French Orders:
Secure the Danube bridgehead by capturing the heights at Elchingen.



Karl Mack von Leiberich

Austrian Orders:
Riesch must hold Ober-Elchingen as a base for future offensive operations against the French.

Victory points: One point for every "worn" enemy brigade, and two points for each enemy "spent" or destroyed unit. Two points for uncontested control of Ober-Elchingen (the "abbey" is not considered part of the town).

Game length: French 8:00 AM until Scenario Rule #2 is satisfied

AFTERMATH

Ney's vanguard stormed the Danube bridge at 8:00am, driving back Mescery's depleted brigade. Riesch anchored his defense at the convent, and issued urgent calls for Laudon to send aid. When Austrian reinforcements arrived by the Heidenheim road, the French fell upon them to devastating effect. The convent proved a tougher nut to crack, and the French launched several attacks against it, including a charge led by Ney himself. The battle lasted most of the day, until the Austrians finally routed, fleeing back towards Ulm. The French lost over 1,000 men and the Austrians lost over 5,000--most of whom were captured at the end. For his personal valor at the battle, Ney would later be known as the "Duke of Elchingen."

SCENARIO RULES

1. NEY is Charismatic.
2. This scenario has no turn limit. The battle ends when one side has lost over 30% casualties, by counting the number of stands killed or captured. Loss of a division or corps commander counts as triple (3 stands), and artillery counts as double (2 stands). Whenever one side surpasses 30% casualties, the scenario automatically stops after the conclusion of that turn.
3. Bogged down on muddy roads, the Austrian supply wagons never reached Riesch. If any Austrian unit rolls an unmodified, natural "10" when shooting, this unit will be out of ammunition after that round of fire. The unit may not fire for the remainder of the scenario.
4. NEY is +1 for initiative, and RIESCH suffers a -1 modifier. The French begin with initiative.

TERRAIN & WEATHER

The gaming table should be four feet long by four feet wide, laid out according to the accompanying map. Urban areas offer +1 advantages to defending units in melee and a -1 benefit when under fire. The fortified abbey near Ober-Elchingen offers +2 advantages in melee and -2 benefits when under fire. The Danube River may only be crossed in column formation at the wooden bridge. The muddy roads offer no movement benefits, due to recent rains. The weather is overcast and wet.

DEPLOYMENT

Units set up according to the accompanying map in whichever formation the commander sees fit. Batteries may begin limbered or unlimbered, and commanders must be deployed within 12 inches of their commands. RIESCH may deploy his division anywhere north of the Danube River, including the reserve artillery and cavalry. Starting at 9:00am (Turn 3), the Austrian commander should roll a D6 to determine where LAUDON arrives. On a roll of 1-2, LAUDON arrives at point "B," 3-4 at point "C," 5-6 he is delayed. The Austrian player may continue to attempt this roll at the start of each subsequent turn until the reinforcements arrive.

NEY and LOISON enter the table at point A on their first turn, 8:00am. The corps cavalry and reserve artillery enter at 8:30am. Starting at 9:30am (Turn 4), the French commander should roll a D6 to determine if MAHLER arrives. On a roll of 4-6, MAHLER arrives within 12" of point "D." The French player may continue to attempt this roll at the start of each subsequent turn.

SCALE

Each infantry stand represents 360 soldiers, each cavalry stand 180 troopers, and artillery stands a battery of 6-12 guns. Ground scale is typically one inch to 150 yards, but here it represents less than 120 yards. The battlefield map is distorted because the historical area of engagement was very tight--less than 2 miles square.

Notes on Sources

Elchingen is a very small scenario for *Age of Eagles*--too small for experienced players. However, it's an excellent introductory game for those just learning the rules. Quite a few liberties have been taken when designing the OOB--especially on the Austrian side. Austrian cavalry was divided amongst the infantry, split into small detachments. For play balance, this OOB groups the Austrian cavalry together. There is also some disagreement in the sources about when von Laudon's ad-hoc division arrived at the battle. Historically, Ney did not commit Mahler's division until late, but once again--for the sake of play balance--this scenario assumes that both von Laudon and Mahler are available for most of the action. For a detailed account of the battle and the complex maneuvering preceding it, see Colonel F.N. Maude, *The Ulm Campaign 1805* (1912). Most of the OOB was constructed from Digby Smith's *Napoleonic Wars Data Book* (1998).

French Order of Battle

NEY
Grande Armee, VI Corps

NEY

VI Corps Idr

Loison 2nd Division Idr
Villate E 11/8/6 Sk light
Rouget R 6/4/3 Sk line
Light Foot Artillery #1

Mahler 3rd Division Idr
Marcognet E 12/9/6 Sk line
Labassee R 9/7/5 Sk line
Light Foot Artillery #2

Colbert R -/3/2 LC hussars
Caulaincourt R 5/3/2 HC dragoons
Light Horse Artillery Reserve #3

Austrian Order of Battle

MACK
Army of Swabia, II Column

RIESCH

corps Idr

von Laudon 1st Division Idr
Saaufeld R 5/4/3 line
Genegdegh R 8/6/5 line
Ulm R 5/3/2 Sk grenadiers

Riesch 2nd Division (acting corps Idr)
Mescery R -/5/3 line
Auersperg R 8/6/4 line
Hermann R 6/4/3 Sk grenadiers

Hohenzollern R 5/4/3 HC cuirassiers

Light Foot Artillery Reserve #1 & 2

MAP & DEPLOYMENT

