

The Battle of Teugen-Hausen

Age of Eagles Scenario
by GRW, 2010

SETTING

Date: 19 April 1809, 11:30 AM

Location: 60 miles northeast of Munich, Bavaria

Combatants: French Empire vs. Austrian Empire

History: Much to Napoleon's surprise, Archduke Charles invaded Bavaria with almost 150,000 Austrians in April 1809. The bulk of the French *Grande Armee* was tied down in Spain, leaving the Danube front sparsely defended. Charles knew that Marshal Davout's veteran corps was one of the few French units defending Bavaria, and Austrian reconnaissance told him that Davout was now cornered near Regensburg.

In mid-April Davout moved his corps southeast, attempting to link up with his Bavarian allies. Dense woods and rugged terrain limited the scouting, so it was with some surprise that French and Austrian units made contact on April 19. An Austrian corps under Prince Friedrich of Hohenzollern stumbled upon Davout, and the Austrian commander sent word to Archduke Charles that he had found the French. Hohenzollern requested the support of the IV Corps, as well as the archduke's grenadier reserve corps.



Louis-Nicolas Davout

French Orders:
Push back the Austrians to open a path toward our Bavarian allies.



Prince Friedrich of Hohenzollern-Hechingen

Austrian Orders:
Contain Davout until Archduke Charles arrives with aid.

Victory points: Refer to the *Age of Eagles* 'Casualty Points Chart' to determine victory points. The French gain two points for each unit which exits at point "E." The Austrians subtract five victory points if their grenadier reserves successfully arrive.

Game length: 11:30 AM until 6:00 PM (13 turns; but see "Scenario Rules")

AFTERMATH

After making contact with the Austrians, Marshal Davout concentrated his divisions and aggressively attacked across two ridgelines. The battle was closely fought, and Hohenzollern pleaded for Archduke Charles to send aid. A lack of reliable reconnaissance caused the archduke to hesitate, and he did not commit his nearby grenadiers. Had Charles acted with more initiative, he may have destroyed Davout's corps. Instead, the French fought a narrow tactical victory at a cost of roughly 4,000 men per side. A thunderstorm at 5:00pm ended the fighting and allowed Davout to link up with the Bavarians, granting him a more significant strategic success.

SCENARIO RULES

1. This scenario ends at a randomly determined time, simulating the uncertainty of a coming thunderstorm. Starting on the 4:00pm turn, the player who won initiative should roll a D6, and on the roll of "1" or "2" the scenario ends due to rain. Continue making this roll at the start of each subsequent turn. The scenario automatically ends at 6:00pm.
2. The Austrians deploy first, but initiative for the first turn must be rolled.
3. Starting on their 2:00pm turn, the Austrians may request Archduke Charles (who is off board) release his grenadier reserves. If the request is made, roll a D6 and the request will be granted on a roll of "1" or "2." All grenadier units will arrive together, under the direct command of HOHENZOLLERN. If this roll is failed, the Austrian player may repeat the request at the start of the next turn.
4. DAVOUT is +2 for initiative rolls, and HOHENZOLLERN suffers a -1 modifier.

TERRAIN & WEATHER

The gaming table should be six 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 streams are fordable, but count as rough going. The woods block line of sight but do *not* count as rough going (the woods on this battlefield are thin, without underbrush). The weather is overcast.

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.

DAVOUT, the corps commander, begins on the table to start the scenario with SAINT-HILAIRE's division. Starting 1:00pm (Turn 4) FRIANT arrives at point "B" with one unit of his division. One additional unit may enter at "B" each subsequent turn. The same process applies to GUDIN's division, which starts arriving piecemeal at 1:30pm at point "C." All French Reserve Artillery Batteries arrive at 2:00pm, at point "A." These include the guns from Saint-Hilaire's division, which were late arriving to the field.

HOHENZOLLERN begins off table with LUSIGNAN's division, and may enter at point "D" at any time, but only with one brigade at a time. ST. JULIEN begins to arrive at 12:30pm (Turn 3), also bringing on one unit per turn. The grenadiers of Archduke Charles were not historically committed. If the Austrian player successfully requests these grenadiers according to "Special Rule #3", they will arrive at point "D."

SCALE

Each infantry stand represents 360 soldiers, each cavalry stand 180 troopers, and artillery stands a battery of 6-12 guns. Ground scale is one inch to 150 yards and one complete turn represents thirty minutes of historical time. This is a two-player scenario.

Notes on Sources

Sources for the Battle of Teugn-Hausen--also known as Thann to the French--are readily available. The reinforcement schedule was a particularly unique element to the historical battle, as units arrived piecemeal for both sides throughout the day. This scenario attempts to recreate that feel, though the game mechanism for doing so is not entirely historically accurate. See Scott Bowden & Charles Tarbox, *Armies on the Danube—1809* (1989) and James Arnold, *Crisis on the Danube* (1990).

French Order of Battle

DAVOUT

Grande Armee, III Corps

DAVOUT

III Corps Idr

Friant 2nd Division Idr

Gilly E 11/8/6 Sk light
Grandeau R 6/4/3 Sk line
Hervo R 6/4/3 Sk line
Barbanegre R 6/4/3 Sk line
Light Foot Artillery #1

Gudin 3rd Division Idr

Petit E 7/5/3 Sk light
Boyer R 11/8/6 Sk line
Duppelin R 11/8/6 Sk line
Light Foot Artillery #4

Saint-Hilaire 4th Division Idr

Lorcez E 12/9/6 Sk line
Destabenrath R 9/7/5 Sk line

Light Foot Artillery Reserve #2 & 3
Heavy Foot Artillery Reserve #5

Austrian Order of Battle

HOHENZOLLERN-HECHINGEN

III Armeekorps

HOHENZOLLERN

III Armeekorps Idr

Vukassovich Light Division Idr

M. Liechtenstein R 7/5/4 line
Pfanzelter R 6/4/3 Sk light
Ferdinand R 8/6/4 LC hussars
Light Horse Artillery #1

St. Julien division Idr

A. Liechtenstein E 12/9/6 line
Bieber R 12/9/6 line
Light Foot Artillery #5

Lusignan division Idr

Kayser R 12/9/6 line
Thierry R 12/9/6 line
Light Foot Artillery #2-4

Heavy Foot Artillery Reserve #6-9

(held in reserve by Archduke Charles)

Demontant E 9/6/4 Sk grenadiers
Leiningen E 9/6/4 Sk grenadiers
Georgy E 9/6/4 Sk grenadiers

MAP & DEPLOYMENT

