Mariazell 8th November, 1805.

A scenario for

Grand Manoeuvre:

Black Powder & Blue Steel

Napoleonic Miniatures

Wargames Rules

By Michael Collins.

Mariazell. 8th November, 1805.

Umpire`s notes:

Hampered by icy roads, Merveldt's corps has been involved in a difficult retreat. Forced to make a stand at Mariazell he is attacked by Davout's advance guard under the command of Général de Brigade Heudelet de Bierre.

Merveldt's main force arrived in the area at around noon and the French at about 14:00 hrs.

The Salza is a river with a half turn movement deduction. The streams above Rasing also are only minor obstacles. The hamlet of Rasing is to be represented by three lightly built-up areas and that of Mariazell by four built-up areas.

In the unit rosters, Austrian units have been rated as "D" class this equates with being "trained" troops, or new recruits. Austrians test morale by regiment for the line troops and by the brigade for the grenadiers. The French have been rated as "C" class or "experienced". French morale is to be tested by regiment.

This is a small engagement at which Heudelet detached elements of his line battalions and Legere, rules for this are on the French player's briefing and roster.
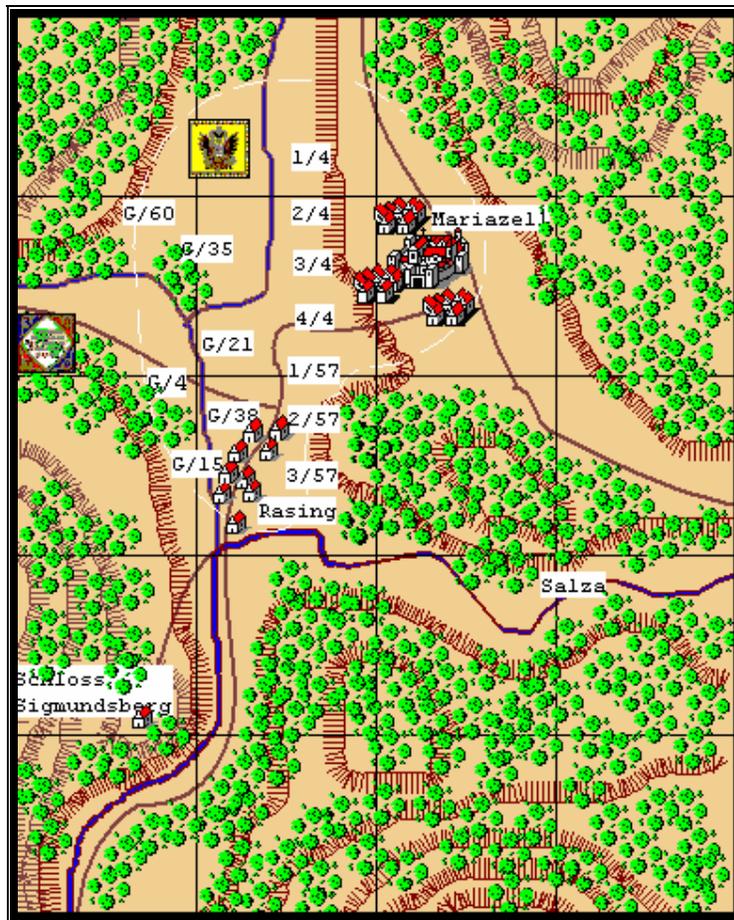
Historical Austrian deployments and French entry point.

(Austrian cavalry may have been positioned where the Austrian flag is on the map)

Victory conditions:

The road to Lilienfeld runs northward (top of the map) out of Mariazell and is the route back to Kutuzov`s army. Merveldt must protect this line of retreat. He may be forced to retire south-eastwards on the road out of Mariazell. If he orders a withdrawal after 16:00 hrs, he will win the scenario if he has seven battalions in good morale and in good order. A successful defence until darkness descends at 17:30 hrs will also mean an Austrian victory. A game timetable is at the back of this scenario booklet.

The French victory conditions are to have all three Austrian infantry commands routed.

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Austrian player/s briefing:

Feldmarschall-Leutnant Count Maximilian von Merveldt:
Originally attached to Kutuzov`s army, you have received orders from the Austrian High Command to march to Styria and join Archduke John there, whose army is now moving back to Austria. However, Kutuzov has since ordered you to return, and you are now attempting to move north-eastward, through Mariazell, towards Lilienfeld at the top of the map.

After two rear-guard actions fought in the morning of the 8th it has become necessary for your corps to make a stand here at Mariazell and Rasing otherwise you will be over-run. The road to the north and the one south-east out of Mariazell are your possible lines of retreat and must be defended.

Between 12:00 and 14:00, you have two hours; and enough time in which to deploy your troops in the dotted area on the map and expect an attack by the French troops pursuing your corps. Your force amounts to about 5,500 infantry and some 450 horse.

The French are advancing on the road west out of Rasing, marked with the French flag on your map.

Austrian units are rated lower than normally because of their lowered morale and straggling. Although the individual generals' ratings are good, the Austrian's command and control rating for order transmission is "poor".

At the start of the game, orders to all Austrian commands are limited to "hold".

Austrian deployment area.
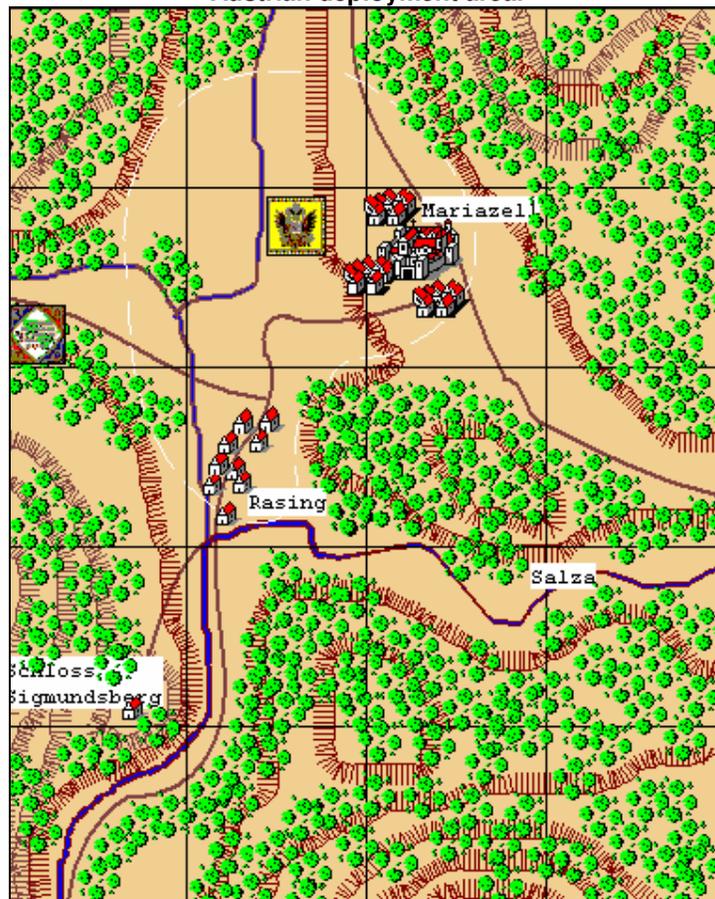
Mariazell. 8th November, 1805.

Austrian player/s briefing:

Victory conditions:
The road to Lilienfeld that runs northward (at the top of the map) out of Mariazell is the route back to Kutuzov`s army. You must protect this line of retreat.
Retreat to the southeast is also possible if the road to Lilenfeld is cut.
If forced to retire from the battlefield, the scenario is won if you have a substantial number of battalions leave the table in good morale & order.
A successful defence until darkness descends at 17:30 hrs will also mean an Austrian victory!

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French player/s briefing:

Général de Brigade Heudelet de Bierre:
You are the advance guard of Davout`s III Corps and have been pursuing Merveldt`s demoralised force.
Unable to maintain the pace, and rather than being over-run, the Austrian commander has decided to make a stand at the villages of Rasing and Mariazell.
It is about 2:00 p.m as your forces enter the battlefield area on the road marked with the French flag on the map.
The French command and control rating is "excellent". There is no restriction to the nature of orders available to the French regiments at the start of the battle.

As on the day, Heudelet may detach elements of his line battalions; two bases represent a half battalion. Legere battalion bases may be spaced to represent loose files, open order and extended order skirmishing troops.
Please see the notes on the French player's roster.

French entry point on the battlefield and known area where Merveldt`s Austrians are deploying.
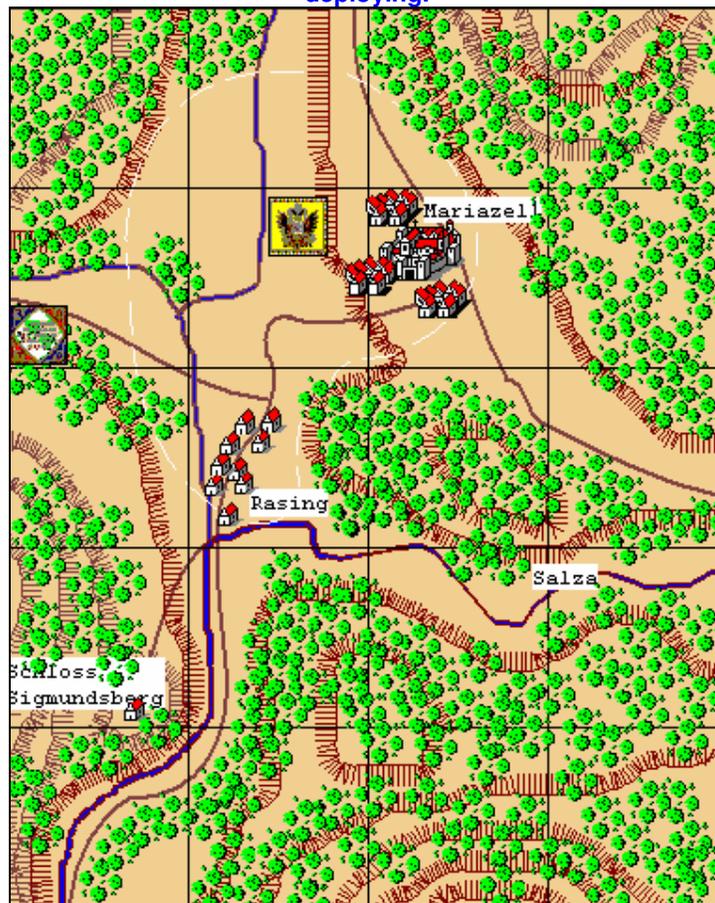
Victory conditions:
The French victory conditions is to destroy Merveldt`s command and to have all three Austrian infantry commands routed.

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Austrian UNIT ROSTER:

Feldmarschall-Leutnant Maxamillian von Merveldt (good):

Unit No:	Unit Class:	Unit name & notes:
1	D	IR4 Deutschmeister Grenadier Battalion 2 bases
2	D	IR15 Grenadier Battalion
3	D	IR21 Grenadier Battalion
4	D	IR35 Grenadier Battalion 2 bases
5	D	IR60 Grenadier Battalion 2 bases

GM Ludwig von Mondet (good)

6	D	1st Battalion IR4 Deutschmeister + 2x 3pdr battalion guns
7	D	2nd Battalion IR4 Deutschmeister + 2x 3pdr battalion guns
8	D	3rd Battalion IR4 Deutschmeister + 2x 3pdr battalion guns
9	D	4th Battalion IR4 Deutschmeister + 2x 3pdr battalion guns

10	D	1st Battalion IR57 Colloredo + 2x 3pdr battalion guns
11	D	2nd Battalion IR57 Colloredo
12	D	3rd Battalion IR57 Colloredo

14	D	3 squadrons of Merveldt UR1 (270) (3 bases; can be split)

Artillery:

1	3x 6 pdrs (1 medium base).

Notes:

The Austrian command and control rating is "poor".

Optionals:
The above artillery unit "1" may be attached to a battalion.

In addition, removing 8 battalion guns from IR4, there may also be:

Artillery:

2	8x 3pdr battalion guns (light, 4 bases).

Cavalry:
The squadrons of Merveldt`s Uhlans may be split up, but as different commands, would then require different orders as outlined in the rules.

Skirmishers:
The Austrian line battalions may deploy skirmishers but at the usual -1 modifier.

The Austrian Grenadier battalions may have one base of deployed skirmishers.

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French UNIT ROSTER:

The Advance Guard of Davout`s III Corps.

Général de Brigade Heudelet de Bierre (good)

Unit No:	Unit Class:	Unit name & notes:
1	C	1/13th Légère Regiment
2	C	2/13th Légère Regiment
3	C	1/108th Ligne Regiment
4	C	2/108th Ligne Regiment

5	C	12th Chasseurs a Cheval 3 squadrons (may be split up) 3 bases.
Artillery:		
1		2x 6 pdr Horse Artillery (1 medium base).

Notes:

The French command and control rating is "excellent".

French commander initiatives:
Initiatives at regimental level are at -1
Initiatives at battalion level are at -2

Half-battalions:
Half-battalions may be detached at the start of the game, when a French order of march must
be made out by the French player entering the battlefield on the road marked by the French
flag. After the start of the battle commanding officers require an order form the Général de
Brigade to detach half-battalions, or may do so by passing an initiative test.
Half-battalions will combat without a unit class die roll and two combining again will combat as
per one formed unit.

Flanking Brigades:
For a representation of Legere companies use the rules for flanking brigades and if taken out
the line, each company base given a different objective will require orders to be issued for it.
Alternatively, use the four bases of each Legere battalion to represent skirmishing divisions.

Cavalry:
The three squadrons of Chasseurs a Cheval may be split up, but as different commands,
would then require different orders as outlined in the rules.

Horse Artillery:
The horse artillery may be attached to the Chasseurs a Cheval, a battalion, or to a flanking
brigade. If so, it is considered to be part of the unit and subject to its morale reactions.

Grand Manoeuvre : Black Powder & Blue Steel
Battle Timetable/Record.
(Each 4-minute segment corresponds to one game turn)
Spaces have been left for umpires/players notes, for planned manoeuvres or events in the course of a battle.

14:00		*15:00*	
14:04		*15:04*	
14:08		*15:08*	
14:12		*15:12*	
14:16		*15:16*	
14:20		*15:20*	
14:24		*15:24*	
14:28		*15:28*	
14:32		*15:32*	
14:36		*15:36*	
14:40		*15:40*	
14:44		*15:44*	
14:48		*15:48*	
14:52		*15:52*	
14:56		*15:56*	

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Battle Timetable/Record.
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course of a battle.

16:00		*17:00*	
16:04		*17:04*	
16:08		*17:08*	
16:12		*17:12*	
16:16		*17:16*	
16:20		*17:20*	
16:24		*17:24*	
16:28		*17:28*	
16:32		*17:32*	Dark: Scenario ends
16:36			
16:40			
16:44			
16:48			
16:52			
16:56			

Notes on the sources:

The Glory Years: Napoleon and Austerlitz Scott Bowden.
Based on the French official report which can be found in "Napoleon's Finest" (also
by Bowden).

Robert Goetz:
I am most grateful to Robert Goetz. In several emails Robert listed the forces
involved in Merveldt`s retreat and the location, conditions and the course of events of
the battle itself. The umpire's map showing the original dispositions of Austrian troops
is based upon one that he sent me.

Maps created using GameMapr 7.0