BH02 — 11 November 1805 — Dürenstein

4	15	6	6	4	1	1	5														
	LN 4	LT 4	HC 4	FA 3				LN 3	LT 3	GR 4	LC 4	FA 3									
4	6	2	1	1			4	7	3	4	2	2									

BH02 - Dürenstein, Nov 11, 1805

(Scenario: Brad Hurst)

Historical Background

At Dürenstein, a combined force of Russian and Austrian troops trapped a French division commanded by Théodore Maxime Gazan. The French division was part of the newly created VIII Corps, the so-called Corps Mortier, under command of Édouard Mortier.

In pursuing the Austrian retreat from Bavaria, Mortier had over-extended his three divisions along the north bank of the Danube. Mikhail Illarionovich Kutuzov, commander of the Coalition force, enticed Mortier to send Gazan's division into a trap and French troops were caught in a valley between two Russian columns. They were rescued by the timely arrival of a second division, under command of Pierre Dupont de l'Étang. The battle extended well into the night. Both sides claimed victory. The French lost more than a third of their participants, and Gazan's division experienced over 40 percent losses.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Allies Army: Kutuzov; Miloradovich; Dokhturov; Strik
4 Command cards
Move First

French Army: Campana; Mortier; Gazan; Graindorge
5 Command Cards

Victory Conditions:
7 Banners

- The towns of Unterloiben, Rothenhof, Oberloiben represent a Majority Temporary Group Victory Banner objective and will give 1 victory banner.
- Dürenstein is a Temporary Victory Banner objective for the Russians and is worth 1 victory banner.
- Stein is a Temporary Victory Banner objective for the French and is worth 1 victory banner.
- Castle Dürenstein is a Temporary Victory Banner objective for the French and is worth 1 victory banner.
- The French player will gain 1 Permanent Victory Banner by moving the FA unit off map on their center or left flank side. The FA is then removed from the game. It may not be used in this way if forced to retreat, it must be ordered and then move off map. (Gazan historically placed his field guns on flotilla in order to save them from what he felt was a doomed situation).

Special Rules:

- The allied player may choose 4 LN and 1 LT units to give 1 paper strength each to, after drawing his cards.
- The creek dividing the map has no effect on battle. Units must however stop and may move no further upon entering it (nor advance after combat the turn they move into it)
- The Danube hex is impassable to all.