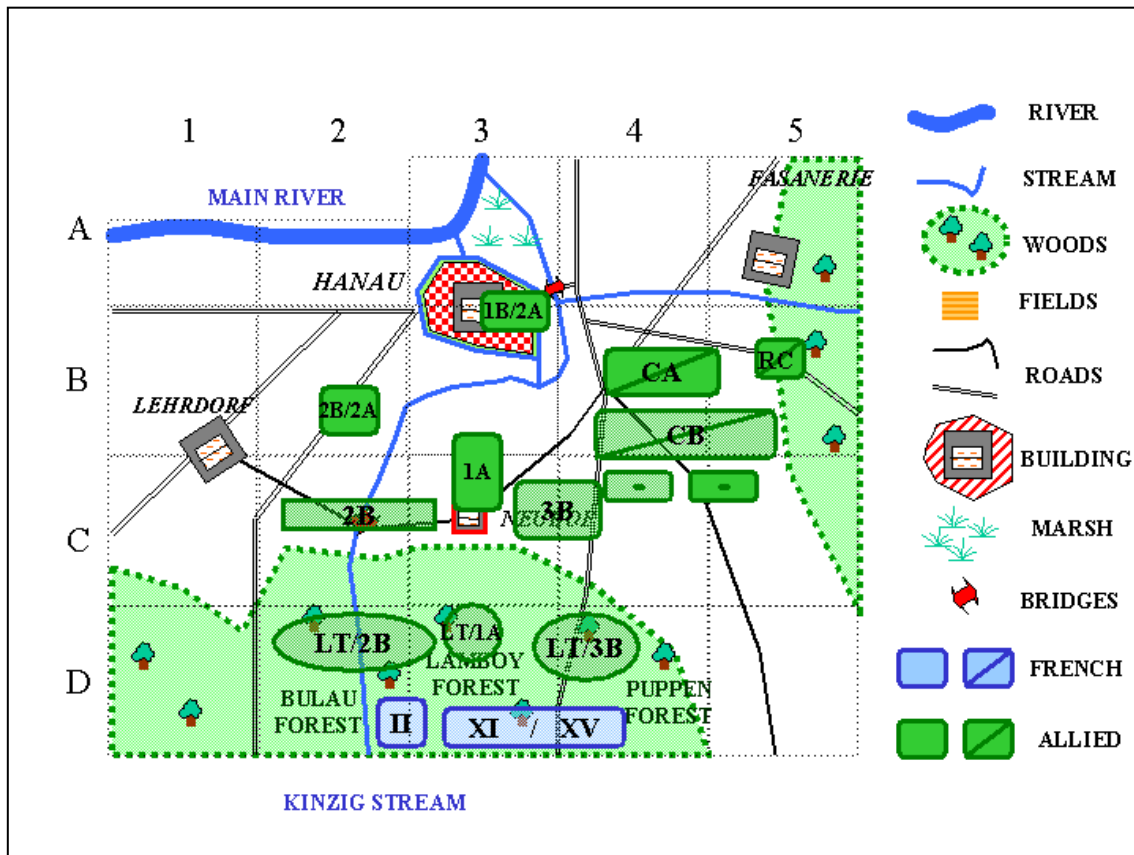


# Hanau 1813

## 1 Map: The Hanau battlefield



### Map Notes

All water except the Main River is fordable for infantry and cavalry units, but units deployed in line become disordered. Artillery must cross limbered at the bridges or fords. Nehuof farm is fortified +1. The Fasanerie and Lehrdorf are unfortified +1.

The town of Hanau is unfortified +2 and can be only entered through the two gates. The street combats into Hanau (chequerboard area) follow the Dresden Scenario Suburb rules:

- Any unit completely in Hanau (the gates inclusive) gains cover from fire (-2 modifier) and a +2 in defence in combat; cavalry in a combat where contact occurs in any part of Hanau incurs a -3 modifier.
- Artillery can fire through only 1" of Hanau terrain.
- Units in march column, all artillery (any formation), generals, and cavalry treat the Hanau terrain as clear terrain for movement purposes; otherwise, all units use Rough movement costs.
- Line and Square Formations are not allowed for any units when in contact with any part of the Hanau terrain; all combats between units in any contact with Hanau terrain use the COL or LIM/ULM base modifiers.
- A unit may expend all of its movement in a turn to execute a formation change in the Hanau terrain if doing so exceeds the movement allowance for a single turn.
- In order to reflect the uncertain outcomes of street combat, each combat defined by a contact that is within Hanau terrain must risk Blunder Combat. On a d10 roll of 1 or 2, conduct blunder combat.

## 2 HANAU ORDERS OF BATTLE\*

### Allied Army

(3) Wrede 9"A(10)+0 [12M]. Also commands the Bavarian Corps

(2) **Bavarian Corps (Bv)** The Bavarian Corps could be commanded by Beckers 5"A(4)+0 [5F]

(1) **2nd Division (2B)** Beckers 3"A(5)+0 (can be substituted by Pappenheim 3"A(4)+0)

1B/2B 24 BvLN [14D]; 2B/2B 16 BvLT [8D]; 3B/2B 24 BvLW [14D]

(1) **3rd Division (3B)** Lamotte 3"A(5)+0

1B/3B 24 BvLN [14D]; 2B/3B 16 BvLT [8D]; 3B/3B 24 BvLw [14D]

(1) **Cavalry (CB)** Seydewitz 3"A(5)+0

1B/CB 12 BvLC [6D]; 2B/CB 8 BvLC [4D]; 3B/CB 5 BvLC [2D]

(1) **Artillery** Cologne 3"A(4)+0

Bv Bv6#; Bv Bv6#; Bv Bv12#; Bv Bv12#; Bv Bv12#

(3) **Austrian Corps (A)** Fresnel 8"A(6)+1 [7F]

(1) **1st Division (1A)** Bach 3"A(5)+0

1B/1A 16AsJG [8D]; 2B/1A 16AsGrZ [10D] 3B/1A 24AsLN [14D]; 4B/1A 24 AsLN [14D];  
5B/1A 24 AsLN [14D]

(1) **2nd Division (2A)** Trautenberg 3"A(5)+0

1B/2A 20 AsGN [8D]; 2B/2A 28 AsGN [11D]

(1) **Cavalry (CA)** Spleny 3"P(6)+0

1B/CA 9AsLC [4D]; 2B/CA 9AsLC [4D]; 3B/CA 6AsLC [3D]; 4B/CA 9AsLC [4D];

5B/CA 9AsLC [4D]; 6B/CA 6 AsHC [2D]

(1) **Reserve Artillery** Stwrtnick 3"A(5)+0

A As12#; A As6#; A As6#

(1) **Raiding Corps (RC)** Mensdorff 3"A(5)+0 [1F]

1B/RC 6 RsCLC [4D]; 2B/RC 4 AsLC [2D]

### French Army.

(4) Napoleon 28"E(10)+3D

The *Marèchal* MacDonald is an operational wing commander and can command any French unit exception made of the Imperial Guard. In the historical scenario all the units are used. In the fictional scenario, the yellow highlighted units may exist or not depending of a die roll (several labels are provided).

### Imperial Guard (G)

(1) **1st Old Guard Division (1G)** Friant 5"E(8)+2 [1F] [2F]

1B/1G 16 FrOG [5D]; 2B/1G 16 FrOG [5D]

(1) **2nd Old Guard Division (2G)** Curial 3"A(7)+0 [1F]

1B/2G 20 FrOG [6D]

(1) **Artillery (G)** Druout 4"G(8)+1

G FrG12#; G FrG12#; G FrG12#; G FrG12#; G FrG12#; G FrG6#; G FrG6#

(2) **Imperial Guard Cavalry (GC)** Nansouty 8"G(7)+1 [3F]

(1) **1st Division (1GC)** D'Ornano 4"G(6)+1

1B/1GC 8 FrGLC [2D]

(1) **2nd Division (2GC)** Lefebvre-Desnouettes 4"E(8)+1

1B/2GC 8 FrYGC [3D]; 2B/2GC 8 FrYGC [3D]

(1) **3rd Division (3GC)** Walther 4"G(7)+1

1B/3GC 8 FrGHC [2D]

(2) **2nd Cavalry Corps (2C)** Sebastiani 9"G(6)+1 [1F] [2F]

(1) **2nd Light Cavalry Division (2L)** d'Hurbal 3"A(5)+0

1B/2L 8 FrLC [4D]

(1) **4th Light Cavalry Division (4L)** Exelmans 3"A(6)+1

1B/4L 10 FrLC [5D]

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\* The cavalry scale is also 1:120. To convert the figures of this OOB to standard NB figures, multiply the given number by 120/80 (i.e. 1.5) . For example 8 figures are 8\*1.5 = 12 standard NB figures

(1) **2nd Heavy Cavalry Division (2H)** Saint-Germain 3"G(6)+1  
1B/2H 7 FrHC [3D]  
**Corps Artillery** 2C Fr6#

(3) **XI-XV Corps** MacDonald 6"G(5)+1 (temporary corps) [1F] [2F]  
1B/XI 16 FrLN [8D] Charpentier Div (36th); 2B/XI 16 FrCLN [8D]; 3B/XI 16 FrCLN [8D];  
4B/XI 16 FrCLN [8D]

(3) **II Corps** Victor 8"G(5)+1 (semi-temporary corps) [1F] [2F]  
1B/II 16 FrLN [8D]Dubreton Division(4th); 2B/II 16 FrCLN [8D]; 3B/II 3 WpLC [1D]

(3) **III-VI-VII Corps** Marmont 7"G(7)+1 (temporary corps) [1F] [2F]  
1B/III 16 FrCLN [8D]; 1B/VI 16 FrCLN [8D]; 1B/VII 16 FrLN [8D] Durutte Divisions(13th);  
2B/VII 16 FrCLN [8D]

(3) **IV Corps** Bertrand 5"G(5)+1 (temporary corps) [1F]  
1B/IV 20 FrLN [10D] Guillemot Division (32th)

## 4 SPECIAL RULES FOR HANAU

### 4.1 Game Length: 9,00 h – 20,00 h , half-hour turns.

Allied deploy first and are the first side. The French have the initiative.

Allied get 3 free-rolls and French get 5 free-rolls.

### 4.2 Deployment:

#### Allied deployment

All Allied units are on table deployed as per the map in column or line formation.

#### French deployment

II (\*) and XI-XV Corps (\*)(\* start deployed on the table at 4" as a minimum from Allied forces in the forests. The Corps Commanders (Victor and MacDonald) are on the table.

Until noon Napoleon spent his time organizing the retreat of his army so, until His arrival, MacDonald is the C-i-C (his Response Number is "10").

### 4.3 Reinforcements

#### French Reinforcements:

(Apply the optional arrival rule)

**2nd Division Guard Cavalry (2GC)** 10,00 h (\*). In column at D5

**2nd Light Cavalry (2L) (Sebastiani)** 11,00 h. In column at D5

**4th Light Cavalry Division (4L)** 11,30 h (\*). In column at D5

**1st Division Guard Cavalry (1GC) (Nansouty)** 12,00 h. In column at D5

**1st Old Guard Division (1G)** 12,30 h (\*). In march column at D4

**2nd Old Guard Division (2G)** 13,00 h (Napoleon) . In march column at D4

**Old Guard Artillery (G)** 13,00 h (\*)(\*)(\*). In march column at D4

**3rd Division Guard Cavalry (3GC)** 13,30 h In march column at D4

**2nd Heavy Cavalry Division (2H)** 14,00 h. In column at D5

**III-VI-VII (Marmont)** 16,00 h (\*)(\*). In march column at D4

**IV (Bertrand)** 17,00 h (\*). In march column at D4

(\*) In the fictional scenario, roll a die to incorporate the additional unit(s).

### 4.4 Fictional Scenario (or *Wrede is right*)

The Bavarian General Wrede wrongly estimated the French forces at 20,000 men as a maximum (including the three arms). To take into account his error, the French Corps have a basic and an additional strength (highlighted in yellow in the OOB). Whereas the basic units always exist and arrive to the battlefield, the additional ones may exist or not depending on a die roll.

For each additional unit throw 1D10. If the roll is equal or lesser than the *modified* Response Number of the Corps General, the unit exists. If the roll is greater the unit does not exist and can not be used.

The modifiers are: "+2" for Excellent, "+1" for Good and "-1" for Poor Generals.

## SUMMARY OF THE FICTIONAL SCENARIO

<b>FRENCH CORPS</b>	<b>Basic strength</b>	<b>Additional strength</b>	<b>Modified Res. Number</b>
Imperial Guard	4320	1920	<b>8</b>
Artillery	3F + 1H	1F + 1F + 1H	<b>8 ; 8 ; 8</b>
Cavalry Guard	2880	960	<b>8</b>
2nd Cavalry Corps	1800	1200	<b>7</b>
Artillery	1H		<b>7</b>
XI-XV MacDonald	3840	1920 + 1920	<b>6 ; 6</b>
II Victor	1920	1920	<b>6</b>
Cavalry II	360		
III-VI-VII Marmont	3840	1920 + 1920	<b>8</b>
IV Bertrand	0	2400	<b>6</b>

	<b>Minimum</b>	<b>Maximum</b>	
<b>Infantry</b>	13920	13920	27840
<b>Cavalry</b>	5040	2160	7200
<b>Artillery</b>	3F + 2 H	2F + 1H	5F + 3H
<b>Grand Total</b>	18960	16080	35040

### ALLIED ARMY

<b>Infantry</b>	33600
<b>Cavalry</b>	9960
<b>Artillery</b>	4F + 4 H
<b>Grand Total</b>	43560

#### 4.5 Free Scenario

In this variant the French forces are out of control and can enter the table through three possible end-roads D3, D4, D5, according to its composition. When the force arrives roll a 1D10:

Cavalry: 1-2 D2; 3-6 D4; 7-10 D5

Artillery: 1 D2 ; 2-5 D4; 6-10 D5

Infantry: 1-3 D2; 4-8 D4; 9-10 D5

This variant can be used in combination with the 4.4.

#### 4.6 Victory Conditions-

The main objective of Napoleon was to save the greater amount of troops and baggage, so all French losses counts double for the Allied.

The terrain objectives are worth **Road A4** (100/66 **156/78**), **Road A5** (50/33 **78/39**), **Fasanerie** (50/33 **78/39**), **Hanau** (50/33 **78/39**), **Hanau bridge** (50/33 **78/39**), **Neuhof** (50/33 **78/39**), **Lamboy bridge** (50/33 **78/39**).

Victory Points for (Allied/French). All objectives are in Allied hands at the start of the game.

**LABELS FOR THE ALLIED ARMY**

<b>Wrede</b> [12M] 9"A(10)+0	<b>Bv</b> [5F] Beckers 5"A(4)+0	<b>2B</b> Beckers 3"A(5)+0	<b>2B</b> Pappenheim 3"A(4)+0	<b>3B</b> Lamotte 3"A(5)+0
<b>CB</b> Seydewitz 3"A(5)+0	<b>Bv-Artil.</b> Cologne 3"A(4)+0	<b>A</b> [7F] Fresnel 8"A(6)+1	<b>1A</b> Bach 3"A(5)+0	<b>2A</b> Trautenberg 3"A(5)+0
<b>CA</b> Spleny 3"P(6)+0	<b>A-Artil.</b> Stwrtnick 3"A(5)+0	<b>RC</b> [1F] Mensdorff 3"A(5)+0		
1B/2B 24BvLN [14D]	2B/2B 16BvLT [8D]	3B/2B 24BvLW [14D]	1B/3B 24BvLN [14D]	2B/3B 16BvLT [8D]
3B/3B 24BvLw [14D]	1B/CB 12BvLC [6D]	2B/CB 8BvLC [4D]	3B/CB 5BvLC [2D]	Bv Bv6#
Bv Bv6#	<b>Bv</b> Bv12#	Bv Bv12#	Bv Bv12#	
1B/1A 16AsJG [8D]	2B/1A 16AsGrZ[10D]	3B/1A 24AsLN [14D]	4B/1A 24AsLN [14D]	5B/1A 24AsLN [14D]
1B/2A 20AsGN [8D]	2B/2A 28AsGN [11D]	1B/CA 9AsLC [4D]	2B/CA 9AsLC [4D]	3B/CA 6AsLC [3D]
4B/CA 9AsLC [4D]	5B/CA 9AsLC [4D]	6B/CA 6AsHC [2D]	A As12#	A As6#
A As6#			1B/RC 6RsCLC [4D]	2B/RC 4AsLC [2D]

**LABELS FOR THE FRENCH ARMY**

<b>Napoleon</b> 28"E(10)+3D	<b>G-Art</b> Druout 4"G(8)+1	<b>1G [2F]</b> Friant 5"E(8)+2	<b>2G [1F]</b> Curial 3"A(7)+0	<b>GC [3F]</b> Nansouty 8"G(7)+1
<b>1GC</b> D'Ornano 4"G(6)+1	<b>2GC</b> Lef-Desnouettes 4"E(8)+1	<b>3GC</b> Walther 4"G(7)+1	<b>2C [1F]</b> Sebastiani 9"G(6)+1	<b>2L</b> d'Hurbal 3"A(5)+0
<b>4L</b> Exelmans 3"A(6)+1	<b>2H</b> Saint-Germain 3"G(6)+1	<b>XI-XV [1F]</b> MacDonald 6"G(5)+1	<b>II [1F]</b> Victor 8"G(5)+1	<b>III-VI-VII [1F]</b> Marmont 7"G(7)+1
<b>IV [1F]</b> Bertrand 5"G(5)+1	<b>2C [2F]</b> Sebastiani 9"G(6)+1	<b>XI-XV [2F]</b> MacDonald 6"G(5)+1	<b>II [2F]</b> Victor 8"G(5)+1	<b>III-VI-VII [2F]</b> Marmont 7"G(7)+1
1B/1G 16FrOG [5D]	2B/1G 16FrOG [5D]	1B/2G 20FrOG [6D]	G FrG12#	G FrG12#
G FrG12#	G FrG12#	G FrG12#	G FrG6#	G FrG6#
1B/1GC 8FrGLC [2D]	1B/2GC 8FrYGC [3D]	2B/2GC 8FrYGC [3D]	1B/3GC 8FrGHC [2D]	
1B/2L 8FrLC [4D]	1B/4L 10FrLC [5D]	1B/2H 7FrHC [3D]	2C Fr6#	
1B/XI 16FrLN [8D]	2B/XI 16FrCLN [8D]	3B/XI 16FrCLN [8D]	4B/XI 16FrCLN [8D]	
1B/II 16FrLN [8D]	2B/II 16FrCLN [8D]	3B/II 3WpLC [1D]		
1B/III 16FrCLN [8D]	1B/VI 16FrCLN [8D]	1B/VII 16FrLN [8D]	2B/VII 16FrCLN [8D]	
1B/IV 20FrLN [10D]				

### 3. Hanau Unit Roster

			COMBAT MODIFIERS											MOVEMENT C			MOVEMENT MODS		
Country	Unit	Name	Col or LIM	LIN or ULM	SQ vs CAV	Vs Ota	DRD	ROUT NUM r	RSP	DSP b	FIRE	MOD 1	Col or LIM	LIN or ULM	MRCH COL	RGH OR SQR	BCK OR SID	CHG FOR d	
~	GEN	General eq	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~	
~	MES	Messenger ep	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~	
~	WAG	Wagon/Pack Train p	-7	~	~	f	f	f	k	k	3	~	10"	~	14"	6/1	~	~	
~	DCV	Dismounted Cavalry	-3	-2	+3	-7	l	l	l	l	2"	-4	5"	1"	15"	2/1	3/1	1"	
French	GHC	Guard Heavy Cavalry	+2g	+3g	~	+5	2	4	8	A	~	~	13"	12"	22"	4/1	3/1	6"	
French	GLC	Guard Light Cavalry	+1g	+2g	~	+4	2	4	8	A	~	~	14"	13"	24"	3/1	2/1	6"	
French	YGC	Young Guard Cavalry h	-1g	+1g	~	+4	2	3	7	B	~	~	15"	14"	24"	3/1	2/1	7"	
French	HC	Heavy Cavalry	+1g	+2g	~	+5	2	4	6	C	~	~	13"	12"	21"	4/1	3/1	7"	
French	LC	Light Cavalry h	-2g	0g	~	+4	2	3	6	C	~	~	15"	14"	22"	3/1	2/1	7"	
French	OGD	Old Guard Infantry j5	+2	+5	+9	0	4	5	8	A	4"	0	12"	5"	18"	2/1	2/1	1"	
French	LN	Line Infantry	-2	+1	+6	-5	2	3	5	C	4"	0	9"	1"	16"	3/1	3/1	1"	
French	CLN	Converged Line Infantry	-2	+1	+5	-5	2	3	4	C	4"	-1	9"	1"	16"	3/1	3/1	1"	
French	G12#	Guard 12# Heavy Artillery p	-4	-2	f	f	k	k	8	~	12"	+2	9"	3"	14"	6/1	1/1	2"	
French	G6#	Guard 6# Horse Artillery p	-4g	-2g	f	f	k	k	8	~	9"	+2	12"	4"	22"	4/1	1/1	2"	
French	6#	6# Horse Artillery p	-5g	-3g	f	f	k	k	6	~	9"	+2	12"	4"	21"	4/1	1/1	3"	
Westphalia	LC	Light Cavalry h	-2g	0g	~	+3	2	3	5	C	~	~	15"	14"	24"	3/1	2/1	7"	
Austrain	HC	Heavy Cavalry	+1g	+2g	~	+6	2	4	6	B	~	~	13"	12"	20"	4/1	3/1	5"	
Austrain	LC	Light Cavalry h	-2g	0g	~	+4	2	3	5	C	~	~	15"	14"	24"	3/1	2/1	7"	
Austrain	GN	Grenadier Infantry j2	0	+3	+8	-3	3	5	6	B	4"	0	12"	4"	18"	2/1	3/2	1"	
Austrain	LN	Line Infantry	-2	+1	+5	-5	2	4	5	D	4"	0	9"	2"	16"	2/1	2/1	2"	
Austrain	GRZ	Grenz Infantry s	-2	0	+5	-6	2	3	5	D	5"	+1	12"	2"	18"	3/2	4/3	2"	
Austrain	JG	Jager Infantry s	-2	0	+6	-5	2	4	5	C	5"	+2	12"	4"	18"	3/2	4/3	2"	
Austrain	12#	12# Heavy Artillery p	-5	-3	f	f	k	k	5	~	10"	+1	9"	2"	14"	6/1	1/1	2"	
Austrain	6#	6# Horse Artillery p	-5g	-3	f	f	k	k	5	~	8"	+1	10"	3"	18"	4/1	1/1	3"	
Russian	CLC	Cossack Cavalry h *	-4g	-2g	~	+2	1	2	4	E	~	~	17"	16"	26"	2/1	2/1	8"	
Bavaria	LC	Light Cavalry h	-2g	0g	~	+3	2	3	5	C	~	~	15"	14"	24"	3/1	2/1	7"	
Bavaria	LN	Line Infantry	-3	0	+5	-6	2	3	4	D	3"	-1	9"	2"	16"	2/1	2/1	2"	
Bavaria	LT	Light Infantry	-2	0	+5	-5	2	3	5	C	5"	+1	12"	3"	18"	3/2	3/2	2"	
Bavaria	LW	Landwehr Infantry	-4	-1	+5	-6	1	3	3	D	3"	-3	7"	1"	14"	3/1	3/1	1"	
Bavaria	12#	12# Heavy Artillery np	-5	-3	f	f	k	k	5	~	12"	+1	9"	2"	14"	6/1	1/1	2"	
Bavaria	6#	6# Horse Artillery p	-5g	-3	f	f	k	k	5	~	9"	+1	12"	4"	20"	4/1	1/1	3"	

French Converged Line Units **FrCLN** . Because of their lack of cohesion and “esprit de corps” these units had a minor fire discipline and were more ‘volatile’ than Line units. Their Sq vs. Cav Modifier is “+5”, their Fire Modifier is “-1” and their Response Number is “4”.