

Republican Bayonets on the Rhine – Scenario Designer Notes



Introduction

Republican Bayonets on the Rhine (hereafter RBR) covers the battles from the beginning of the French Revolutionary Wars in 1792 to their final conclusion on the fields of Hohenlinden in 1800. More than just a companion game to Campaign Marengo it defines the era more precisely with the evolution of the French army of the “levee en masse,” First and Second Amalgamations, to the professional army it had become by the end of the War of the Second Coalition. The project goes back to 2008 when initial production on the battles of Hohenlinden, First and Second Zürich, Würzburg and Bergen took place. With an array of artwork that dwarfs that of Campaign Marengo by a factor of almost 5:1 the entire range of European armies that fought in the major battles of this time period.

Organization

The five major subdivisions which are included in RBR includes the early campaigns (one entity), the Rhine Campaign of 1796 (Charles vs. Moreau and Jourdan), the Rhine Campaign of 1799 (Charles vs. Jourdan and Masséna), the Noord-Holland Campaign of 1799 (Brune vs. York) and the Rhine Campaign of 1800. A large list of military units was compiled that participated in the campaigns. More than two hundred and forty images represent the military units that fought in the battles covered in the product.

The team went with the concept that better scenarios and fewer variants would lead to a more enjoyable experience for the players. Thus many of the variants were playtested as much as the historical scenarios. By limiting the amount of variants this also allows the scenario list to have more room for growth in the future.

The Nations

During the early period of the wars the French military underwent the First and Second Amalgamations. They integrated the line regiments of the old Ancien Regime with the newer National Guard battalions to form "Demi-Brigades." The French had Chasseur à Pied (light) battalions (forerunners of the Légère battalions) and their uniform style varied as well. The names of the cavalry regiments would change from the older style to the Republican numerical format. What was once the Hussars de Berchenay, became the 1st Regiment de Hussars by decree of 1791. The "Hussars de Saxe" would almost to a man defect to the Allies and fight for the Royalist cause. The new French hussar regiment would be called the 4th Hussars. The Régiment de Chasseurs d'Alsace became the 1st Chasseurs in 1791.

From the influence of the French nobility, and with funding from England and other allied powers, would come three "Émigré" armies, the most famous being "Armée de Condé" commanded by the Duke of Bourbon. A myriad of different units would be in these "Émigré" armies. The nobility would fight as infantry in foot regiments. Friction arose with their host benefactors (Austria, Britain, Russia) because they demanded pay that was commiserate of their rank in life. Their contribution was beneficial but the commanders of the Allied nations almost lost patience with their demands. They rarely fought in large formations usually placed in brigades and attached to an Austrian "Kolonne" and often were left to guard the flank of the main army (as what happened in 1800).

The Austrian army included their usual unit types but also added in several "Freikorps" units during this period. These "auxiliary" troops were integrated into the army and provided a good source of light troops. Many of them later became the Austrian light battalions formed in 1798-1800.

The Prussian army, like the Austrians, was still stuck in the military thinking of the Seven Years War. Their participation in the early period of the campaign was almost half-hearted. They were more interested in the partition of Poland than in matters in France. They provided a well drilled army but one that was sadly lacking in the ability to cope with the hordes of French troops emerging from the "levée en masse."

The Dutch, at the beginning of the campaigns, were "the Dutch Republic" but by 1795 had become "the Batavian Republic" following the retreat of the Allies to Hanover. Their professional (and mainly mercenary) army gave way to one of the Republican flavor. They threw in their lot with the French and fought valiantly during the campaigns of this period.

The Swiss fought on both sides of the campaigns initially with the Allies and then, reluctantly, with the French. Since all of the campaigns involved the Alps, and the passes from Germany to Italy, it was vital to both sides to try and control Switzerland, the Voralburg and the Tyrol.

Various German states, to include Hanover, Wurttemberg, Baden, Hesse-Darmstadt, Hesse Kassel, Bavaria and Saxony, all contributed contingents to the Allied cause. No discussion of this period would be complete without mention of the Polish exiles that formed the Danube Legion and other Polish military units. Finally, there were units of the Cisalpine Republic that fought in Germany from time to time.

All of this meant that this game would include more nations than any other title we had done so far in the Napoleonic Battles series. Included in the unit inventory are unique images for the French and Austrian hussar regiments as well as the myriad amount of volunteer hussar units.

The Early Campaigns – 1792-94

The battles of the early campaigns of the “War of the First Coalition” were by far the most complex scenarios to design in the game. Order of battle information sometimes was non-existent. The final product reflects hundreds of hours of research. Each battle will be listed in chronological order followed by some short design notes.

The Battle of Valmy 20 September

The game map is based on a modern French digital topographic map and historical maps of the period. In one map the battlefield had a very simple ridgeline system. Such was not the case at Valmy. A cursory look at a detailed topographical the map showed that there was a large, complex, ridge system. Small rises gave the French an adequate place to deploy their artillery.

The order of battle file is based on two PDF files from the Nafziger Collection.

The historical scenario is balanced heavily in the French favor. Some may be critical of Brunswick but he was no fool. Once he saw that the deck was stacked against him and his army he chose the better part of valor and retreated. Variant scenarios were created to offer the players a more interesting situation. There is even a meeting engagement scenario for those that enjoy creating their own “front line.”

The Battle of Jemappes 6 November 1792

The game map is based off of the lovely Belgian Ferraris 1799 digital maps. These maps are “stylized” in that they were painted, exaggerate the terrain, and while not totally correct offer up a unique view of each region. There are many enclosed areas in the villages and surrounding countryside. Also used was a modern Belgian digital topographic map site.

The order of battle file is based off of the Nafziger Collection files.

The historical scenario is unbalanced and several variants are included to give the player a more challenging contest. There are several scenarios with the Prussians arriving from the east to save the day (similar to their arrival at Waterloo but on a smaller scale). The Austrian position is daunting. The French release during the day to mount their assaults on the main position. The Austrian artillery will make the assault up the hill a difficult prospect. In several of our playtest games the French army took a lot of casualties before they made contact with the defensive positions.

The Battle of Neerwinden 18 March 1793

The map is based on the Belgian Ferraris 1777 digital map as well as the Belgian digital topographical map site. The map is rotated to better fit the battlefield on the game map. The farmland, swampland and enclosed terrain make this battle a real challenge for the French player. Superior Allied cavalry make the advance difficult at best.

The OB is based on the Nafziger Collection files with further information given in the Wikipedia article (see the "List of Battles" PDF) and information given on the "Ordres de Battailes" forum website.

The historical scenario is a tough challenge for the French. A cursory look at the scenario would suggest that the French player could "steamroll" the Austrians but the terrain works against the attacker. Variants were included to allow the Austrians to adopt a different defensive posture and/or to allow the French to forgo the historical flank attack by their reinforcements and instead bring them in to reinforce the center.

The Battle of Pirmasens 14 September 1793

The map was based on the German Top50 Digital maps as well as historical maps located on the internet.

The OB is based on material found in the Nafziger Collection.

The historical scenario is biased in favor of the Prussians. Several variants were added in to give some options for both sides.

The Battle of Kaiserlautern 28-30 November 1793

The map was based on the German Top50 Digital maps as well as historical maps located on the internet.

The OB file was based on the Nafziger Collection and information found in the Wikipedia article.

The historical scenarios are balanced in favor of the Allies (Prussians – Saxons). Numerous variants were added to give the French a fighting chance.

The Battle of Tourcoing 17-18 May 1794

This battle was the most challenging part of the scenario design process. Due to the lack of OB information it was almost left out of the product. However, enough data was obtained to produce a robust scenario, one which we feel will be played over and over again.

The battlefield straddles France and Belgium thus no less than three sources were used. For the French section the French digital topo maps were used along with period maps. For the Belgian section the Ferraris 1777 digital map along with the Belgian digital topographical map was used. This map is adjacent to the Tournay battlefield. The southeast section of the map links with the northern side of the Tournay battlefield.

The OB file was compiled use a variety of sources. For the French the Nafziger Collection was used along with the Wikipedia article and various online sources. Nicolas Lacroux helped with a final edition of the French OB.

The Allied OB was very complex. The British units were cut and dry as they kept accurate reports of the Duke of York's British forces. The German allies, on the other hand, took a great deal of research. Digby Smith's Napoleonic Wars Data Book, the Wikipedia article on the battle and other line sources were referred to during the design process.

The historical scenario for the first day is balanced in favor of Allies the while that for the second day in favor of the French. For that reason a wide variety of options in the variant scenarios was added in. In particular there is a scenario that allows the Allies to march Charles' 5th Kolonne north through Tournay to reinforce the small Hanoverian 1st Kolonne.

The Battle of Tournay – 22 May 1794

While being a much smaller OB file and map, this battle was very difficult and confusing to work on. The map is based on the Belgian Ferraris 1777 digital map as well as the Belgian digital topographical map. It was tilted to allow for the battlefield to fit "square" on the map. Because of this making a link map with Tourcoing will be difficult at best.

The OB file was based on the Nafziger Collection files as well as information gleaned through a historical battle map and the Wikipedia article and the same German text on the Hanoverian army used for Tourcoing. The conflict arises as to whether the Dutch Republic forces are present. The historical map showed exact positions for all of the units. It includes the Dutch and Hessian forces but excludes the Hanoverians while the OB provided by Digby Smith leaves out

the Dutch forces but adds in the Hanoverians and Hessians. In the end all of the forces were added in.

The historical scenario favors the Allies. After all the French allocated a smaller force (Bonnaud) to attack from the west while the larger forces of Souham attacked from the north but via a very narrow front and over a river via a bridge. Variants allow the French and Allies to reposition their forces.

The Battle of Fleurus – 26 June 1794

The map was based on the Belgian Ferraris 1777 digital map along with the online Belgian digital topographical map. This was the first map completed for the game using the Ferraris map. This battle is notable for being the first time a balloon was used for military reconnaissance. A balloon unit is included and extended visibility is given when the balloon is aloft.

The OB was based on the Nafziger Collection with input from the Wikipedia article on the battle.

The historical scenarios favor the French side. Saxe-Coburg's plan was based on the idea that the siege of Charleroi was still in progress. There are plenty of variant scenarios to allow for a stronger Allied attack. The Prussians also can intervene. Smaller scenarios were added to cover either the western or northeastern/eastern sections of the battle.

The Battle of Aldenhoven 2 October 1794

This was the last real battle of the campaign with the result being that the Austrians were driven out of Belgium. Soon thereafter the British and their allies would lose Holland for good. They would not occupy Belgium again until the campaign of 1814.

The map was based on the Top50 German topographical map along with a period map of the battle.

The OB file (for the French army) was based on the Nafziger Collection files. Scant information is given on the composition of the Allies. The French had over 90,000 men at the battle, though they did not all show up until later in the day. Two variant scenarios are included that give the Allies a better chance at victory.

The Rhine Campaign of 1796

The final segment of the "War of the First Coalition" centered mainly on the battles along the Rhine, Main and Danube rivers. While Bonaparte was making a name for himself in northern

Italy, the Archduke Charles and his Austrian generals and two armies would stymie the attempts of two French armies commanded by generals Moreau and Jourdan to conquer Baden, Bavaria and Wurttemberg.

The campaign OB was derived from the Nafziger OBs and the French regimental unit listing as found in the Napoleon Series website.

The battle OBs for the most part were derived from the Nafziger Collection with input from either Digby Smith's Data Book and/or the Wikipedia sites and in some cases from original French or German texts. In particular the Battle of Neuberg (Allied OB) presented a bit of a challenge and nothing is mentioned of the composition of Gudin's division other than he had two gallant hussar regiments attached.

The maps were created using the Top50 German digital topographical maps based on period maps found online or in books. The work on the maps was pretty "cut and dried." Part of the large Ulm campaign map from the 1805 game was used to create the large Neresheim map. The large Engen-Stockach-Messkirch map is another one of the large maps included in the game. The Donaueschingen includes the source of the Danube River. Along with the rest of the maps from the Austerlitz, Eckmühl and Wagram games we have covered a large area of the Danube river valley.

The Würzburg map was created long before Campaign Marengo was finished. Warren Bajan put me on to this battle always saying that it was "a victory of our favorite Archduke" (meaning Charles). Other new maps include the Amberg, Alkenkirchen and Limburg maps. These all cover the battles of Jourdan's struggle against Wartensleben.

In the south, newer maps include Ettlingen, Donaueschingen, Ostrach, Biberach and Loffingen. Some of these are only used in the Rhine Campaign of 1799 or 1800.

[The Battles of 1796 in Germany](#)

[The Battle of First Altenkirchen 4 June 1796](#)

A very small affair, more properly called a "clash" than a battle as both sides had relatively few men. Nonetheless it drew Charles' attention to the north allowing Moreau to cross the Rhine in the south.

[The Battle of Ettlingen \(or Malsch\) 9 July 1796](#)

The first of the battles pitting Moreau vs. Charles. The actual area of the operations is much larger. It was decided to key in on the battle to take Malsch rather than the actions to the east. In particular the Austrians to the east had a great position with plenty of artillery and only by a

ruse did the Austrians attack the French and thus give up their defensive position. The French had hidden forces in the woods and they attacked in concert with the smaller French force to rout the Austrians and thus turn the left flank of Charles' line. The battle has one variant which reduces the French forces to better balance the battle.

The Battle of Neresheim 11 August 1796

This battle uses the large Neresheim map. It is reminiscent of many of the battles in Campaign Eckmuhl. There are narrow corridors between large woods and the situation is ripe for ambushes. Two historical scenarios of the full battle allow the players to use different start times. The first is set at dawn, before St. Cyr advanced forward, while the second is set two hours later when he had already moved to his advanced, exposed, position. Several variants give both sides a variety of setup locations.

The Battle of Amberg 24 August 1796

This battle covers the further extent of Jourdan's advance along the Main River to link up with Moreau south of the Danube and subsequent counterattack by Charles and Wartensleben. The single variant scenario has Bonnaud's cavalry division deployed at Amberg at the start of the battle.

The Battle of Würzburg 2-3 September 1796

This was the crown jewel of Charles' battlefield achievements prior to the Battle of Aspern-Essling where he defeated Napoleon. It was here that his advance guard held off Jourdan's army on the 2nd while his main body and reserves could come up on the 3rd and defeat the French soundly. The loss at Würzburg doomed the French chances of a campaign victory. Warren Bajan helped with the OB and map files and scenario deployment. The historical scenario for the second day (3rd September) leans heavily in favor of the Austrians. Several variants were added to add in the French Advanced Guard division and also reduce Austrians forces present on the 2nd day as well to provide for a more balanced situation.

The Battle of Emmendingen 19 October 1796

This is one of the final battles of the campaign. Moreau was retreating to the Rhine seeking to cross at five separate locations when the Austrians arrived to attack his columns as they marched to the Rhine. Three variants are included to allow for earlier troop arrival times or even the intervention of an Austrian column in the southeast.

Altogether these battles give the players a good grasp of the situation facing the commanders of the Austrian and French armies during this campaign. With the end of the conflict in 1797 the War of the First Coalition came to an end. France had won.

The Rhine Campaign of 1799

It was not long after 1797 that the Allies formed the Second Coalition. Russia would be a major player sending troops to first northern Italy and then Germany. The Archduke Charles would once again command the Austrian army in the German theater of war. He was faced by Jourdan (Moreau was in Italy) and later Masséna.

For the campaign OB the Nafziger Collection files were used. An OB file for both battles of Zürich had already been compiled sometime before the actual production of this title began.

The original Zürich map had been completed sometime during the period 2009-2012. It was based on Google Map – Terrain view with comparison of historical maps. The map for First Stockach is a sub map that draws on the much larger Engen-Stockach-Messkirch map. The Ostrach-Pfullendorf map was completed in 2017 along with the Winterthur map. The original Zürich map was enlarged to become Zürich-Rhine, the new segments being areas covered to the north (Rhine), east and west of its original boundaries. This larger map has a more logical feel to it. The players will better appreciate the pitfalls of a French defense of Zürich.

The Battles of 1799 in Germany and Switzerland

The Battle of Ostrach 20-21 March 1799

The OB file was compiled from various sources to include online articles, Digby Smith's Data Book and other sources at hand. The OB file for the later battle of First Stockach was referred to as scant data was found for the Austrian forces. This battle was lopsided so the historical scenario was supplemented by two variants.

The Battle of First Stockach 24 March 1799

A few days after the Battle of Ostrach, Jourdan made another attack on the Austrians near Stockach with the same results. Again, the historical scenario is rather one-sided thus three variant scenarios (including a meeting engagement) were added.

The Battle of Winterthur 27 May 1799

Jourdan was replaced after First Stockach with Masséna. The campaign moved south of the Rhine and into Switzerland. Charles looked to use Hotze's forces in the Voralberg to turn the French right flank or at least distract enough of the French army so that he could cross the river and advance on Zürich. For this battle the Nafziger collection and several online sources were used as source material. The Wikiwand article had the best OB information on this battle.

Again, the historical battle is tilted to the Austrians but with a variant scenario which introduces some of Soult's forces the players should have a more enjoyable time of it.

The First Battle of Zürich 4 June 1799

This battle uses a submap of the entire Zürich-Rhine. Three variants were added in to even things up a bit.

The OB source material was a listing compiled by Ronald Kessinger from an original German source. The Nafziger's Collection was used to determine the unit strengths.

The Second Battle of Zürich 25 September 1799

OB information came from the Vae Victis magazine on the battle (complete with board game) as well as the Nafziger Collection. This battle uses a larger section of the Zürich-Rhine map.

The historical battle is somewhat lopsided to the French side so several variant scenarios were added into give the French player a stiffer challenge.

The campaign would end in a stalemate on the Rhine front. The Allies controlled northern Italy but Masséna still held control of the western passes. It would take the victory at Hohenlinden and Marengo to finally end the fighting in Italy and Germany.

The Noord-Holland Campaign of 1799

The Allies were looking for a way to invade Holland. While several landing areas were contemplated it was finally agreed that they would land in Noord-Holland, advance to the south, take Amsterdam and then the Dutch cities to the south and east. What followed was a campaign fraught with poor weather and a lack of allied cooperation between the British and Russian forces.

The map for this campaign was created using historical maps with comment and map editing by Mark van Hattem, historian and resident of The Netherlands. Mark changed the canal routing and terrain to make it more accurate. We lack a "Polder" and "Dunes" type terrain so the "Field" and "Rough" terrain types had to suffice. Some of the dunes to the southwest were classified as "more navigable" so the "Field" terrain was added in to slow down movement through this area.

The OB for the battles was compiled from various sources. For the Dutch and French there was an excellent order of battle file created by Geert Uythoven and also one found in "The Dutch Troops of the Napoleonic Wars 1793-1810" by George Street and Karim van Overmeire. Mark van Hattem also added in some notes about the order of battle as well.

The game does not offer, as of yet, a campaign for Noord-Holland but one may be added into the game in a future update.

The Battles of 1799 in Noord-Holland

The Battle of Bergen 19 September 1799

This is the most well known battle of the campaign. The Anglo-Russo allies had emerged from the northern end of Noord-Holland and were looking to capture Alkmaar, the only major city in this part of the province. The battle resulted in the Anglo-Russo Allies falling back to their original start points. They would not take Alkmaar until they had prevailed at the Battle of Alkmaar (also sometimes called the Second Battle of Bergen or the Battle of Egmond-aan-Zee). This battle, as well as the earlier actions at Callentsoog and Krabbendam, was not covered in the game but may be added later via an update.

The historical battle favors the French-Batavian player slightly. They must play a good defensive battle, destroying some bridges while leaving others standing, and keep the Anglo-Russo forces from crossing to Alkmaar.

The Battle of Castricum 6 October 1799

This was the final battle of the campaign. The Anglo-Russo allies had been victorious at the Battle of Alkmaar. They pressed on to attack the French-Batavian forces to the south. The Battle of Castricum was the result. The attackers made several uncoordinated attacks and the defenders were able to counter attack. The battle went into the night but in the end the Duke of York called off the battle. The invasion had been a failure.

The historical scenario will feature “back and forth” action throughout. The terrain channels the advance of the attackers along three major routes. The terrain will slow up any troops that try and use cross-country travel. Artillery can command the approaches and cause sufficient losses to deter half-hearted advances.

Two variants were added in to give some variety to the battle. One allows for the battle to continue into the night while the second allows for the Anglo-Russo forces to better coordinate their attack.

Special thanks to Mark van Hattem for his enormous interest in this part of the project and also to Marco Rietveld, another playtester from The Netherlands, who was part of the discussions on the scenario development. Mark, Marco and Andy Moss were all involved in the Battle of Bergen playtesting.

The Rhine Campaign of 1800

The final chapter in The War of the Second Coalition was fought in Germany and northern Italy. This title covers the Rhine Campaign of 1800 in great detail. The campaign OB was based on the

Nafziger Collection as well as information found in books and in online articles about the various contingents for both sides. Some of the minor battles such as the Battle of Erbach were left out but the major battles and several of the minor ones have been included.

The maps for most of the campaign have been discussed already. However, the map for Hohenlinden was built by Atle Jenssen, one of the original playtesters for the project. His map work showed creativity. The map was based on Top50 German digital maps of (Sud) Bavaria. The Ampfing map also used an overlay based on the same Top50 product.

[The Battles of 1800 in Germany](#)

[The Battle of Engen-2nd Stockach 3 May 1800](#)

While Moreau attacked Kray with the majority of his forces (Center and Reserve wings) the Right wing attacked the Austrians guarding their supply depot at Stockach. The result at Engen was a draw but at Stockach the French had captured the town and thus the depot and totally upset Kray's logistical network. The Austrians would retreat to Messkirch.

The OB for the battles would have been impossible to compile had it not been that the OB file for Messkirch was already finished when production on this battle began. A compilation of the Nafziger Collection as well as a French text by Picard was used to create the OB file for Messkirch. By increasing the unit strengths for the Engen-2nd Stockach OB the final OB file was completed.

The map uses a large portion of the Engen-Stockach-Messkirch map. This map was discussed earlier in the Rhine Campaign of 1796 section.

The historical battle scenarios for both battles, as well as the combined battle scenario, favor the French due to their superior numbers and the separation of the Austrian "Kolonnas." Variants were added in to give the players a more enjoyable experience.

[The Battle of Messkirch 5 May 1800](#)

The Austrians fell back to Messkirch following Engen-2nd Stockach. The French Center, Right and Reserve Wings followed them to the town and on the 5th attacked them. Despite a strong French assault, the Allies held the town but in the end Kray ordered yet another retreat.

The OB file was compiled from information gathered via the Nafziger Collection and the article on Wikipedia concerning the battle.

This was one of the best playtest experiences we had in the game. The historical battle is balanced, slightly favoring the French, and the variants add a lot of variety to the battle. Andy Moss and I played the scenario "164. The Battle of Messkirch: Austrians Unleashed!" twice.

Based on the results of the first game the map was enlarged to include more area south of the battlefield (the submap covers more area) and this allowed the French to use the road net to route their forces either to the north or northeast.

The Battle of 2nd Biberach 9 May 1800

The French were advancing to the east and found the Austrians at Biberach. The submap uses a portion of the overall area provided in the Biberach map as the battle was mainly contained to the area to the west of the town of Biberach. The OB file was compiled using Paul Synnott's translation of Picard's work on the campaign, Digby Smith's Data Book entries for the Austrians, as well as data from the OB for the earlier period of time (3-5 May 1800) discounting losses for each side from the previous days.

The Battle of Neuberg-Oberhausen 27 June 1800

This battle was a real "see-saw" affair involving the advancing forces of Moreau's army vs. Kray's rearguard. Kray and his "reserve" were near Neuberg when they heard the fighting break out near Oberhausen. What followed was a wild struggle for both sides to retain control of two villages and a prominent hill feature in between. You can call this "Teugn-Hausen" without the woods! The ground between the two villages is open with woods on the south and woods and the Danube River on the north side.

The OB was based on the Nafziger Collection and other tidbits picked up from online articles and Digby Smith's Data Book.

The historical scenario favors the French but the variant should add in some variety for both players.

The Battle of Ampfing 1 December 1800

Following the ceasefire of August through November, the Archduke John took command of the Austrian army. The Austrians were chomping at the bit to do what Jourdan had done in 1799: attack a superior force in inclement weather with a smaller force. Had it been Napoleon in command of the Hapsburg forces things might have gone differently. Instead the Austrians were eventually defeated. Ampfing was the opening action of the second and final part of the Rhine Campaign of 1800. Ney held his ground as long as he could and then he and his forces retreated to the west, falling back on the main army near Hohenlinden.

The historical scenario seemed balanced enough and no variant scenario was added.

The Battle of Hohenlinden 3 December 1800

This was the final battle of the War of the Second Coalition as well as the French Revolutionary Wars. Simply put, the Austrian plan didn't have a chance at success. The OB for this battle comes from, initially, the James Arnold's book "Marengo and Hohenlinden" with further input by the OB listings of the Nafziger collection.

This battle favors the French and thus two variants were added.

Note: both of the December battles use the Snow OR Normal Terrain set. The scenarios list which set was used in the title as well as the filename (ST or NT).

The Artwork

As usual, Joe Amoral and Mark Adams outdid themselves. Mark and I worked together to find the images needed for Joe to complete the original "heads" for the Units.bmp file and later the 3D images. Mark and Joe worked on the game screens. Near the end of the project I asked Joe to take one of the black and white leader images I had found on the internet of "General de Division Boudet" and come up with a color version. In less than fifteen minutes Joe had come up with two color versions from scratch. We had him come up with color version of the sixty black and white leader images and thus RBR is the first of the Napoleonic Battles series to have all color leader images.

The artwork was a compilation of approximately 58 images from the Campaign Marengo artwork along with images for the Russians, British, Batavians, Bavarians and Swiss that we had not used in Marengo. Added in were another 160+ images that Joe created for just this title. Mark modified the images where needed. He also created several new images based on existing images to create unique images. Some examples would be the French pontoneer and Army of the Condé regiments (e.g. da Damas, Roquefeuille and Hohenlohe).

For this title it was felt that we needed to have unique images for as many of the units as possible. In particular the French and Austrian hussars all needed a unique image. Along with this there were many independent or volunteer hussars that have their own image to include the ominous looking Jemappes "Black" Hussars. Note: These should not be confused with the Husards de la Mort which also wore black uniforms.

Other units such as the Würmser Freikorps, Hussar de Saxe, Gyulai Freicorps and other unique units and were added in for the Allies.

Weapon Values

Several new nations were added in so we had to decide how to assign values for their artillery and firearms. We had a standard set of values drawn up through most of the development but near completion of the title we realized that several inaccuracies had crept in. Thus Paco Palomo and I poured over the values and came up with several key changes. They are:

1. British musket value at 2 hexes is now 1 just like the “M” Musket firearm.
2. All Allied 6lb artillery has the same values. Thus an Austrian 6lber fires with the same effectiveness as a Prussian 6lb gun.
3. The Dutch Republic and the Batavian Republic all use the same artillery ratings.
4. Ranges were decreased for the 6lb, 4lb and 3lb guns.
5. British and Russian 6lb guns fire with the same values as the “Allied” 6lb gun but retain their unique weapon letter in the PDT file.

Military Balloons and RBR



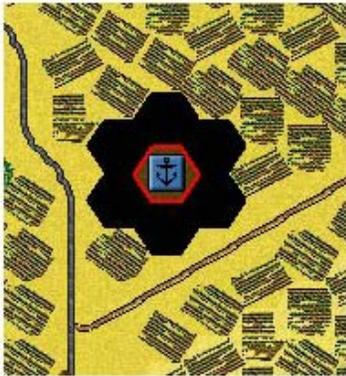
By 1794 the French were deploying four balloons to most of their field armies to be used for military reconnaissance. At Fleurus the balloon “L’Entreprenant” performed two flights, one in the morning and one during the afternoon, to provide information to the commanders on the movements of the Austrian forces. While still in its infancy stage the flights were of value even if the information was sometimes outdated. The sight of the balloon put some fear into the Austrian forces.

For the game we decided to use the “Ship” type for the balloons. The reasons were:

- It can't change formation.
- It was historically considered an "airship."
- It is armed with swords thus it can't run out of ammo.
- It has no facing.

- Ship type units do not rout

For the map we used one hex as the launch site and it uses level 26 so that it can see over most of the intervening hexes. John Tiller modified the Main Program so that a maximum visibility of 180 hexes can be used in the weather lines of the PDT file for the battle. On turn when the balloon is down we used the standard 60 hex visibility range but when it was aloft the visibility is 180 hexes. There are turns where the weather or smoke from the battlefield may cause the visibility to decline to 60 hexes. As none of the units on the map can usually see further than 60 hexes anyway this did not give non-balloon units any advantage while the balloon was aloft.



Impassable hexes surround the launch site hex. This keeps enemy and friendly units from entering the launch hex. Ships cannot be eliminated via melee. They must be destroyed via fire combat. In testing any unit that was stacked with the balloon became stuck in the hex and the balloon was not eliminated via melee combat. An Austrian 6lb gun destroyed the balloon with one shot in our test. The balloon unit is 1 gun. Its weapon is a sword. Thus it cannot perform fire combat. As noted before it cannot rout.

Several balloons, Aigle and Intrepid, are also used in Bonus-002. Battle of Fleurus-Ligny: Bonaparte's Attack! The launch site is located to the west of the town of Fleurus.

Night Turn Length Update

For RBR John Tiller increased the maximum time length for Night Turns from 60 to 240 minutes. This allows the Scenario Designer to decrease the amount of Night Turns significantly in scenarios which have multiple days. Any value up to 240 in line five, second entry, may be used.

We used 30 minute night turns in most scenarios, 60 minutes in many of the 15 minute turn format scenarios and 240 minutes for one very long scenario.

Note: the midnight turn will always be the first turn of any new day. Thus even if the Scenario Designer sets the first night turn to start at 2200, with a Night Turn Length value of 240, the

second night turn will be midnight followed by 0400 and then 0800. Set the Dawn and Night turns correctly to avoid time issues during play.

Example:

Dawn turn is set to 0800

Night turn is set to 2100

First night turn will be at 2100, second night turn will be at Midnight and the next Night turn will be 0400. The Dawn turn will be 0800.

Map Elevation Note

All contour elevation differences are in meters – not feet as it says in the game Info area. Thus if you see “120 feet” listed in the Info area in the game it actually means “120 meters” for the elevation of the hex on the map. This applies to all of the maps I have built for the Napoleonic Battle series.

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