

Battle of Piave River

May 8th, 1809

Introduction: After the defeat at Sacile, Prince Eugene left a strong garrison in Venice and retreated southeast behind the Adige River. Archduke John hampered by covering Venice and securing his line of communications could do little to interfere with Eugene's withdrawal. Within two weeks Eugene had collected his scattered garrison into a force much stronger than John's. John hearing the news of the Austrian defeats in Germany and facing a growing French army in front of him, had little choice but to retreat. Supply and organizational problems hindered John's movements and week later Eugene had caught up to him. While having an over two to one advantage, Eugene did have a serious problem over crossing the flooded Piave River. The Austrians though weren't in the most ideal deployment to stop Eugene's crossing of the Piave nor had the numbers sufficient to block all the crossings. Numbers began to tell and after repeated assaults the Austrians line collapsed. Eugene has been criticized for not launching a more vigorous pursuit that evening, but the damage the battle had inflicted on John had splintered his army. Over the next several days several more thousand Austrians would be lost.

Scale: Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

Players: Anywhere between 2-4 players.

Terrain and Weather: The gaming table is 8 feet by 5 feet. Weather is clear. Woods and Urban Areas are rough ground for movement. The low lying drainage ditches (considered Marsh) is rough ground for infantry and very rough ground (1/3 movement) for cavalry and impassable for artillery. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. The Dike provides a +1/+2 DRM advantage to the defenders for fire and melee. The Piave River can only be crossed at the fords. The fords can only be cross in road or march column, and the fords are only one brigade/battery wide.

Playing Time: The game begins at the 7:00 am and ends with the 8:00 pm turn, a total of 27 turns.

Deployment: Units set up per the accompanying map, the Austrians deploy first. The French may deploy his forces anywhere south of the Piave River, or hold troops voluntarily off board as reinforcements. Brigades are deployed in any formation, while artillery sets up limbered or unlimbered, but must deploy as depicted or no more than 12 inches away

from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command.

Initiative & Leaders: Roll for initiative at the beginning of each turn. Eugene, if unattached has a 0 DRM. John, if unattached has a -2 DRM. There are no Charismatic Leaders. Sorbier can command any French or Italian artillery, not just those listed under his command.

Troop Quality: All infantry are Columnar, with skirmishers so noted.

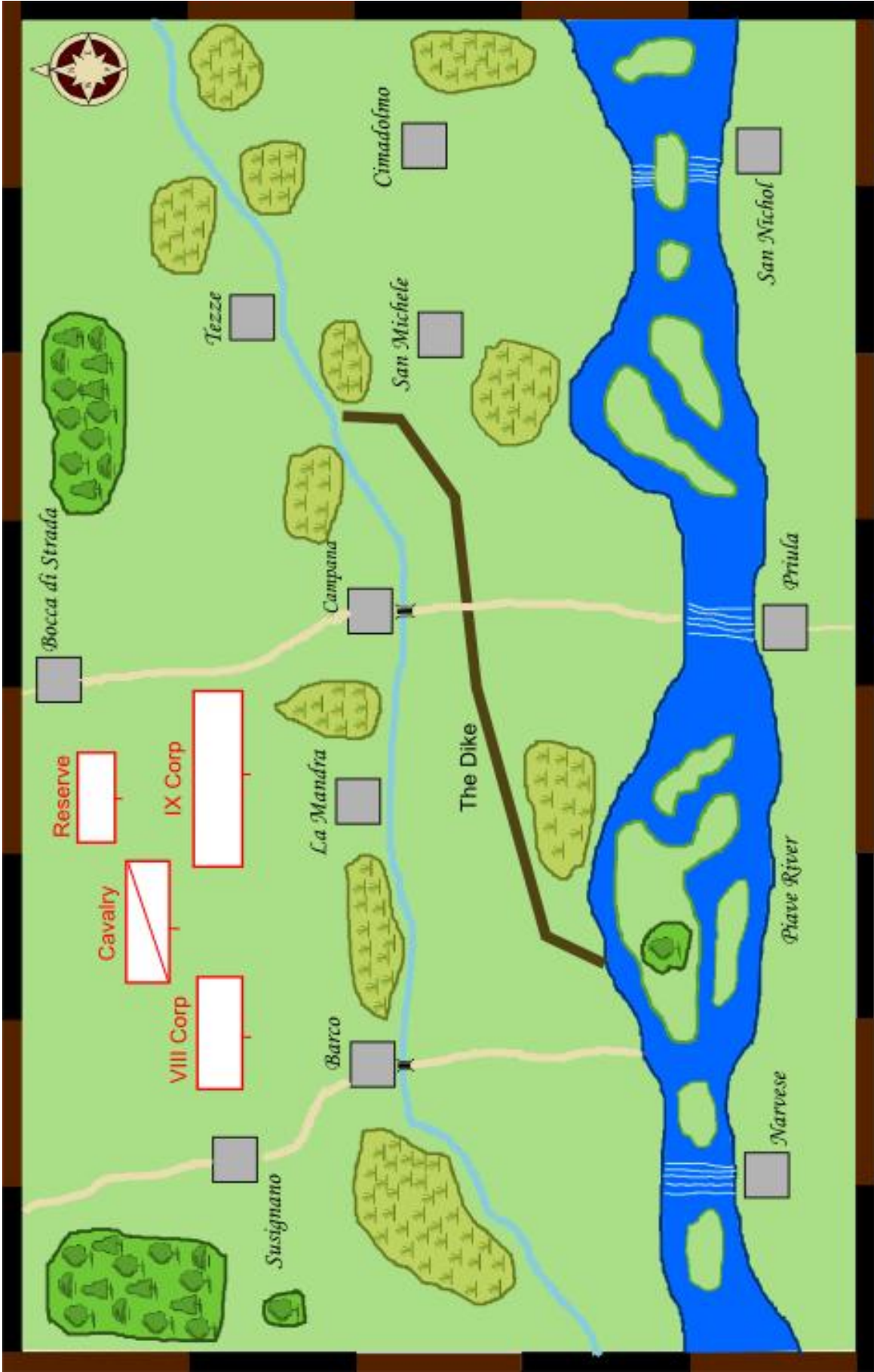
Reinforcements: While there are no reinforcements the French play may hold troops off board and enter at either points A,B, or C in road/march column beginning any turn he sees fit.

Special Rules: The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

Special Rules: *Rising Water*; The Piave River was rising during the day and eventually prevented some French troops from crossing over that day. Starting with the 1:00 pm turn, roll a 1d10, on a "1" the river has risen sufficiently that the fords are no longer usable, preventing any further crossing. Every subsequent turn after 1:00 pm there is an additional -1 modifier to the die roll. At the 5:30 pm turn the river is automatically uncrossable.

Optional Rule: *A fighting chance*; Too be honest, John was pretty much boned the moment the battle started, he was too outnumbered and too far back from the Piave River to prevent Eugene's crossing. To make the scenario more of interesting gaming challenge, allow the Austrians to deploy anywhere north of the Piave River. Also begin the *Rising Water* rule on the 11:00 am turn. (I highly recommend using this rule, otherwise the game is really "not will they win, but when will they win?" for the French player(s))

Victory Conditions: Determine victory using the Casualty Point Chart on page 17 of AoE. Unless using the optional rules, the French player needs to achieve a 2 to 1 ratio in points to win the scenario, less than that is an Austrian win.



C

B

A

The Battle of Piave River

French Forces

<u>Eugene</u>
Eugene
0
XXXX

<u>Eugene</u>	<u>Sorbier</u>	<u>Sorbier</u>	<u>Sorbier</u>	<u>Sorbier</u>	<u>Sorbier</u>
Sorbier	R	R	R	R	R
Res Art	Foot Art	Foot Art	Foot Art	Horse Art	Horse Art
XX					

<u>Eugene</u>	<u>Desaix</u>	<u>Desaix</u>	<u>Desaix</u>	<u>Desaix</u>
Desaix	Cavalry	Nagle	Vautre	R
Adv Gd	R 3/2 LC	R 6/5/3 Sk	R 6/5/3 Sk	Horse Art
XX				

<u>Eugene</u>	<u>Seras</u>	<u>Seras</u>	<u>Seras</u>	<u>Seras</u>
Seras	1 st Bde	2 nd Bde	R	R
1 st Div	R 10/8/5 Sk	R 10/8/5 Sk	Foot Art	Foot Art
XX				

Cavalry – 9th Chasseurs

Nagle & Vautre – Combined Voltigeurs

1st Bde – 4/35th, 53rd Ligne

2nd Bde – 79th, 106th Ligne

<u>Eugene</u>	<u>Lecchi</u>
Lecchi	Fontanelli
It. Gd	E 7/5/3 Sk*
XX	

<u>Eugene</u>	<u>D'Hilliers</u>	<u>Fontanelli</u>	<u>Fontanelli</u>	<u>Fontanelli</u>
D'Hilliers	Fontanelli	1 st Bde	2 nd Bde	R
----	1 st Div	R 14/11/7 Sk	R 15/11/8 Sk	Foot Art
XXX	XX			

Fontanelli – Guards Chasseurs, Grenadiers, Velites, d'Honneur, Dragoons (Mixed 5I/2C)
2nd Bde – 7th Italian Ligne, Dalmatian Regiment, 112th Ligne

1st Bde – 1st, 3/2nd, 3rd Italian Ligne

<u>Eugene</u>
MacDonald

XXX

<u>MacDonald</u>	<u>Broussier</u>	<u>Broussier</u>	<u>Broussier</u>
Broussier	1 st Bde	2 nd Bde	R
1 st Div	R 9/7/5 Sk	R 12/9/6 Sk	Foot Art
XX			

1st Bde – 9th, 4/11th Ligne

2nd Bde – 84th, 92nd Ligne

Huard – 18th Legere, 13th Ligne

<u>MacDonald</u>	<u>Lamarque</u>	<u>Lamarque</u>	<u>Lamarque</u>
Lamarque	Huard	Almeras	R
2 nd Div	R 10/8/5 Sk	R 10/8/5 Sk	Foot Art
XX			

Almeras – 23rd, 29th Ligne

<u>Eugene</u>
Grennier

XXX

<u>Grennier</u>	<u>Abbe</u>	<u>Abbe</u>	<u>Abbe</u>
Abbe	1 st Bde	2 nd Bde	R
1 st Div	R 11/8/6 Sk	R 16/12/8 Sk	Foot Art
XX			

Abbe 1st Bde – 8th Legere, 1st Ligne

2nd Bde – 52nd, 102nd Ligne

Durutte 1st Bde – 22nd Legere, 23rd Ligne

2nd Bde – 60th, 62nd Ligne

<u>Grennier</u>	<u>Durutte</u>	<u>Durutte</u>	<u>Durutte</u>
Durutte	1 st Bde	2 nd Bde	R
2 nd Div	R 9/7/5 Sk	R 10/8/5 Sk	Foot Art
XX			

<u>Eugene</u>
Grouchy
Cav Corp
XXX

<u>Grouchy</u>	<u>Sahuc</u>	<u>Sahuc</u>
Sahuc	Pages	R
Lt Cav	R 13/10/7 LC	Horse Art
XX		

Pages – 6th, 8th, 25th Chasseurs, 6th Hussars




Guedin – 7th, 30th Dragoons, Italian Dragoon de la Reine

<u>Grouchy</u>	<u>Guedin</u>	<u>Guedin</u>
Guedin	----	R
1 st Drag	E 9/6/4 HC	Horse Art
XX		

<u>Grouchy</u>	<u>Pully</u>	<u>Pully</u>
Pully	Poinsot	R
2 nd Drag	E 9/6/4 HC	Horse Art
XX		






French	
Infantry	153
Cavalry	36
Artillery	16
Total	63,160

Austrian Forces

<u>John</u> Army of Inner Austria Archduke John -2 XXXX	<u>John</u> Frimont Reserve XX	<u>Frimont</u> Szluiner R 4/3/2 Sk 	<u>Frimont</u> Keimneyer E 7/5/3 	<u>Frimont</u> R Foot Art 
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Szluiner – 4th Grenzers




Keimneyer – 4 Grenadier Battalions

<u>John</u> Wolskeel Res Cav XX	<u>Wolskeel</u> Ott E 4/3/2 LC 	<u>Wolskeel</u> Hager E 7/5/3 HC 	<u>Wolskeel</u> Splenyi E 6/4/2 HC 	<u>Wolskeel</u> R Horse Art 	<u>Wolskeel</u> R Horse Art 
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Ott – 5th Hussars







Hager – 2nd, 5th Dragoons

Splenyi – 2nd, 9th Hussars

<u>John</u> A. Gyulai VIII Corp XXX	<u>Gyulai</u> Colloredo R 9/7/5 	<u>Gyulai</u> Gajoli R 8/6/4 	<u>Gyulai</u> R Foot Art 	<u>Gyulai</u> R Foot Art 
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Colloredo – IR 27 Strassolo, IR 61 St. Julien

Gajoli – IR 62 Franz Jellacic, 10th Grenzers

<u>John</u> I. Gyulai IX Corp XXX	<u>I. Gyulai</u> 1 st Bde R 9/7/5 	<u>I. Gyulai</u> Kalnassy R 11/8/6 	<u>I. Gyulai</u> Marziani R 6/5/3 	<u>I. Gyulai</u> Gavassini R 4/3/2 Sk 	<u>I. Gyulai</u> R Foot Art 	<u>I. Gyulai</u> R Foot Art 
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1st Bde – IR 52 Erz. Franz Karl, 3rd Grenzer

Kalnassy – IR 13 Reisky, IR 43 Simbschen

Marziani – IR 19 Alvinczy

Gayassini – 2nd Grenzer

Austrians	
Infantry	58
Cavalry	17
Artillery	7
Total	24,640