ULM Campaign - October 1805

Start with Reserve Token

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The **Ulm Campaign** consisted of a series of French and Bavarian military maneuvers and battles to outflank and capture an Austrian army in 1805 during the War of the Third Coalition. It took place in the vicinity of and inside the Swabian (then Bavarian) city of Ulm. The French Grande Armée, led by Napoleon Bonaparte, comprised 210,000 troops organized into seven corps, and hoped to knock out the Austrian army in the Danube before Russian reinforcements could arrive. Through rapid marching, Napoleon conducted a large wheeling maneuver that captured an Austrian army of 23,000 under General Mack on 20 October at Ulm, bringing the total number of Austrian prisoners in the campaign to 60,000. The campaign is generally regarded as a strategic masterpiece and was influential in the development of the Schlieffen Plan in the late 19th century.

The victory at Ulm did not end the war, since a large Russian army under Kutuzov was still near Vienna. The Russians withdrew to the northeast to await reinforcements and to link up with surviving Austrian units. The French followed and captured Vienna on 12 November. On 2 December the decisive French victory at Austerlitz removed Austria from the war. The resulting Treaty of Pressburg in late December brought the Third Coalition to an end and left Napoleonic France as the major power in Central Europe, leading to the War of the Fourth Coalition with Prussia and Russia the following year.

1) 301 - Wertingen - 8 October 1805

Historical Background:
After Napoleon had crossed the Rhine and wheeled to the south, he crossed the Danube and positioned his Grand Army behind General Karl von Mack's Austrians, concentrated around Ulm. In the opening clash of the Ulm Campaign, the French advance guard, under the command of Murat and Lannes, caught a small Austrian corps under Field Marshal Auffenburg unprepared and in an awkward location.

So swift was Murat's cavalry advance that several of Auffenberg's Austrian battalions were overrun or captured before they could put up any defense. The Austrian Grenadiers formed square, halting the French cavalry onslaught for a time, until Oudinot's infantry engaged and shattered the squares. Cut off from their base at Ulm, the survivors of Auffenberg's corps melted away to the west. The magnitude of the Austrian defeat shook Mack's confidence, and affected his decisions for the remainder of the campaign.

Special Rules - Wertingen:

Austrian Reserve Roll:

= 1 Tactician Card **OR** one 4sided fieldworks

= The Austrian may start with first turn!

French Reserve Roll:

= Light Infantry (LT)

= 1 Tactician Card

= 2 Tactician Cards

2) 302 - Günzburg - 9 October 1805

Historical Background:
After the debacle at Wertingen, Mack decided on a new plan, which called for his army to cross to the north bank of the Danube around Günzburg and march east. General Major d'Aspre was in command of the Austrian force at Günzburg and was instructed to watch for the French and guard the bridges until the army arrived.

Napoleon also saw the importance of the bridges at Günzburg and ordered Marshal Ney to seize these crossing points. Ney sent Malher to capture the bridges. Malher split his command into three columns. Lefol commanded the right column, but was hampered by the marsh along the river and could not make much headway. In the center, Marcognet crossed onto the island, threw back the Austrians (capturing dÁspre in the process), and began to move forward towards the village. The Austrians brought up their artillery and, after a futile effort to cross the bridge and attack Günzburg, the French gave up and fell back. The bridge at Reisenburg remained uncontested. Mack persisted in his idea of crossing to the north bank and went on the offensive, but, as night fell the French turned back the Austrian effort and Mack ordered the army to retreat back to Ulm.

Special Rules - Günzburg:

Austrian Reserve Roll:

= 1 Tactician Card

= 2 Infantry units may move up to 4 hexes before game start.

French Reserve Roll:

= 1 Tactician Card

= The Austrian get in this battle only 4 Command Cards, instead of 5.

3) 303 Haslach-Jungingen - 11 October 1805

Historical Background:

Mack, now surrounded at Ulm, made a bold attempt to break out eastward along the northern bank of the Danube.

Dupont's 1st Division was outnumbered and in danger, yet was all that stood in the way of the Austrian army's escape. Instead of retreating, Dupont choose to make a stand and hoped to convince the Austrians that he had a greater force by launching a series of holding attacks. He ordered Rouyer's light infantry to move quickly and succeeded in capturing the village of Jungingen.

The control of the village and the surrounding woods rendered Mack's powerful cavalry force ineffective. Through the afternoon, as the engagement progressed, Mack came to believe that the French force he was facing was indeed the advance guard of a larger force. Ever cautious, Mack did not commit his reserves, and forfeited his last chance to escape.

During the night, Mack retired back to Ulm and Dupont also withdrew, leaving Ney and Murat to argue about who was responsible for placing Dupont in such a dangerous position. Dupont was regarded as an outstanding division commander by the end of the campaign, and was later rewarded with command of a small army when Napoleon first invaded Spain. His surrender at Bailen ended his military career.

> **Special Rules – Haslach Jungingen:**
>
> **Austrian Reserve Roll:**
>
> [icons] = A free Light Infantry (LT) without cost of reserve token.
>
> [icons] = A free movement with all Cavalry units (not Horse Artillery).
>
> **French Reserve Roll:**
>
> [icons] = 1 Tactician Card.
>
> [icons] = A free movement with all Light Infantry.

4) 304 - Elchingen - 14 October 1805

Historical Background:

After Mack's failed breakout attempt, Napoleon ordered Ney to move to the north bank of the Danube and drive the Austrians out of Elchingen and back to Ulm. Riesch's Austrian corps, after sparring with the French for control of the bridge at Elchingen, had pulled back from the river to the village and heights. Ney's plan was to have his infantry strike straight at Elchingen, once the bridge was repaired, supported by Murat's cavalry. At the same time, Malher would cross further east and sweep west. Villatte and his infantry led the attack into Elchingen and captured the Abbey. The Austrian cavalry counter attacked, but the French

held the village and soon the French infantry and cavalry were pushing toward the heights. As Malher joined the attack, Riesch ordered the retreat back to Ulm. Soon afterward, Mack capitulated and the French mopped up most of the remaining Austrian forces, bringing the Ulm Campaign to a close.

> **Special Rules – Elchingen:**
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> **Austrian Reserve Roll:**
>
> [icons] = 1 Tactician Card
>
> [icons] = The French get only 5 Command Cards instead of 6.
>
> **French Reserve Roll:**
>
> [icons] = 1 Tactician Card
>
> [icons] = 2 Tactician Cards

Ulm Campaign – October 1805

	Campaign Tokens	Spent Tokens		Campaign Tokens	Spent Tokens
	5			3	

301 - Wertingen - 8 October 1805

	Objectives	-	-	-	-	-	Medals		Objective Track		Victory Points
	Points	-	-	-	-	-					
	Objectives	-	-	-	-	-	Medals		Objective Track		Victory Points
	Points	-	-	-	-	-					

302 - Günzburg - 9 October 1805

	Objectives	0	1	2	3	4	5	Medals		Objective Track		Victory Points
	Points	-1	0	1	2	2	3					
	Objectives	0	1	2	3	4	5	Medals		Objective Track		Victory Points
	Points	-1	0	1	2	2	3					

303 - Haslach-Jungingen - 11 October 1805

	Objectives	0	1	2	-	-	-	Medals		Objective Track		Victory Points
	Points	-1	1	2	-	-	-					
	Objectives	0	1	2	-	-	-	Medals		Objective Track		Victory Points
	Points	-1	1	2	-	-	-					

304 - Elchingen - 14 October 1805

	Objectives	0	1	2	3	-	-	Medals		Objective Track		Victory Points
	Points	-2	0	1	1	-	-					
	Objectives	-	-	-	-	-	-	Medals		Objective Track		Victory Points
	Points	-	-	-	-	-	-					

Campaign Result					
	Victory Points	Great Campaign Points		Victory Points	Great Campaign Points

Campaign Tie – 0 pt.
Equal Points

Minor Victory – 1 pt.
Up to 3 Victory Point advantage

Major Victory – 2 pts.
Greater than 3 Victory Point advantage pts.

Decisive Victory – 3 pts.
Twice or more than the opponent´s VP