

“Along the Danube”

An introductory scenario for *Blücher*.

This scenario is provided free as a simple learning experience for first-time players of *Blücher*, the grand-tactical Napoleonic tabletop game by Sam Mustafa.

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Using the Unit Cards

This PDF includes unit cards for both sides. Print them out on the colored paper of your choice (for example: white for Austrians, light blue or French). Using a thicker paper or cardstock will make it easier to mark them with pencils and move them on the table without bending or wrinkling them.

The cards have been deliberately simplified with minimal color, to make them printer-friendly and easy to see and write upon.

Preparing the Table

This scenario is for two players, on a 6' X 4' table, divided in six sections as shown at right.

It is strongly recommended that players use the free unit cards, as provided on this file, and use a base-width of 3" (75mm). If you prefer to play with miniatures, then do so with units that have a frontage of approximately 3" (75mm).

Terrain should be placed as shown, either using miniature terrain pieces or cardboard cut-out representations of terrain areas.

Setting Up

The Austrians set up first, anywhere on their half of the table (from the centerline to their edge). The French set up second. They may set up anywhere within 4BW of their table edge.

Objectives

As per the rules on page 23 of *Blücher*, each player places one objective marker in his opponent's setup area.

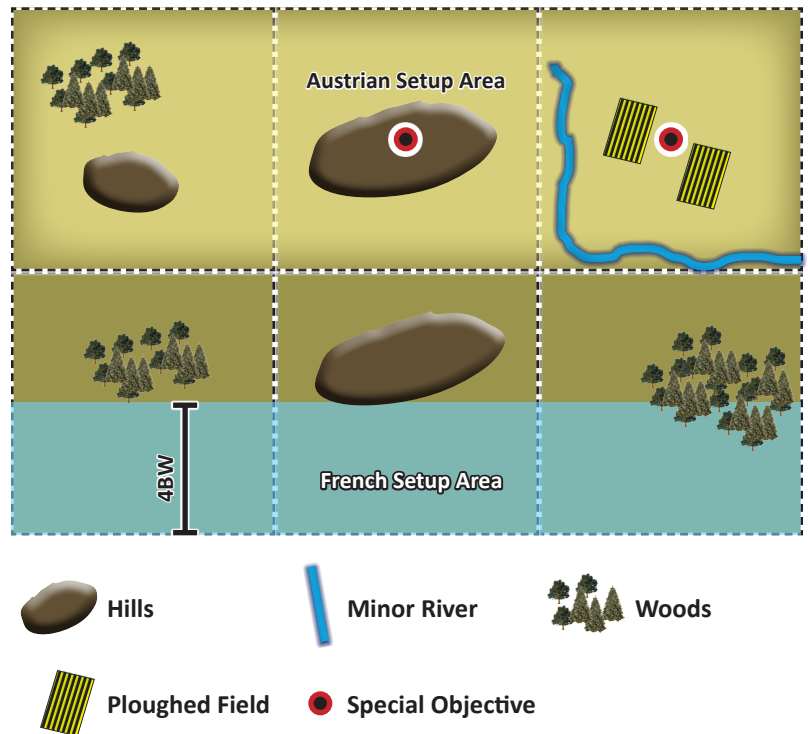
In addition, there are two special objectives, as shown on the map, both of which begin in Austrian control. If an *Austrian* turn ever ends with both of these special objectives in French control, then the game ends immediately in a French victory.

The Armies

Because this is an introductory scenario, we have deliberately simplified the orders of battle and do not introduce a wide variety of unit types or traits. Neither side is expecting any reinforcements. The corps are deliberately small and the units relatively “plain” so that no advanced rules are needed.

Both sides have an army morale of 8.

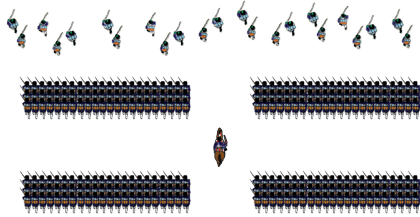
The game lasts for 30 turns. The French have the first turn.



French I Corps

Line Infantry

2-1



6 5 4 3 2 1



Line Infantry

2-1

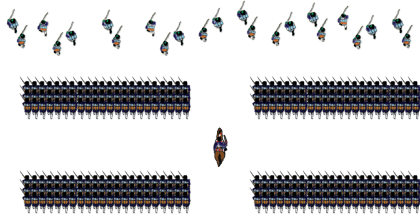


6 5 4 3 2 1



Line Infantry

2-1



6 5 4 3 2 1



Line Infantry

2-1

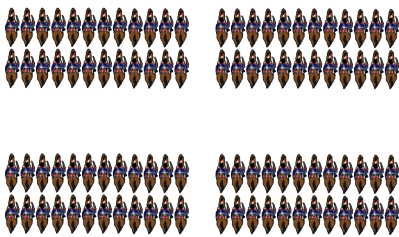


6 5 4 3 2 1



Light Cavalry

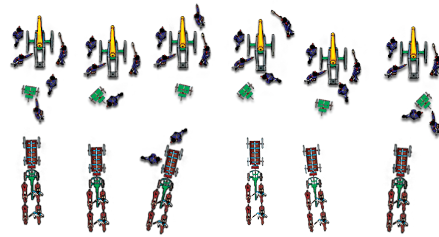
4-2



6 5 4 3 2 1

Foot Artillery

2-1

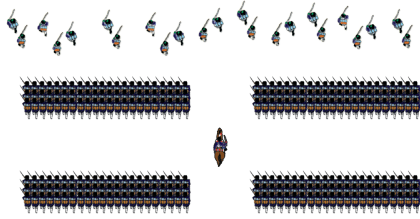


5 4 4 3 2 2

French II Corps

Line Infantry

2-1

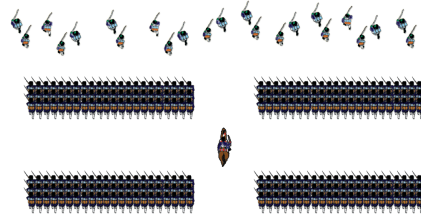


6 5 4 3 2 1



Line Infantry

2-1

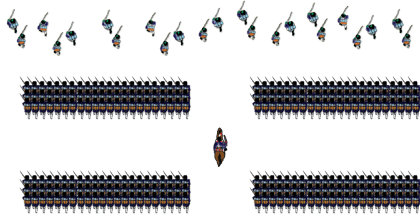


6 5 4 3 2 1



Line Infantry

2-1

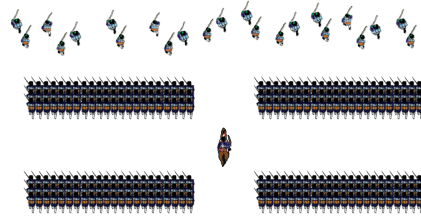


6 5 4 3 2 1



Line Infantry

2-1

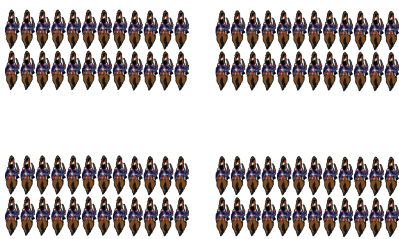


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Light Cavalry

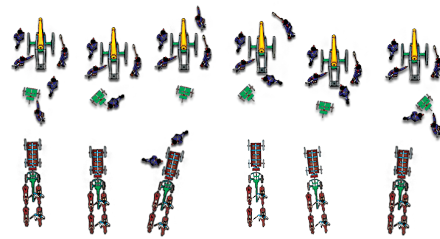
4-2



6 5 4 3 2 1

Foot Artillery

2-1

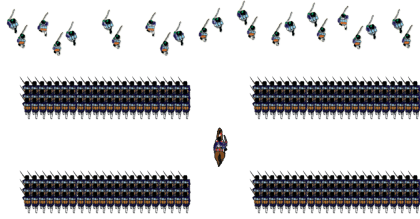


5 4 4 3 2 2

French III Corps

Line Infantry

2-1

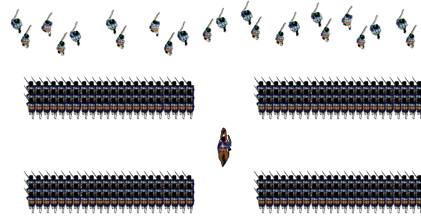


6 5 4 3 2 1



Line Infantry

2-1

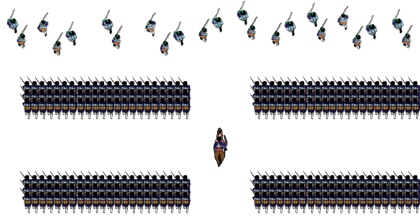


6 5 4 3 2 1



Line Infantry

2-1

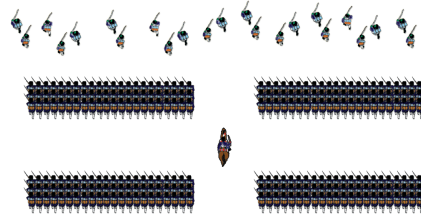


6 5 4 3 2 1



Line Infantry

2-1

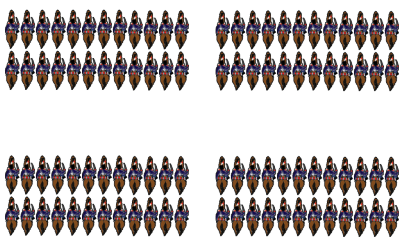


6 5 4 3 2 1



Light Cavalry

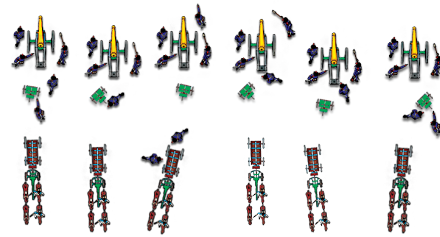
4-2



6 5 4 3 2 1

Foot Artillery

2-1

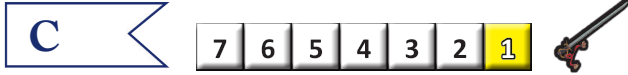
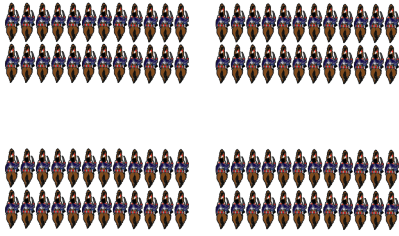


5 4 4 3 2 2

French Reserve Cavalry

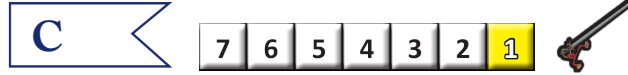
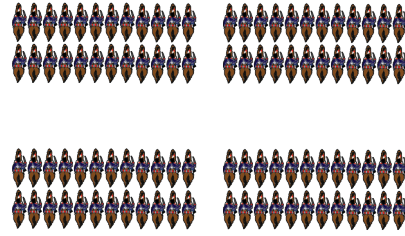
Cuirassiers

4-2



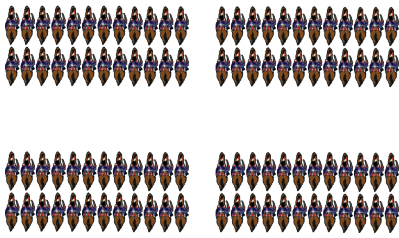
Cuirassiers

4-2



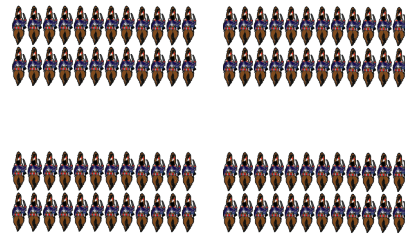
Dragoons

4-2



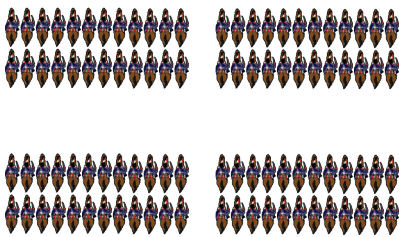
Dragoons

4-2



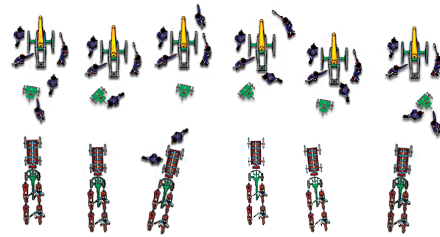
Light Cavalry

4-2



Horse Artillery

3-1



Avant-Garde Brigade

2-1



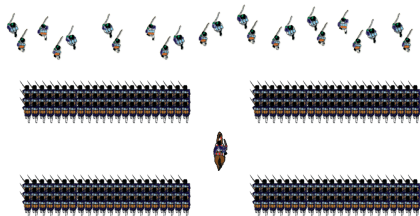
1

6 5 4 3 2 1



Line Infantry

2-1

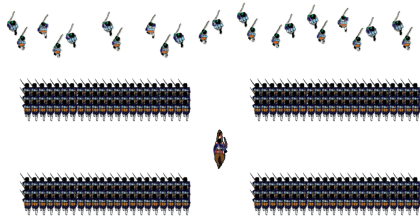


1

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Line Infantry

2-1

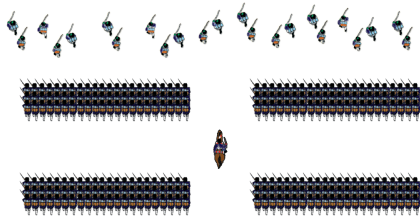


1

6 5 4 3 2 1

Line Infantry

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Line Infantry

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Line Infantry

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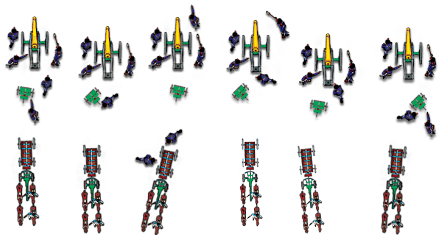


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Foot Artillery

2-1

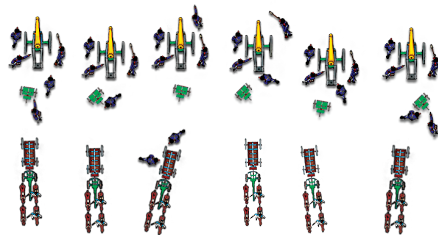


1

5 4 4 3 2 2

Foot Artillery

2-1



1

5 4 4 3 2 2

Avant-Garde Brigade

2-1

6 5 4 3 2 1

Line Infantry

2-1

6 5 4 3 2 1

Line Infantry

2-1

6 5 4 3 2 1

Line Infantry

2-1

6 5 4 3 2 1

Line Infantry

2-1

6 5 4 3 2 1

Line Infantry

2-1

6 5 4 3 2 1

Foot Artillery

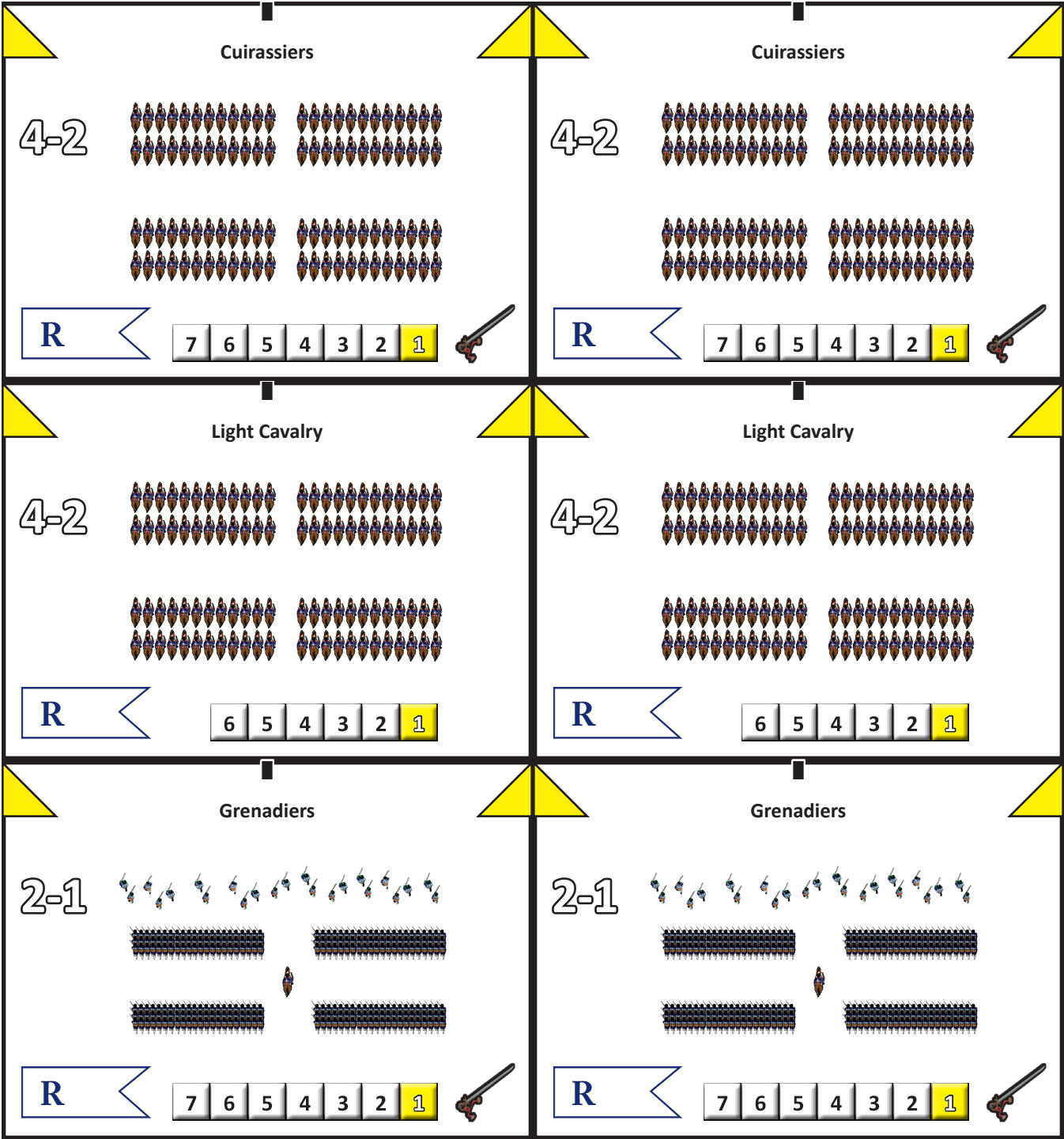
2-1

5 4 4 3 2 2

Foot Artillery

2-1

5 4 4 3 2 2



Austrian Reserve Korps