Scenario Two - The Bloody Battle Continues Day Two (Largely Historical)

La Grande Armée de l'Allemagne

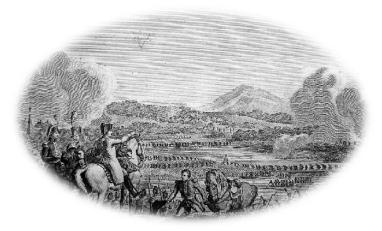
Starting Positions and Order of AppearanceMay 22, 18095:00 - End 18:00

Summary

The early morning hours of May 22 revealed that the four French infantry divisions, which had been engaged in the previous day's struggles, had had heavy casualties (39 increments in game terms). The French cavalry divisions had suffered just as much (19 increments in game terms). Two French infantry divisions were still fresh, and Lannes' corps was arriving from Lobau.

The Austrians also had suffered substantial casualties (116 increments both infantry and cavalry in game terms), but the Austrians had far more troops and they could choose where they wanted to attack. In addition, the French were still having some problems with their Donau bridges. Though both Aspern and Essling would change hands over the day several times the two towns as the Austrians hoped to win the battle by taking and keeping, it was the center where Napoleon would direct Lannes with his fresh corps in a desperate effort to seize the day. The battle concluded, but many on both sides had fallen---including Marshal Lannes and General St. Hilaire.

Maps 1, 2, 3 & 4 See set-up Map for some locations



Formation Description	Start	Arrive	Note
Legrande w/ 3e Inf. Div.	5:00		Aspern, minus 12 increments, not in Aust. Hexes Essling, minus 10
Boudet w/ 2e Inf. Div.	5:00		increments, not in Aust. Hexes
Massena et Molitor w/ 1ere Inf. Division	5:00		8 hexes South of Aspern hexes, minus 12 increments
St. Cyr w/ 2e Inf. Div. IV Corps Artillery -w/ any of the	5:00		9 hexes south of Aspern, minus 5 increments 3 hexes South of the
IV Corps	5:00		elevated road 2 hexes south of the
Marulaz w/ Cav. of the IV Corps d' Armee Napoleon w/staff Bessieres w/ Napoleon	5:00 5:00 5:00		road within 46 hexes of Aspern, minus 6 increments Ziegelwerke Ziegelwerke
Arrighi w/ 3e Grosse Cav. Division St. Sulpice w/ 2e Grosse Cav. Division	5:00 5:00		3 hexes of elevated road minus 5 increments 7 hexes South of the elevated road
Nansouty w/ 1 ere Gross Cav. Division	5:00		5 hexes south of the elevated road, minus 4 increments
Lasalle w/ 1ere lt. Cav. Div. w/ Art. A' Cheval Lannes et St. Hillaire w/ 1ere Inf. Division	5:00 5:00		3 hexes South of theelevated road, minus 4increments9 hexes South of theelevated road
Tharreau w/ 2e Inf. Division	U	5:00	Bridge from Loabau Is no delays
Oudinot et Claparede w/3e Inf. Division		6:00	Bertrand Pont Tableau / Cross Bridge
II Corps Artillery		7:00	Bertrand Pont Tableau / Cross Bridge
Demont w/ 4e Division		8:00	Bertrand Pont Tableau / Cross Bridge

Formation Description	Start	Arrive	Note
			Within 8 hexes of the bridge to Lobau is.,
Curial w/ 1ere Gd. Division	5:00		minus 2 increments
Dorsenne w/ 2e Gd. Division	5:00		Within 6 hexes of the bridge to Lobau Is. Within 4 hexes of the
Walther w/ 3e Guard Cavalry	5:00		bridge to Lobau Is.

Key Initial Starting Locations Historique Entry Times

Leaders include their associated staffs

Artillery is placed with the Division unless otherwise noted

Bertrand Pont Tableau

Due to the construction of the bridges and the Austrian attacks on them, reinforcements were delayed. Roll for each formation (group) listed, the turn before historic, to see if the formation arrives on time or is delayed.

1
2,3
4
5 6*
6*

*If a 6 is rolled, the bridge is broken and there may be casualties to units

Bridge Broken
1,2
3,4
5,6

Roll for one regiment (cav.) or one battalion

Use the French Arrival Table to track the entry times for the various formations

5:00 to 6:00 Sunrise 6:20 full Daylite See Terrain Effects and Movement

Use also for Scenario Two A

Kaiserlich-königliche Hauptarmee

Starting Positions and Order of Appearance : 5:00 - End 18:00

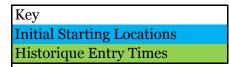
May 22, 1809

Formation Description	Start	Arrive	Note
Karl and Staff		8:00	Enter at C
Hiller w/ Staff (1. Kolonne)	5:00		Stadlau
Nordmann w/ AG and 1 Kav. Bat.	5:00		NR, Minus 6 increments Morale Level One
Kottulinsky w/ Div. und 2 Brig. Bat.	5:00		KO, minus 12 increments, Morale Level One
Vincent w/Div. und Brig. Bat	5:00		VI, Morale Level One Aspern, Minus 4
IR 31 - 1. battalion	5:00		increments Aspern, Minus 4
IR 31 - 2. battalion	5:00		increments
Bellegarde w/Staff (2. Kolonne)	5:00		Hirschstetten
Fresnel w/ Div. und 2 Kav. Bat. Except:	5:00		FR, Morale Level One Aspern, minus 4
2. Jägers	5:00		increments IR 10Minus 6
IR 10 - 1 battalion	5:00		increments IR 10Minus 6
IR 10 - 1 battalion	5:00		increments
Vogelsang w/ Div. and Brig. Bat.	5:00		3 hexes South of Nositz, minus 5 increments, Morale Level One

Formation Description	Start	Arrive	Note
Ulm w/ Div. und Brig. Bat.	5:00		UL, minus 5 increments, Morale Level One
Nositz w/ Div. und Brig. Bat.	5:00		NOS, minus 5 increments
II Kol. 2 Pos. and 2 Brig. Bat.	5:00	l i	II Kol. Art.
Hohenz. w/ Staff (3. Kolonne)		6:00	Enter at C
Provencheres w/AG und Kav. Bat	5:00		PR
Brady w/Div. und Brig. Bat.	5:00		BR minus 5 increments, Morale Level One WE minus 5
FML Weber w/Div. und Brig. Bat.	5:00		increments, Morale Level One
III Kol. Art. Pos. 2 Brig. Bat.	5:00		III Kol. Art
Rosenberg and staff (IV Kol) Klenau w/ AG (4. Kolonne)und kav. Bat	5:00		KL minus 5 increments
Dedovich w/Div. (4. Kol.) IR3	5:00 5:00		DE 7 increments, Morale Level One IR3 near Essling
IV Kol Art. Brig. Und Pos. Bat. Hohenlohe w/ Staff (5.	5:00		IV Kol. Art
Kolonne)	5:00		Gros. Enz. Within 2 hexes of Gros
Riesel w/Div. und Brig. Bat.	5:00		Enzersdorf Minus 5 increments, Morale Level One RO, minus 5 increments, Morale
Rohan w/ AG und Brig. Bat	5:00		Level One
V Kol. Pos. und Kav. Bat.	5:00		Gros Enzersdorf

Formation Description	Start	Arrive	Note
			_
Liechten. w/ Staff		8:20	Enter at D
			Minus 3 increments,
1. Kav. Div. w/ Kav. Bat.	5:00		within 6 hexes of WE
			Enter C, Prim Hussars
			minus 5 increments,
Kienmeyer w/2. Kav. Div. w/			Neut Hussars minus 5
Kav. Bat		8:00	increments
Lindenau w/1. Res. Div.		8:20	Enter at D
d' Aspre w/2. Res. Div.		8:40	Enter at D
Res. Korps Art	5:00		Res. Art

Use the Austrian Arrival Table to track the entry times for the various formations



Leaders include their associated staffs

Except for troops in Aspern or Essling, units start within I hex of location indicated

Scenario Two - Two A (Variant) The Dream Deployment of Davout

La Grande Armée de l'Allemagne

Starting Positions and Order of AppearanceMay 22, 180915:00 - End 18:00

Summary

Marshal Davout never was at the Battle of Aspern-Essling... the hero of Auerstadt and Eckmuhl and his battle hardened troops would have made a significant difference had they been able to join Napoleon. The Austrian resistance to the Donau crossing and their attempts to destroy Bertrand's bridge would have made some difference as to when Davout's divisions would arrive. The players can see what the outcome might have been.

Formation Description	Start	Arrive	Note

All French unit starting positions and appearance are the same as Scenario Two Add the following:

Davout et Friant w/ 2e Inf. Division	12:00	Bertrand Pont Tableau
Morand w/ 1ere Inf. Division &		
(1) batterie a' pied	13:00	Bertrand Pont Tableau
Gudin w/ 3e Inf. Division & (1)		
batterie a' pied	14:00	Bertrand Pont Tableau
Montbrunn w/ Cav. of III		
Corps d' Armee	15:00	Bertrand Pont Tableau
(4)batterie a' pied	16:00	Bertrand Pont Tableau

Bertrand Pont Tableau

Due to the construction of the bridges and the Austrian attacks on them, reinforcements were delayed. Roll for each formation (group) listed, the turn before historic, to see if the formation arrives on time or are delayed.

1	
2,3	
4	
5 6*	
6*	

*If a 6 is rolled, the bridge is broken and

there may be casualties to units attempting to cross that turn

1,2	No Losses
3,4	increment mort
5,6	increments mort
	1 11

Roll of one regiment (cav.) or one battalion

(Inf.) per turn. Austrian Choice for a loss

Use the French Arrival Table to track the entry times for the various formations

Victory Conditions Scenario Two and Two A

French Decisive – Hold 11 hexes of Essling, 13 hexes of Aspern and 4 hexes of Brietenlee

French Substantial – Hold 11 hexes of Aspern and 13 hexes of Essling

French Marginal - Hold 6 hexes of Aspern and 7 hexes of Essling

Draw – the French 3 hexes Aspern and 4 of Essling

Austrian Marginal - Hold 6 hexes of Aspern and 7 hexes of Essling

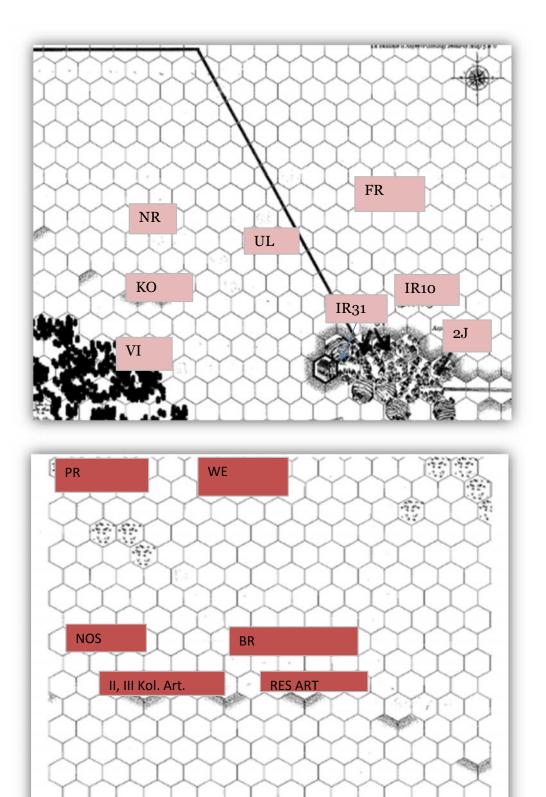
Austrian Substantial- Hold 8 of Aspern and 9 of Essling

Austrian Decisive – Hold 11 hexes of Aspern and 13 hexes of Essling, have infantry units south of the elevated road

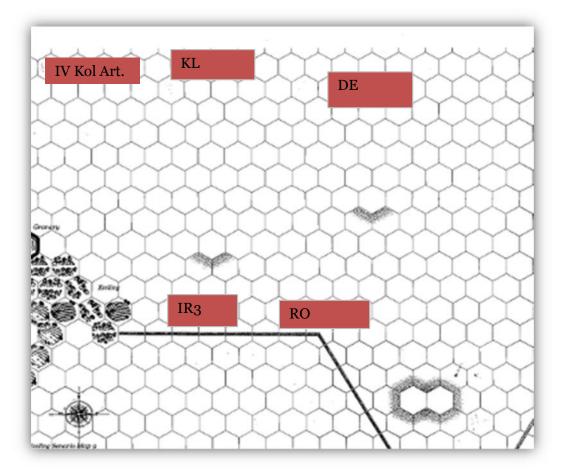
Aspern has 11 town hexes with the Church Essling has 13 town hexes with the Granary

Map layout	1	2
	3	4









Set-up Maps