

Scenario Three

The Bridge To Destiny (for Better or Worse)

May 21 to May 22

Summary

The scenario both begins and ends with the standard Napoleonic battle--albeit one of the more desperate struggles of its time. However, this was the first major battle over two days during the period, and the battle's unique features included a precarious French bridgehead; an even more precarious bridge from the French controlled side of the Donau to the contested side; the need for the French to aggressively reinforce its weak position; and the desire of the Austrians to disrupt French plans.

These features led to the development of a game within the game...the bridge game. French engineers under the great Bertrand construct a boat bridge from the French controlled right bank, onto the Donau island of Lobau, and then to the left bank. The Austrians, in an effort to disrupt and break the bridge, send all sorts of debris down the Donau, which is at very high levels due to spring snow-melt coming from the Alps. The man-made debris includes flaming sawmills; fire boats and logs. Nature assists the Hapsburgs as natural debris such as logs and trees also attack the bridge. How the Austrians attack the bridge, and how the French defend produce a game between the two days of battle and determine how the French can be reinforced on May 22.

This scenario is the most accurate portraile of the entire battle:

- 1) The first day scenario is played - Scenario 1
- 2) The French attempt to bring troops across the Danube during the night
- 3) The second day scenario is played - Scenario 2

May 21, 1809

Play Scenario One or One A through until completion (22:00)

There are no charges, movement or combat from 22:20 until the start of Scenario #2 (05:00)

Reset the Armies on the map using these rules:

PGD Units

PGD units recover with a loss of 2 increments

Displacement

All Austrian troops in the ZdF of the enemy retreat 5 hexes, if possible.

If the units cannot move because of other ZdF'S, they remain in place

Units in villages, Church or Grannary remain in place

Other than reinforcements, this determines the set-up for Scenario 2

Loss Recovery

Recovery is by Corps or Division

If the formation is not on a level, 1/3 of all increments return

If the formation is on a level one, 1/4 of all increments lost return.

If the formation is on a level two or more, 1/5 of all increments lost return.

Any wounded leaders may recover

Starting with the 23:00 turn Day 1, the Bridge Scenario begins

The Bridge Scenario defines the French Reinforcement schedule starting with Oudinot

May 22, 1809

The Bridge Scenario is played by the hour until 05:00 when Scenario Two begins

Then the bridge will be checked at the hour but the game commences with

20 minute turns. Troops may be attempting to cross the river during Scenario Two

Scenario Two plays until conclusion

May 21 to May 22 Reinforcements



French Reinforcements

Formations available to cross

- Oudinot et Claparede w/3e Inf. Division
- II Corps Artillery
- Demont w/ 4e Division
- Davout et Friant w/ 2e Inf. Division
- Morand w/ 1ere Inf. Division
- Gudin w/ 3e Inf. Division
- Montbrunn w/ Cav. of III Corps d' Armee
- III Corps Artillery

23:00	Start Bridge Crossing
1:00	Start Bridge Crossing
2:00	Start Bridge Crossing
6:00	Start Bridge Crossing
7:00	Start Bridge Crossing
8:00	Start Bridge Crossing
9:00	Start Bridge Crossing
10:00	Start Bridge Crossing

Movement Across the Bridges

Use a leader to represent the formation as it moves across the bridge

Use increment loss markers to represent losses to the formation as it crosses, defense, repair, Austrian attacks and bridge damage

A formation can move one bridge per hour if:

A bridge in front of them is not broken

A bridge in front of them is not occupied

The French have 7 increments of defense. Use inc. 6 inc. markers one the Bertrand counter for the 7th



Sequence of Play

23:00 turn Start at bridge #1.

Move Oudinot's division onto bridge 1

Secretly the French allocate their 7 Defense Forces (number in each hex)

Secretly the Austrian allocates *Riverborne Debris* (number - see chart)

The Austrian Checks the *River Current Direction* of the Debris,

where it strikes the bridge. Aus. does not have to use this in any turn.

Roll for the *Natural Donau Debris* - see table

The Austrian Checks the direction of the Natural Debris, where it strikes the bridge

The Austrian checks the Large Logs

The Austrian Checks the direction of the Natural Debris, where it strikes the bridge

The French place their defense numbers on the Bridge Chart

Each Bridge section has a defense of 1 point

The Austrian Points are subtracted from the French Defense Points

Any bridge section that has a negative number of 2 or more is broken

If a French unit is on a bridge when it is broken, check the

Bridge Attrition Table for loses to formations on a bridge (1-5)

00:00 turn

Check to see if the 2e division can move to Bridge 2

If 2e can move, II Corps artillery to Bridge 1 (if not broken)

Secretly the French allocate the Defense Forces (number in each hex)

French allocate the Repair Forces (number in each hex)

The Austrian Checks the *River Current Direction* of the Debris,

where it strikes the bridge

Roll for the *Natural Donau Debris* - see table

The Austrian Checks the direction of the Natural Debris, where it strikes the bridge

The French place their defense numbers on the Bridge Chart

The Austrian Points are subtracted from the French Defense Points

Any bridge section that has a negative number of 2 or more is broken

If a French unit that is on a bridge that is broken, check the

Bridge Attrition Table for loses to formations on a bridge (1-5)

before it moves forward

Check to see if any bridges are repaired

02:00

turn Repeat sequence and move Demont's reserve Division on Bridge 1 if possible

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06:00

turn Repeat sequence and move Friant's Division on Bridge 1 if possible

Repeat using the French Reinforcements and appearance times shown above

Each turn represents one hour. Enter bridge at 1 and exit to the map bridge at 5
Without "difficulty" it would take 5 turns to cross. (The islands don't count.)

If a bridge section has a negative number of 2 or more, the bridge cannot be used until repaired

It takes 1 increment, one turn to repair 1 damage point.

Roll even on one dice and Bertrand can repair two

French Defense / Repair Points 7

All points are subtracted from one another, in a turn: use increment markers

Example (Bridge Section 2)

Bridge 2 is being defended by 1 point 1

Bridge 2 has 1 point of damage from last turn -1

The French send one point to fix Bridge 2 1

The Austrians hit that section with a fireship -4

Total for Bridge 2 -3

Bridge 2 is broken - a unit on it may lose increments

The unit on Bridge 1 can not move forward until Bridge 2 is repaired

The unit on Bridge 2 may move to Bridge 3 in the next hour, If not, it may rest on an island



Miscellaneous Charts

Austrian Riverborne Debris

Item	No	Points
Sawmill	1	6
Fireship	2	4

Choose any one item per hour until they are gone
 Austrian is limited to the no. shown, per game

Natural Donau Debris

Roll	Point
1,2,3,4,5	1
6	2

Large Logs

Every Turn 2

River Current Direction

Roll	Bridge Section
1,2	1
3	2
4	3
5	4
6	Roll Again

If a formation is on a bridge when it recives a negative number, these are the loses

Bridge Attriction Table

Negative Values (Damage)

Damage	Increments lost
1,2	2
3,4	4
5	6
6 or more	8

No morale checks for loses

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Bridge over the Danube

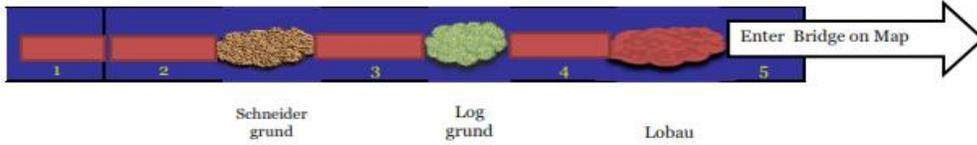
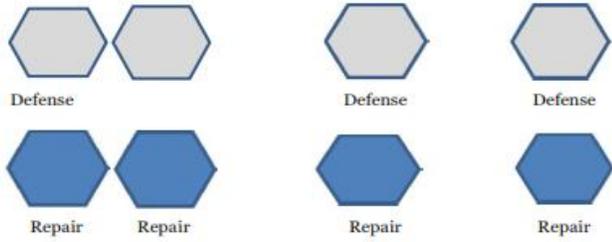
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Time Scale

23:00	0:00	1:00	2:00	3:00	4:00	Scenario 2 starts 5:00	6:00	7:00	8:00	9:00
								10:00	11:00	12:00

Bridge Chart

Allocation of Bertrand's forces



Austrian and Natural Riverborne Debris

Debris floating down the river has a random direction



Marshal Enterprises

Scenario Three

Look for a full size chart on the Disk