La Bataille d' Aspern-Essling 1809

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 portrayal 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 23:00 Start Bridge Crossing
- II Corps Artillery 1:00 Start Bridge Crossing
- Demont w/ 4e Division 2:00 Start Bridge Crossing
- Davout et Friant w/ 2e Inf. Division 6:00 Start Bridge Crossing
- Morand w/ 1ere Inf. Division 7:00 Start Bridge Crossing
- Gudin w/ 3e Inf. Division 8:00 Start Bridge Crossing
- Montbrunn w/ Cav. of III Corps d' Armee 9:00 Start Bridge Crossing
- III Corps Artillery 10:00 Start Bridge Crossing

Marshal Enterprises 2 of 6 Scenario Three
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 French place their defense numbers on the Bridge Chart
Each Bridge section has a defense of 1 point
The Austian 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

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
Bridge 2 has 1 point of damage from last turn
The French send one point to fix Bridge 2
The Austrians hit that section with a fireship

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
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Miscellaneous Charts

Austrian Riverborne Debris

<table>
<thead>
<tr>
<th>Item</th>
<th>No</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sawmill</td>
<td>1</td>
<td>6</td>
</tr>
<tr>
<td>Fireship</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

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

Natural Donau Debris

<table>
<thead>
<tr>
<th>Roll</th>
<th>Point</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,2,3,4,5</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>2</td>
</tr>
</tbody>
</table>

Large Logs

Every Turn 2

River Current Direction

<table>
<thead>
<tr>
<th>Roll</th>
<th>Bridge Section</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,2</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>Roll Again</td>
</tr>
</tbody>
</table>

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

Bridge Attriction Table

<table>
<thead>
<tr>
<th>Damage</th>
<th>Increments lost</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,2</td>
<td>2</td>
</tr>
<tr>
<td>3,4</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>6</td>
</tr>
<tr>
<td>6 or more</td>
<td>8</td>
</tr>
</tbody>
</table>

No morale checks for loses
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Look for a full size chart on the Disk

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