

## Scenario Four -Davout's Alternative Crossing (Day One)

### Starting Positions and Order of Appearance

May 21, 1809

**Start 10:00 - End 14:00**

#### Summary

While marching to Aspern, Erzherzog Karl kept the first column close to the river.

MdE Davout had in fact sent patrols across the Donau on occasion.

Erz. Karl was suspicious there was another crossing. In this scenario the 1. Kolonne runs into MdE Davout and the III Corp's d' Armee. FML Hiller directs the 1. Kolonne to push the III Corps d' Armee back across the river.

Erz. Karl also sends help from the 2. Kolonne

Map Boundary : Maps 1 and 3. No units 3 hexes East of Hirschstettin

### *La Grande Armée de l'Allemagne*

Formation Description	Start	Arrive	Note
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GdD Morand w/ 13e Legere &  
17e Ligne  
30e Ligne & 61e Ligne

10:00

10:00

Stadlau

Stadlau Shoreline

Beginning with 11:00 and every hour there after

11:00

Choose 15 increments of Inf. or 1 cav. reg. or one battery and one infantry battalion from:

GdD Friant w/ 2e Division  
GdD Gudin w/ 3e Division  
GdD Montbrunn w/ Legere  
Cav. Div.  
III Corps Artillery

MdE Davout

13:00



# Kaiserlich-königliche Hauptarmee

Formation Description	Start	Arrive	Note
FML Hiller w/ staff	10:00		Hirschstetten
Liech. Hussars and 1. & 2.Wien Frei.	10:00		Hirschstetten
Div. Nordmann (remaining)	10:00		A
Kottulinsky w/ Johann Drag., IR14		10:00	A
IR59, 4.Wien Frei., Brig. Battery		10:20	A
Vincent w/ Mahr Frei, IR31		11:00	A
IR51, 3 Wien Frei., Brig. Battery		11:20	A
IR.39, 1 Kav. And 1 Brig. Batt.		11:40	A
Nositz w/ IR35		10:00	B
IR42, Brig. & Kav. Batt.		10:20	B
Frensel w Vincent + Klenau Chev. (4 &5)		11:00	B
2. Jaeger, IR10, Kav. Batt.		11:20	B



The turn before Austrian or French formations are scheduled to arrive, role one die to see if the entry times are revised

1,2,	Arrive this turn
3,4	Arrive next turn
5,6	50% arrive this turn, 50% next (round down)

Key	
Initial Starting Locations	(within 3 hexes of the starting locations)
Historique Entry Times	
Leaders include their associated staffs	

A= Western Edge within 12 of Kagra  
 B= Kagra

## La Batatille d' Aspern-Essling 1809

Shoreline - the hatched area at the river by Stadlau.

Only one unit (battalion, cav. reg., artil.) may land per shoreline hex, per turn

French Units PDG toward the shoreline hexes and stop there.

There is no retreat into the river.

Austrian Units PDG toward the North

Troops cannot be landed in a shoreline hex if it is occupied but may land in a ZdF

## Victory Conditions

French Decisive

Hold all hexes of Kagran

French Substantial

Hold all hexes of Stadlau

Austrian Substantial

Hold all hexes of Stadlau

Austrian Decisive

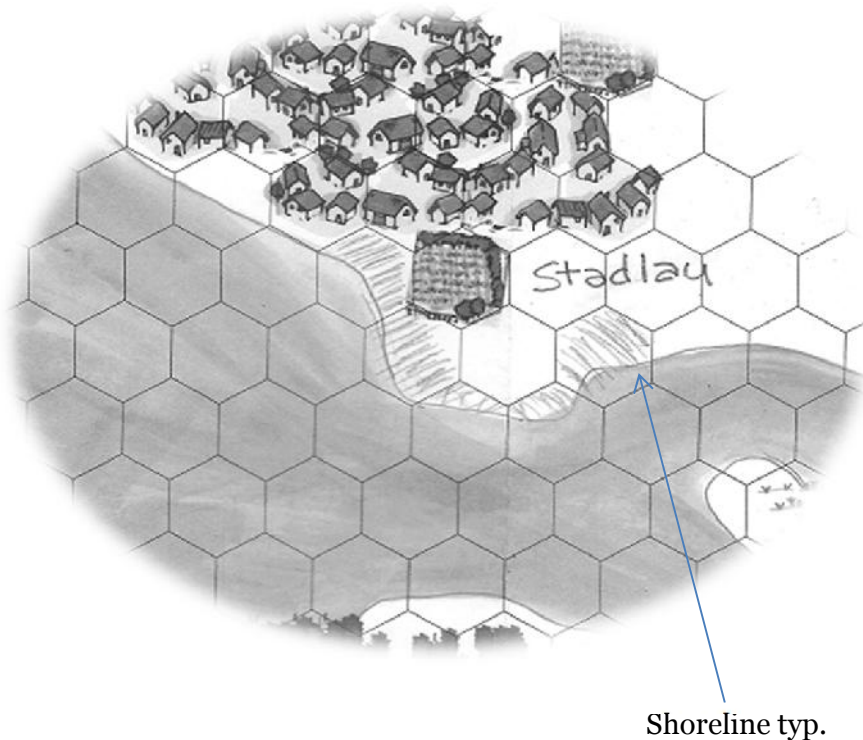
Hold all the 'Shoreline' hexes

Not a French or Austrian Victory

Draw

Not a French or Austrian Victory

A hex is held if they are the last unit to occupy it by the end of the scenario.



Shoreline typ.