

Scenario Five - The Struggle for Aspern Continues (Day Two)

Starting Positions and Order of Appearance

May 22, 1809

Start 4:00 - End 14:00

Summary

The battle for Aspern on May 21 had been brutal. Both sides had taken heavy casualties. As the sun rises on May 22, the Austrians are ready to assault the already weakened divisions of Legrand and Molitor with the full force of Hiller's reinforced Kolonne. Massena feeds in St. Cyr's division in the late morning but the Austrians counter with a fresh division with four full, unbloodied regiments and two batteries.

Just after noon, Napoleon realizes that if he wants to hold Aspern, . he will need to commit his reserve. He commits the remaining part of the Young Guard not sent with Mouton and Rapp to hold Essling. Can Curial's enthusiastic but slim three battalions save Massena's precarious position in Aspern for the remainder of the day?

Map Boundary: 11"x17"

Map 5 & 6

The French may not be more than six hexes north of Aspern

Cavalry may not charge the turn they enter the map boundary

La Grande Armée de l'Allemagne

Formation Description	Start	Arrival	Note
GdD Legrande w/ 3e Inf. Division	4:00		within two hexes of Aspern minus 12 increments
MdE Messena et Molitor w/ 1ere Inf. Div.	4:00		within three hexes of Aspern minus 12 increments
IV Corps Artillery	4:00		w/ any of the IV Corps, not 5/5 or 5/3
GdD St. Cyr w/ 4e Inf. Division		10:00	Road to Aspern, minus 6 increments
GdD Curial		12:20	Road to Aspern
Tirailleur-Chas 2e Battalion		12:20	Road to Aspern
Tirailleur-Gren 1ere, 2e Battalions		12:20	Road to Aspern

Kaiserlich-königliche Hauptarmee

FML Hiller w/ Staff IV Korps Artillery	7:00	Enter on Road to Hirschstetten
GM Nordmann w/ AG	4:00	NR minus 6 increments
FML Kottulinsky		Minus 10 increments
IR14	4:00	KO
IR59	4:00	KO
4. Wien Frei.	4:00	KO
FML Vincent		Minus 12 increments
IR 31	4:00	IR31
IR 51	4:00	VI
IR39	4:00	VI
3. Moravian	4:00	VI
3. Wien Frei.	4:00	VI

Formation Description	Start	Arrival	Note
FML Frensel	4:00		FR
IR10	4:00		FR
, 2. Jaegers	4:00		2J
FML v. Ulm		10:00	Enter at road to Hirschstettin
IR 11, IR 47, Brigade Batterie		10:00	Enter at road to Hirschstettin
FML v. Nostitz		11:00	Enter at road to Hirschstettin
IR42 & IR35, Brigade Batterie		11:00	Enter at road to Hirschstettin

Initial Increment losses should not eliminate a unit.
All should have at least two increments

Key

Initial Starting Locations

Historique Entry Times



Victory Conditions

French Marginal- hold four hexes of Aspern

French Substantial -hold six hexes of Aspern and Church

French Decisive - hold all hexes of Aspern and Church

Austrian Marginal - hold four hexes of Aspern

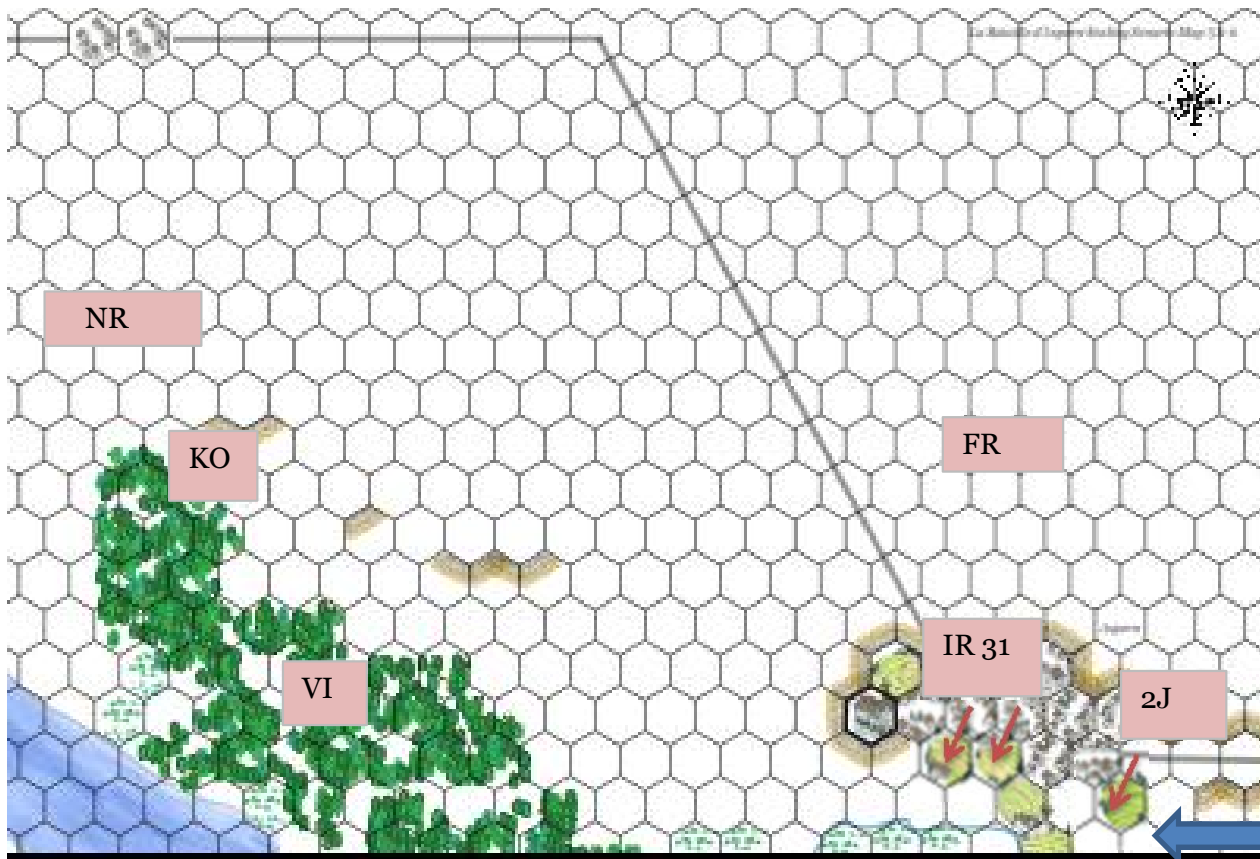
Austrian Substantial - six hexes of Aspern and Church

Austrian Decisive - hold all hexes of Aspern and Church

To hold a hex you must be the last unit to occupy it by the end of the scenario

Units that PGD, leave the boundary and wait until they recover their morale. Once recovered, the unit must wait one turn before re-entering the boundary area.

The French PGD East and the Austrians PGD West



La Bataille d' Aspern-Essling 1809

4:00 to 5:00 Dark

The specific values for artillery are reduced by 1/2
There is not a three or four hex range for forming square during a charge
The longest is two
Skirmisher range is reduced to one
Infantry and foot artillery movement is reduced by 2
Cavalry and Horse artillery movement is reduced by 4

5:00 to 6:00 Sunrise

the specific fire values of artillery are reduced by 1/3
there is not a four hex range for forming square during a charge
the longest is three hexes

6:20 Daylight

Everything returns to "normal".

