

Scenario Six - 'Conquer or Die" (Day One)

Starting Positions and Order of Appearance

May 21, 1809

Start 13:00 - End 19:00

Summary

Conquer and Die' is the classic situation where both sides start their day with relatively small forces.... the French have a single battalion in Aspern and some screening cavalry in the neighborhood at 1 pm.

The Austrians have just a small group of mixed forces approaching Aspern. But as the afternoon progresses, both sides escalate their commitment to take Aspern with the French using all of Molitor's division to hold the town and the Austrians using most of Hiller's command to attempt to take Aspern. The Archduke Karl also makes an appearance at 5 pm to assist some of the best Austrian troops efforts, to crack the French.

Map Boundary : 11"x17" Map 5 & 6

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

Cavalry may not charge the turn they enter the map boundary

Key

Initial Starting Locations

Historique Entry Times

La Grande Armée de l'Allemagne



Formation Description	Start	Arrive	Note
GdB Marulaz	13:00		within 2 hexes of Aspern
3e CaC	13:00		within 2 hexes of Aspern
14e CaC	13:00		within 3 hexes of Aspern
23e CaC	13:00		within 4 hexes of Aspern
37eLigne - 1ere Battalion	13:00		Aspern

La Bataille d' Aspern-Essling 1809

Formation Description	Start	Arrive	Note
37e Ligne 2e Battalion		14:00	Road to Aspern
67e Ligne		14:00	Road to Aspern
Batterie a Pied		14:00	Road to Aspern
Batterie a Cheval		14:00	Road to Aspern
GdD Molitor		15:00	Road to Aspern
2e Ligne		15:00	Road to Aspern
16e Ligne		15:00	Road to Aspern
Batterie a' Pied		15:00	Road to Aspern
H-D Lieb Garde		17:00	Road to Aspern
H-D Lieb		17:00	Road to Aspern
46e Ligne		17:00	Road to Aspern
24e Legere		17:00	Road to Aspern

Kaiserlich-königliche Hauptarmee



Formation Description	Start	Arrive	Notes
Liechtenstein Hussars		13:00	West boundary
St. Georger Grenz 7.		13:00	West boundary
1. Wien Frei.		13:00	West boundary
2. Wien Frei.		13:00	West boundary
Cavalry Batterie		13:00	West boundary
IR 60, , Brigade Batterie		13:20	West boundary
GM Norman		13:20	West boundary
Division FML Kottulinsky w/ Brigade Batterie and Dragoon		13:40	Road to Hirschstettin
Division FML Vincent w/ Brigade Batterie		15:00	Road to Hirschstettin

La Bataille d' Aspern-Essling 1809

Formation Description	Start	Arrive	Notes
FML von Hiller		15:20	West Boundary at River
VI Korps Artillerie		15:20	West Boundary at River
FML Frensel		16:00	West boundary
2. Jager		16:00	West boundary
IR10		16:00	West boundary
Kav. Batterie		16:00	West boundary
Archduke Karl		17:00	Road to Hirschstettin
4 & 5 Cheveauleger		17:00	Road to Hirschstettin

Victory Conditions

French Marginal -hold four hexes of Aspern

French Substantial -hold five hexes of Aspern and Church

French Decisive -hold all hexes of Aspern and Church

Austrian Marginal - hold four hexes of Aspern

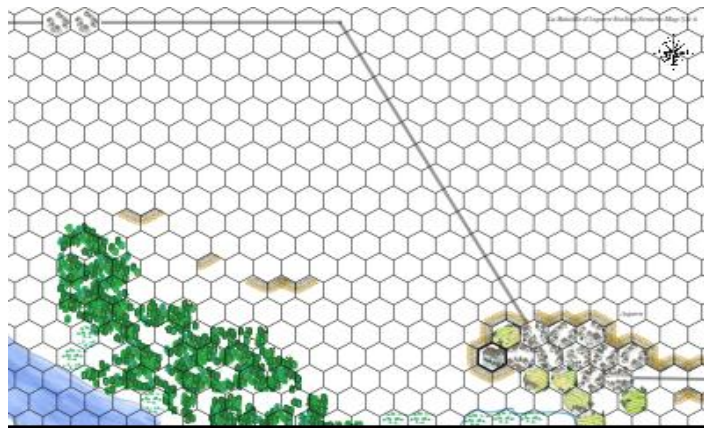
Austrian Substantial - hold six hexes of Aspern and Church

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 West



A overview of the scenario Boundaries. See disc. For PDF in 11"X17"
 Print map on any computer with this size paper or use the Maps in
 the game package