

Scenario Eight - Rapp Resolute!

Starting Positions and Order of Appearance

May 22, 1809

Start 11:00 - End 17:00

After two days of intense battle, Napoleon recognizes that the French will be unable to the breakout of their fragile Donau (Danube) bridgehead.

He gives the order to withdraw his battered forces to Lobau Island.

However, in order for his commands to have any chance of success, he realizes Essling must be held long enough for the French forces to withdraw in an orderly fashion. Archduke Charles also sees the importance of holding Essling and both commanders decide to commit elite forces to grab and hold on to this vital village.

At the end, Napoleon asks the ever-reliable Rapp to keep the town

Map Boundary : 11"x17" Map 8

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.

Austrians Enter from the North, the French from South .

Cavalry may not charge the turn they enter the map boundary

If the Austrians take 4 hexes of Essling, they must remain within three hexes of the town.

La Grande Armée de l'Allemagne

Formation Description	Start	Arrive	Note
GdD Boudet	11:00		Within 1 hex of Essling
3e Legere	11:00		minus 5 increments
56e Ligne	11:00		minus 8 increments
93e Ligne	11:00		minus 8 increments
Art. a' Pied 1/7	11:00		
6e Hussar		12:00	South Edge, elevated road
Hess. Lieb Chev. - Legers		12:00	South Edge, elevated road
GdD Mouton		15:00	South Edge
Tirailleur Chasseurs - 1Bat.		15:00	South Edge
Fusilier Chasseurs		15:00	South Edge
GdD Rapp		15:40	South Edge
Fusilier Grenadiers		15:40	South Edge



Kaiserlich-königliche Hauptarmee

Formation Description	Arrive	Notes
FML Riese	11:00	RI
IR44	11:00	Minus 6 increments
IR46	11:00	Minus 4 increments
IR2	11:00	Minus 10 increments
IR33	11:00	Minus 9 increments
2 Brig. Batterien	11:00	
FML d' Aspre	13:00	Mayer Hof (NE Corner)
Scovaud Grenadiers	13:00	
Puteany Grenadiers	13:00	
Oklopsia Grenadiers	13:00	
Kirschenbetter Gren.	13:00	
2 Brigade Batterien	13:00	
FML Lindenau	14:00	Mayer Hof (NE Corner)
Demontant	14:00	

Key

Initial Starting Locations

Historique Entry Times

Victory Conditions

French Victory

Austrian Victory

Draw

Hold five hexes of Essling

Hold three hexes of Essling or capture the Granary

Not a French or Austrian Victory

The French or Austrians hold a hex if they were the last unit to occupy it by the end of the scenario



La Bataille d' Aspern - Essling 1809

