

Scenario One - Missed Opportunities Both Sides Day One (Largely Historic)

Missed Opportunities Both Sides

La Grande Armée de l'Allemagne

Starting Locations and Order of Appearance

May 21, 1809

Start 12:00 - End 22:00

Summary

On May 21, Napoleon had thought his crossing of the swelling Donau would catch the Hapsburgs hibernating, but Karl had hoped Napoleon would start his crossing and then he could attack before the bulk of the French crossed. Both sets of expectations would not reach consummation and the bitter battle of Aspern-Essling would be joined.

The French only had three infantry divisions in and around Aspern and Essling and three cavalry divisions in the broad area between the two towns when the battle began in the afternoon. French reinforcements were scheduled to cross the Donau at Bertrand's Lobau Island boat bridge, but the rising river and the Austrian efforts to destroy Bertrand's boats were interrupting with the flow of troops to support the fragile French position. The French were only able to field under 30,000 men on the battlefield on May 21 facing the more than 90,000 Austrians on the Marchfeld plain.

This scenario allows either the historical Austrian set-up or allows the player to assume that Karl might want to change his initial set-up. However, if the Austrians decide to change their set-up and overall strategic plan, other delays to the cumbersome columns may arise.

The Austrian efforts to take both towns fell short on May 21 despite desperate efforts. The cavalry battles in the center area were just as dramatic, and as the sun set, the battles finally quieted down only restrained by the reduced visibility. The French continued to cross Bertrand's boat bridge into the night and into the next morning and the battle would continue into the next day.

Formation Description	Start	Arrive	Notes
Massena, Legrande w/ 3e Inf. Division	12:00		Within two hexes of Aspern
Lannes, Boudet w/ 2e Inf. Division	12:00		Within two hexes of Essling
Molitor w/ 1ere Inf. Division	12:00		8 hexes South of Aspern
Bessieres	12:00		Ziegelwerke
D'Espagne w/ 3e Grosse Cav. Division	12:00		6 hexes South of elev. road 2 hexes north of elev. Road and within 3 hexes of Aspern
Marulaz w/ Cav. of the IV Corps d' Armee	12:00		4 hexes South of Essling
Lasalle w/ 1ere Lt. Cav. Division	12:00		Within two hexes of Ziegelwerke
Napoleon w/staff, Mamelucs & Gend.	12:00		With any IV Corps Formation
IV Corps Artillery	12:00		
St. Sulpice w/ 2e Grosse Cav. Division		14:20	Cross Bridge

La Bataille d' Aspern-Essling 1809

St. Cyr w/ 4e Inf. Division	16:20	Cross Bridge
Nansouty w/ 1ere et 12e Cuirassier Regs.	17:20	Cross Bridge
2e et 9e Cuirassier Regs.	17:40	Cross Bridge
Curial w/Tirailleur Chasseurs et Gren.	18:20	Cross Bridge
Fusilier Chasseurs Reg.	19:00	Cross Bridge
Fusilier Grenadiers Reg.	19:20	Cross Bridge
Dorsenne w/ Chass. et Gren. a' Pied Regs.	20:20	Cross Bridge

Key

Initial Starting Locations

Historique Entry Times

Dusk starts at 21:00

Leaders include their associated staffs

French cross the bridge from Lobau to Muehlauin in road march.

All French units must remain within four hexes of their starting location until 13:00 or if attacked (Feu/Melee). The attacked unit would release its division to move freely

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Bertrand Pont Tableau

Due to the construction of the bridges and the Austrian attacks on them, reinforcements were delayed.

Roll for each formation (group) listed, the turn *before the* historic entry time, to see if Bertrand repairs the damage and the formation arrives on time or is delayed

1	Arrive this turn
2,3	Arrive next turn
4	Arrive in two turns
5	Arrive 50% next turn and 50% the turn after
6*	Bridge broken - roll again next turn

After 17:20 add one to the die roll

*If a 6 is rolled, the bridge is broken and there may be casualties to units attempting to cross that turn

1,2	No Losses
3,4	1 increment mort*
5,6	2 increments mort*

*Roll for one regiment (cav.) or one battalion (Inf.) per turn. Austrian chooses the unit.



Victory Conditions Scenario One and One A

French Decisive – Hold 11, 10 or 9 hexes of Aspern and 13, 12 or 11 hexes of Essling

French Substantial – Hold 9 or 8 hexes of Aspern and 10 or 9 hexes of Essling

French Marginal - Hold 7 or 6 hexes of Aspern and 8 or 7 hexes of Essling

Austrian Marginal – Hold 6 or 7 hexes of Aspern and 8 or 9 hexes of Essling

Austrian Substantial- Hold 8 or 9 hexes of Aspern and 10 or 11 Essling

Austrian Decisive – Hold all of 11 or 12 Aspern and 12 or 13Essling,
or get 50 factors within 6 hexes of the bridge to Lobau

Any other result is a draw

Aspern has 11 town hexes with the Church

Essling has 13 town hexes with the Granary

Map layout	1	2
	3	4