

Scenario Nine - Morning Attack on Essling (Day Two)

Starting Positions and Order of Appearance

May 22, 1809

Start 6:00 - End 9:00

Summary

The Austrians, realizing the importance of seizing Essling, decide to attempt an early morning rush to seize the town. Field Marshals Riese and Rohan, with three fresh regiments and four artillery batteries assault Boudet's slightly weakened division in the town.

Later in the morning, another Austrian regiment joins the attack

Supporting the two French infantry regiments and guns in the town, is Lasalle's already damaged light cavalry division just outside Essling.

The battle is over before 9 am.

Map Boundary : 11"x17" Map 9

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

French re-enter from the West

Cavalry may not charge the turn they enter the map boundary

Austrians PGD to the East

If the Austrians take all hexes of Aspern, the scenario is over.

La Grande Armée de l'Allemagne

Formation Description	Start	Arrive	Note
GdD Boudet	6:00		Essling
56e Ligne Regiment	6:00		Essling, minus 2 increments
3e Legere Regiment	6:00		Essling, minus 3 increments
Art. a' Pied 1/7	6:00		
GdD Lasalle Lt. Cav. Div. w/Art. a'C	6:00		Lasalle. minus 6 increments



Kaiserlich-königliche Hauptarmee

Formation Description	Start	Arrive	Notes
FML Riese w/IR3	6:00		IR3 Gros Enzersdorf Within 2 hexes of RO Within 2 hexes of RO Gros Enzersdorf
IR2 and IR33	6:00		
FML Rohan with Adv. Gd.	6:00		
Kav. Batterie	6:00		
1/2 & 1/3 Brigade Batteries	6:00		
IR 44		7:00	Gros Enzersdorf

Key

Initial Starting Locations

Historique Entry Times

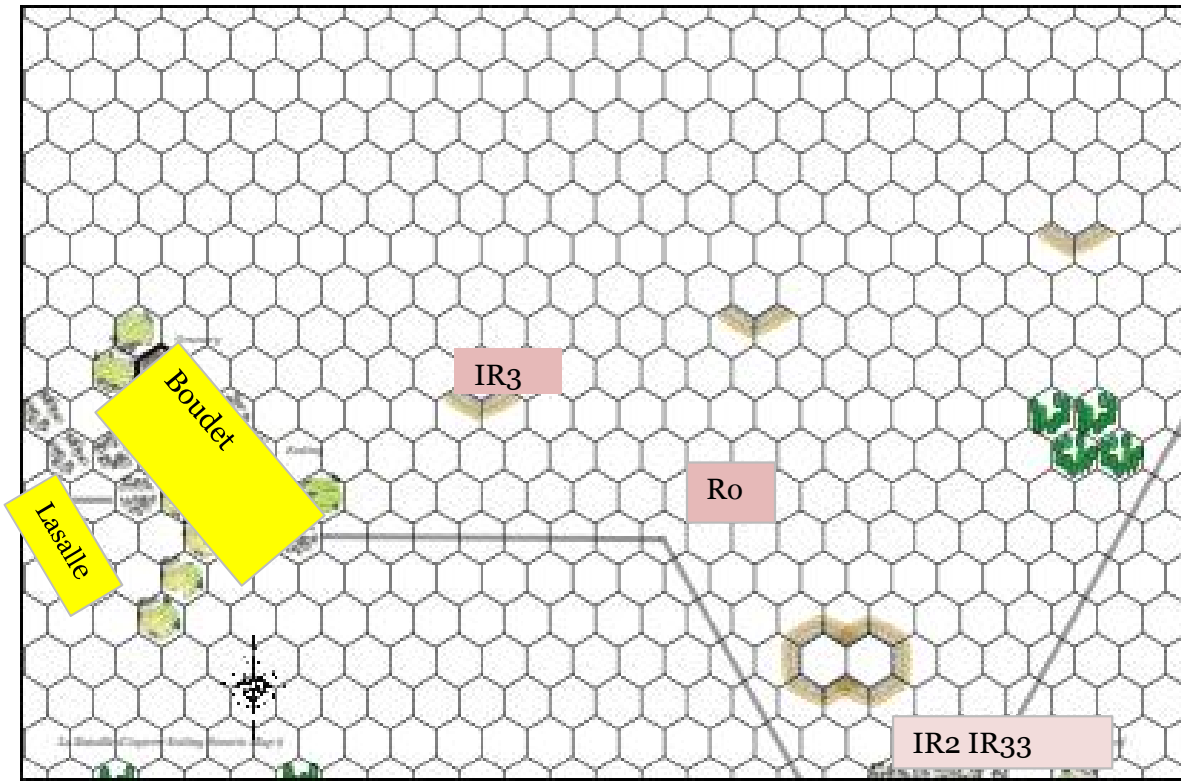
Victory Conditions

French Decisive -hold all hexes of Essling

Draw - Any other results but decisive

Austrian Decisive -hold all of Essling

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



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