

## Scenario Three

## Marshal Bernadotte Storms Wagram

### Starting Locations and Order of Appearance

July 5, 1809

This is a very good introductory game



**Start 18:00 - End 22:40**

Maps 3, 4

Boundary See Scenario Map

### Summary

Having left detachments to guard his rear area and bridges

Md'E Bernadotte urges Dupas forward into hand to hand melee with the Austrians.

The Saxons are positioned to hold Aderklaa, a position the Austrians are also planning to attack.

The Saxons are not as durable as the French and may be prone to running to the rear.

Please consult the dusk and evening rules

Formation Description	Start	Arrive	Notes
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### *La Grande Armée de l'Allemagne*

Dupas avec 4e Division	18:00		See graphic for set-up positions
v. Polenz mit 2. Division	18:00		See graphic for set-up positions
Md'E Bernadotte, staff and 4 batteries of Saxon Art.	18:00		See graphic for set-up positions
12 co. Artillerie a' Pied			See graphic for set-up positions
Reille w/ Gd. Art. a' C		19:00	Enters along the French Boundary

### *Kaiserlich-königliche Hauptarmee*

Hohenzollern, Stabschef, mit 10. Stipzicz Huss.	18:00		See graphic for set-up positions
Graf Bellegrade, Stabschef mit Primatial Insurrection Hussars		20:00	See graphic for set-up positions
Wacquant mit Infanterie Division	18:00		See graphic for set-up positions
v. Brady mit Infantry Division	18:00		See graphic for set-up positions

57, 47, 25 infanterie are not used

2 schwer batteries are not used

Key

Initial Starting Locations

Entry Times

## Victory Levels

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French Decisive - Hold all hexes of Wagram and Aderklaa by the end of the game

French Substantial - Hold any 5 hexes of Wagram and all hexes of Aderklaa by the end of the game

Austrian Substantial - Hold 4 hexes of Wagram and Aderklaa by the end of the game

Austrian Decisive - Hold all hexes of Aderklaa and Wagram by the end

Draw - No other French or Austrian Victory

### **This game can be used as a preamble to the July 6 battle**

1. Maintain the positions held at end of this scenario for the July 6 main battle
2. Calculate the morale level of the Corps involved and start the morning at that level.
3. Determine what losses return for the July 6 battle:
  - Roll 1 dice for each battalion or cav. reg. -
  - French even 1 increment returns, odd 2 increments return
  - Saxon- (1,2) two increments return, (3,4,5) one increment, (6) nothing
  - Austrians (1,2) two increments return, (3,4) one increment, (5,6) nothing

### **Abenddämmerung zum Nacht (Dusk)**

On July 5, 1809 the sun set at 22:12 Wien Time

Starting with the **22:00** turn

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 range for forming square is three hexes

### **PGD (Routing)Units**

1. 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.
2. The French PGD southwest and the Austrians PGD northeast
3. If units PGD and rout off of the playing are, and remain for one hour they are considered eliminated for this scenario



