

Scenario Seven *Historical Battle w/ DTTB Map*

Starting Locations and Order of Appearance

July 6, 1809

Start 7:00 - End 16:00

Maps 1, 2, 3, 4, 5, 6
DTTB



Summary

This is the historical battle on a manageable scale.

Use the 6 *D-W Maps* and the *DTTB* 11"X17"

The *DTTB* is on a different scale and thus moves are twice hourly and units are represented by divisions and some Austrian Cav. Brigades. Please consult the *Drive to the Bridges 1809* document for detail.

The Austrian may choose one of two strategies

1. Freiherr v. Wimpffen (FW) -concentration of their forces on the Russbach through to Süssenbrunn

or

2. Erzherzog Karl (EK) - the actual attack with Kleanu making an end run to the Lobau bridges

In addition to the complexity of this decision, there is the possible arrival of Erzherzog Johann!

All of this should keep the French guessing about Austrian intentions

The Austrian does not declare what strategy is being used. It is written down for future reference.

The reveal this at the beginning of the last hour of the game.

1. Strategy Freiherr v. Wimpffen - Kleanu starts in the area designated on the NW map

Roll to activate each division

1,2	Enter on time
3,4	20 minutes late
5,6	40 minutes late

The Grenadier Divisions and Schwarzenberg's Cavalry Division may also start the game:

1. Located 10 hexes or greater, north of any Austrian Corps.
2. They may also be off the North edge of the map. They could enter with one hour's notice to the French.

2. Strategy Erzherzog Karl - The forces of Kleanu enter historically;

Kleanu enters on the road to Hirschstadten - *DTTB Map* .

General Note

Start the game with the *DTTB* map and instructions.

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

Napoleon, Staff	7:00	Rassdorf See SC scenario map
Curial avec 1ere Guard Inf.	7:00	Rassdorf See SC scenario map
Dorsenne avec 2e Guard Inf.	7:00	Rassdorf See SC scenario map
Walther avec Guard Cav, Div.	7:00	Rassdorf See SC scenario map
Lauriston avec (Gd. Art.)	7:00	Rassdorf See SC scenario map
II Oudinot, Staff et Corps Artillery	7:00	See II Corps area SC and SW scenario maps - dotted green boundaries
Tharreau avec Division	7:00	See II Corps area SC and SW scenario maps - dotted green boundaries
Frere avec Division	7:00	See II Corps area SC and SW scenario maps - dotted green boundaries
Grandjean avec Division	7:00	See II Corps area SC and SW scenario maps - dotted green boundaries
Portuguese Legion	7:00	See II Corps area SC and SW scenario maps - dotted green boundaries
Colbert Cav. Div.	7:00	See II Corps area SC and SW scenario maps - dotted green boundaries
		Oudinot choses two battalons to garrison Lobau
		Glinzendorf
III Davout, Staff et Corps Artillery	7:00	Division set-up on the SE scenario map
Friant avec Division	7:00	Division set-up on the SE scenario map
Morand avec Division	7:00	Division set-up on the SE scenario map
Puthod avec Division	7:00	Division set-up on the SE scenario map
Gudin avec Division	7:00	Division set-up on the SE scenario map
Grouchy Cav. Div.	7:00	Division set-up on the SE scenario map
Montbrun Cav. Div.,	7:00	Division set-up on the SE scenario map
		Davout choses one battalons to garrison Lobau
IV Massena, Staff et Corps Artillery	7:00	Location shown on the SC scenario Map
Legrand avec Division	7:00	See DTTB Map
St.Cyr avec Division	7:00	Division set-up on the SC scenario map
Molitor avec Division	7:00	Division set-up on the SW scenario map
Boudet avec Division	7:00	See DTTB Map
Marulaz Cav. Div.	7:00	See DTTB Map
Lasalle avec Division	7:00	See DTTB Map
		Massena choses one battalons to garrison Lobau

Formation Description	Start	Arrive	Notes
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IX Bernadotte, Staff et Corps Artillery, Polenz mit Division, Dupas avec Division, Zeschwitz	7:00	Location shown on SC - AI units morale level one
Feilitzsch Cav. Div.	7:00	Within three hexes of Neues Wirtshaus
Army of Italy, Prince Eugene, Staff	7:00	Location shown on SC and SE scenario maps - within area
Macdonald, Staff et Corps Artillery	7:00	Location shown on SC and SE scenario maps - within area
Lamarque avec Division	7:00	Division set-up on SC and SE scenario maps - within area
Broussier avec Division	7:00	Division set-up on SC and SE scenario maps - within area
Grenier, Staff et Corps Artillery	7:00	Location shown on SC and SE scenario maps - within area
Seras avec Division	7:00	Division set-up on SC and SE scenario maps - within area
Durutte avec Division	7:00	Division set-up on SC and SE scenario maps - within area
Pachod avec Division	7:00	Division set-up on SC and SE scenario maps - within area
Sahuc Cav. Div. (was KIA 7/5)	7:00	Divisions set-up on SC and SE scenario maps - within area
de Wrede Bav. Div.	7:00	Within two hexes of Gross Enzersdorf
Bessieres , Staff	7:00	Location shown on SC scenario map
Nansouty Cav. Div.	7:00	Divisions set-up on the SC scenario map
St. Sulpice Cav. Div.	7:00	Divisions set-up on the SC scenario map
Arrighi Cav. Division	7:00	Divisions set-up on the SE scenario map
A de D Marmont, Staff et Corps Artillery, Claparede avec Division, Clauzel avec Division	7:00	Divisions set-up on the SC scenario map within area

Note

The Saxons start on level one but this does not count for the victory condition unless still at a morale level at the end of the game - 4 battalions are PGD.

Formation Description	Start	Arrive	Notes
<i>Kaiserlich-königliche Hauptarmee</i>			

Karl, Staff			Any Austrian Units
Nordmann m/ AG	7:00		Location shown on NE scenario map
1. Bellegrade, Staff und Korps Artillerie	7:00		Location shown on NC scenario map
Wacquant mit Division	7:00		Division set-up on the NC scenario map
Frensel mit Division	7:00		Division set-up on the NC scenario map
2. Hohenzollern, Staff und Korps Artillerie	7:00		Location shown on NC scenario map
Brady mit Division	7:00		Division set-up on the NC scenario map
Ulm mit Division	7:00		Division set-up on the NC scenario map
Siegenthal mit Division	7:00		Baumersdorf
Cav. And Schwer Batterien			With Hohenzollern
3. Kollowrath, Staff und Korps Artillerie	7:00		Location shown on SW scenario map
St. Julian mit Division	7:00		Division set-up on the SW scenario map
Vukassovich mit Division	7:00		Division set-up on the SW scenario map
4. Rosenberg, Staff und Korps Artillerie	7:00		Location shown on NE scenario map
Radeztky mit Division	7:00		Division set-up on the NE scenario map
Hohenlohe mit Division	7:00		Division set-up on the NE, SE scenario map
Rohan mit Division	7:00		Division set-up on the NE, SE scenario map
Cav. Units shown at specific location	7:00		NE scenario map
6. Klenau, Staff und Korps Artillerie	7:00		Hirsch. DDTB Map
Vincent mit Division	7:00		Approaching Aspern DTTB Map
Hohenfeld mit Division		8:00	Road to Hirschstadten DTTB Map
Kottulinsky mit Division	7:00		Hirsch. / DDTB Map
Cav. Regiments			DTTB Map
Reserve Liechtenstein	7:00		Location shown on NW scenario map
Aspre mit Grenadiers	7:00		Division set-up on the NW scenario map
Prochaska mit Grenadiers		9:00	May follow Klenau at 9:00 or start 10 hexes north from the Korps position on any front - which strategy?
Hesse-Homburg mit Cav. Division	7:00		Division set-up on the NW scenario map
Schwarzenberg mit Cav. Division	7:00		Division set-up on the NW scenario map

Formation Description	Start	Arrive	Notes
Nositz mit Cav. Division	7:00		NE scenario map
Erzherzog Johann, Staff und Reserve Artillerie		10:00	See Archduke John's Arrival

Frimont mit Division
 Jellacic mit Division
 Colloredo mit Division
 Reserve

10:00 See Archduke John's Arrival
 10:00 See Archduke John's Arrival
 10:00 See Archduke John's Arrival
 10:00 See Archduke John's Arrival

Key

Initial Starting Locations
 Entry Times

Victory Levels

Austrian Defense Locations

From the list of towns and villages: Markgrafneusiedl, Wagram, Breitenlee, Baumersdorf, Gerasdorf and Leopoldau, the Austrians choose four as the victory locations before the first turn.

French Decisive

Capture and hold at the end of the game four of the Austrian village / towns selected by the Austrians.. Put two Austrian Korps on Level Two at any time

French Substantial

Capture and hold at the end of the game four of the Austrian village / towns. Put one Austrian Korps on Level One and one on Level Two at the end of the game

French Marginal

Capture and hold at the end of the game three of the Austrian victory village / towns. Put one Austrian Korps on Level One at the end of the game

Draw

None of the other victory conditions are met.

Austrian Marginal

Hold at the end of the game, one of the Austrian victory village / towns. Put two French Corps on Morale Level one at any time

Austrian Substantial

Hold at the end of the game, any two of the Austrian victory villages / towns. Put three French Corps on Morale Level one at the any time

Austrian Decisive

1. Kill or Capture Napoleon. 2. Hold all three of the Austrian victory villages/towns at the end of the game: . Put three French Corps on Morale Level one at the same time



