

La Bataille Deutsch-Wagram 1809 - Special Rules

TERRAIN EFFECTS

MOVEMENT

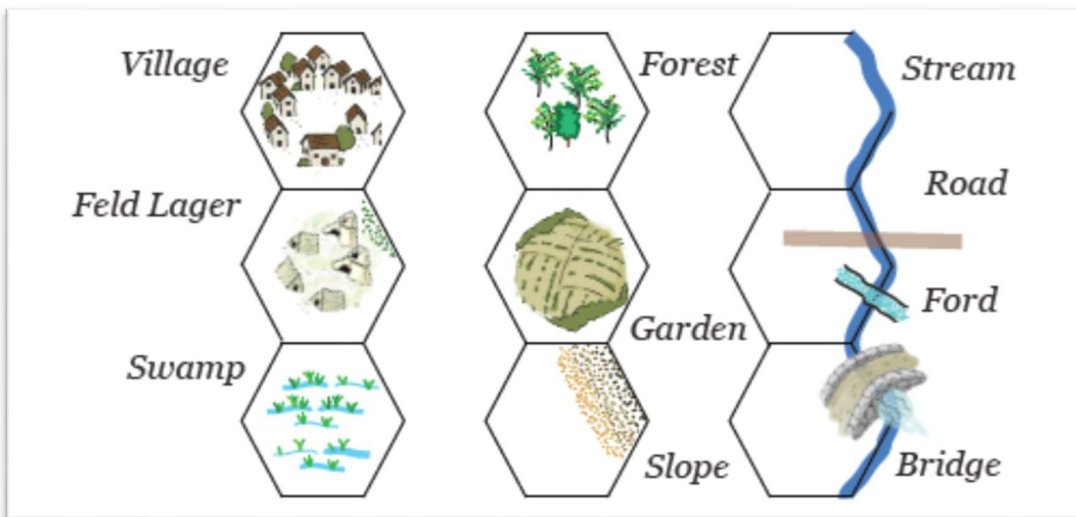
Clear	1
Hamlet /Village / Town*	3
Grainary / Church*	4
Swamp**/**	4 Inf / Artillery and Cav. Prohibited
Woods*	3 Inf / 4 Cav / Artillery Prohibited
Garden*	2 Inf / 2 Cav / 4 Art
Slope (Up or Down)	Inf +1/ Cav +2/ Art +3
Road	1/2 when in road march formation
Bridge	+2 to cross
Russbach Stream	Inf +4 / Cav +7 / Art Prohibited
Streams	Inf +2 / Cav +5 / Art +4
River (Danube)	Prohibited
Ford	Inf +3 / Cav +4 / Artillery +3
Feldlager	Inf. +3/ Cav. Prohibited / Art one hex per turn

*Infantry / Cavalry forms general order in this terrain. Units with a Skirmish Ability may Skirmish in these hexes if they so elect.

** Only Infantry in Skirmish Order may enter a Swamp Hex Type

***The Austrian Jägers / Grenz /Skirm. may always move one hex east or north, across the Russbach into any terrain (including swap) even though this would exceed their movement.

Road March through a Hamlet, Village or Town is 2 movement points per hex



Note: The Russbach stream is outlined with black lines

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STACKING

Clear	1 Infantry Regiment or 18 Infantry Increments or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Hamlet /Village / Town	1 Infantry Battalion or 6 increments of Infantry 4 Artillery Increments or 1 Infantry Battalion & 1 Battery 1 Lt Cav. Regiment
Feldlager (See Special Rules)	Infantry Battalion or 6 increments of Infantry 4 Artillery Increments or 1 Infantry Battalion & 1 Battery
Aspern Church & Cemetery Essling Granary	1 Infantry Battalion or 6 increments of Infantry Artillery and Cavalry may not enter
Swamp	1 Skirmish Infantry Battalion
Woods	1 Infantry Battalion or 1 Cavalry Regiment Artillery may not enter
Road	4 Increments in Road March

In Clear terrain no more than 3 Infantry Battalions may be stacked together regardless of total
In Clear terrain no more than 3 Cavalry Regiments may be stacked together regardless of total
(This means you may stack 3 x 6 increment Cavalry Regiments in a clear hex but not 4 x 4
increment Regiments.)



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INFANTRY UNIT FIRE VALUES

French

	Ligne	Légère	4e Batt Légère	4e Batt Ligne
Column	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 3	X 3
<i>Carre</i>	X 3	X 3	X 3	X 3
General Order	Printed	Printed	Printed	Printed
Skirmish		X 3	X3	

	Jeune Garde T G/C	Fusilier G/C	Vieille Garde G/C
Column	Printed	Printed	Printed
Line	X 3	X 4	X 5
<i>Carre</i>	X 3	X 4	X 5
General Order	Printed	Printed	Printed
Skirmish	X 3	X 3	X 5

French Allies

	Saxons			
	Italine	Hessian	Baden	Bavarians
Column	Printed	Printed	Printed	Printed
Line	X 3	X 2	X 2	X 3
<i>Carre</i>	X 3	X 2	X 3	X 3
General Order	Printed	Printed	Printed	Printed
Skirmish	X3	X2	X2	X2

All Disordered formations fire at half strength

Austrian

	Karl's Legion					
	Linie	Grenz	Jäger	Grenadier	Friewilliger	Landwehr
<i>Masse</i>	Printed			Printed	Printed	
Column	Printed	Printed	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 4	X 4		
<i>Carre</i>	X 3	X 3	X 4	X 4	X 2	
General Order**	Printed	Printed	Printed	Printed	Printed	Printed
Skirmish		X3	X4*		X2	X2

*Austrian Jäger are rifle armed and fire X4 adjacent, X3 at 2 hexes, and X2 at 3 hex range

**Austrian Infantry in General Order in Towns/Villages/Hamlets fires at 150% of printed
Disordered formations fire at half strength

Note : Jägers were mistakenly labeled with a range of two

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TERRAIN FIRE DEFENCE VALUES

	Column	Line	Carre	General	Skirmish	Disorder/Rout	Artillery
Clear		9	4		12	14	6/8*
French	6						
Austrian	6						
Austrian Masse	5						
Swamp					12	14	
Woods				10	12	16	
Garten				10	12	16	6/8*
Hamlet				10	12	16	6/8*
Village				10	14	16	7/9*
Town				12	14	16	8/10*
Granary / Church				16	18	18	
Redoubt				10			10/12*
Feldlager				8	12	9	7/9*

- *Artillery Fire Defenses are Limbered / Unlimbered
- If a hex has infantry and artillery present, the Fire Defense is 2 less than for infantry alone unless the infantry formation is in *Carre*
- Formations fired upon thru the flank have a fire defense of 6
- Formations fired upon thru a rear are normal
- Formations add 1 to the Fire Attack die roll for every increment in a target hex, over 9.
- Formations in Road March have a fire defense of 4.

FIRE ATTACK MORALE CHECKS

French

Ligne Infanterie will check with every even numbered increment loss
 Légère Infanterie will check with every even numbered increment loss
 4e Battalions will check with every even increment loss
 Jeune Guard will check with every even numbered increment loss
 Fusilier Guard will check with every even numbered increment loss
 Vieille Guard will check with every even numbered increment loss
 Cavalerie Formations will check with every increment loss
 Artillerie Formations will check with every increment loss

French Allied

Italine Infanterie will check with every even numbered increment loss
 Hessian / Baden Infanterie will check with every odd numbered increment loss
 Bavarian Infanterie will check with every odd numbered increment loss
 Saxon Infanterie will check with every odd numbered increment loss
 Cavalerie Formations will check with every increment loss
 Artillerie Formations will check with every increment loss

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Austrian

- Linie Infanterie formations will check with every odd numbered increment loss
- Hungarian infantry formations will check with every even numbered increment loss
- Grenz and Jäger formations will check with every even numbered increment loss
- Kavallerie formations will check with every increment loss
- Artillerie formations will check with every increment loss
- Austrian / Hungarian Grenadier formations check every even numbered increment loss
- Freikorps, Freiwilliger, KL, Landwehr Formations will check with every increment loss

CARRE REALIZATION TABLE

French

	CARRE	DISORDER	ROUT
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When forming from Column

4 Movement Points	11-66		
3 Movement Points	11-63	64-66	
2 Movement Points	11-36	41-61	62-66
1 Movement Point	11-24	25-51	52-66

When forming from Line

4 Movement Points	11-56	61-66	
3 Movement Points	11-42	43-54	55-66
2 Movement Points	11-25	26-52	53-66
1 Movement Point	11-15	16-44	45-66

Italine / Hessian / Baden / Bavarians / Saxons

	CARRE	DISORDER	ROUT
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When forming from Column

4 Movement Points	11-63	64-66	
3 Movement Points	11-56	61-63	64-66
2 Movement Points	11-33	34-56	61-66
1 Movement Point	11-24	25-51	52-66

When forming from Line

4 Movement Points	11-53	54-63	64-66
3 Movement Points	11-36	41-51	52-66
2 Movement Points	11-25	26-52	53-66
1 Movement Point	11-15	16-44	45-66

- Personalities subtract 6 from the die roll if present in the hex
- French 1ere Guard Battalions MINUS 4 from the die roll
- French 2e Div. Guard Battalions MINUS 9 from the die roll
- French 4e Battalions ADD 3 to the die roll
- If Cavalry is Light ADD 3 to the die roll
- If Cavalry is Lance armed ADD 6 to die roll
- If defender is on morale level ADD 3 to the die roll for each level
- Line of sight of cavalry on a *Carre* starts in the next hex when the cavalry leaves the *Carre*

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Austrians	CARRE	DISORDER	ROUT
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When forming from *line*

4 Movement Points	11-62	63-65	66
3 Movement Points	11-44	45-61	62-66
2 Movement Points	11-31	32-54	55-66
1 Movement Point	11-24	25-45	46-66

Personalities subtract 6 from the die roll if present in the hex
 Austrians in *Masse* may not attempt to form *Carre* in the enemy phase
 Grenadiers minus 3 from the die roll
 Freiwilliger and Freikorps, may not form *Carre* during the enemy charge phase
 Landwehr may never form *Carre*
 If Cavalry is Light ADD 3 to the die roll
 If Cavalry is Lance Armed ADD 6 to die roll
 If defender is on morale level ADD 3 to the die roll for each level
 Line of sight of cavalry on a *Carre* starts in the next hex when the cavalerie leaves the *Carre*.

CAVALRY RECALL

FRENCH	2-6 successfully recalls
FRENCH ALLIED	2-6 successfully recalls
AUSTRIAN	2-6 successfully recalls

Personalities who have a cavalry modifier and are commanders of the unit, add 1 to the die roll

CAVALRY CHARGE MORALE MODIFIERS

Condition	Defending Infantry/Artillery
Charged in flank:	minus 12 to die roll
Charged in rear	minus 6 to die roll
In skirmish order	minus 12 to die roll
In Line	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state	unit suffers pursuit loss
In square	plus 6 to die roll
If charged by Lancers	minus 6 to die roll
If charged by Heavy Cavalry	minus 3 to die roll
Charge across a Slope Hexside	plus 3 to the die roll
Charge into town, woods or swamp	not allowed
Charge into a Feldlager	not allowed

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PRE MELEE MORALE CHECK MODIFIERS

Odds	Attacker	Defender
1/2	minus 6	plus 6
1/1	minus 3	plus 3
2/1		
3/1	plus 3	minus 3
4/1	plus 6	minus 6
5/1 & over	plus 9	minus 9

INFANTRY MELEE MORALE MODIFIERS:

Condition	Modification to the Die Roll:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank		Minus 12
Defender is assaulted in rear		Minus 6
Defender is in Skirmish order	No check	Minus 6
Defender is in Line		Minus 3
Defender is in Square		Plus 6
Defender is Disordered		Minus 3
Defender is Routed		Minus 6
Attacker is assaulting up a slope	Minus 2	Plus 2
Attacker is assaulting across a stream	Minus 6	Plus 6
Attacker is assaulting across the Russbach	Minus 12	Plus 12
Attacker lost an increment due to defensive fire	Minus 3 for each	
Elite Infantry..... Morale of 15 or 16		Minus 6
Morale of 13 or 14		Minus 9
Morale of 11 or 12		Minus 12

MELEE VALUE MODIFIERS Summary:

Condition	Modification to the Melee Value:	
	<u>Attacker</u>	<u>Defender</u>
Assaulted in flank	X 2	
Assaulted in rear	X 1.5	
Disordered (Infantry / Artillery)	X .5	X .5
Road March		X .25
Infantry in Skirmish order		X .5
Infantry Attackers vs. Defender in Carre	X 1.5	
Infantry Routing		X .33
Cavalry Charge 3 hexes straight	X 2	
Heavy Cavalry attacks Light Cavalry (front hexside)	X 2	
Heavy Cavalry in line	X .5	X .5
Cavalry is Tired	X .5	X .5
Cavalry is Exhausted	X .33	X .33
Cavalry Elects to stay Fresh	X .33	X .33
Cavalry Attacker vs. Carre	X .33	

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Cavalry in Skirmish Order	X .5	X .5
Cavalry in General Order	X .33	X .33

ARTILLERY SPECIAL RULES

An Austrian Brigade Battery may limber with a roll of 5 or 6
An Austrian Schwer / Position Battery may limber with a roll of 6
An Austrian Kavallerie Battery may limber with a roll of 4, 5 or 6

A French Batterie á Pied may limber with a roll of 4, 5 or 6.
A French Batterie á Cheval may limber with a roll of 2, 3, 4, 5 or 6.
A French Batterie de la Guard may does not have to roll to limber.
A French Allied Batterie a Pied may limber with a roll of 5 or 6.

All batteries which wish to limber must roll one die to do so. Leaders with an artillery bonus number add one to this roll. French Marechals, Grunne and Perl add two to the limber roll. Leaders of special ability add three.

Artillery Leaders of Special Ability; Napoleon, Sorbier, Duroc, Lauriston, Lariboisiere.

Special Terrain Types

Towns

The following hexes are designated as towns: Aspern, Essling and Stadt Gross Enzersdorf, and Deutsch-Wagram.

All other hexes which contain buildings are considered Villages.

Any single hex by itself is considered a Hamlet.

The church in Aspern and the Grainary in Essling are special terrain feature should you use the Aspern-Essling 1809 map.

Austrians in Towns and Villages

The Austrian Army was effective at digging into and fortifying strong points
Austrian or Hungarian linie infanterie (not *Gren. Grenz* or *Jägers*)

- Austrian or Hungarian, line infantry plus two to the dice roll for any morale check.
- Austrian or Hungarian, line infantry printed fire values are multiplied by 1.5 during defensive fire when in towns and villages but not *Feldlagers*.
- Austrian Freiwilliger, Landwehr and KL add two to their printed morale value when in a town. They are much easier to control in the open rather than dispersed in a town. No change for village or hamlet.

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Bridges & Fords

Cavalry may not charge across a bridge. Bridges and fords are ignored for the purposes of melee, i.e. treat them as if they did not exist.

Swamps

Only infantry formations in Tirailleur (skirmish) order may enter swamp hexes. Units may not melee out of the swamp. Melee values attacking into or defending in the swamp are x .25 of printed.

Slopes

For this engagement, slope hexsides do not block line of sight. The elevation changes are very slight in this area.



Russbach Feldlager

There were almost six weeks between the battles of Aspern-Essling and Wagram. The Archduke Charles, victor of Aspern-Essling, was keeping a close eye on the French army on Lobau Island, as he waited out Napoleon for his next encounter. Charles had placed his large Austrian army in a circle on the vast Marchfeld plain surrounding the French fortifications on Lobau. There, the Austrians sat for many weeks before the next battle. The large Austrian battalions settled down into semi-formal camps. There, the days and nights passed on in the bivouacs, which were starting to take on the permanent air of settlements.

These encampments would take on some semblance of defensive positions on the otherwise open Marchfeld during the Battle of Wagram, which, for the Austrians, was otherwise largely barren of natural or man-made defenses.

These encampments are symbolized on the maps with their special hex markings. Here is how the *Feldlager* hexes are considered for play in Wagram:

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- Any infantry formation in a *Feldlager* is considered to be in *general order or skirmish*.
- Cavalry is not permitted in a *Feldlager* nor is cavalry permitted to attack into a *Feldlager*.
- Artillery is either limbered or unlimbered
- Austrian Infanterie (battalions), Karl's Legion and skirmishers are plus two to the dice roll for any morale check while in the *Feldlager*.
- Austrian infantry firing out of a *Feldlager* do so at one point per increment. Austrian battalions may be in one or two hexes of the *Feldlager*.
- Austrian battalions may be accompanied by one artillery battery which may be placed in one or two hexes to reflect the Austrian infantry composition in the *Feldlager*.
- The Austrians do not have to perform a pre-melee defensive morale check if in the *Feldlager*
- The French receive no additional morale, defense or offensive advantage for being in the *Feldlager*.
- *Feldlagers* block line-of-sight
- *Feldlagers* have front and rear hexsides. When attacked by fire or melee through the rear hexside, treat the *Feldlager* as clear terrain. The *Feldlagers* are two hexes and the rear has dotted lines.

Russbach Stream (defined by a black outline with the blue stream)

While not wide, the steep banks of this stream prohibit artillery crossing except at fords and bridges.

Infantry forced to retreat across the stream is disordered and may incur additional increment losses. The losses depend on the attacker's die roll.

- For each retreated infantry battalion (not in skirmish order):
 - if the attacker's roll is even – one additional loss.
 - if the attacker's die roll is odd – two additional losses.

Cavalry retreated by combat across the Russbach is routed.

Fords and bridges across the Russbach only facilitate movement. For any combat or retreat, proceed as if the ford or bridge did not exist.

- Consult the *INFANTRY MELEE MORALE MODIFIERS* table for effects on combat.

