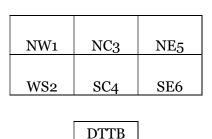# „Drive to the Bridges 1809"©

During the Battle of Wagram, the Austrian 6. Korps attacked and drove deep into the rear of the French Army, almost capturing the vital bridges to Lobau Island. Before reaching this strategic objective, the Austrians were slowed by Marshal Masssena and driven back by the guns of Lobau Island. This action by Klenau represents the Austrian's major offensive action and could have been a turning point. Therefore, this part of the battle is too important to exclude or trivialize. Any divisions the French commit to stop Klenau would not be available for the larger battle on the *DW* map .

The *LB de Deutsch-Wagram 1809* (*DW*) map is extensive, six full size maps. If the complete area is included for Klenau's attack, that would add an additional four maps. (maps already included in *La Bataille'd Aspern –Essling 1809*). Pouvez-vous atteindre l'autre côté ?

The Marshal Enterprises Household have decided on three options:
1. An alternative (*DTTB*) map is included in *Deutsch-Wagram* that allows both sides to move, combat and connect to the main battle map for Klenau's attack at the area south of Esslinger Hof. The game mechanics of *La Bataille Premier* have been revised to fit this scale. (Scenario Seven)

Austria

NW1	NC3	NE5
WS2	SC4	SE6

DTTB

France

2. If you already own the *A-E* game, *Deutsch-Wagram* will link to it although the space required is extensive (Scenario Eight)

Austria

NW1	NC3	NE5
SW2	SC4	SE6
AE 7	AE 9	
AE 8	AE 10	

3. A stand alone variant (Scenario Nine)

DTTB

This is a good short game that could form an introduction to the battle along the Donau.

All Scenarios
Start 7 :00   End 16 :00

Each turn represents one hour of time. The French move first and then the Austrians. There is an interface to the *DW* maps.

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1. Bataille de zone dans *DTTB* Map (Scenario Seven)

The Playing Pieces

Both cavalry and infantry generic division, and cavalry brigade counters are provided without specific markings.

A *DTTB Organizational Muster* is provided to identify what each division and brigade represents. Divisions may not be divided when moving to or on the *DTTB* map.

Place the actual troops and leader representing this formation. When a divisonal counter is used, it represents the whole of a leader's command. The divisional leader may not leave his command unless incapacitated on the battle field.

Due to the large Austrian cav. regiments within an infantry division, these will be considered as separate brigades. (Schwarenberg Uhlans-Kolowrath, Liechtenstein, and Kienmayer Hussaren - Klenau). No leaders are provided. To use this cavalry, the respective Korps and Division commander must be present within the area represented on the DTTB Map.

A divisional leader that is incapcitated must be replaced by a staff officer of that corps (Chief or Aide) or an Imperial aide. The Corps commander could also take over the division, when he moves to that area.

The new commander would be moved into the area of the incapcitated leader. Place the incapacitated leader counter on the *Organizational Muster*. Without an „active" leader, the division can stand still, retreat on its line of comunication and/or defend. It may not more forward in an enemy area or attack.

In order to use more than one division in an area for attack, a corps commander or higher must be present. He may attack with as many divisions as are in his corps, that are present in an area, subject to concentration limitations.

Troop Concentrations in an Area

Each side may only place the equivalent of one corps or three unrelated divisions, stacked in a single area. The combat results will effect all the enemy / friendly units in that area.

One cavalry division or cav. brigade does not count for stacking in an area. The Gd Art. Counts as one division.

Taking over command of a corps (France)

An incapacitated Corps commander may be only be replaced by Reille or Mouton from the Imperial Staff. These leaders would have to move into the area. They may bring other troops with them. They would „appear" at Esslinger Hof.

Unless the corps leader is incapacitated, Reille or Mouton could not take over command of a Corps (use of a stack of units in an area)

Taking over command of a korps (Austria)

Austrian Staff (ADC or Staff) from that korps may be sent to an area to replace a divisional leader that has been incapacitated.

Archduke Charles is the only Austrian leader that may assume command of a korps of multiple /different divisions in an area (Use of all the units in an area for attack).
Should Archduke Charles move to the *DTTB* then he would not be available in other areas. This is important in Scenarios Seven and Eight

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Game Map and Tables

The *Drive to the Bridges* 1809 11'x17' (*DTTB*) map is provided in the game package.

The, *Organization Muster* for both sides are provided at the cloud site. Representative counters are provided in the counter mix.

Lobau Island has an intrinsic defense value of 5 at the bridge. This represents the guns and battalions stationed there. If the Austrians capture the bridge (no French in this area) the Austrians have entered Lobau Island, a major blow to the French.

The *DTTB* map contains village / town areas and various types of road areas.
- Village / Town area count for one hour of movement
- Red (primary) Roads take one (eine Stunde) or two hours (zwei Stunden) as labeled,
- Blue Dotted (secondary) roads represent jounery overland. A roll of two through six with a six sided die allows the units to progress like a primary road. A roll of one means the units were not able to progress. With Corps/ Korps leader in the stack, no roll for movement is necessary.
- Two hour roads have a dotted dividing line designated progress by the hour
- Roads or villages / towns containing enemy units must be contested before moving to the next area. The moving player would progress units into the same road /village area as the enemy. The moving player may elect to stand or attack once in the same „area" as the enemy. If the moving player elects to stand, the non –moving player could elect to execute an *opportunity attack*. In this case the non-phasing player becomes the attacker for combat.

- There is no movemement allowed in any areas but roads, villages and the Lobau Bridge.

Lobau Bridge

The Lobau bridge has the same rules as a village except is has its own inherent defense which may be added to any friendly troop values. If Austrian unit(s) enter the Lobau Bridge, the inherent defense is permanently eliminated.

Sequence of Play

At the beginning of each hour the *DTTB* is played before any French or Austrian 20 minute turns in the *Deutsch –Wagram* (*DW*) Game. This is due to the fact that troops may be moving from the *DW map* to the *DTTB* map or vice versa.

The French move first. They may move one „area" per hour. This could be into a village, a one hour road or half of a two hour road.

The France may move all, some or none of the voluntary movement (excludes *PGD*). Players may move into unoccupied or occupied areas. They may not move through enemy units. Friendly troops may move into any road area of friendly and enemy troops from an adjacent area. The French could move into a village from several uncontested road areas, for instance.

The French may engage any units in the same area.

Then the Austrians move one area per hour. They may move all, some or none of the voluntary movement (excludes *PGD*). They may move into unoccupied area. They may not move through enemy units. Friendly troops may move into any road area of friendly and enemy troops from an adjacent area The

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Austrians could assault a village from several uncontested road areas

At the conclusion of all combat, any formations (troops) that are *PGD* from the previous hour check their morale. If they do not pass morale they retreat one area (toward their line of communication). See *Morale* - below
After this sequence is completed, the beginning of the hour starts on the *DW* board with the La Bataille sequence of play.

Combat

Combat for both sides is determined by the La Premier Melee Matrix. The results have the following definitions:
AD – Attacker retreat one area and lose three increments
DD – Defender retreat one area and lose three increments
DR – Defender retreat one area, lose 5 increments and is *PGD*
DS – Defender retreat one area, lose 10 increments and is *PGD*
Blank – no result
x/y – triple the casualties listed but no retreat for either attacker or defender
* Do not check morale
There is no provision for *disorder* in *DTTB*

Units that do not have a friendly or unoccupied area to retreat to must attack one of the blocking forces. If the attack does not lead to the retreat of a blocking force, the defender is eliminated(mort)

If a moving player enters an occupied space and does not attack the enemy unit, the non-moving player may execute an opportunity attack in the moving player's combat. Opportunity attacks use the same combat procedure.

Combat Odds are based on the value of the units in an area:
- Wrede's Bav. Div. is worth 2

- Each Saxon Division is worth 2 however since the divisions of Dupas and Polenz start the game (*PGD*) each is worth 1/2. If any of this corps moves to the the DW map, they are considered to be on morale level one.
- Each French and Austrian Division, is worth 3
- Each Aus. Gren. and GD 1 ere Divisions are worth 4
- GD 1ere or 2e. is worth 5
- Each Cav.brigade is worth 1.
- Each Cavalry Division is worth 2
- Aus. Advance Guard is worth 2.
- *PGD* Divisions / Brigades have a value of ½.

Example
Messena's IV Corps has four infantry divisions (4x3 =12) and two cavalry divisions. (2x2 =4). In one area this would be a strength of sixteen.

Combine all the eligable (stacking and leadership consideration) attacking forces in an area and compare this number to the total of the defending units in that area to establish an odds ratio.

The combat is futher modified by the a comparison of the cavalry superiority or French Gd. Artillery .
.
- The side with the most cavalry (based on worth) in a road area has an advantage of 3 to the die roll. Plus three to the attacker or minus three to the defender, depending on who has the superiority. The use of the cavalry advantage is optional.
- No cavalry advantage is calcuated when units are in a village.
- Stacking Lauriston and the GD Art in any attack, adds three to the combat die roll of the French.

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If cavalry or Gd. Art. is used for this modification, at least one step of any loss would come from that a cavalry or Gd. Art.unit. The increments lost by this cavalry or artillery would be subtracted from any regiment(s) or batteries at the owning player's discretion.

Morale

Units may become *PGD* only as a result of combat.

Morale recovery is based largely on the leader's morale value. Any one leader who commands the unit in the area may be used. The owning player has to roll under or equal to their leader's printed morale value. A roll of one will allow any unit to recovery even if the leader has no value or a negative number.

Combat Losses

Losses stay with the formation (Division / Brigade) no matter what map they are located on.

For every 9 increments lost, the division worth is reduced by 1 on the *DTTB* map.

The *DW map* works primarily at the regimental and batallion level. The *DTTB* map operates primarily at the divisional / cav. brigade level.

When operating on the *DTTB* map, any loses should be recorded by placing an increment loss counter on the *Organizational Muster Chart*.

If a division enters the *DW map* from the *DTTB map*, then the increment losses would be removed from the divisions 's battalions, at the owning player's descretion.

Likewise if a division moves from the *DW map* to the *DTTB* map, the division must retain its increment losses, if any.

Map Interface and Movement

The *DTTB* map connects to the *DW* map at towns and roads, specifically at
- Road to Breitenlee
- Road to Rassdorf
- Road to Glinzendorf
- Road to Kagran
- Esslinger Hof (adjacent to the map edge directly south of Neu Wirthaus

When a unit is placed at one of these locations on the *DTTB* map as such a "connection", it would be at the beginning of the hour. At the 40 minute turn of that hour, the units on the *DTTB map* would be eligible to enter the *DW map* at regular movement. The division / leaders /brigade enters anywhere within 2 hexes of that point unless the connection is blocked by enemy units and/or zones of influence.

Divisions / Leaders / Cav. Brigades from the *DW map* may also enter the *DTTB map* at these same locations as detailed above. Those units must have a commanding leader and would be placed at a "connection" at the 40 minute mark.
- Divisions are moved with their leader or replacement leader as an intact force. Divisions moving with less than 2/3 of their total force (increments) up to 1/2 are only worth 1/2 for combat, on the *DTTB* map. Below ½ their combat value is zero.

Then at the next hour they could move onto the *DTTB map*. If that path is blocked by enemy troops onto the *DTTB map*, then the *DTTB map* combat sequence would be used. The units moving from the *DW map* could only enter the *DTTB map* if the "blocking" enemy units were forced to retreat. The troops moving from the *DW map* would then enter the area. Otherwise they may not.

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<u>Involuntary Movement to and from the *DDTB* map</u>

It is possible that French units would rout (*PGD*) off of the *DW* map and onto the *DTTB* map.

- Units should rout in the direction of
  - Maps 1, 2, 4 or 5 - to Rassdorf.
  - Rassdorf to the Bridges to Lobau.
  - Maps 3, 6 to Glinzendorf then to Esslinger Hof.
  - Esslinger Hof to the Bridges of Lobau
  - Neu Wirthaus, then to Gross Enzersdorf
  - Gross Enzersdorf to the Bridges to Lobau
  - Routed (*PGD*) French divisions / brigades on the *DTTB* map would move toward the Bridges to Lobau at one area per hour
  - Once the units reach the Bridge to Lobau they are eliminated from play.

Austrian divisions and brigades could rout (*PGD*) from the *DTTB* map to the *DW* map.

- Units should rout back along their line of communication; the way they entered the *DTTB* map
  - Back to Kagran

Austrian units on the *DW* map rout toward their line of communications. Where possible to the northern edge. Secondarily to the western edge. Units that rout off of the western or northern edge are eliminated.

Movement on the *DTTB* map is by the hour, therefore all morale checks on this map would be hourly, at the end of each hour the PDG units would move, after other movement and combat.

Individual battalions and regiments that rout to the *DTTB* map have no combat value,

whether routed or in good order, until they return to the *DW* map *or are combined with ½ of their division on the DTTB* map. If they are attacked by enemy divisions / brigades, these singular battalions, regiments are eliminated.

Routing battalions / regiments may occupy the same area as other friendly troops with no adverse effects to their morale. This is because of the size of the area.

Units in good order may move through friendly *PGD* units in an area with no adverse effects to morale, stacking or movement.

Once battalions / regiments recover they are allowed to move back to the *DW* map subject to the same movement restrictions. They have no combat value while on the *DTTB* map.

<u>Morale Effects on the French Army</u>

If the following villages / towns are captured for one complete hour, the French Imperial Army's morale is worsened until the village or bridge is retaken (cleared of Austrian Units). The effect is felt at the beginning of the next hour from the time it was held by the Austrians. Thus all French units on the DW map would be affected.

- Aspern plus one to all French unit's morale
- Essling plus three to all French unit's morale
- Gross Enzsedorf plus 6 to all French unit's morale
- If the Austrians capture the Lobau Bridge area, there is plus 12 to all French units morale.
- Capture means your units with no enemy units in the area for a complete turn. If you push someone out in combat they will have one more hour turn to retake the area.

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Drive to the Bridges Scenario Information

French Troop Placement - see DTTB

Boudet's Division – Aspern
Lasalle Division- Secondary road
Marulaz Division - Road between Hirsc. And Breiten. –DTTB
Saxon Corps – Esslinger Hof
Legrand Division – Road to Gros. Enzelsdorf
Wrede Division- Gross Enzersdorf

Austrian Troop Reinforcements
7:00 Klenau and staff, Kottluski and Vincent Divisions, (Kienmayer and Liechtenstein Hussaren count as brigades) (see map)
7:00 Hohenfeld Division enters at road to Kagran
8:00 Prochaszka Grenadier Division enters at road to Kagran

The locations of other divisions are shown on the Scenario 9.

Leader Casualties
Use the La Bataille Premier Rules based on the Melee chart

2. Mit der Aspern-Essling map (Scenario Eight)

This version of the game is played with four maps from the Aspern-Essling and the La Bataille Premier rules and special rules for Deutsch-Wagram.

There are special morale modifiers if the Austrians are able to caputure and hold certain villages and areas. This is because the Austrians would be capturing valuable objectives on the French line of communications.
French Morale Modifiers

- Capture Aspern plus one to all French units' morale
- Capture Essling plus three to all French units' morale
- Capture Gross Enzersdorf plus six to all French units' morale
- If the Austrians are able to enter Lobau Island (exit over the bridge) there is plus twelve to all French units morale.

French Troops
Use the locations as identified in Scenario Eight

Austrian Troops
Use the locations as identified in Scenario Eight

- 7:20 Hohenfeld Division enters on the connecting road from the west between Kagran and Hirsch.
- 8:00 Prochaszka Grenadier Division enters on the connecting road between Kagran and Hirsch.
- If Klenau's forces are forced off the western edge, they may re-enter in two hours, one map above where they went out.
- Units that are *PGD* and forced off the map are eliminated.

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3. Standalone Game variant with only the *DTTB* (Scenario Nine)

If you are playing this game as a standalone then the victory will be based on the Austrians ability to capture and hold villages and to get the French to commit their reserves.

Capture and hold until the end of the game
Apsern – 1 point
Esslinger Hof – 2 points
Essling – 3 points
Gross Enzersdorf – 4 points
Bridges - 10 points

Exact Troop Placement is detailed in Scenario Nine and show on *DTTB* map.

Note: Some of Massena's Corps would be battling at Breitenlee against Kollowrath and not available to help with Klenau.

French Reserves to commit with a penalty (Located at Rassdorf would enter on that road).

Guard Cavalry (3e) Division– Rassdorf
Lauriston with the Gd. Artillery - Rassdorf
Guard Inf. 1ere and 2e Divisions – Rassdorf
St. Sulpice Division– Raasdorf
Napoleon – Rassdorf

Austrian Victory Points if these troops are commited to combat

French 1ere Gd in combat – 3 points
French 2e Gd in combat - 4 points
French 3e Gd in combat -3 points
St. Sulpice in combat – 2 points
Gd. Artillerie in combat – 2 points
Napoleon – 2 points

Note: Commiting the 1ere Guard would result in a French decisive victory (3) becoming a draw (0).

Victory Conditions
French Decisive 0 points
French Substantial 1 or 2 point
French Marginal 3 points
Austrian Marginal 4 – 5 points
Austrian Substantial 6-9 points
Austrian Decisive 9 and above

Ung.Gren.Battl.
Kaufmann
Div? aus den Ung. Linidf Reg?™
A. Alexander, Kaiser von Rußland.
B.Collordo Hieron.
C Esterházy.