Oudinot Attacks Baumersdorf

Starting Locations and Order of Appearance

July 5, 1809

Start 17:20 - End 22:00
Maps 3
Boundary See Scenario Map

Summary
Having received his orders for continuing the advance during the evening of July 5, General of Division Oudinot is checked by the determined defense of the Austrian II Korps. Please consult the evening and night rules.

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<th>Arrive</th>
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<td>La Grande Armée de l'Allemagne</td>
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<td>Frere avec 2e Division</td>
<td>17:20</td>
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<td>8e Co./5e Artillerie à Pied</td>
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<td>17e Co./5e Artillerie à Pied</td>
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<td>4e Co./7e Artillerie à Pied</td>
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<tr>
<td>17e Co./7e Artillerie à Pied</td>
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At least 8 hexes from Baumersdorf - see scenario map

Kaiserlich-königliche Hauptarmee

Hohenzollern
v. Brady mit Division
8. Jager, 2. KL

Erzherzog Karl m/ C-L 4.

19:00

Key
Initial Starting Locations
Entry Times
La Bataille de Deutsch-Wagram 1809

Victory Levels

French Decisive - Hold 4 hexes of Baumersdorf at the end of the 22:00 turn
French Substantial - Hold 2 hexes of Baumersdorf at the end of the 22:00 turn
Austrian Substantial - Hold 4 hexes of Baumersdorf at the end of the 22:00 turn
Austrian Decisive - Hold 2 hexes of Baumersdorf at the end of the 22:00 turn
Draw - No other French or Austrian Victory

If Karl and escort do not exit on time, lower Austrian Victory Level by one.

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
   - Austrians (1,2) two increments return, (3,4) one increment, (5,6) nothing

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 south and the Austrians PGD north
3. If units PGD and rout off of the playing area, and remain for one hour they are considered eliminated for this scenario
Scenario One

v. Brady

8. Jager 2. KL

Baumerdorf

Frere

Artillery