

Scenario One

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

Formation Description	Start	Arrive	Notes
-----------------------	-------	--------	-------

La Grande Armée de l'Allemagne

Frere avec 2e Division	17:20		At least 8 hexes from Baumersdorf - see scenario map
8e Co./5e Artillerie á Pied	17:20		"
17e Co./5e Artillerie á Pied	17:20		"
4e Co./7e Artillerie á Pied	17:20		"
17e Co./7e Artillerie á Pied	17:20		"

Kaiserlich-königliche Hauptarmee

Hohenzollern	17:20		with Brady
v. Brady mit Division	17:20		Defending the Russbach
8. Jager, 2. KL			Baumersdorf
Erzherzog Karl m/ C-L 4.		19:00	

Key

Initial Starting Locations
Entry Times

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

