

Battle of Aspern-Essling

May 21st & 22nd, 1809

Introduction: After capturing Vienna, Napoleon believed the Austrian army to be retreating north. On the 19th and 20th of May Napoleon conducted crossing operations of the Danube. The French advance guard occupied the villages of Aspern and Essling on the evening of the 20th, the darkness and terrain concealing the nearby Austrian army. Facing weak resistance on the 20th, Napoleon decided to bring up the cavalry to begin his pursuit of Charles. At dawn on the 21st, Boudet's division relieved elements of Molitor's division around Essling and Molitor concentrated around Aspern with the cavalry organizing in the middle. At 1:00pm the lead elements of the Austrian army began marching into view. The initial attack began in the west against Aspern. The rest of the day the town exchanged hands several times, and parts of it caught fire. In the middle the Austrian and French cavalry charged and counter charged each other over and over again with the French holding the center. The Austrian attack against Essling took place late in the day due to their long march around the battlefield. All the attacks were broken up attacking the formidable grainery there. During the night the Napoleon managed to bring substantial reinforcements across the river despite the bridge breaking several times. The second day was just a larger version of the previous one's fighting. Both sides lost close to 25,000 men while not a decisive Austrian victory, it was a serious check and the first chink in Napoleon's armor.

Scale: Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

Players: Anywhere between 2-10 players.

Terrain and Weather: The gaming table is 8 feet wide by 6 feet deep, laid out as given. Weather is warm and clear. All streams are fordable, the River Danube is not. Forest, villages and marsh are rough ground for movement. Villages convey a -2/+2 DRM advantage to defenders for fire and melee respectively. The village of Essling has a -3/+3 DRM advantage to defenders for fire and melee respectively. Forest and the embanked road give a -1/+1 DRM advantage to defenders for fire and melee respectively. Cavalry is automatically disordered attacking into forest, villages, or marsh. Road movement may be used on all roads.

Playing Time: The first day begins at the 3:00 pm and ends with the 9:00pm turn, a total of 13 turns. May 22 begins at 5:00 am and ends with the 5:00pm turn, for 25 total turns.

Deployment: Units set up per the accompanying map, the French deploy first. Brigades set up on the table in Line, Supported Line, Masse or Road Column. Leaders may deploy within 12 inches of any unit they command. Artillery deploys as shown on the map. Curial's division must deploy in road column.

Initiative: The Austrian player has the initiative turn one, he may move first or second at his choice. Roll for initiative on subsequent turns, Napoleon if unattached has a +3 DRM for initiative and reserve movement, and Charles has a +1 DRM if unattached. Napoleon, Lannes, Lasalle and Charles are Charismatic leaders. Lannes and Massena can add their leadership benefit to any French units, regardless of Corp designation. Oudinot can add his leadership to any II Corp unit.

Troop Quality: The French are Columnar Infantry, expect the Imperial Guard and Marion's brigade which are considered Impulse. The Austrians are Columnar Infantry. Skirmish capable infantry are so noted.

Reinforcements: As listed on each army's OoB. While the Austrians are listed as *deployment* they may enter in road or march column at the player's discretion.

Special Rules: The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

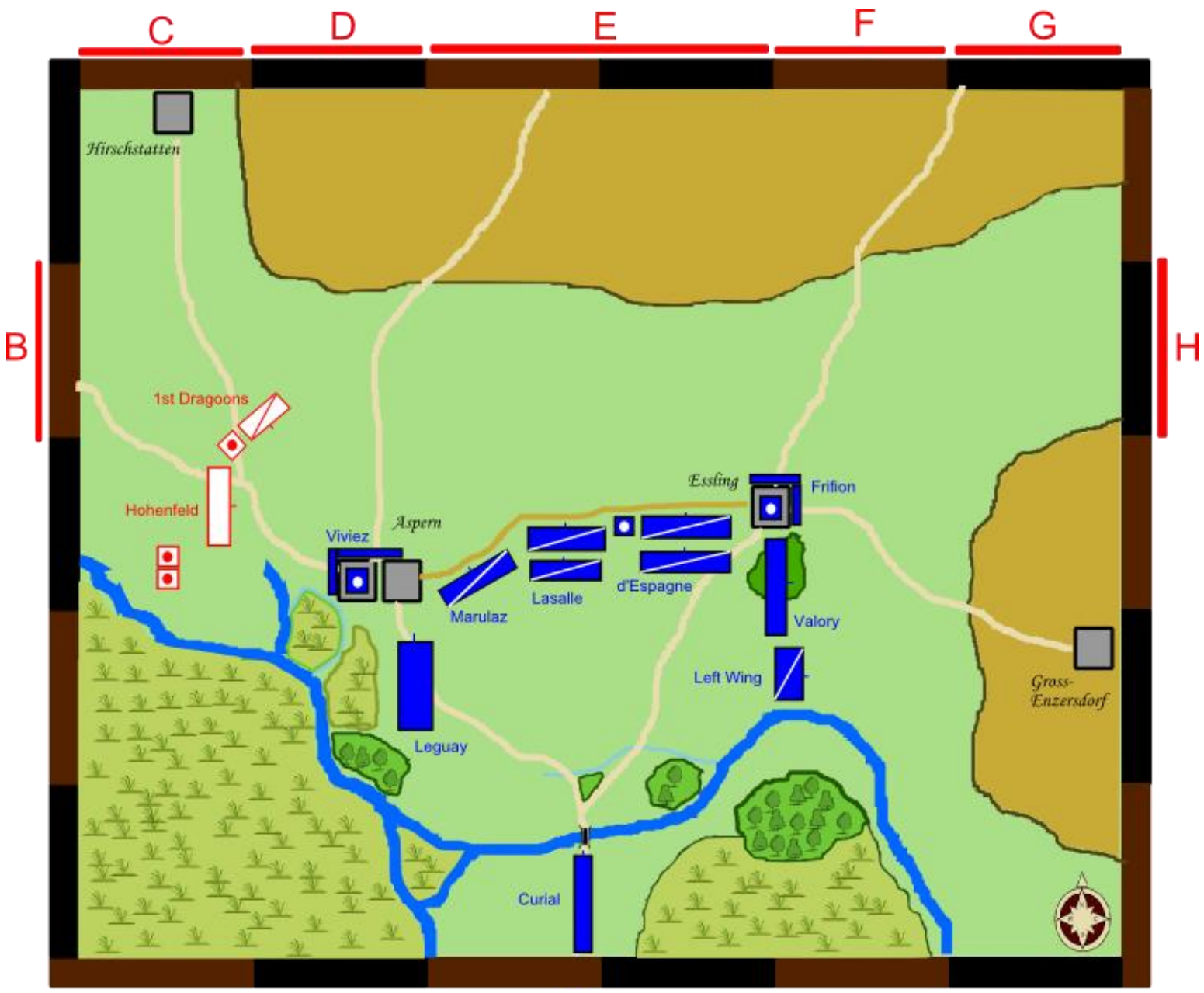
Special Rules: Dusk. During the 7:30 pm to 9:00pm turns, it is considered dusk. No artillery fire beyond nine inches. No charges may be initiated at targets beyond nine inches.

Special Rules: Home Field Advantage. The battlefield was the Austrian army training ground, a location familiar to every senior Austrian officer. When using Reserve Movement all Austria formations have a +1 DRM.

Special Rules: Damaged Bridges. For all arriving French reinforcements, the Napoleon player must make a die roll to determine if the bridges over the Danube are strong enough to cross. On a 1-4 result, the bridges are down and the reinforcements are delayed. On subsequent turns the French player may attempt to roll again to cross the Danube. Each division arriving at night is given *one* roll, failure means they cannot attempt to cross until the start of the May 22 day.

Special Rules: Night and Day Two. At the conclusion of the first day, which ever side controls the villages of Aspern or Essling (Aspern may be contested as it has two sections), enemy forces must move 3 inches away from the village. In other cases, opposing forces must fall back a total of 6 inches (3 inches each). Any reinforcements that arrive during the night may deploy after this realignment is done. Each brigade that lost more than two stands, but not swept away, may recover one stand. If Aspern is contested, enemy forces inside the town may stay there. If totally controlled by one side enemy troops outside must fall back 3 inches as above.

Victory Conditions: Determine victory using the Casualty Point Chart on page 17 of AoE. If Napoleon is killed, the French automatically lose and have to buy the drinks afterwards



A
The Battle of Aspern-Essling

French Forces

<u>Grand Armee</u> Napoleon (C) +3 XXXX
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<u>Napoleon</u> ADC ---	<u>Napoleon</u> ADC ---
XX	XX

<u>Napoleon</u> Lannes (C) II Corp XXX

<u>Napoleon</u> Massena IV Corp XXX
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<u>Massena</u> Marulaz R 6/5/3 LC	<u>Massena</u> Left Wing R 5/4/3 LC

<u>Massena</u> Lasalle (C) Lt Cav Div	<u>Lasalle</u> Pire R 8/6/4 LC	<u>Lasalle</u> Bruyere R 6/5/4 LC
XX		

Marulaz – 3rd, 14th, 23rd Chasseurs
Pire – 8th Hussars, 16th Chasseurs, Wurttemberg Chevaulegers

Left Wing – 19th Chasseurs, Baden Light Dragoons, Hesse-Darmstadt Chevaulegers
Bruyere – 13th, 24th Chasseurs

<u>Massena</u> Molitor 3 rd Div	<u>Molitor</u> Leguay R 8/6/4 Sk	<u>Molitor</u> Viviez R 9/7/5 SK	<u>Molitor</u> R Foot Art
XX			

Leguay – 2nd, 16th Ligne

Viviez – 37th, 67th Ligne

<u>Massena</u> Boudet 4 th Div	<u>Boudet</u> Frifion E 4/3/2 Sk	<u>Boudet</u> Valory R 11/8/6 Sk	<u>Boudet</u> R Foot Art
XX			

Frifion – 3rd Legere

Valory – 56th, 93rd Ligne

<u>Bessieres</u> d'Espagne 3 rd Hv Cav	<u>d'Espagne</u> Raymund E 7/5/3 A	<u>d'Espagne</u> Fouler E 7/5/3 A	<u>d'Espagne</u> R Horse Art
XX			

Raymund – 4th, 6th Cuirassier

Fouler – 7th, 8th Cuirassier

<u>Napoleon</u> Curial Young Gd	<u>Curial</u> Rouget E 7/5/3 Sk	<u>Curial</u> Gros E 7/5/3 Sk
XX		

Rouget – Tirailleur Grenadiers & Chasseurs

Gros – Fusilier Grenadiers & Chasseurs

Turn 2 arrive in road column at Point A

<u>Massena</u> Legrand 1 st Div	<u>Legrand</u> 26 th Legere E 6/4/2 Sk	<u>Legrand</u> 18 th Ligne R 5/4/3 Sk	<u>Legrand</u> Baden IR 3 R 5/4/3 Sk	<u>Legrand</u> R Foot Art	<u>Legrand</u> R Horse Art
XX					

<u>Massena</u> R Heavy Art

Turn 4 arrive in road column at Point A

<u>Massena</u> St. Cyr 2 nd Div	<u>St. Cyr</u> Cosson E 7/5/3 Sk	<u>St. Cyr</u> Dalesme R 13/10/7 Sk	<u>St. Cyr</u> R Foot Art	<u>St. Cyr</u> R Horse Art	<u>St. Cyr</u> Nagel E 8/5/3 Sk
XX					

Cosson – 24th Legere

Dalesme – 4th, 46th Ligne

Nagel – Hesse-Darmstadt Leib-Garde, Leib Regiment

<u>Massena</u> R Heavy Art

Turn 7 arrive in road column at Point A



<u>Napoleon</u> Bessieres Reserve Cav	<u>Bessieres</u> R Horse Art	<u>Bessieres</u> R Horse Art
XXX		

Defrance – 1st, 2nd Carabiniers

Doumerc – 2nd, 9th Cuirassier

<u>Bessieres</u> Nansouty 1 st Hv Cav	<u>Nansouty</u> Defrance E 6/4/2 A	<u>Nansouty</u> Doumerc E 6/4/2 A	<u>Nansouty</u> St. Germain E 7/5/3 A
XX			

Turn 7 arrive in road column at Point A (continued from previous page)

<u>Bessieres</u> St. Sulpice 2 nd Hv Cav	<u>St. Sulpice</u> Lagrange E 6/4/2 A	<u>St. Sulpice</u> Guiton E 7/5/3 A
XX		

Lagrange – 1st, 5th Cuirassier Guiton – 10th, 11th Cuirassier

Deploy during the Night Phase

<u>Lannes</u> St. Hilaire 3 rd Div	<u>St. Hilaire</u> Marion E 6/-/2 Sk	<u>St. Hilaire</u> Lorencez R 9/7/5 Sk	<u>St. Hilaire</u> Destabenrath R 9/7/5 Sk	<u>St. Hilaire</u> R Foot Art	<u>St. Hilaire</u> R Horse Art
XX					

Marion – 10th Legere Lorencez – 3rd, 57th Ligne Destabenrath – 72nd, 105th Ligne

Turn 1 (May 22nd) arrive in road column at Point A

<u>Napoleon</u> Cassanova OG 8/-/3 Sk	<u>Napoleon</u> Arrighi Guard Cv	<u>Arrighi</u> Guyot OG 5/-/3 HC	<u>Arrighi</u> Kranzinski E 3/-/2 LC
	XX		

Cassanova – Chasseurs & Grenadiers a' Pied Guyot – Chasseurs & Grenadiers a' Cheval, Empress Dragoons Kranzinski – Polish Chevaulegers, Gendarmie d'Elite

Turn 13 (May 22nd) arrive in road column at Point A

<u>Lannes</u> R Heavy Art	<u>Lannes</u> R Heavy Art	<u>Lannes</u> Tharreau 1 st Div	<u>Tharreau</u> Canroux E 7/5/3 Sk	<u>Tharreau</u> Albert R 7/5/4 Sk	<u>Tharreau</u> Jarry R 5/4/3 Sk	<u>Tharreau</u> R Foot Art	<u>Tharreau</u> R Horse Art
		XX					

Canroux – 1st, 3rd Demi-brigade Legere Albert – 1st, 2nd Demibrigade Ligne Jarry – 3rd, 4th Demibrigade Ligne

<u>Lannes</u> Claparede 2 nd Div	<u>Claparede</u> Coehorn E 6/4/2 Sk	<u>Claparede</u> Lesuire R 5/4/3 Sk	<u>Claparede</u> Ficatier R 5/4/3 Sk	<u>Claparede</u> R Foot Art	<u>Claparede</u> R Horse Art
XX					

Coehorn – 2nd, 4th Demibrigade Legere, Tirailleurs de Po, Tirailleurs Corses Lesuire – 5th, 6th Demibrigade Ligne Ficatier – 7th, 8th Demibrigade Ligne

French	
Infantry	157
Cavalry	79
Artillery	19
Total	72,640 (46,280 1 st day)

Austrian Forces

<u>Austrian Army</u> Charles (C) +1 XXXX

<u>Charles</u> Hiller VI Corp XXX
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<u>Hiller</u> R Heavy Art	<u>Hiller</u> R Foot Art

<u>Hiller</u> Kottulinsky	<u>Kottulinsky</u> Cavalry E 4/3/2 HC	<u>Kottulinsky</u> Hohenfeld R 7/5/4	<u>Kottulinsky</u> R Foot Art
XX			

Cavalry – 1st Dragoons

Hohenfeld – IR 14 Klebek, IR 59 Jordis, 4th Vienna Volunteers

Turn 1 arrived deployed at area B

<u>Hiller</u> Nordmann	<u>Nordmann</u> Cavalry E 4/3/2 LC	<u>Nordmann</u> ----- R 10/8/5	<u>Nordmann</u> R Foot Art
XX			

<u>Hiller</u> Vincent	<u>Vincent</u> Mesko E 2/-/ LC	<u>Vincent</u> Splenyi R 9/7/5	<u>Vincent</u> Duka R 4/3/2	<u>Vincent</u> R Foot Art	<u>Vincent</u> R Foot Art	<u>Vincent</u> R Foot Art
XX						

Cavalry – 7th Hussars
Mesko – 8th Hussars

Nordmann – IR 60 Gyulai, 6th St George Grenzers, 7th Broder Grenzers
Splenyi – IR 31 Benjowsky, IR 52 Splenyi, 3rd Moravian Volunteers

Duka – IR 39 Duka, 3rd Vienna Volunteers

Turn 1 arrived deployed at area C

<u>Charles</u> Bellegarde I Corp	<u>Bellegarde</u> R Heavy Art	<u>Bellegarde</u> R Foot Art
XXX		

<u>Bellegarde</u> Fresnel	<u>Fresnel</u> Vecsey E 8/5/3 LC	<u>Fresnel</u> Witzingerode R 9/7/5	<u>Fresnel</u> R Foot Art	<u>Fresnel</u> R Horse Art
XX				

Vecsey – 4th, 5th Chevaulegers

Witzingerode – IR 10 Anton Mitrowsky, 2nd Jaeger Bn

<u>Bellegarde</u> Vogelsang	<u>Vogelsang</u> Henneberg R 18/14/9	<u>Vogelsang</u> R Foot Art
XX		

<u>Bellegarde</u> Nostitz	<u>Nostitz</u> Scharffer R 16/12/8	<u>Nostitz</u> R Foot Art
XX		

Henneberg – IR 17 Reuss-Platen, IR 36 Kollowrat

Scharffer – IR 11 Rainer, IR 47 Vogelsang

Turn 2 arrived deployed at area D

<u>Charles</u> Hohenzollern II Corp	<u>Hohenzollern</u> R Heavy Art	<u>Hohenzollern</u> R Foot Art	<u>Hohenzollern</u> Provencheres E 4/3/2 LC	<u>Hohenzollern</u> Mayer R 9/7/5 Sk
XXX				

Provencheres – 3rd Chevaulegers

Mayer – 7th, 8th Jaegers, 2nd Erz Karl Legion, IR 50 Stain

<u>Hohenzollern</u> Brady	<u>Brady</u> Buresch R 10/8/5	<u>Brady</u> Koller R 10/8/5	<u>Brady</u> R Foot Art	<u>Brady</u> R Foot Art
XX				

<u>Hohenzollern</u> Weber	<u>Weber</u> Weid-Runkel R 25/19/13	<u>Weber</u> R Foot Art	<u>Weber</u> R Foot Art
XX			

Buresch – IR 15 Zach, IR 57 Joseph Colloredo

Koller – IR 25 Zedwitz, IR 54 Froom

Weid-Runkel – IR 18 Stuart, IR 21 Rohan, IR 28 Frelich

Turn 3 arrived deployed at area E

<u>Liechtenstein</u> Wartesleben E 6/4/2 LC	<u>Liechtenstein</u> Kerekes R 8/6/4 LC

Wartesleben – 6th Hussars

Kerekes – Insurrection Hussars

<u>Liechtenstein</u> Hessen-Homburg	<u>Hessen-Homburg</u> Siegenthal E 6/4/2 A	<u>Hessen-Homburg</u> Kroyher E 5/3/2 A	<u>Hessen-Homburg</u> R Horse Art	<u>Hessen-Homburg</u> R Horse Art
XX				

Siegenthal – 2nd, 3rd Cuirassier

Kroyher – 1st, 6th Cuirassier

<u>Liechtenstein</u> Keinmeyer	<u>Keinmeyer</u> Rottermund E 3/-/2 HC	<u>Keinmeyer</u> Clary E 4/3/2 HC	<u>Keinmeyer</u> R Horse Art	<u>Keinmeyer</u> R Horse Art
XX				

Rottermund – 6th Dragoons

Clary – 3rd Dragoons

Turn 4 arrived deployed at area G

<u>Rosenburg</u> Dedovich	<u>Dedovich</u> Gratze R 5/4/3 Sk	<u>Dedovich</u> Grill R 14/11/7	<u>Dedovich</u> Neustaedter R 8/6/4	<u>Dedovich</u> R Foot Art	<u>Dedovich</u> R Foot Art	<u>Dedovich</u> R Foot Art
XX						

Gratze – 13th Wallachisch-Illyrisches Grenzers, 2nd Moravian Volunteers

Grill – IR 8 Erz. Ludwig, IR 22 Koburg

Neustaedter – IR 9 Czartoryski, IR 55 Ruess-Greizt

Turn 5 arrived deployed at area F

<u>Rosenburg</u> Klenau Adv Gd	<u>Klenau</u> Hargegg R 7/5/4 Ln*	<u>Klenau</u> Frelich R 4/3/2	<u>Klenau</u> R Foot Art	<u>Klenau</u> R Horse Art
XX				

Hargegg – 2nd Uhlans, 1st Jaeger Bn (Mixed 5C/2I)

Frelich – IR 3 Erz. Karl

Turn 6 arrived deployed at area F

<u>Charles</u> Rosenburg IV Corp	<u>Rosenburg</u> Stipsicz E 5/3/2 LC	<u>Rosenburg</u> Lederer E 6/4/2 A	<u>Rosenburg</u> R Heavy Art	<u>Rosenburg</u> R Foot Art	<u>Rosenburg</u> R Horse Art
XXX					






Stipsicz – 10th Hussars

Lederer – 4th, 8th Cuirassier

<u>Rosenburg</u> Rohan	<u>Rohan</u> Carneville R 3/-/2 Sk	<u>Rohan</u> Stutterheim E 6/4/2 LC	<u>Rohan</u> R Horse Art
XX			

Carneville – 2/13th Grenzers, Carneville Freikorp





Turn 6 arrived deployed at area F (continued from previous page)

<u>Rosenburg</u> Hohenlohe	<u>Hohenlohe</u> Riese R 10/8/5	<u>Hohenlohe</u> Reinhard R 18/14/9	<u>Hohenlohe</u> R Foot Art	<u>Hohenlohe</u> R Foot Art	<u>Hohenlohe</u> R Foot Art
XX					

Riese – IR 44 Bellegarde, IR 46 Chasteler

Reinhard – IR 2 Hillar, IR 33 Szraray

Turn 7 arrived deployed at area H

<u>Charles</u> Liechtenstein Reserve	<u>Liechtenstein</u> Lindenau	<u>Lindenau</u> Murray E 8/5/3	<u>Lindenau</u> Stryrer E 8/5/3	Lindenau R Foot Art	Lindenau R Foot Art
XXX	XX				

Lindenau – Grenadier Battalions

<u>Liechtenstein</u> d'Aspre	<u>d'Aspre</u> Merviller E 7/5/3	<u>d'Aspre</u> Hammer E 7/5/3	<u>d'Aspre</u> R Foot Art	<u>d'Aspre</u> R Foot Art
XX				

D'Aspre – Grenadier Battalions

Austrians	
Infantry	218
Cavalry	79
Artillery	37
Total	96,400