

La Bataille d'Aspern-Essling 1809

TERRAIN EFFECTS

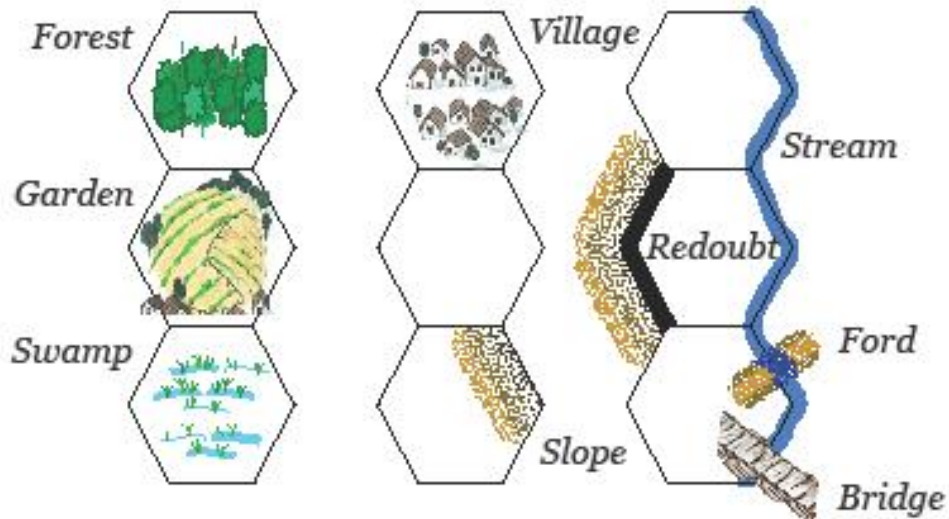
MOVEMENT

Clear	1
Hamlet /Village / Town*	3
Granary / Church*	4
Swamp**	4 Inf / 5 Cav / Artillery Prohibited
Woods*	3 Inf / 4 Cav / Artillery Prohibited
Garden*	2 Inf / 2 Cav / 4 Art
Slope	Inf +1/ Cav +2/ Art +3
Road	1/2 when in road march formation
Bridge	1
River	Prohibited see special rules
Ford	Inf +1 / Cav +1 / Artillery +1
Stream	Inf +2 / Cav +2 / Artillery +2

*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

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



STACKING

Clear	1 Infantry Regiment or 18 Infantry Increments or 1 Cavalry Regiment or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Hamlet /Village / Town*	1 Infantry Battalion or 6 increments of Infantry or 4 Artillery Increments or 1 Infantry Battalion & 1 Battery

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Aspern Church & Cemetery
Essling Granary

1 Infantry Battalion or
6 increments of Infantry
Artillery and Cavalry may not enter

Swamp*

1 Infantry Battalion

Woods*/Garden*

1 Infantry Battalion or
1 Cavalry Regiment

Road / Bridge

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.

Cavalry may not enter, or melee into the hexes of either Aspern, Essling or Gross Enzersdorf

INFANTRY UNIT FIRE VALUES

French

	Ligne	Légère	4e Batt Legere	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	

Tirailleur 1ere Fusilier 2e Vieille Garde

	Tirailleur	1ere	Fusilier	2e Vieille Garde
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 c&g		X 3	X 5

c&g – all units have a range of two- *the counters may not be marked*

Italienne et Rheinbund

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

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All Disordered formations fire at half strength

Austrian

	Linie	Grenz	Jäger	Grenadier	(Karl's Legion/FC Freiwilliger)
<i>Masse</i>	Printed			Printed	
Column	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
Skirmish		X3	X4*		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

TERRAIN FIRE DEFENCE VALUES

	Column	Line	<i>Carre</i>	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	
Garden				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	
Earthworks				10			10/12*

- *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

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4e Battalions will check with every odd 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

Italienne et Rheinbund

Italienne Battalions will check with every even numbered increment loss
Hessian / Baden Battalions will check with every odd numbered increment loss
Bavarian Battalions will check with every odd numbered increment loss
Cavalerie Formations will check with every increment loss
Artillerie Formations will check with every increment loss

Austrian – which includes all the Imperial Provinces and Kingdoms

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, Karl's Legion and Freiwilliger Formations will check with every increment loss



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CARRE REALIZATION TABLE

French

When forming from Column

	CARRE	DISORDER	ROUT
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

	CARRE	DISORDER	ROUT
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

Italienne / Hessian / Baden / Bavarians

CARRE DISORDER ROUT

When forming from Column

	CARRE	DISORDER	ROUT
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

	CARRE	DISORDER	ROUT
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 9 from the die roll
 French 2e Div. Guard Battalions MINUS 4 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 to the die roll 3 for each level

Austrians

When forming from line

	CARRE	DISORDER	ROUT
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

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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 may not make any voluntary formation change in the enemy phase.
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 to the die roll 3 for each level

CAVALRY RECALL

FRENCH	2-6 successfully recalls
RHEINBUND,	2-6 successfully recalls
AUSTRIAN	2-6 successfully recalls

Personalities who have a cavalry modifier 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

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

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INFANTRY MELEE MORALE MODIFIERS:

Condition	Modification to the Die Roll:	
	Attacker	Defender
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	Plus 3	Minus 3
Defender is Routed	Plus 6	Minus 6
Attacker is assaulting up a slope	Minus 2	Plus 1
Attacker is assaulting across a stream	Minus 6	Plus 6
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:	
	Attacker	Defender
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	
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 4, 5 or 6
 An Austrian Position Battery may limber with a roll of 5 or 6
 An Austrian Kavalrie 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.

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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.

Leaders with an artillery bonus add one to the die roll for attempting to limber.
French Marechals, Grunne add one to the limber roll.
Lariboisiere add two to the die roll
Napoleon adds 3 to the die roll.

Artillery Leaders of Special Ability (Combine three hexes); Napoleon and Lariboisiere

SPECIAL TERRAIN TYPES

Towns

The following hexes are designated as towns: Aspern, Essling and Gross Enzersdorf, Breitenlee, and Raasdorf.

- There is no zone d' influence into the Towns. Units in the Towns exert a zone d' influence to surrounding non-town hexes but not to other town hexes.
- The structures in these towns are largely made from stone and withstood repeated bombardment and musket fire.
- Zone d' influence extends into and out of the Gardens

All other hexes which contain buildings are considered Villages.

Any single hex of buildings by itself is considered a Hamlet.

Major and Minor Watercourses

There are numerous major and minor rivers as well as streams and swampland that make up the lowlands of the Danube basin. Additionally the lowland is a major barrier to infantry and cavalry. No river hex may be entered, a partial river and land hex may be entered, but you may not cross a river hexside. There is a ford across one of the streams and this is vital for French reinforcements.

Bridge

French Troops must be in road order to use the bridge from Lobau to cross the Danube to the main battlefield. French troops may not charge across or melee across this bridge. This bridge is the only path for French reinforcement. The French must protect this feature. If an Austrian infantry unit moves adjacent and remains there for another two full turns, the Bridge is considered destroyed and French Morale rolls subtract six (6) from the die roll. There is no provision to rebuild this Bridge. This rule is not used for the Scenario #3 which has its own set of rules for all the bridges. The Bridge on the map board was one of several for crossing the whole Danube (Donau). Historically this bridge was never under assault or broken.

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Earthworks

There are three earthworks which were constructed on the battlefield to protect the French Bridgehead on the Danube. French batteries that move into and unlimber in the earthworks may not limber and may not then move or change facing.

The earthworks hex has 2 front hexsides and 4 rear. Fire defense of the earthworks through the front hexside is 10 and through the rear is 6. Units may move to enter the earthworks hex only through a rear hexside as it is treated as a clear terrain hex move. Note: A melee assault is the only way to enter an earthwork through the front hex sides.

A single infantry battalion may enter thru the rear of the earthworks either defensively to stack with and support the batterie, or a single enemy battalion may assault the earthwork to take it. The batterie may only fire through the front hexside of the earthwork.

Melee through a front hexside is minus 12 to the attackers pre melee morale check and any assaulting infantry is halved in melee. When assaulting through a rear hexside, the attack is made as if it was into a clear terrain hex.

Swamps

Only infantry formations in *Skirmish* order may enter swamp hexes. Melee values attacking into or defending in a swamp are x .25 of printed. Other units may DD' PGD into the swamp if there is no other path. They keep moving toward their line of communication (French to the river bridge and the Austrians North) until they are out of the swamp. Artillery that routs into the swamp is eliminated.

Slopes

For this engagement, Slope hexsides do not block line of sight. The gradients of this river plain battlefield are slight.

The Aspern Church and Essling Granary



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The maps have a pair of hexes marked with structures and a bold outline of the hex. This indicates either the Church in Aspern or the Granary in Essling. The defender of these hexes has special advantages. Only infantry combat types and leaders may enter these hexes or melee into them.

Any infantry will not check morale as part of the pre-melee morale check process. Additionally the unit's morale is improved (subtract) by six (6) for any and all morale checks while the unit is in the hex. A defender who suffers a DD result will disorder in place, suffering an increment loss for their trouble. The defender does not retreat 3 movement points due to the DD.

The Austrians do not get the fire advantage in these hexes like they do in other town hexes.

Attackers who assault such hexes may only advance after combat with 1 battalion into a vacated hex. Cavalry may not assault or enter into these hexes.

Freiwilliger, add two (2) to their morale number and they do not get the advantages listed above when in these hexes.

Both sites are the historic key battle points that defined the struggle for these towns.



11”X17” Scenarios – Limited Size

Many scenarios have limited boundaries and some are played on 11”x17” maps. Given the limited distances, some additional considerations must be observed.

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.

The move to and recover from the following directions:

Scenario Five and Six – Austrians West and French East

Scenario Seven, Eight and Ten – Austrians North and French South

Scenario Nine and Twelve – Austrian East and French West

Cavalry may not charge the turn they enter the map boundary. They enter tired.

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See Disc For PDF in 11"X17". Print map on any computer with this size paper or use the Large Maps in the game package.

Because the entire battle went into the night and then the next day, the light changes and the ability of the troops is altered.

Abenddämmerung zum Nacht (Dusk)

On May 21, 1809 the sun set at 21:10 Wien Time

Starting with the **21:20** turn

the specific fire values of artillery are reduced by 1/3

there is not a four hex range for forming square during a charge

the longest range for forming square is three hexes

Starting with the **22:20** turn

The specific values for artillery are reduced by 1/2

There is not a three or four hex range for forming square during a charge

The longest range for a forming square is two hexes

Skirmisher range is reduced to one

Infantry and foot artillery movement is reduced by 2

Cavalry and Horse artillery movement is reduced by 4

Am Morgen (Sunrise)

May 22, 1809

Sunrise starts with the 5:00 turn and ends at the conclusion of the 6:00 turn

The specific fire values of artillery are reduce by 1/3

There is not a four hex range for forming square during a charge. The longest range is three

Beginning with the 6:20 turn all values and range revert to the standard day time values.

