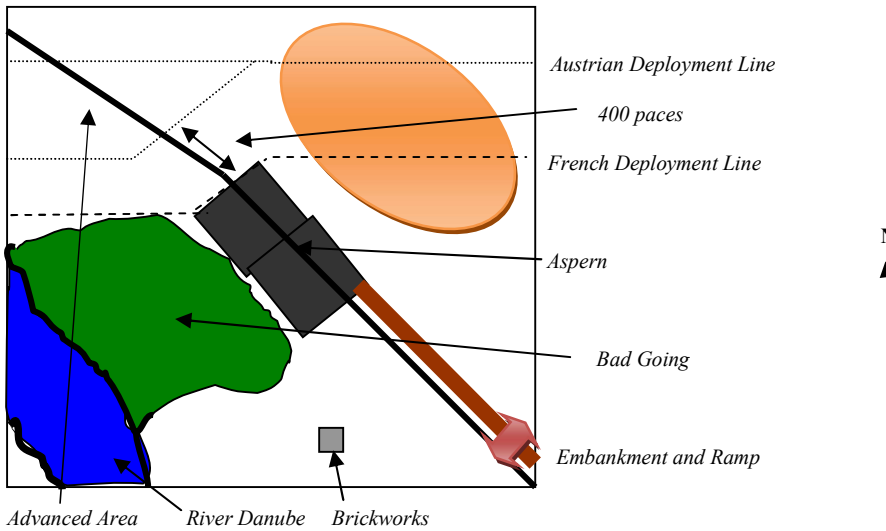


THE BATTLE FOR ASPERN 1809

Updated Oct 2023



The game is fought over the standard 2 x 2 Foot table. Aspern is made up of two Built Up Areas (BUA's). The Embankment is Bad Going and affords no benefit for close combat. Artillery can only cross the Embankment at the Ramp. Only artillery can Fire over the Embankment and only if the Firer or Target are on the high ground. Only Infantry can Fire from on top of the Embankment and are still classed as 'in Bad Going'.

The 'Bad Going' area was made up of a combination of woods, streams and marsh.
The Danube is impassable terrain. The Brickworks is a Strong Point sized obstacle and can not be occupied.

French deploy first and can 'Garrison' the BUA's. French Reinforcements are available at (*touching*) the Brickworks from turn 2 if a CAP score of 5 or 6 is achieved and then again from turn 5 with a CAP score of 5 or 6 (*this simulates the problems the French had of getting their reinforcements across the bridges on the Danube*). The Austrians can deploy up to 4 units in the 'Advanced Area', only one of which can be artillery, the remaining units deploy along the 'Deployment line'. Austrians are the Attackers and move first.

Whoever is in possession of Aspern at the end of **12 Turns** is the winner or whoever Destroys **7 Units**.
If at the end of the game each side holds one half of Aspern, then the game is a draw irrespective of casualties.

Austrian CinC Hiller

1 x Jg
1 x LI (M)(Frikorps)*
1 x LI (Grenzer)
2 x NA (one is Horse)
2 x LC
7 x Ms

French CinC Massena (+1 CAP)

Initial Deployment:

2 x Ms
1 x Ms/LI
1 x LC
First Reinforcements: (From turn 2)
2 x Ms
1 x Ms/LI
1 x LC
1 x FA

Second Reinforcements: (From turn 5)

2 x Ms
1 x Ms/LI
1 x FA

*This Frikorps unit was made up of enthusiastic and capable armatures. Therefore, when in Bad Going this unit Fires as Regular Class not Militia Class.

SPECIAL BUA RULES: Players are reminded that an initial CAP score of 6 is required to 'Garrison' a BUA (see 7.17). Units inside a BUA but not 'Garrisoning' can not fire out and therefore can not be fired at. They can be attacked by any unit Attacking into the BUA, they are classed as 'in a Fortification' and if 'pushed back' are pushed out of the BUA (see 8.24). Any Close Combat inside a BUA is classed as in Bad Going (see 8.24).

If both BUA's are Garrisoned by opponents then the Garrisons are 'in contact' but cannot initiate Close Combat (see rule 8.21) Thereby both sides absorb each other's Firepower to no measurable effect (in fact they neutralise each other) However they both suffer a -1 to their Garrison Combat Factor, which in its effect provides Close Combat Support to any friends attacking the connected enemy BUA from outside or inside. One other unit can be placed inside a BUA but only if the first unit is 'Garrisoning' the other unit is classed as 'waiting' and as such has no external combat ability. The 'waiting' unit can attack out of the BUA into the open or into another BUA with no penalty. A Garrison attacked through an adjoining BUA has its Garrison Tactical Factor reduced from +4 to +2 (see 8.25). 'Top Tip' If attacking a BUA, attack it from two sides (see 8.24).