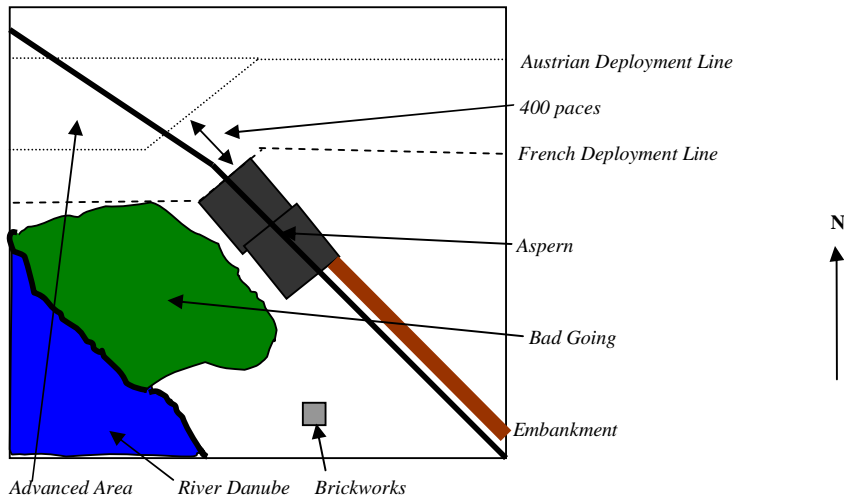


THE BATTLE FOR ASPERN 1809



The game is fought over the standard 2-foot table. Aspern is made up of two Built Up Areas. The Embankment affords protection from fire as a fortification but offers no benefit for close combat. The 'Bad going' was made up of a combination of woods, streams and marsh. The Danube is impassable terrain. The Brickworks is a 200mm x 200mm obstacle only 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 elements in the 'Advanced Area', only one of which can be artillery, the remaining elements deploy along the 'Deployment line'. Austrians move first.

Whoever is in possession of Aspern at the end of 12 turns is the winner or whoever inflicts 7 casualties. 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 Lt (M)(Frikorps)
 1 x Lt (Grenzer)
 2 x Art (one is Horse)
 2 x LC
 7 x Ms

French CinC Massena (+1 PIP)

Initial Deployment:

2 x Ms
 1 x Ms/Lt
 1 x LC

First Reinforcements: (From turn 2)

2 x Ms
 1 x Ms/Lt
 1 x LC
 1 x FA

Second Reinforcements: (From turn 5)

2 x Ms
 1 x Ms/Lt
 1 x FA

Players are reminded that a PIP score of 6 is required to 'Garrison' a BUA. Elements in a BUA but not 'Garrisoning' can not fire out and therefore can not be fired at. They can be attacked by any element touching the BUA and if 'pushed back' are pushed out of the BUA.

SPECIAL RULE:

Up to 2 other elements can be placed inside a BUA but only if the first element is 'Garrisoning' the other elements are classed as 'waiting' and as such have no combat ability however they suffers the same combat results as the Garrison. The 'waiting' elements 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 +3.