Napoleon's Later Campaigns
Scenario Description

Release 1.2.0

© **2008 by Markus Stumptner**

---

35 Napoleon on the Danube - Special Rules and Command Arrangements

---

Use leaders in all scenarios. Place all leaders with any subordinate unit.

Notes to Napoleon on the Danube players – Crucial differences to the NES rules not specifically covered in the variant rules above: When leaving ZOCs, units do not check for disruption. Disrupted units do not lose their ZOCs and multiple disruptions have no effect. Units recover from disruption automatically at the end of a turn. Demoralization affects unit morale, unit MPs and unit reorganization but not combat strength or advance after combat. Note that the reverse side of units does not show the reduced morale value that should be used in play. **Note**: Use the morale tracking markers as chits for the sequence of play and instead of the morale tracks, use lost units to track morale on the game turn track.

29.2 Stacking. 2 units with max. 12 strength points per hex.

29.3 Terrain. Steep slope blocks LOS unless units are adjacent. No bombardment or charges upslope, normal combat –25%. The Russbach costs +2 MP for infantry, +4MP for cavalry. Artillery (foot and horse) can only cross at bridges. East of Baumersdorf, cavalry can only cross at bridges as well. Attackers across the Russbach are halved and units that cross the Russbach at a nonbridged hex side (even if in advance or retreat) are disrupted. Entrenchments reduce normal attacks and bombardment by 25%, charges by 50%. Note special Lobau Island Bridges rule (p.7).

Note: French troops only reduced by 25% in marsh and woods. *Many of these are still the supremely skilled troops of the 1805-12 era*.

29.4 Combat. Lobau artillery has 3 hexes range (half strength at range 3).

29.5 Army and Corps morale levels. Corps demoralization levels are given on p. 7. There is no Corps or Army Disintegration. Note effects of foreign unit demoralization (at bottom p.6) and VP cost for French Guard (p.7).

29.6 Strength and Reorganization. Use the Austrian Off-Map reorganization rule. (Note that issuing a <u>Fall Back</u> order is the best way to get them off the map.) Ignore restrictions on "Grand Tactical" movement by reinforcements; these enter normally.

Use Optional Rule 25.10 (Large Units).

29.7 Victory. See p.12 and scenarios.

29.8 Command Arrangements. Austrian OC is Charles (rating 4). French OC is Napoleon (5). Eugene is a WC (2). The Italian Guard (ItG) division in Eugene's army is commanded by Eugene directly. The same applies to Napoleon and the Imperial Guard. The Imperial Guard cannot act under initiative.

Corps leader command ratings: All corps/wing leaders have a rating of 2 plus their a command bonus printed on their counter (if any). Exceptions are Davout (5), Macdonald (3), Bernadotte (1), and Hohenzollern (1) [abbreviated "Hohnzirn" on the counter].

Although nominally an OC, Archduke John has no subordinate formations; he functions like a corps commander (rating 2).

<u>Austrian staff inefficiency</u>: Every order issued by Charles that is not face-to-face suffers an extra 1L shift. The Austrian HQ can issue *no* orders when Charles is not stacked with it.

<u>Austrian Offensive</u>: Ignore this rule.

<u>Russbach Defense</u>: Ignore this rule.

29.9 Special Leader Effects and other rules.

<u>Tactical bonus</u>: A leader with a tactical bonus improves the morale of the troops he is stacked with or adjacent to by 1, but not higher than 5.

Charles: Has tactical bonus. In addition, the first time an Austrian compliance check results in a roll of 2, Charles suffers an epileptic fit. He cannot issue any orders the next turn and his rating is reduced to 3 for another turn.

Bernadotte: Has to roll for compliance with all orders, including those received at night.

Napoleon, Davout: Tactical Bonus.

On the first turn on which the Army of Inner Austria appears on the map, all French corps east of the Russbach reduce their demoralization limit by 5. This remains until the next morning.

29.10 Morale Combat Modifier (optional). In normal combat and cavalry charges, compare the morale of both sides. The side with higher morale adds the morale difference to its dieroll. The side with lower morale subtracts the morale difference from its dieroll. Among eligible units per 2.3, the player can choose any unit to determine the morale rather than taking the highest value. However, the unit whose morale was used must take the first loss.

Austrian infantry units always subtract 1 from their dieroll in normal combat and add 1 to their morale when

charged by cavalry. (*This represents their use of columns and battalion mass as their default formation.*)

29.11 Scenario I – Assault across the Danube. Use special rules as given. Charles does not give orders and the commanders of the three "unmoving corps" cannot roll for initiative until Charles is active. Charles rolls a die at the start of every turn and becomes active if the roll is lower than the turn number. (*Charles had decided around 5am that he would defend behind the Russbach and initially received misleading intelligence about the initial French successes but he would have been able to change his mind during the day. This rule gives the Austrian player the ability to exploit such approaches without totally exploiting hindsight.*)

At-start orders: *Austrian* – Advance Guard: <u>Defend</u> Gross-Enzersdorf and the road to Wittau. VI Corps: <u>Defend</u> line Gross-Enzersdorf-Essling-Aspern. Others: <u>Reserve</u>. *French* – IV Corps: <u>Attack</u> Gross-Enzersdorf and Essling. III Corps: <u>Attack</u> Gross-Enzersdorf. IX Corps: <u>Attack</u> Aspern once the bridge in 2331 becomes available.

29.12 Scenario II - Battle at the Russbach. Use special rules as given. The strength losses incurred by French III and IV Corps and Austrian IV and VI Corps can be taken as step losses or eliminated units.

At-start orders: *Austrian* – VI Corps: <u>Defend</u> line Floridsdorf-Gerasdorf. Reserve Corps: <u>Defend</u> line Gerasdorf-Deutsch Wagram. I Corps: <u>Defend</u> Russbach between Deutsch Wagram and Baumersdorf. II Corps: <u>Defend</u> line Baumersdorf-Markgrafneusiedl. IV Corps: <u>Defend</u> Markgrafneusiedl. Advance Guard: <u>Defend</u> Russbach line east of Markgrafneusiedl until 4817. *French* – Grenier, McDonald: <u>Attack</u> the Russbach Heights between Baumersdorf and Deutsch Wagram. II Corps: <u>Attack</u> Baumersdorf. IX Corps: <u>Attack</u> line Aderklaa-Deutsch Wagram (Roll for compliance). III Corps: <u>Probe</u> towards Markgrafneusiedl.

29.13 Scenario III - The Battle of Wagram. As described. Use at-start orders of Scenario I.

29A Aspern-Essling Scenarios - Special Rules and Command Arrangements

---

Victory conditions are based on James Gordon's, scenarios in MOVES #94.

29.14 Aspern Command arrangements: Lannes leads the Provisional Corps consisting of 4/IV Division. Up to 3 Divisions can be assigned to this Corps. When Lannes' actual Corps (II Corps) appears, it is commanded by Oudinot (rating 2). It is up to the French player to decide whether to reassign Lannes to II Corps (by order from the HQ as usual), or maintain the Provisional Corps. The Imperial Guard is commanded by Napoleon directly. Orders are given by Napoleon to each divsion separately, and the divisional leaders are assumed to have a rating of 3.

Component note: Since there is no marker for the Provisional Corps, use the Italian Guard chit instead.

29.15 The Pontoon Bridge: At the start of each game turn, the French player rolls a die; on a roll of 1-2 the pontoon bridge over the Danube is blocked and any reinforcements due that turn are delayed.

29.16 Victory: Victory Points are received as given in the scenario instructions. At the end of the game, the player with higher number wins. (A difference of less than 10% is considered a draw.)

29.17 Scenario IV -The Austrian Assault. The scenario begins on 12:00 noon, May 21, and ends after the 8:00 game turn, May 22.

Austrian setup: Advance Guard (Nordmann, Vecsey and Frelich) set up within 3 hexes of Kagran.
I Corps: within 3 hexes of Gerasdorf.
II Corps: within 3 hexes of Suessenbrunn.
IV Corps: within 5 hexes of Deutsch Wagram.
VI Corps: within 3 hexes of Floridsdorf.
Reserve Corps: All infantry units on the road at least 3 hexes north of Gerasdorf. All cavalry units within 3 hexes of Aderklaa.

French setup: Napoleon and HQ in any hex of Lobau.
IV Corps: 1 Div, 3 Div and Massena start in or within 1 hex of Aspern. 4 Div in or within 1 hex of Essling. Lannes sets up with any unit of 4 Division. Lasalle cavalry unit starts anywhere between Aspern and Essling. The Marulaz cavalry, artillery, and Pernetti artillery units set up in any Lobau hex.
Cavalry Corps: 2 Div and Bessieres set up between Aspern and Essling. 3 Division and artillery start on Lobau.

Reinforcements: On turn 12, 2 Div of IV Corps enters in hex 2033. On turn 13, 1 Div of the Cavalry Corps enters in hex 2033.

At-Start orders: *Austrian*: I, II, VI Corps: <u>March</u> to and <u>Attack</u> Aspern. Advance Guard and IV Corps: <u>March</u> to and <u>Attack</u> Gross Enzersdorf and then Essling (R6 status).
French: Each Corps has orders to <u>Defend</u> its setup area.

VP Schedule:
Austrian
5VP for every undemoralised Austrian Corps on the map at the end of the scenario
1VP for each enemy Combat strength point eliminated

French
10VP for every demoralized Austrian Corps on the map at the end of the scenario
5VP for each hex of Aspern and Essling (four hexes in all) that the French player was the last to occupy

1VP for each combat strength point occupying an elevated hex within ten hexes of Aspern or Essling

1VP for each enemy Combat strength point eliminated

29.18 Scenario V – The Second Day. The scenario begins on the 3/4am turn and ends at the conclusion of the 20:00 (8pm) turn.

Austrian setup: Charles and HQ: 2121.
Advance Guard (Nordmann, Vecsey and Frelich) set up within 3 hexes of Stadlau.
I Corps: within 3 hexes of Stadlau.
II Corps: within 2 hexes of 2222.
IV Corps: within 2 hexes of Gross Enzersdorf.
VI Corps: within 2 hexes of 1725.
Reserve Corps: within 1 hex of Breitenlee.
1 brigade each of Cv/Res is attached to I and IV Corps, respectively.

French setup: Napoleon and HQ in hex 2528.
1 and 3 Div, IV Corps in or within 1 hex of Aspern. Massena sets up with any unit of 3/IV Div.
4 Div, IV Corps: In or within 1 hex of Essling. Lannes sets up with any unit of 4/IV Div.
All other units of IV Corps set up within 2 hexes of either Aspern or Essling.
Cavalry Corps: all units set up between Aspern and Essling.

Initial losses: Each player must flip or eliminate sufficient units of each formation listed to remove at least the strength point numbers in parentheses. *French*: 3/IV(4), 4/IV(2), 3/Cav(2). *Austrian*: Ded/1(1), Fres/1(1), Brad/II(2), Hoh/VI(2), Kott/VI(3). Cv/Res: flip 2 units.

Reinforcements: At 3/4am turn, all units of II Corps enter via any hex on Lobau Island. .

At 7am, all units of the Imperial Guard enter between hexes 2033 and 2433 (inclusive).

At the start of each turn, the French player rolls a die. When sixes are rolled on two consecutive turns, III Corps starts arriving the next turn (one division per turn), between hex 2033 and 2433 inclusive. Note that the French player still rolls for the blocking of the pontoon bridge for possible additional delays.

At-Start orders: *Austrian*: Advance Guard, I, II, VI Corps: March to and Attack Aspern. IV Corps: March to and Attack Gross Enzersdorf and then Essling (R6 status). *French*: IV Corps has orders to Attack Aspern. 4/IV Division (Provisional Corps): Defend Essling.

VP Schedule:

Austrian
5VP for every undemoralised Austrian Corps on the map at the end of the scenario
1VP for each enemy Combat strength point eliminated

French
10VP for every demoralized Austrian Corps on the map at the end of the scenario
5VP for each hex of Aspern and Essling (four hexes in all) that the French player was the last to occupy
1VP for each undisrupted combat strength point withdrawn back across the Danube river in the last two turns of the game
1VP for each enemy Combat strength point eliminated

29.19 Scenario Va – The French counterattack. The scenario begins on the 8am turn and ends at the conclusion of the 20:00 (8pm) turn. All conditions are the same as for 29.18, except for the French at-start orders.

Command arrangements: Lannes is now in command of II Corps; 4/IV Division is operating under divisional orders.

French setup: As in 29.17, but add II Corps on or adjacent to the road between Aspern and Essling.

Initial losses: Each player must flip or eliminate sufficient units of each formation listed to remove at least the strength point numbers in parentheses. *French*: 3/IV(4), 4/IV(4), 3/Cav(2). *Austrian*: Ded/1(1), Fres/1(1), Brad/II(2), Hoh/IV(1), Hoh/VI(2), Kott/VI(3). Cv/Res: flip 2 units.

At-Start orders: *French*: IV Corps has orders to Attack Aspern. II Corps has orders to Attack towards Breitenlee. 4/IV Division: Defend Essling (divisional orders).

29.20 Scenario VI – The Battle of Aspern-Essling. The scenario begins on the 1pm turn of May 21 and ends on the 8pm turn of May 22.

Setup: same as 29.17.

Reinforcements: as in 29.17 and 29.18.

Victory point schedule: same as 29.18.

Acknowledgements

Order Compliance Shifts

Situation	Shift
Formation has Reserve (no) orders	R
Attack/Probe order	2L
Order given in person	R
Divisional order/Cavalry corps	R
Past Force modifier (opt.)	2L
Austrian order unless face-to-face (opt.)	L

Terrain Effects on Combat

Terrain	Attack	Bomb.	Charge	Movement
Town	-25%	-75%	-50%	1
Fortress	-50%	N/A	N/A	2
Woods^{Fr}	-25%**	-25%	-75%	2/4
Woods^{other}	-50%**	-50%	-75%	2/4
Stream	-25%	NE	-25%	+2
Russbach	-50%	NE	N/A	+2/+4
Crest	-25%	N/A	NE	NE
Bridge	-50%	NE	N/A	NE
Steep slope*	-25%	N/A	N/A	NE

Reductions apply to firing into that type of terrain.

Treath Marsh as Woods.

* … Only upslope, otherwise NE

** … Including defender's fire *out of* woods.

^{Fr} … French troops

^{other} … all troops not of French nationality (either side)