

1809: NAPOLEON'S DANUBE CAMPAIGN [1809]

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INTRODUCTION

[E1.] *1809: Napoleon's Danube Campaign* is a division level, two-player simulation of Napoleon's 1809 campaign against Bavaria and Austria, culminating in the battles of Aspern-Essling and Wagram.

[E2.] This Exclusive Rules folder contains rules particular to *1809*, which is a part of the *Campaigns of Napoleon Series 1X*. These rules have been designed to be used with the *Campaigns of Napoleon 1X Consolidated Rules*, and unless otherwise stated, all the Consolidated Rules apply. Exclusive Rules either add to or modify the Consolidated Rules.

GAME EQUIPMENT

[E3.] This revised version of *1809: Napoleon's Danube Campaign* requires the following components:

- This revised Exclusive Rules booklet
- The *1809* Exclusive Tables
- The Campaigns of Napoleon 1X Consolidated Rules
- The Common Tables for the series
- Two 22" x 32" Game Maps, and one 22" x 16" Game Map
- One sheet of die-cut counters (260)
- Austrian Organization Display 11" x 16"
- French Organization Display 11" x 16"
- At least one six-sided die

Game Map

[E4.] There are three sections to the *1809* map, identified as the western (W), central (C), and eastern (E) sections. Altogether, the map depicts the Danube Valley in its course through lower Bavaria and Upper and Lower Austria. To set up the mapsheets, overlay the west edge of Section E onto the east edge of Section C to form a complete row of hexes. Similarly, overlap the west edge of Section C onto the east edge of Section W. Each hex has an identification number, and in identifying specific hexes this number is preceded by a map section letter: W, C, or E.

Bavarian Border

[E5.] The Bavarian border is the only border on the map, running along the Inn River and northwestward. Everything west of the border is Bavarian territory; everything east of the border is Austrian territory.

Counters

[E6.] French units are blue and Austrian units are tan. Different unit types are distinguished different unit symbol colors. There is a key for each player's units on the player's Organizational Display. The Curial unit is Young Guard and the Dorsenne unit is Old Guard.

[E7.] To conform this game to the 1X Consolidated Rules, the following counter changes must be made:

- Even though the backs of the leader counters do not have flags, treat the backs as the "flag" side when playing with concealed Forces.
- Treat all Infantry Major Generals as having an Initiative Rating of 1, not 0.
- Should players wish to use Vedettes, use the reverse side of the Extended markers. Each side may use up to 10 Vedettes. Treat all Vedettes as having standard ratings of 0-1/2-9 (in the sequence used for ratings in this game).
- Ignore the Attack Effectiveness ratings on the units. That rule is not used in this update.
- The pontoon bridge, Center of Operations, and Supply Source counters have no second side as in other games. Use the blank side of the CoO and S/S markers to indicate that they are not active. Players will just have to remember if a bridge marker is a deployed pontoon or a Bridge Train.

Changes from the Original Game

[E8.] In addition to any changes inherent in the sections below or on the charts, this revised version of *1809* contains the following additions and clarifications from the originally published version:

- The Turn Record Chart set forth below supersedes the replacement and reinforcement information on the Turn Record Track on the game map. Use the Turn Record Track only to record the passage of time.
- Similarly, the Set Up Sheets have been superseded by the setup charts below.
- Units can now use Forage supply.
- None of the Optional Rules are used, except the Intelligence rule as implemented in the Consolidated Rules.
- The bridging rules have been modified, as set forth in the Bridging Summary in the *1809* Exclusive Tables, which supersedes the Bridging Summary in the Common Tables.

GAME SPECIFIC RULES

II & III. TRESTLES

[E9.] In addition to pontoon bridges and the permanent bridges printed on the map, a player may also build trestles. A trestle is a bridge that can be built by the players' Forces to span any river. Trestles are divided, like permanent bridges, into primary and secondary according to the type of river they cross. Furthermore, trestles are divided into "single-span" and "double-span" structures. Trestles crossing primary rivers can be damaged and repaired once built, but they cannot be destroyed. Trestles crossing secondary rivers can be destroyed,

but they cannot be damaged or repaired. An LOC may not be traced across a trestle, but Dispatch Distance may be.

[E10.] *Trestles traversing secondary rivers, for game purposes, tend to be relatively flimsy, easily combustible structures that are especially prone to the ravages of fire; thus, such bridges are relatively easy to dispose of in the game. Larger trestles—particularly those represented by the double trestles over primary rivers—are considerably more rugged. Note that a damaged double trestle remains a double trestle; it does not become a single trestle.*

Building a Trestle

[E11.] Any Force can build a trestle by occupying a hex adjacent to the hexside to be spanned during the Bridge Segment of each turn for the number of Game-Turns listed in the Bridging Summary on the 1809 Exclusive Tables. If an enemy Force occupies the hex directly across the hexside from the bridging Force during a friendly Bridge Segment, that Game-Turn does not count toward construction time. If the bridging Force leaves its hex for any reason, all construction time elapsed is lost. A single-span trestle can be placed across the hexside once the appropriate time is spent. To build a double-span trestle, an undamaged single-span trestle must be built—or exist already—and the additional time listed in the Bridging Summary spent.

Note that the capacity of a single-span trestle is the same as a pontoon, while that of a double-span trestle is the same as a permanent bridge.

[E12.] A trestle can be built across a Danube hexside only at a bridging site. There is no limit to the number of bridges (of all types) that can cross a particular hexside.

Example

[E13.] A French Force enters hex E1310 (Kaiser-Ebersdorf) on the 14-15 June Game-Turn with the intention of building a trestle across the Danube (the hexside the French player has chosen—1309/1310—is a legal Danube bridging site). For three turns, the Force remains in place and, on the fourth Game-Turn, an Austrian Force enters hex 1309, where it remains into the French Player-Turn. During the French Bridge Segment of the 22-23 June Game-Turn, the French player cannot check off another Game-Turn toward the trestle's completion; he still requires three more Game-Turns to complete it. On Game-Turn five, the French Force leaves hex E1309 and all work already done toward the bridge is forfeit; to construct a trestle over the same hexside, the French player would have to start from the first Game-Turn.

Damaging & Repairing Primary Trestles

[E14.] Primary trestles can be damaged and repaired. Follow the procedures for damaging and repairing a permanent bridge (*see* ¶252 & ¶254).

Destroying Secondary Trestles

[E15.] Secondary trestles can only be destroyed, not damaged. Any Force can destroy a secondary trestle during a friendly Movement Phase by expending a number of additional Movement Points per bridge according to the Bridging Summary in a hex adjacent to the bridge hexside. A destroyed trestle is permanently removed from the map; it cannot be repaired, although another trestle can be built on the hexside.

IIIb. REDOUBTS (IMPROVED POSITIONS)

[E16.] A redoubt occupied by a Force containing at least one Strength Point of artillery allows the occupying force to ignore enemy ZOCs in the redoubt hex (in this regard, the Redoubt acts identically to Fortified Towns). This means that the Force in the redoubt is not obligated to attack, although the enemy Force outside the redoubt may be obligated to do so.

[E17.] To build a redoubt, a Force of at least 12 infantry Strength Points must remain in a hex, commanded by the same Leader for six complete consecutive Game-Turns (the force may not move in any turn). A Force does not require a Movement Command or Initiative to build a Redoubt. Place a redoubt marker facedown during the Consolidation Segment the first turn (Segment II.e). During the Consolidation Segment of the second Game-Turn, turn the redoubt marker face-up in the hex. Redoubts cannot be built by Forces commanded by Major Generals.

[E18.] A redoubt counter is considered to have the facing of 6 front hexsides. A Force inside a redoubt is not doubled in any way.

[E19.] A redoubt is removed from the map the moment that no friendly Force occupies the hex.

[E20.] A Force may retreat through a friendly redoubt; any force in that hex would not have to be displaced (*see* ¶393).

IV. VIENNA MORALE & POLITICS

[E21.] Victory in 1809 depends solely on the position of the Vienna Morale marker on the Vienna Morale Track, located on the eastern map section. Each scenario specifies the box in which the Vienna Morale marker begins on this track. Essentially, it is the aim of the Austrian player to move the marker to the right toward higher positive numbers, and the aim of the French player to move the marker to the left toward lower negative numbers. The position of the marker also affects the politics of the game.

[E22.] Austrian morale is recorded on the Vienna Morale Track. Morale may be positive, zero, or negative. If Vienna Morale is between +3 and -3 (inclusive) at the end of the last Game-Turn, the Level of Victory is determined by the location of the Vienna Morale marker (*see* ¶E57).

[E23.] At the start of each Scenario, place the Vienna Morale Marker in the +1 box (*see* ¶E55); thereafter, morale will change as defined in the Standard Rules and as below.

Capture of Political Features

[E24.] In addition to Morale Changes as outlined in the Standard Rules (*see* ¶395 *et seq.*), Vienna Morale also changes by one for the capture of the features listed below. Each condition applies only once per game.

- +1 when an Austrian Force first enters Regensburg (W0815). This effect is reversed if a French Force reenters Regensburg.
- -1 at the start of any phase when a French Force occupies any Vienna hex (E0909, E0910, or E1009), and no Austrian Force occupies any hex of Vienna.
- -1 at the start of any phase when a French Force is within 7 hexes of Vienna, and no Austrian Force is within 7 hexes of Vienna.

Austrian Offensive

[E25.] Add 1 to Vienna Morale if the Austrian Leader Charles, in command of a Force containing at least 20 SPs, exits the map

at Hemau (W0016), and, at the moment he exits, the Vienna Morale marker is already in the +3 box.

Effects of Morale on Ending the Game

[E26.] At the instant the Vienna Morale marker moves to the left of -3, the game ends in a French Decisive Victory. At the instant the Vienna Morale marker moves to the right of +3, the game ends in an Austrian Decisive Victory (see ¶E57).

Effects of Morale on Determining Victory

[E27.] Level of Victory depends upon the current Morale at the end of the Campaign Game (see ¶E57).

Vienna Militia

[E28.] The O'Reilly unit is composed of Viennese citizens. This unit, commanded by an infantry Major General, appears in any Vienna hex at full strength the instant that a French Force comes within 7 hexes of any Vienna hex. This Austrian Force can never leave Vienna, even by retreat.

Wavering Members of the Confederation

[E29.] The instant Vienna Morale reaches +2, no Saxon unit can march, although such units can defend normally. The instant Vienna Morale reaches +3, the same effect applies to the Württemberg and Bavarians units as well.

Bavarian Counter-Insurgency

[E30.] During April and May, all Bavarian units must remain within Bavarian territory south of the Danube River to contain the historical popular revolt. After 31 May, one third of the Bavarian Strength Points must remain south of the Danube behind the Traun River, one third can go anywhere, and one third must remain as before.

Province Occupation and Landwehr Attrition

[E31.] The Austrian Landwehr units are divided into north and south Danube (N Danube and S Danube; see the counter color codes on the Organization Display). The entire north side of the Danube outside Bavaria is considered the home province of the N Danube Landwehr; the entire south side of the Danube outside Bavaria is considered the home province of the S Danube Landwehr. If, at the moment the third city in either Landwehr's group's home province is occupied by the French, special Landwehr attrition occurs.

- If at that moment Vienna Morale is a negative number, reduce the strength of each unit of the affected group currently on the Organization Display by 75% (round fractions down).
- If morale is 0, reduce the strength of all units of the affected group by 50%.
- If morale is positive, do not make any reductions.

This effect can occur only once per game, at the moment the third city falls, for each group. Note that the O'Reilly unit is immune to this rule.

SCENARIO INFORMATION

[E32.] There are two Campaign Scenarios in 1809: The Alternate Campaign and the Historical Campaign. Each scenario has different start dates, but the end dates and Victory Conditions are the same for both. The Historical Campaign is the "primary case." There are no Unit or Leader manifests for

this game. The initial placement for the combat units and leaders is given in the Scenario Information below.

Despite the fact that the campaign is known for the two large battles of Wagram and Aspern-Essling, the real interest lies in the maneuver stage of the campaign in April.

LEADER AND COMBAT UNIT SETUP

[E33.] The initial placement for the combat units and leaders is given in the Scenario Information. Each line of the set up lists either a leader (in bold type on a gray line) or a combat unit.

[E34.] Each Leader listed is placed on the map at the hex location next to the leader's name. When the words "MG Cavalry" or "MG Infantry" appear for a Force, use a Major General as its Leader. (The leader name in bold is listed for historical interest purposes only.) Any generic Major General of the appropriate type (infantry or cavalry) can be used.

[E35.] Combat units are listed below the leader whose track they set up on; their corresponding strengths are in a separate column to the right. Unit types are indicated by a letter after a unit's strength: i = infantry, a = artillery, and c = cavalry. Combat units listed directly beneath a Leader should setup on that Leader's track as part of his Force. Place the combat units on the numbered track spaces corresponding to their listed strength. (See "Organization Displays," ¶422.)

[E36.] There are also some Infantry and Cavalry units with the same name. See ¶424 for how to set them up. In some cases one of the units is marked as having 0 SPs. This indicates that the unit is not in play at the start of the scenario.

Replacement Leaders & Counters

[E37.] The following units are available as replacement units at the start of both scenarios:

Austrian		French	
Infantry	Cavalry	Infantry	Cavalry
Vukssvch	Vukssvch	Logo	Lasalle
Klenau	Klenau	Nevenstn	
Vincent	Vincent	Reynier	
Hohenfld	Kienmyr		
Radetzky			

See also the special rule to Scenario 1.

[E38.] During any Organization Segment, the Austrian Player may "create" the leader Frimont, by placing his counter in the same stack as John, provided that the Frimont combat unit is actually in John's Force. At the same time, units in the hex may be moved to Frimont's track. Note: this procedure may not be undertaken if John is subordinate to another commander. Frimont may be removed by reversing the above procedure.

Special Rule: Pressburg Reinforcements

[E39.] Austrian Pressburg Reinforcements, shown in the table below, become available as of 24-25 June. French Pressburg Reinforcements become available as of 28-29 June. These reinforcements can be brought in at any time after they become available. The first player to bring on his Pressburg Reinforcements can bring them on only on the side of the Danube he controls; the second player can then enter his own Pressburg Reinforcements on either side of the Danube. If one player controls both banks, the Pressburg Reinforcements of the other side cannot be delayed, but enter immediately on the nearest road hex free of enemy ZOCs in the direction of their Center of Operations. If the Austrian Pressburg Reinforcements

enter before 28-29 June, Eugene can enter anywhere on the East mapedge.

[E40.] To control the north bank of the Danube, a player must control hex E1607. To control the south bank of the Danube, a player must control hex E1610. These hexes begin under the control of the Austrian Player.

[E41.] The following units are the Pressburg Reinforcements:

Austrian Forces	
John	
Frimont	4i
Mescery	4i
Davidvch	3i
Besan	1c

French Forces	
Grouchy	
Pacthod	3i
Sahuc	1c
Guedin	2c
Macdnld	
Broussier	4i
Lamarq	4i
Grenier	
Durutte	4i
Seras	3i
Eugene	
Lecchi	2i
Pully (MG Cavalry)	
Pully	1c

Special Rule: Optional Entry for Massena

[E42.] If both players agree to use this rule, the French Player rolls the die to determine whether Massena and his Force will arrive as per the Turn Record Chart or as they did historically. The French player rolls on the following table, adding 1 to the die roll if wishes. In addition to the units listed for Massena, Massena may also command up to half of the SPs of Oudinot's Force.

On a roll of:	Massena & his Force appear:
1-3	On hex W1334 during the 2 nd Player Turn of April 21-22
4-6	As per the TRC

SCENARIO INFORMATION DETAIL

[E43.] The setups for each scenario list the following information.

Start Date

[E44.] Place the Game-Turn Marker on the Turn Record Track on the date listed in the Scenario Information under "Start Date."

End Date

[E45.] The 10-11 July turn is the last turn for all scenarios, and is therefore not listed (exception: see ¶E57).

First Player

[E46.] The Player listed here will be the First Player in every Game-Turn of the Scenario.

Game Map

[E47.] Both scenarios use all map sections. The map sections are designed to overlap one another as explained above (see ¶E4).

Bridges Damaged & pontoons Deployed

[E48.] These sections list the placement of Damaged Bridge Markers, if any, and deployed pontoon bridges. (There are no trestles, or redoubts, in play at the start of either scenario.)

Replacements

[E49.] Place all Replacement Markers (x1, x10) in the 0 boxes at the start of all scenarios.

Vedettes

[E50.] Vedettes can be placed at start according to the rules governing their placement (see ¶24).

Reinforcements

[E51.] All Reinforcements are listed on the Turn Record Chart. Note that the player turn of entry is listed for the French Forces. If playing scenario 1 (where the Austrian turn is first), forces marked for the 1st player turn enter during the French Forced March Segment of Austrian player turn, and those marked for the 2nd player turn enter during the French March Phase. If playing scenario 2, the 1st player turn units enter during the French March Phase, and the 2nd player turn units enter during the Forced March Segment.

AP Levels

[E52.] This lists where on the Accumulated AP Track to place the AP Level Markers (x1, x10) at start.

Supply Sources At Start

[E53.] Supply Sources may be freely chosen by the players in any hex listed for that army on the Communications Table. (Exception: the French may not use Passau at start.) Once assigned, the S/S may only be changed as specified under ¶101, *Changing the Supply Source*.

Centers of Operation

[E54.] This lists the location of both players' Centers of Operations. Both Centers of Operation start Active in both scenarios.

Morale Condition

[E55.] Place the Vienna Morale marker in the +1 box of the Morale Track the Morale Marker at the start of both scenarios.

Special Rule

[E56.] Any rules which apply only to that Scenario.

Victory Conditions

[E57.] The Victory Conditions determine who wins the game.

Automatic Victory: (see ¶E26)

Other Levels of Victory:

If no automatic victory condition is met prior to the end of the game, the level of Vienna Morale at the end of the game determines the Level of Victory. If the marker is in the -3, -2, or -1 box, the French player has won a Marginal Victory. If the marker is in the +1, +2, or +3 box, the Austrian player has won a Marginal Victory. If the marker is in the 0 box, the game has ended in a draw.

SCENARIO 1: ALTERNATE CAMPAIGN [E58.]**Start Date:** 9-10 April (47 turns)**First Player:** Austrian**Bridges Damaged:** None**Deployed pontoons:** C4509/C4510 & C2123/C2124 (place counter in first hex listed)**AP Levels:** Austrian: 42, French: 27**Centers of Operations:** Austrian: Anywhere in Austria.

French: On the designated Supply Source.

Special Rule: At his option, the French player may set up a MG Infantry in hex W0815, commanding Coutard with 2i. If he does so, deduct 2 SPs from Morand when he enters. Similarly, the French player may set up a MG Infantry in any hex adjacent to the Naab River (west map), commanding Guyon with 1 SP. If he does so, deduct 1 SP from Friant when he enters. If not placed on the map, Coutard and Guyon are available replacement units.

Austrian Forces	
Charles	Anywhere south of the Danube in Austria
Reserve	4a
Hohenzollern	W4730
Kayser	6i
Julien	10i
Lichtstn	3i
Thierry	5i
Pfanzltler	1c
Rosenberg	W4928
Dedowch	6i
Hohenlh	8i
Sommerv	4i
Sommerv	2c
Louis	W4730
Reuss	8i
Reuss	0c
Aspre	5i
Schustkh	8i
Schustkh	2c
Hiller	W4134
Kottlnsky	8i
Kottlnsky	0c
Nordmnn	5i
Nordmnn	2c
Bridge Train	
Liechtenstein	W4928
Homburg	3i
Homburg	0c
Schneller	4c
Lindenau	8i
Rohan	5i
Rohan	0c
Maximilian	W4533
Chornsky	6i
Noyer	6i
Bock	7i
Veczay (MG Infantry)	W4824
Veczay	6i
Richter (MG Infantry)	W4720
Richter	5i

Argenteu (MG Infantry)	C1423
Argenteu	6i
Sinzendrf (MG Infantry)	W4928
Sinzendrf	4i
Neustadt (MG Infantry)	W4821
Neustadt	2i
Ulbrecht (MG Infantry)	E0909, E0910, or E1009
Ulbrecht	6i

French Forces	
MG Infantry	W4721
Garrison	3i
Deroi (MG Infantry)	W1631
Deroi	9i
Deroi	2c
Wrede (MG Infantry)	W2118
Wrede	8i
Montbrn (MG Cavalry)	W0815
Montbrn	5c

SCENARIO 2: HISTORICAL CAMPAIGN [E59.]**Start Date:** 19-20 April (42 turns)**First Player:** French**Bridges Damaged:** W0525/W0625**Deployed pontoons:** C4509/C4510 & C2123/C2124 (place counter in first hex listed)**AP Levels:** Austrian: 32, French: 37**Centers of Operations:** Austrian: South of the Danube.

French: Anywhere on map.

Special Rule: The French (Bavarian) Garrison unit is not available in this scenario.

Austrian Forces	
Charles	W0821
Reserve	4a
Kollowrat	W0811
Brady	10i
Trauenfls	6i
Trauenfls	0c
Crenvll	3i
Crenvll	2c
Hohenzollern	W0821
Kayser	6i
Julien	10i
Lichtstn	3i
Rosenberg	W1022
Dedowch	5i
Hohenlh	5i
Sommerv	3i
Sommerv	2c
Louis	W0726
Reuss	8i
Reuss	0c
Aspre	4i
Schustkh	7i
Schustkh	2c
Hiller	W0433
Kottlnsky	8i
Kottlnsky	0c

Nordmnn	4i
Nordmnn	2c
Bridge Train	
Liechtenstein	W1022
Homburg	3i
Homburg	0c
Schneller	2c
Lindenau	7i
Rohan	5i
Rohan	0c
Maximilian	W2926
Chornsky	6i
Noyer	6i
Bock	7i
Veczay (MG Infantry)	W1422
Veczay	5i
Richter (MG Infantry)	W4721
Richter	5i
Argenteu (MG Infantry)	C1423
Argenteu	6i
Sinzendrf (MG Infantry)	W4824
Sinzendrf	4i
Neustadt (MG Infantry)	W4721
Neustadt	2i
Ulbrecht (MG Infantry)	E0909, E0910, or E1009
Ulbrecht	6i
Thierry (MG Infantry)	W0723
Thierry	5i
Pfanzltler	1c

French Forces	
Davout	W1019
Friant	10i
Gudin	11i
Hilaire	11i
Sulpice	3c
Lefebvre	W0523
Pr Royal	7i
Deroi	8i
Deroi	2c
Wrede (MG Infantry)	W0525
Wrede	7i
Coutard (MG Infantry)	W0815
Coutard	2i
Morand (MG Infantry)	W0921
Morand	8i
Montbrn	5c
Guyon (MG Infantry)	In any hex adjacent to the Naab River (west map)
Guyon	1i
Nansouty (MG Cavalry)	In any hex adjacent to the Naab River (west map)
Nansouty	5c

TURN RECORD CHART

A (column heading) = Army (F = French, A = Austrian)

P (column heading) = Player Turn (1 = 1st, 2 = 2nd)

SP types: i = Infantry; a = artillery; c = Cavalry; g = Imperial Guard

Italics = Historical interest only

Turn	A	P	APRIL 1809	Hex / SPs		
9-10	Begin Scenario 1					
11-12						
13-14	A	1	Kollowrat	W1701		
			Brady	11i		
			Trauenfls	7i		
			Trauenfls	0c		
			Crenvll	4i		
			Crenvll	2c		
	F	1	Davout	W0025		
			Gudin	11i		
15-16	F	1	Lefebvre	W0433		
			Pr. Royal	8i		
	2	Friant (MG Infantry)	W0009			
		Friant (<i>see ¶E58</i>)	12i			
		Hilaire (MG Infantry)	W0016			
		Hilaire	11i			
		Nansouty	5c			
		Sulpice (MG Cavalry)	W0025			
		Sulpice	3c			
		17-18	A: 6i, 1c			
19-20	Begin Scenario 2					
<i>Abensberg</i>						
F	1	1	Napoleon	W0025		
			Reserve	4a		
			Demont	3i		
			Bridge train			
			Lannes	W0025		
			Vandamme	W0025		
			Neubrnn	7i		
			Huegel	3i		
	2	2	Wollwrth	2i		
			Oudinot	W0134		
			Tharreau	7i		
			Clapared	8i		
			Espagne	3c		
			Colbert	3c		
			Massena (<i>see ¶E42</i>)	W0134		
			Legrand	10i		
21-22	A	1	Bellegard	W0016		
			Vogelsng	8i		
			Ulm	8i		
			Ulm	0c		
			Fresnel	7i		
			Fresnel	2c		
			Bridge Train			
			F	1	Bessieres	W0025
					Rouyer (MG Infantry)	W0025
					Rouyer	7i

			Boudet (MG Infantry)	W0134
			Boudet	5i
23-24	<i>Ratisbon/Neumarkt</i>			
25-26	A: 6i		F: 1c	
27-28	F	1	Mouton	W0025
			Courial	5i
			Dorsenne	3i
			Arrighi	1c
			Lauriston	4a
29-30				

Turn	A	P	MAY 1809	Hex / SPs
1-2	F	1	Dupas (MG Infantry)	W0025
			Dupas	3i
			Dupas	2c
3-4	A: 11i, 2c		F: 7i	
	<i>Ebelsberg</i>			
5-6	F	1	Bernadotte	W1701
			Zzschwztz	6i
			Zzschwztz	2i
			Polenz	5i
			Polenz	0c
7-8				
9-10	A	1	Riesheim	C1102
			Loudon	6i
			C Kinsky	6i
			Schonthl	7i
			F Kinsky	7i
11-12	A: 5i, 2c		F: 16i	
13-14	<i>Vienna Falls</i>			
15-16				
17-18				
19-20	A: 2c		F: 2i, 5c	
21-22	<i>Aspern-Essling</i>			
23-24				
25-26				
27-28	A: 6i		F: 3i, 1c	
29-30				
31-1	<i>Bavarian Revolt Quelled</i>			

Turn	A	P	JUNE 1809	Hex / SPs
2-3				
4-5	A: 10i, 2c		F: 4i, 1c	
6-7				
8-9				
10-11				
12-13	A: 5i		F: 13i, 1c, 6gi, 1gc	
14-15				
16-17				
18-19				
20-21	A: 7i		F: 4c	
22-23				
24-25	A: Pressburg Reinforcements available (see ¶E39)			
26-27				
28-29	A: 1c		F: 1i, 1c	
	F: Pressburg Reinforcements available (see ¶E39)			
30-1	F	1	Marmont	E0334
			Mntrchnd	5i
			Clauzel	4i
			Tiblet	4a

Turn	A	P	JULY 1809	Hex / SPs
2-3				
4-5	<i>Wagram</i>			
6-7				
8-9				
10-11	End Both Scenarios			
	<i>Znaim</i>			

ERRATA & CLARIFICATIONS

MAP

- The pattern intended to signify cities on the map was omitted for Kasperske Hory (W4101).
- Ignore the city terrain in E1004, E1005, & E1105.
- In some hexes where the maps overlap, the terrain doesn't match for the two maps. Use the worse terrain in all cases.

COUNTERS

- The Rohan infantry unit does not have a +10 side. Use the flip side of the marker to denote a strength greater than 10.
- Change the maximum strength of the French Nevenstn unit to 6.