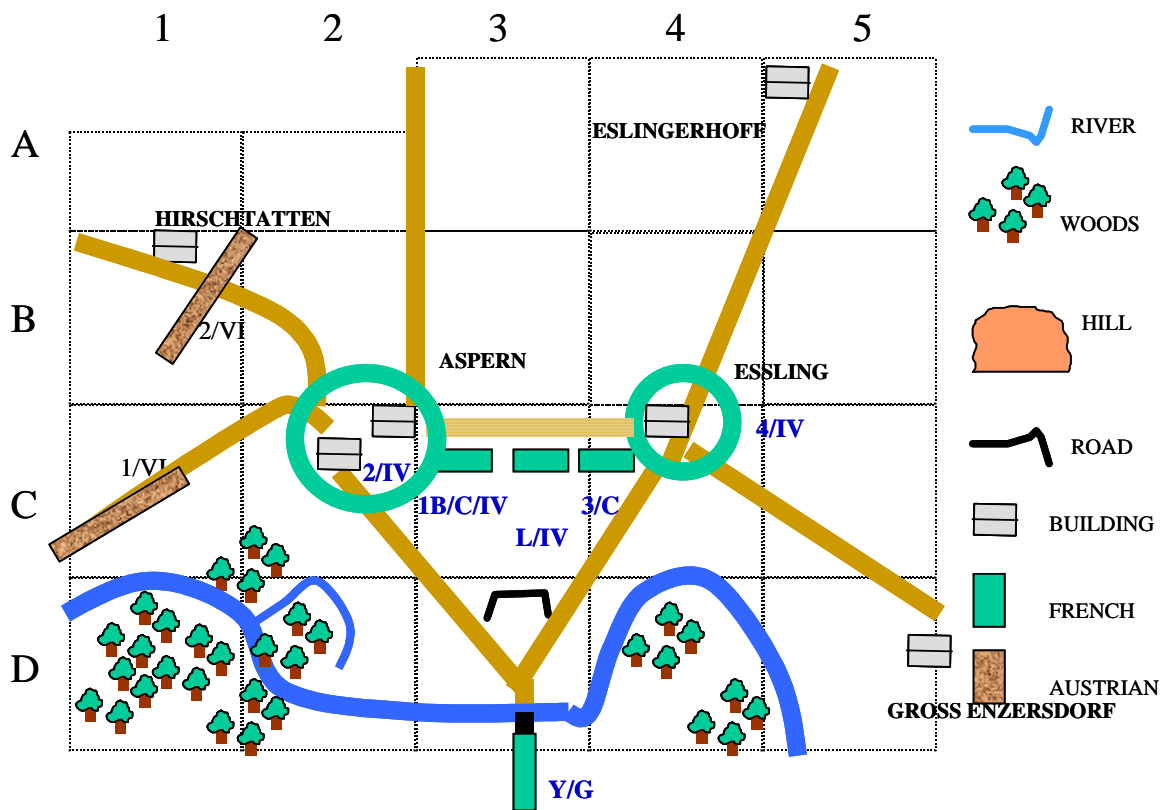


Scenario 6: The Battle of Aspern-Essling May 21-22, 1809

Napoleon has crossed the Danube. The Archduke Charles is before him. Only two corps have crossed the river, but the bridges can collapse in any moment.

6.1 Map: The Aspern-Essling battlefield.



Map Notes:

6.1.1: The buildings of Aspern and Essling have a “+3” combat modifier for the day 21. The 22 of May the buildings are also fortified. All other buildings are “+2” and the fieldworks are “+3”.

6.1.2: The embanked road is “-1” cover for when is fired from the north. It costs an extra +5 cm for cavalry units. The Danube is unfordable.

6.1.3: On May 21, General Marulaz is with his 1B/C/IV on the tabletop, the L/IV has a 5# battery with it, and the 3/C has an 8# battery with it. All are deployed. The Y/G is in march column on the road, with the lead of the division on the bridge. Napoleon, Lannes and Massena are all on the tabletop from the start. The French on-table forces are setup first on both days.

6.1.4: On May 21, the Austrian 2/VI division is deployed and has the VI Corps 6# battery with it, and may be setup as close as 15 cm from Aspern. The Austrian 1/VI division has the VI Corps 12# battery with it and they must be in a continuous march column formation on the road. Charles and Hiller (the VI Corps commanders) are on the tabletop from the start. Austrian on-table forces are setup after the French are placed.

6.2 Aspern-Essling Orders of Battle

(4) Armée d'Allemagne (A) Napoleon 70E(10)+3D [8M]until 1/IV arrives, then 9M until 2/IV arrives, then 12M until 1/C and 2/C arrive, then 14M for the remainder of May 21. This drop to 12M on May 22, then 14M until 3/II arrives, 18M after A Corps arrives, 19M after O/G and C/G arrive, then 21 M after R/II arrives. If III Corps is used, Army Morale is 25M after their arrival]. **Lannes and Massena are overall wing commanders who may command any other troops in addition to the listed under their command.**

(2) Imperial Guard (G)

(1) **Old Guard (OG)** Dorsenne 10(G)6+1 [1F]

1B/OG: 24 FrOGD [7D]

(1) **Jeune Garde (JG)** Curial 8A(7)+0 [2F]

1B/JG: 20 FrYGD [6D] **2B/JG:** 20 FrYGD [6D]

(1) **Guard cavalry (GC)** Arrighi: 8A(7)+1 [1F]

1B/GC: 10FrGLC [3D]

Artillery Guard (G) G FrG#12 (4 guns)

(2) Cavalry Reserve (C) Bessieres: 15E(5)+1 [4F]

(1) **1st Division Heavy cavalry (1C)** Nansoutyr: 8G(7)+1

1B/1C: 8 FrHC [2D] **2B/1C:** 10 FrHC [3D]

(1) **2nd Division Heavy cavalry (2C)** St. Sulpice : 8A(6)+1

1B/2C: 8 FrHC [2D] **2B/2C:** 10 FrHC [3D]

(1) **3rd Division Heavy cavalry (3C)** D'Espagne : 10A(5)+1

1B/3C: 12 FrHC [4D] **2B/3C:** 10 FrHC [3D]

Artillery Cavalry Reserve (C) C Fr#8 C Fr#8 C Fr#8

(2) II Corps (II) Lannes: 30E(8)+2 [4F].

(1) **3rd Division (3/II)** St. Hilaire: 10G(7)+2

1B/3/II: 16FrLT [6D] **2B/3/II:** 28FrVLN [8D] **3B/3/II:** 28FrLN [11D]

(1) **Reserve Division (R/II)** Demont: 10A(5)+0

1B/R/II: 20 FrPLN [10D] **2B/R/II:** 16FrPLN [8D]

Artillery II Corps (II) II Fr#12 (4 guns) II Fr#6

(2) Advance Guard Corps (A) Oudinot: 15E(5)+2 [4F].

(1) **1st Division (1/A)** Tharreau: 8G(6)+1

1B/1/A: 20FrPLT [10D] **2B/1/A:** 20FrPLN [10D] **3B/1/A:** 16FrPLN [8D]

(1) **2nd Division (2/A)** Claparede: 8G(7)+1

1B/2/A: 16 FrPLT [8D] **2B/2/A:** 28 FrPLN [14D]

Artillery Corps (A) A Fr#4 A Fr#4

(2) IV Corps (IV) Massena: 30E(8)+2D [9F].

(1) **1st Division (1/IV)** Legrand: 10E(7)+1

1B/1/IV: 16 FrLT [6D] **2B/1/IV:** 20 FrLN [8D]

(1) **2nd Division (2/IV)** St. Cyr: 8A(6)+0

1B/2/IV: 20 FrLT [8D] **2B/2/IV:** 20 FrLN [8D] **3B/2/IV:** 20 FrLN [8D] **4B/2/IV:** 20 HsLN [8D]

(1) **3rd Division (3/IV)** Molitor: 10E(7)+1

1B/3/IV: 28 FrLN [11D] **2B/3/IV:** 28 FrLN [11D]

(1) **4st Division (4/IV)** Boudet: 8G(6)+1

1B/4/IV: 16 FrLT [6D] **2B/4/IV:** 16 FrLN [6D] **3B/4/IV:** 16 FrLN [6D]

(1) **Division cavalry (C/IV)** Marulaz: 8G(6)+2

1B/C/IV: 8 FrLC [5D] **2B/C/IV:** 8 BdLC [5D]

(1) **Light Cavalry Division (L/IV)** Lasalle: 10E(8)+2

1B/L/IV: 10 FrLC [4D] **2B/L/IV:** 8 FrLC [3D]

Artillery IV Corps (IV) IV Fr#12 IV Fr#12 IV Fr#6 IV Fr#6

(2) **III Corps (III)** Davout: 25E(8)+1 [5F].

(1) **1st Division (1/III)** Friant: 13E(8)+2

1B/1/III: 20 FrVLN [6D] **2B/1/III:** 24 FrVLN [7D] **3B/1/III:** 24 FrVLN [7D]

(1) **2nd Division (2/III)** Morand: 13E(8)+2

1B/2/III: 20 FrVLT [6D] **2B/2/III:** 16 FrVLN [5D] **3B/2/III:** 16 FrVLN [5D]

4B/2/III: 24 FrVLN [7D]

Artillery III Corps (III) **III** Fr#12 **III** Fr#12 **III** Fr#4 (4 guns)

(3) **Austrian Army (A)** Charles 50E(10)+2 7M. [7M until II arrives, then 12M until 1C/1R and 2C/1R arrive, then 17M until A/IV arrives, then 20M until AG/IV arrives, then 21M until the remainder of IV Corps arrives, then 27M until 1/IR and 2/IR arrive, then 29M for the remainder of May 21, and finally, dropping to 26M for May 22]

(2) **I Corps (I)** Bellegarde 18A(6)+0 [3F]

(1) **2nd Division (2/I)** Fresnel: 10A(6)+1

1B/2/I: 16 AsLN [8D] **2B/2/I:** 20 AsLN [10D] **3B/2/I:** 24 AsLN [12D] **4B/2/I:** 16 AsFKI [8D]

5B/2/I: 16 AsJ [8D]

Corps Artillery (I): I: As#12 **I:** As6#

(2) **II Corps (II)** Hohenzollern 18G(5)+1D [4F].

(1) **1st Division (1/II)** Brady: 8A(4)+0

1B/1/II: 28 AsLN [14D] **2B/1/II:** 16 AsLN [8D] **3B/1/II:** 16 AsLN [8D]

(1) **2nd Division (2/II)** Ulm: 10G(5)+1

1B/2/II: 24 AsLN [12D] **2B/2/II:** 24 AsLN [12D] **3B/2/II:** 28 AsLN [14D] **4B/2/II:** 20 AsLN

[12D] **5B/2/II:** 16 AsLN [8D]

Corps Artillery (II): II: As#12 **II:** As6#

(2) **IV Corps (IV)** Rosenberg 18A(5)+0 [8F]

(1) **Advance Guard Division (AG/IV)** : Klenau 8G(7)+1

1B/AG/IV: 20 AsLN [10D] **2B/AG/IV:** 16 AsLN [8D] **3B/AG/IV:** 14 AsLC [7D]

AG/IV: As#6

(1) **1st Division (1/IV)** Bartenstein: 8G(4)+0

1B/1/IV: 28 AsLN [14D] **2B/1/IV:** 24 AsLN [12D] **3B/1/IV:** 24 AsLN [12D]

(1) **2nd Division (2/IV)** Rohan 10A(6)+1

1B/2/IV: 20 AsLN [10D] **2B/2/IV:** 20 AsLN [10D] **3B/2/IV:** 28 AsLN [14D] **4B/2/IV:** 24 AsGRZ

[14D] **5B/2/IV:** 8 AsLC [4D]

(1) **Attached Division (A/IV)** Dedovich 8A(5)+0

1B/A/IV: 28 AsLN [14D] **2B/A/IV:** 24 AsLN [12D] **3B/A/IV:** 28 AsLN [14D] **4B/A/IV:** 28 AsLN

[14D]

Corps Artillery (IV): IV: As#12 **IV:** As6#

(2) **VI Corps (VI)** Hiller 23A(5)+0 [3F]

(1) **1st Division (1/VI)** Hohenfeld: 8A(4)+0

1B/1/VI: 24 AsLN [12D] **2B/1/VI:** 24 AsLN [12D]

(1) **2nd Division (2/VI)** Kottulinsky 10A(5)+1

1B/2/VI: 24 AsLN [12D] **2B/2/VI:** 16 AsFKI [8D] **3B/2/VI:** 10 AsLC [5D]

Corps Artillery (VI): VI: As#12 **VI:** As6#

(2) **I Corps Reserve (R)** Lichtstein 20G(7)+1D [7F]

(1) **1st Division (1/R)** Aspre: 8A(4)+0

1B/1/R: 20 AsGN [8D] **2B/1/R:** 24 AsGN [10D]

(1) **2nd Division (2/R)** Prochaske: 8A(6)+1

1B/2/R: 24 AsGN [10D] **2B/2/R:** 24 AsGN [10D]

(1) **1st Cavalry Division (1C/R)** Hessen-Homburg: 8A(5)+0

1B/1C/R: 8 AsHC [3D] **2B/1C/R:** 10 AsHC [4D] **3B/1C/R:** 8 AsHC [3D] **1C/R:** As#6

1C/R: As#6 **1C/R:** As#6

(1) **2nd Cavalry Division (2C/R)** Kienmayer 10A(6)+0

1B/2C/R: 14 AsLC [7D] **2B/2C/R:** 10 AsLC [7D] **3B/2C/R:** 8 AsLC [4D] **4B/2C/R:** 8 AsLC [4D]

5B/2C/R: 8 AsLC [4D] **2C/R:** As#6 **2C/R:** As#6 **2C/R:** As#6 **2C/R:** As#6

6.4. Special rules

6.4.1. Game length/sequence. May 21: 15.00-20.00 (11 turns); May 22: 03.00-15.00 (25 turns). The Austrians are the first side

6.4.2. Arrival Times:

Austrian:

I: 15 h, May 21. Deployed arrival at **A1**

II: 15.30 hours, May 21. Deployed arrival at **A2**

1C/IR & 2C/IR: 16.00 hours, May 21. Deployed arrival at **A3 through A4**

A/IV: 16.30 hours, May 21. Deployed arrival at **A5**

AG/IV. 17 hours, May 21. Deployed arrival at **A5**

Rest IV: 17.300 hours, May 21. Deployed arrival at **B5 through C5**

1/IR, 2/IR & Lichstestein 18.00 hours, May 21. In march column at the **A3 road**

French

All French units in march column at the **D3 road** end

1/IV & a 12# Corps: 15.30 hours, May 21

3/IV & a 12# Corps: 16.30 hours, May 21

1/C, 2/C & 2xCavalry Reserve 8# & Marshall Bessieres: 18.00 hours, May 21

3/II & a 6# Corps: Nighttime, between May 21 and 22

A: 03.00 hours, May 22

O/G, C/G: 05.00 hours, May 22

2B/C/IV & a IV Corps 6#: 07.00 hours, May 22

R/II & G12# & 3 x II Corps 12#: 11.00 hours, May 22

6.4.3 French Artillery Ammunition: Due to problems getting artillery ammunition across the Danube, the French artillery was forced to fire slowly to conserve ammunition, and, for this reason, the fire modifiers for all French artillery batteries are reduced to "+ 1" (and so listed on the INFORMATION CHART) from their normal "+2". This restriction can be ignored in emergencies, so French artillery gets its normal "+2" fire modifier when involved in a combat.

6.4.4 Special Night Combat Rules: During night Turns (1930 and 2000 hours on May 21, and 0300 and 0330 hours on May 22), the following rules apply:

6.4.4.1: Combats may be initiated versus units located in build- ings or by cavalry units using reaction moves *only*.

6.4.4.2: Maximum firing range is reduced to nine inches. 18.4.4.3: The "blunder combat" rules (see option 17.3.2.1), with a roll of "1" for use, should be used during night Turns.

6.4.5 Variant Scenarios: The game may be played in a variety of ways:

6.4.5.1 May 21 Variant: Only the first day's fighting is done, with victory determined after the 2000 hours, May 21 Turn. The French III Corps and all French units that arrive on May 22 are not required for play. Use the 6.5.1 victory points for this variant.

6.4.5.2 May 22 Variant: Only the second day's (0300 to 1500 hours, May 22) fighting is done, with victory determined after the last Turn. Setup using the May 22 tabletop map. The French III Corps is not required for play, and the 6.5.2 victory points are used for this variant. The following losses must be marked on these listed units at the start of a game:

Austrian: 3B/2/1: 2; 4B/2/1: 1; 5B/2/1: 1; 3B/I/II:I; 2B/2/11: 1; 3B/AG/IV: 1; IB/A/IV: 2; 2B/A/IV: 1; 3B/A/IV: 3; 4B/A/IV: 2; IB/I/VI: 3; 2B/INI: 4; IB/2NI: 3; 2B/2NI: 7; 3B/2NI: 1; IB/IC/IR: 2; 2B/IC/IR: 2; IB/2C/IR: 2; 2B/2C/IR: 1; 3B/2C/IR: 2; and 4B/2C/IR: 1.

French: IB/3/C: 3; 2B/3/C: 4; IB/I/IV: 3; 2B/I/IV: 5; IB/3/1V: 16; 2B/3/1V: 8; IB/4/1V: 2; 2B/4/1V: 3; 3B/4/1V: 2; IB/C/IV: 2; IB/L/IV: 3; and 2B/L/IV: 2. General Espagne (3/C) was killed on May 21, and the "replacement" label should be used on his general base.

6.4.5.3 Historical Variant: Play the game for *both* day's fight- ing using the given arrival times, with a "nighttime" reorganization (see option 21.0 in the Rulebook) between the two "days". The French III Corps is not used. Use the 6.5.2 victory points for this variant.

6.4.5.4 What If Variant: Like 18.4.5.3, this covers both "days" of fighting with a "nighttime" reorganization. The French III Corps was not actually involved in the historical battle due to the French bridges going down and lack of room in the bridgehead area. Here, the III Corps is used, and may, or may not, arrive. There are actually two bridges involved, one leading to Lobau Island (not on the tabletop, but considered abstractly here to be just off the south edge of the table at road end E5) and the other (the one on the tabletop) leading from Lobau into the French bridgehead.

6.4.5.4.1: In this variant, French units enter the tabletop in the same *order* as listed in 6.4.2, above, with the addition of the III Corps *last*, but may arrive at different times, depending on bridge conditions. Use the 6.5.3 victory points for this variant.

6.4.5.4.2: During his Arrival Step *every* Turn, the French player rolls a die once for each bridge. On May 21, a roll of "1" through "6" indicates that a bridge is "up" and can be crossed during that turn, and a roll of "7" through "10" indicates that a bridge is "down" and cannot be crossed (any unit partially on a bridge that is "down" should be moved south of the bridge and may not cross). This changes to "1" through "5" for "up" and "6" through "10" for "down" on May 22. There is one roll for the "nighttime" between the "days".

6.4.6 Options: The Austrians start with the initiative on May 21. For games starting on May 22, the French start with the initiative. Both sides get 4 free rolls on both days.

6.5 VICTORY POINTS:

6.5.1 FIRST DAY ONLY: For May 21 only, the buildings of Aspern and Essling are worth 50/100 each, all other buildings are 30/60 each, the bridge is worth 130/260, and the road ends to the north (in A2 and A5) are worth 30/60 each in Austrian/French victory points. The bridge and the towns of Aspern, Essling, and Gross-Enzersdorf are considered to be French-controlled, and all other objectives are Austrian-controlled at the game's start.

6.5.2 SECOND DAY/BOTH DAYS: For May 22 only or for both days, unless variant 18.4.5.4 is used, the buildings of Aspern and Essling are worth 65/78 each, all other buildings are 40/48 each, the bridge is worth 155/186, and the road ends to the north (in A2 and A5) are worth 35/42 each in *Austrian/French* victory points. The bridge, the town Essling, and the eastern building of Aspern are considered to be French-controlled, and all other objectives are Austrian-controlled at the game's start.

6.5.3 BOTH DAYS WITH III CORPS: If variant 6.4.5.4 is used, the buildings of Aspern and Essling are worth 70/98 each, all other buildings are 45/63 each, the bridge is worth 160/224, and the road ends to the north (in A2 and A5) are worth 40/56 each in *French/Austrian* victory points. The bridge and the towns of Aspern, Essling, and Gross-Enzersdorf are considered to be French-controlled, and all other objectives are Austrian-controlled at the game's start.

6.6 HISTORICAL ASPERN-ESSLING:

The outnumbered French forces were forced to fight desperately as the Austrian main army appeared to their front. During the afternoon of May 21, after repulsing some earlier Austrian assaults, the French were finally driven out of half of Aspern by an attack led personally by Charles. Later French counterattacks made no headway by the time firing finally died down after dark.

Neither army got much sleep. Firing broke out again in Aspern at about 0300 hours, but this was a mere diversion as Napoleon massed his forces to break the Austrian center. The French attack started well, but was finally stopped, and Austrian attacks drove the French back after much hard fighting. By afternoon, the fighting again degenerated into savage bickering over the buildings in Aspern and Essling. With the French repulse, and with the bridges behind him alternately failing and being repaired, Napoleon accepted the setback, decided not to risk crossing additional troops, and withdrew his survivors to Lobau Island. Marshal Lannes was killed during the withdrawal, and losses, were on the order of 20,000 on each side. Although both sides claimed a victory, it was really Napoleon's first undisputed defeat as Emperor.

NOTES

a For infantry in square, use the other (OT) modifier if vs. any infantry. For infantry not in square, use the "OT" modifier if vs. any attacking cavalry, and not in a town, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier vs. infantry or artillery not in square and not in a town, entrenched, or with friendly cavalry in the same combat. Use the current modifier in all other combats.

b The "RSP (Response) number is used for cavalry recalls (with a "-1" modifier for Austrian HC and LC, a "-4" for British (not KGL) and "-2" for all other cavalry), rallying and for square (with a "+1" for Prussian GD, GN and LN in line formation until 1809, "+2" for Austrian GN and LN in column formation after 1807, and "+1" for all other infantry in column formation. General RSP modifiers are: "-1" if Poor, "+1" if Good and "+2" if Excellent. The disorder modifier is "-3". A modified RSP number is also the withdrawal modifier.

c **ROUTS** Infantry and gunners 46 cm, cavalry and limbered artillery 69 cm. Routing units always in column or limbered

d Subtract for the "LIN or UNL" speed. Also the cost to "about face". Cannot used while within 3 cm of an enemy unit

e Eliminated on "1-3" when alone or attached to a routed, dispersed or eliminated unit

f Use the current formation modifier

g May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade enemy cavalry

h May dismount

i Same as when mounted

j Can all-out attack Number = army morale value

k Two fire hits from one shoot or One combat hit are required to eliminate an artillery, pack train or wagon crew figure (also disorders the unit). Any artillery, pack train or wagon is eliminated with two eliminated crew

l Use a "-1" modifier for artillery representing only 4-5 guns. Gunners without their gun lose their ability to fire

m Per 4 cavalry or infantry bases or per 1 artillery, pack train or wagon base. 1 point less for batteries of only 4-5 guns

n 10-12 gun batteries are represented by two separate artillery bases

p May not initiate combats

q May initiate combats only if attached to infantry or cavalry

s Is skirmish infantry

6.3 Aspern-Essling Information Chart

UNIT TYPE		COMBAT MODS				DRD	RSP	FIRE	MOVEMENT c			MOVE MODS		
		COL or LIM	LIN or ULM	SQ vs CAV	a vs OT	Rtr NO r	DSP b	MODS l	COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM d
T	General eq	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
O	Messenger ep	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
D	Wagon/Pack Train p	-7	-	f	f	k	3/-	-	25	---	35	6/1	-	-
O	Dismounted Cavalry	-3	-2	+3	-7	i	i	5/-4	12	2	37	2/1	3/1	2
	BdLC Light Cav. s	-2g	0g	----	+4	2/3	5/C	-----	38	35	60	3/1	2/1	18
	FrGLC Guard Light Cav.	+2g	+3g	----	+5	2/4	8/A	-----	35	33	60	3/1	2/1	13
	FrHC Heavy Cavalry	+2g	+3g	----	+6	2/4	7/B	-----	35	33	53	4/1	3/1	15
	FrLC Hus., Lan, Chass. h s	-1g	+1g	----	+4	2/3	6/C	-----	38	35	60	3/1	2/1	15
	FrOGD Old Guard Inf. j5	+2	+5	+9	0	4/5	8/A	10/0	30	13	46	2/1	2/1	3
	FrYGD Young Guard Inf. s	-1	+2	+7	-4	3/4	6/B	13/+1	30	10	46	3/2	4/3	5
	FrVLN Veteran Inf. line s	0	+3	+8	-3	2/4	6/B	10/+1	30	8	46	2/1	2/1	5
	FrLN Inf. line s	-1	+2	+7	-4	2/4	6/C	10/0	25	8	46	2/1	2/1	5
	FrPLN Provis.Inf. line s	-2	0	+5	-6	2/3	5/D	8/-1	20	3	38	4/1	3/1	3
	FrVLT Veteran Inf. light s	0	+3	+8	-3	2/4	6/B	13/+2	30	10	46	3/2	4/3	3
	FrLT Inf. light s	-1	+2	+7	-4	2/4	6/C	13/+1	30	8	46	3/2	3/2	3
	FrPLT Provis.Inf. light s	-2	+1	+5	-5	2/3	5/D	10/0	25	3	42	3/2	3/2	3
	FrG12# Guard Heavy Art p	-4	-2	f	f	k	8/-	30/+1	23	8	36	6/1	1/1	5
	Fr12# Heavy Artillery p	-5	-3	f	f	k	6/-	30/+1	23	5	36	6/1	1/1	5
	Fr8# Horse Artillery p	-5g	-3g	f	f	k	6/-	25/+1	25	8	46	5/1	1/1	8
	Fr6# Horse Artillery p	-5g	-3g	f	f	k	6/-	23/+1	30	10	53	4/1	1/1	8
	Fr4# Horse Artillery p	-5g	-3g	f	f	k	6/-	20/+1	30	13	53	4/1	1/1	8
	HsLN Inf. line s	-1	+2	+6	-4	2/4	6/C	10/0	25	8	38	3/1	2/1	5
	AsHC Cuirasiers h s	+1g	+2g	----	+6	2/4	6/B	-----	33	30	50	4/1	3/1	18
	AsLC Hús,Lan,Dra h s	-2g	0g	----	+4	2/3	5/C	-----	38	35	60	3/1	2/1	18
	AsGN Grenad. Inf j2	0	+3	+8	-3	3/5	6/B	10/0	30	10	46	2/1	3/2	3
	AsLN Infantería	-1	+2	+6	-5	2/4	5/C	10/0	20	8	40	2/1	2/1	5
	AsGrZ Grenz Inf. s	-2	0	+5	-6	2/3	5/D	13/+1	30	5	46	3/2	4/3	5
	AsJG Jager Inf s	-2	0	+6	-5	2/4	5/C	13/+2	30	10	46	3/2	4/3	5
	AsFKI FreiKorps Inf	-2	0	+5	-7	2/3	4/C	10/0	25	5	41	2/1	3/2	5
	As12# Heavy Artillery p	-5	-3	f	f	k	5/-	30/+1	23	5	36	6/1	1/1	5
	As6# Horse Artillery p	-5g	-3g	f	f	k	5/-	23/+1	25	8	45	4/1	1/1	8