

La Bataille de Raszyn 1809



Special Rules

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TERRAIN EFFECTS

MOVEMENT

Clear	1
Hamlet /Village / Town*	3
Forest / Woods*	2 Inf / 5 Cav / Artillery Prohibited
Slope	Inf +2/ Cav +3/ Art +4
Swamp***	4 Light Inf / Inf., Artillery and Cav. Prohibited.
Road	1/2 in road order only
Stone Bridge**	1
River ****	Prohibited
Stream	Inf +3 / Cav +5 / Art +4
Ford (see scenarios)	Lt. infantry +4 to cross in skirmish order, Infantry +5 to cross, Cav +10 to cross and Art+6 to cross
Causeway / Dike**	2 Inf / 3 Cav / 3 Art
Garden	2 Inf. /2 Cav/ 4 Art

*Units with a Skirmish Ability may Skirmish in these hexes if they so elect.

*Road March through a Hamlet, Village or Town is 2 mp per hex

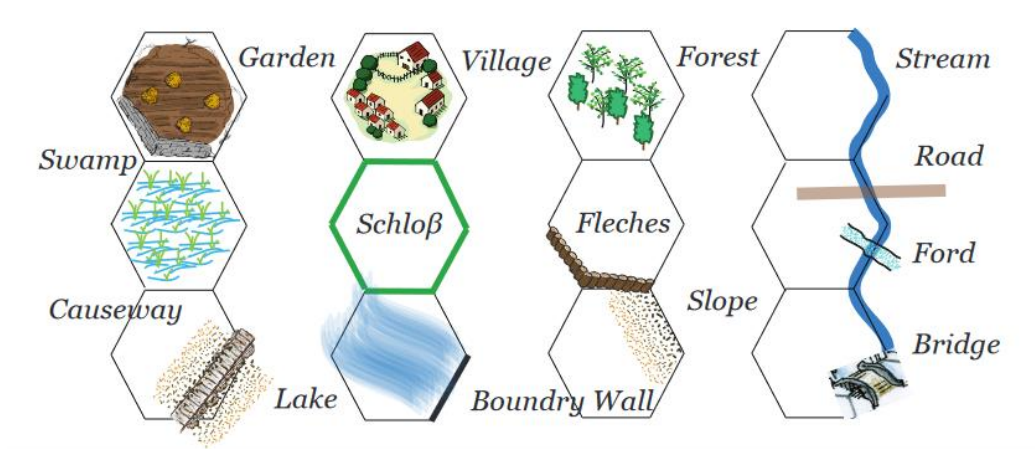
**Combat Formations must be in road order to cross any bridge, dike or causeway. Infantry may not form carre on a causeway, dike or bridge as this passage is only wide enough for road order/march. Artillery may not unlimber.

***Only Infantry in Skirmish Order may enter a Swamp Hex Type

****No combat formation may cross a hexside of the River *unless* on a stone bridge, causeway or dike. There is a scenario to use pontoons.

Infantry and artillery units successfully crossing a stream will be disordered at the end of their movement. Cavalry will be tired.

Terrain Types (Grand Duchy of Warsaw)



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STACKING

Clear	1 Infantry Regiment or 18 Infantry Increments or 1 Cavalry Regiment or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Hamlet /Village / Town	1 Infantry Battalion or 1 Cavalry Regiment or 1 Battery or 1 Infantry Battalion & 1 Battery
Forest /Woods	1 Infantry Battalion or 1 Cavalry Regiment
Road / Bridge / Causeway /Dike	4 Increments in Road March
Swamp	1 Battalion Light Infantry – Skirmish only
Garden	1 Infantry Battalion or 1 Cavalry Regiment, in Skirmish or General Order, 1 Artillery Battery

In Clear terrain no more than 3 Infantry Battalions may be stacked together regardless of total
In Clear terrain no more than 3 Cavalry Regiments may be stacked together regardless of total
(This means you may stack 3 x 6 increment Cavalry Regiments in a clear hex but not 4 x 4
increment Regiments)



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INFANTRY UNIT FIRE VALUES

	Poles		Saxons	Dutch / Danish
	Ligne	Leg. Infanterie	Ligne	Ligne
Column	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 2	X2
<i>Carre</i>	X 3	X 3	X 2	X2
General Order	Printed	Printed	Printed	Printed
Skirmish		X2		
Disordered formations fire at half strength				

	Austrian Linie	Grenz
Masse	Printed	
Column	Printed	Printed
Line	X 3	X 2
<i>Carre</i>	X 3	X 3
General Order*	Printed	Printed
Skirmish		X2
Disordered formations fire at half strength		

*Austrian Infanterie (Linie) in General Order in Towns/Villages/Hamlets fire at 150% of printed.

TERRAIN FIRE DEFENCE VALUES

	Column	Line	<i>Carre</i>	General	Skirmish	Disorder/Rout	Artillery
Clear	6	9	4		12	14	6/8*
Forest				10	14	16	N/A
Hamlet				10	12	16	6/8*
Village				10	12	16	7/9*
Town				12	14	16	8/10*
Swamp					14		
Dam	3				5		

*Artillery Fire Defenses are Limbered / Unlimbered

If a hex has infantry and artillery present, the Fire Defense is 2 less than for infantry alone unless the infantry formation is in *Carre*

Formations fired upon thru the flank have a fire defense of 6

Formations add 1 to the Fire Attack die roll for every increment in a target hex, over 9.

Formations in Road March have a fire defense of 4.

Formations fired upon thru a rear are normal

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FIRE ATTACK MORALE CHECKS

Polski

Ligne Infanterie will check with every even numbered increment loss
 Légère Infanterie will check with every even numbered increment loss
 Cavalerie Formations will check with every increment loss
 Artillerie Formations will check with every increment loss

Saxons /Dutch/ Danish

Infanterie will check with every odd increment loss

Austria –which includes all Imperial Provinces and Kingdoms

Linie will check with every odd numbered increment loss
 Grenz will check with every even increment lost.
 Cavalry Formations will check morale with every increment loss
 Artillery Formations will check morale with every increment loss

All Cavalerie or Artillerie will check with every loss

CARRE REALIZATION TABLE

Polski (Line and Light) CARRE DISORDER ROUT

When forming from Column

4 Movement Points	11-61	62-63	64-66
3 Movement Points	11-53	54-62	63-66
2 Movement Points	11-42	43-56	61-66
1 Movement Point	11-33	34-46	51-66

When forming from Line

4 Movement Points	11-56	61-65	66
3 Movement Points	11-42	43-54	55-66
2 Movement Points	11-32	33-55	56-66
1 Movement Point	11-15	16-44	45-66

Dutch/Danish CARRE DISORDER ROUT

When forming from Column

4 Movement Points	11-51	52-56	61-66
3 Movement Points	11-41	42-46	51-66
2 Movement Points	11-31	32-41	42-66
1 Movement Point	11-25	26-35	36-66

When forming from Line or Column

4 Movement Points	11-53	54-63	64-66
3 Movement Points	11-36	41-51	52-66
2 Movement Points	11-25	26-52	53-66
1 Movement Point	11-15	16-44	45-66



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Saxons

CARRE DISORDER ROUT

When forming from Column

4 Movement Points	11-63	64-66	
3 Movement Points	11-56	61-63	64-66
2 Movement Points	11-33	34-56	61-66
1 Movement Point	11-24	25-51	52-66

When forming from Line

4 Movement Points	11-53	54-63	64-66
3 Movement Points	11-36	41-51	52-66
2 Movement Points	11-25	26-52	53-66
1 Movement Point	11-15	16-44	45-66

Personalities subtract 6 from the die roll if present in the hex

If Cavalry is Light ADD 3 to the die roll

If Cavalry is Lance Armed ADD 6 to die roll

If defender is on morale level ADD to the die roll 3 for each level

Line of sight of cavalry on a *Carre* ,starts in the next hex when the cavalry leaves the *Carre*

Austrians

CARRE DISORDER ROUT

When forming from *line*

4 Movement Points	11-62	63-65	66
3 Movement Points	11-44	45-61	62-66
2 Movement Points	11-31	32-54	55-66
1 Movement Point	11-24	25-46	51-66

Personalities subtract 6 from the die roll if present in the hex

Austrians in *Masse* may not attempt to form *Carre* in the enemy phase

Austrians may only attempt to form *Carre* if in line, in the enemy phase

If Cavalry is Light ADD 3 to the die roll

If Cavalry is Lance Armed ADD 6 to die roll

If defender is on morale level ADD 3 to the die roll for each level

Line of sight of cavalry on a *Carre* starts in the next hex, when the cavalry leaves the *Carre*

Clarification: Defender must have line of sight to the charging cavalry according to Rule 38.
(4 movement points may be four hexes or less, depending on terrain)

CAVALRY RECALL

POLISH	2-6 successfully recalls
SAXON	2-6 successfully recalls
DUTCH	3-6 successfully recalls
AUSTRIAN	2-6 successfully recalls
Personalities who have a cavalry modifier add 1 to the die roll	

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CAVALRY CHARGE MORALE MODIFIERS

Condition	Defending Infantry/Artillery
Charged in flank	minus 12 to die roll
Charged in rear	minus 6 to die roll
In skirmish order	minus 12 to die roll
Defender in Line	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state	unit suffers pursuit loss
In square	plus 12 to die roll
Across a stream hexside	plus 6 to die roll
If charged by Lancers	minus 6 to die roll
If charged by Heavy Cavalry	minus 3 to die roll
Charge into town, woods or swamp	not allowed

PRE MELEE MORALE CHECK MODIFIERS

Odds	Attacker	Defender
1/2	minus 6	plus 6
1/1	minus 3	plus 3
2/1		
3/1	plus 3	minus 3
4/1	plus 6	minus 6
5/1 & over	plus 9	minus 9



INFANTRY PRE MELEE MORALE MODIFIERS:

Condition the Die Roll:

Defender is assaulted in flank
Defender is assaulted in rear
Defender is in Skirmish order
Defender is in Line
Austrian Defender in Line
Defender is in Carre
Defender is Disordered
Defender is Routed
Attacker is assaulting up a slope
Attacker is assaulting across a stream
Attacker lost an increment due to defensive fire
Elite Infantry.....Morale of 15 or 16
Morale of 13 or 14
Morale of 11 or 12

Modification to

<u>Attacker</u>	<u>Defender</u>
Plus 12	Minus 12
Plus 6	Minus 6
No check	Minus 6
	Minus 3
	Plus 3
	Plus 6
Plus 3	Minus 3
Plus 6	Minus 6
Minus 3	Plus 3
Minus 3	Plus 3
Minus 3 for each	
Minus 6	
Minus 9	
Minus 12	

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INFANTRY MELEE VALUE MODIFIERS

Condition	Modification to the Value:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank	X 2	
Defender is assaulted in rear	X 1.5	
Defender is in Skirmish order		X .5
Defender is Disordered (Infantry/Artillery)		X .5
Defender is Routed		X.33
Defender in Road March		X.25
Infantry Attackers vs. Defender in Column	X1.5	
Infantry attacking across a stream hexside	X .66	
Cavalry Charge 3 hexes straight	X 2	
Heavy Cavalry attacks Light Cavalry	X 2	
Heavy Cavalry in Line	X.5	
Cavalry Attacker is Tired	X .5	
Cavalry Attacker is Exhausted	X .33	
Cavalry Defender is Tired		X .5
Cavalry Defender is Exhausted		X .33
Cavalry Attacker vs Carre	X .5	
Cavalry Attacker across a stream hexside	X .66	
Lancers Add their bonus, per hex line	+B	+B

ARTILLERY SPECIAL RULES

An Austrian Brigade Battery may limber with a roll of 4, 5 or 6
 An Austrian Position Battery may limber with a roll of 5 or 6
 An Austrian Kavallrie Battery may limber with a roll of 4.5 or 6

A French(Polish) Batterie a' Pied may limber with a roll of 4, 5 or 6
 A French (Polish) Batterie a' Cheval may limber with a roll of 2, 3, 4, 5, or 6
 A Saxon, Dutch or Holstein Batterie may limber with a roll of 5 or 6
 Leaders with an artillery bonus add one to the die roll when attempting to limber
 Poniatowski, von Brusch add one to the die roll

ARTILLERY LEADERS OF SPECIAL ABILITY

There are no leaders of special artillery ability at the Battle of Raszyn. D'Estre and Poniatowski may combine two adjacent hexes of artillery, on a single target



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MORALE LEVELS

Consult the *Morale Levels* contained below. This chart sets a threshold, at the hour, to check the condition of the organization based on the number of battalions PGD or eliminated. Cavalry and Artillery don't count against this total and are not affected. Usually those affected by morale levels are corps or wing sized organizations

Polish Defense Contingent Poniatowski 19 battalions (Saxon Excluded)

Level 1	5 battalions lost or routed	minus 3 to all morale rolls
Level 2	10 battalions lost or routed	minus 6 to all morale rolls
Level 3	15 battalions lost or routed	minus 9 to all morale rolls

Austrian VII Korps d' Este 23 Battalions

Level 1	5 battalions lost or routed	minus 3 to all morale rolls
Level 2	10 battalions lost or routed	minus 6 to all morale rolls
Level 3	15 battalions lost or routed	minus 9 to all morale rolls

SPECIAL TERRAIN TYPES

Towns (Miasta)

The following hexes are designated as towns: Raszyn

- There is no *zone d' influence* into the Towns. Units in the Towns exert a *zone d' influence* to surrounding non-town hexes but not to other town hexes.
- The structures in these towns are largely made from stone and withstood repeated bombardment and musket fire. Raszyn has a large Catholic Church Święci Szczepan i Anna.

All other hexes which contain buildings are considered Villages.

Major Watercourses

The **River Urata** (Rawka/ Rawa) is swollen in April with the spring rains and is impassable except at the Dike / Dam /Causeways or bridge. If a unit is forced to retreat or rout across at the river hexside, the unit is eliminated.

Bridge (Most)

The bridge across the River Urata is an important feature and difficult to capture. In order to cross the bridge the unit must be in road order. Thus only 4 increments would be in the hex conducting an assault or defense. Infantry or cavalry may assault across the bridge.

Streams (Strumień)

Streams are also prominent on the battlefield. . Infantry and cavalry may cross a stream paying the additional movement points. Neither side may assault across a stream. Cavalry

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formations that cross a stream are tired at the end of the movement phase. Infantry and artillery units that cross a stream are disordered at the end of their movement phase.

Fords (Brod)

Fords provide crossing points on the map. Infantry, artillery or cavalry may cross a ford paying the additional movement points, or cross if an enemy formation on the other side of the ford fails a morale check due to your offensive fire and retreats away. Neither side may assault across a ford. There is a ford at Nowe Falety, Stary Falety, Jaworowa and Lady.

Dam/Causeway / Dike

This man made earthen structures were used to dam up the stream to create ponds and provide limited access. These structures are in front of Michalowice, Raszyn and Dawidy. The surface is rocky dirt and not graded like the roads.

An infantry battalions may only form *column* or *tirailleurs/skirmish* if eligible. Infantry may only use 1/2 there increments for *melee* combat. Skirmishers may only use 1/4 of the increments there for combat (*melee*/fire). An infantry unit may retreat or rout across the Dike Dam /Causeway.

All cavalry formations may move through a causeway hex if unopposed by the enemy. No combat or charges or other offensive combat may be performed by the cavalry. The cavalry must be in road formation and adds six to their printed morale until their next morale recovery segment after they leave the causeway. If the cavalry meets opposing forces while on the causeway, the cavalry must stop. If forced to retreat or rout across the Causeway, it would be eliminated.

Artillery may move across this terrain if unopposed but may not unlimber The artillery must be in road formation. If forced to retreat or rout across the Causeway, it would be eliminated.

Swamps- (Bango)

Only light infantry formations in *Skirmish* order may enter swamp hexes during movement. Melee values attacking into or defending in a swamp are x .25 of printed. Other units may DD or PGD into the swamp as a result of combat or continued rout. Units other than Lt. Infantry the rout or DD into the swap are eliminated. Light Infantry (Skirmishers option) that DD into the swamp must check their situation in the recovery phase. If they recover, they become skirmishers. If they PDG, they are eliminated.

Ponds (Staw Karpiowy)

There is a large carp pond by Michalowice and a smaller one at Dawidy. Crossing a pond or retreating into a full pond hex as a result of fire, melee morale or *melee* combat is subject to the *hungry carp eating rule*. Roll one die, a 1-6 defines the number of increments lost. Morale checks for losses may be necessary. Partial pond hexes are subject only to other terrain restrictions. In their next turn, the player must immediately move the unit to that player's side of the map. Players should be cautious, the fish are hungry.

