

La Bataille de Raszyn 1809

Special Unit Types and Formations

Each of the national armies fighting in this campaign has a unique quality and tactical doctrine which is revealed in the rules and will necessarily change the perspective and play of the contestants.

Elite Infantry Troops - None at this battle

Cavalry Recovery of Readiness

Cavalry may not recover a level of readiness if it is in an enemy zone of influence, or is under fire as a target of an offensive or defensive attack (feu).



Austrian Tactical Formations

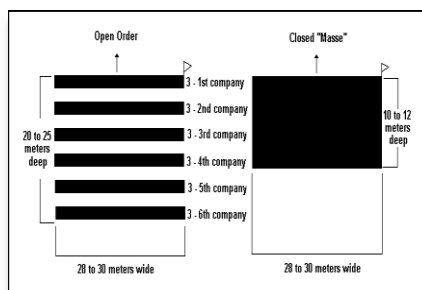
It is very important for the Austrian player to understand the use of these formations.

In accordance with the *Instructionspunkte für die kk Armee zur Campagne des Jahres 1794*, the doctrine is for Austrian and Hungarian Infanterie to attack and defend while in *line* formation. Many reforms were implemented but their use was sporadic. Some infantry had only received the most elemental training. Grenadiers were well trained troops.

All infantry battalions of the same regiment must be in the same formation at the same time, if possible. This requirement does not apply to Jaegers, Grenz or Karl's Legion, nor does it apply if one of the units is currently in terrain which requires it to be in General Order or other types of morale conditions or in response to a cavalry charge.

The basic *line* formation regulations apply to all Austrian Infanterie and Grenadiers at the battle. These include fire defense, movement and fire multiplier.

- When charged by enemy cavalry, Austrian and Grenadiers Infanterie may not attempt to form *Carre* from either *column* or *battalion masse* or *divisional masse*. They may freely form *Carre* during their own movement phase, by paying for the formation change.
- In compliance with the standard Premier ME rules, all Austrian Infanterie in Line formation are **minus two** from their printed movement value.
- Austrian or Hungarian Linie Infanterie, in lines **subtract three** from the printed (column) morale values



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Austrian or Hungarian (Linie) *Battalion Masse*

Based on the Tactical Reforms of Archduke Charles, as detailed in the 1807 Exercier-Reglement, the *Battalion Masse* has the following characteristics;



- Only battalions may use this formation, and only in clear terrain. One battalion in a hex.
- The *Battalion Masse* faces a hexside. Use an informational counter to designate, when the battalion is in *Masse*.
- A *Battalion Masse* has 3 front and 2 flank and 1 rear hex sides.
- The *Battalion Masse* will exert a zone of influence into hexes adjacent to their front.
- *Battalion Masse* moves at minus two from the printed value; fires as a column; and has a fire defense of 5 from all orientations.
- *Battalion Masse* may only form *carre*, during the friendly movement phase.
- When an enemy cavalry combat formation charges a *Battalion Masse*, the infantry must check morale in an attempt to stand in its current formation, and when doing so adds 3 to the die roll. All other charge modifiers apply.
- Cavalry does not receive the doubling bonus for having charged in a straight line for the last three hexes, when attacking an Austrian *Battalion Masse* formation.
- Cavalry which melees an Austrian *Battalion Masse* has the cavalry melee value **X.5** after adjustment for losses. Lancer rules effect a *Battalion Masse*
- Artillery may not stack with units in *Battalion Masse*
- *Grenz* infantry Types may not adapt *Battalion Masse*.

Austrian or Hungarian (Linie) *Divisional Masse*

- Only battalions of a regiment may use this formation and only in clear terrain. One battalion to a hex.

Division Masse 105 yds wide and 12 yards deep

1/2 Aust Comp 21yds x 3yds
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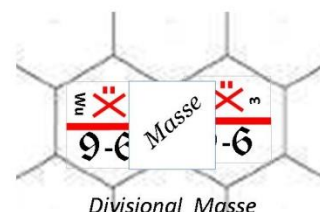
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- The *Divisional Masse* faces a hex vertex. Use an informational counter to designate, when the battalion is in *Masse*.

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- A *Divisional Masse* has 4 front and 2 rear hex sides.
- The *Divisional Masse* will exert a zone of influence into hexes adjacent to their front.
- *Divisional Masse* moves at plus one to the printed value; fires as a column; and has a fire defense of 6 from all orientations.
- *Divisional Masse* may only form *carre* during the friendly movement phase.
- When an enemy cavalry combat formation charges a *Divisional Masse*, the infantry must check morale in an attempt to stand in its current formation, and when doing so adds two to the die roll. All other charge modifiers apply.
- Like with a *Carre*, charging or moving cavalry may move adjacent, then on top of, and then adjacent to the *Divisional Masse* depending on movement points. The *Divisional Masse* fires defensively at each forward location or when cavalry is in the same hex. See Rule 15 *Carre*.
- The *Divisional Masse* fires x 1.5 value on the increments in the hex when cavalry is in the same hex. Cavalry treats the *Divisional Masse* Formation as an enemy *Carre* for all purposes except as outlined herein. In real terms the cavalry rides through the formation the same as a *Carre*.
- Cavalry does not receive the doubling bonus for having charged in a straight line for the last three hexes when attacking an Austrian *Divisional Masse* formation.
- Cavalry which melees a *Divisional Masse* has the cavalry melee value X.75 after adjustment for losses, whether adjacent or in the same hex. Lancer rules effect a *Division Masse*
- The *Divisional Masse* cannot voluntarily enter a zone of influence.
- Artillery may not stack with units in *Divisional Masse*



Austrians in Towns and Villages

The Austrian Army was effective at digging into and fortifying strong points

- Austrian or Hungarian Linie Infanterie (not *Grenz*) **subtract two** from their printed morale value when in a town or village hex.
- Austrian or Hungarian Linie Infantry printed fire values are multiplied by 1.5 during defensive fire when in towns and villages.

Other Clarifications

- No unit may attempt to cross a river hexside unless routed. If a routed formation enters a river hexside, roll 1 die and take the result as the number of increments lost, as it crosses. Roll for every battalion of cavalry regiment.

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- Routing artillery that must cross a river hexside to complete a rout, is eliminated from the battle

French Allies

The Polish, Dutch and Danish troops tactically maneuver and execute combat like the French troops (Eggmühl, Aspern-Essling and Wagram).

Saxon Infantry

The infantry of Saxony are still rooted in the linear tactics of warfare. Therefore, when Saxons are in line, subtract two from their morale value. In response to any enemy charge they can only form *Carre* if already in line.

At the hour, if the Saxons have suffered an incremental loss, then roll one die. If the roll is a (1) then the Saxons must leave the map by exiting north or northeast, immediately. This may only happen once per hour. Note: Prior to the battle, Marechal Bernadotte sent orders to the Saxon commanders to return to their formations as part of the garrison of Prussia.



Dusk Operations to Night

20:40 is the first turn of dusk. After dusk artillery range of medium and long range is reduced by two hexes. 21:00 and after, no cavalry charges or opportunity charges are permitted.

Morale Levels

Consult the *Morale Levels Summary*. The 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.

The Regular French Army is by Corps
The Austrian Army are by Korps

The Austrian Army had only recently developed a corps (korps) system of organization. They had made progress, but lacked the experienced staff officers of the French. Karl was committed to using the Korps structure.

Austrian Tactical Hint

The Austrian line regiments have large battalions and are oriented for sustained combat. However their organization is somewhat brittle.

Therefore, the Austrian player must be careful to watch the morale levels of each division. When the player reaches level one, it is best to pull the formation should be from the line, if possible and rotate with a fresh division. That also means not using all the divisions at once allowing for fresh reserves and frequent rotation when the fates go against battalions of a division.

If an Austrian Korps gets to level two, it is in danger of rapidly reaching level three. This is because the morale modifiers are cumulative. A 32 morale may become a 42 as a base at morale level two. If this battalion is routed, the morale becomes 52. If a Korps gets to level three, it rarely returns to level one. In essence, it is finished for the rest of the day.

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Morale management is a key consideration for the vast Austrian army.

French Allied Army Hints

The forces defending the Grand Duchy of Warsaw are strong but not numerous. Therefore, as their commander, you cannot defend everywhere. As was historical, defend the river line crossing points with a reserve ready to counter attack.. It is very difficult for the Austrians to storm these points. Given their formations, the Austrians do not move with the speed of the French Allies, especially when enemy cavalry is near.

Timed Moves

French 10 minutes and Austrian 8 minutes suggested. Vary to compensate for the experience of the players.

Optional Rules – Try these to add little different character to the battle

1. Reserves in Warsaw

There are a few Polski Troops guarding Warsaw. If the Austrian VII Korps goes on a Morale Level, then these troops are released and enter the map from the eastern edge on the road to Taszyn, in the French Allied turn.. These units are 6e Infantry, 1ere Battalion and the 5e Chasseur-a-Cheval.

2. Auf Deutsch :Command Befel or Parancs?

Since initial orders were translated from German to Hungarian, the 2. Brigade is focused on capturing Daiwdy. Additional orders in German directing the 2. Brigade to stand, have not been understood or acted upon. The Polski at Dawidy have been ordered to react to moves by the enemy forces opposing them.

Polski - 2e Battalion, 1^{ere} Infanterie Regiment, 2e Battaion , 8e Polski Infanterie Regiment and 3e Polski Artillerie may not move outside of 3 hexes from Daiwdy unless a 5 or 6 is rolled using one die.

Die Oesterreiche Truppen -37. And 3. Hungarian Infanterie, and 3. Battery may not move outside of 5 hexes from Daiwdy

3. Polski Bracia (Brothers)

Since some of the Austrian units were in fact from Galizien (Polish and Ukrainians), the incentive to crush General Poniatowski's army was not as great as the Austrian leadership would have hoped. Therefore, any time the VII Korps goes on Morale Level One or more, begin rolling for the desertion of the battalions of the 30., 41., 63., 23., 37 and 34., Infanterie Regiments. A roll of 6 with one die means a step of a battalion is no longer present or accounted for. There is no morale check for the loss. Roll for each battalion at the hour.



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Czaikisten Pontoon (as used in Scenario Three)



Start 2:00 pm turn and End 9:40 pm turn

Polish Contingent

Dispositions are per Scenario One

Hapsburg Empire K.K.

Dispositions are per Scenario One

How they function:

- Pontoon Companies must be within a three hex radius of the d' Este to be placed next to a river to start building a crossing.
- To build a crossing, a pontoon company is placed next to a river. After remaining there for two hours (six straight turns) turnover the Pontoon Company revealing a pontoon segment completed. A second pontoon company is placed on the adjacent hex on the other side of the river. When this second one has been in place for two hours (six straight turns) the counter is turned over and a pontoon bridge is built. With both pontoon companies turned over, the pontoon bridge across the river is completed.
- Once built, the pontoon bridge is treated as a bridge for terrain. It cannot be destroyed by the means available to the units in this game.
- Once built, the pontoon bridge cannot be dismantled or moved.
- The pontoon bridge has no fire, melee, morale value or zone of influence
- The pontoon bridge can be destroyed if infantry or cavalry enters the hex the bridge is being built in, but not once the construction is completed.
- The pontoon bridge is not subject to fire attacks and do not have an increment value.
- If stacked with another unit, the pontoon unit suffers the melee result of that unit. If the pontoon unit is disordered or routs, it is destroyed.
- The pontoon companies may not stack with artillery
- The pontoon companies may move in any clear terrain hex at the rate of limbered artillery.
- The pontoons companies are technical troops and do not have a formation.
- Only the Hapsburg forces may use a pontoon bridge.

The VII Armeekorps did not have any bridging equipment even though the campaign required crossing a major river. This equipment, including pontoon units, was kept with Archduke Charles' Army and was eventually used by Napoleon as Aspern – Essling and Wagram to cross the Danube.

Scenario Three provides for four Czaikisten (Grenz) Pontoon Companies to accompany the VII Armeekorps. They enter at 2:40pm on the South edge.

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Historical Prospective 1809

Van Beethoven's String Quartet No. 10 in E b major, nicknamed the "Harp", was published as opus 74. Archbishop Rudolf grants van Beethoven 4000 florins annually, if van Beethoven would stay in Vienna.



Neoclassical painter **Jacques-Louis David** completes *Sappho and Phaon* which now is in the Hermitage in St. Petersburg. Earlier, as a member of the National Convention he voted for the end of Tyranny (Louis XVI) and painted Napoleon's Coronation. David includes Napoleon's mother in the painting although she did not actually attend.

Chief Tecumseh establishes a defensive confederacy to resist the westward movement of white settlers in America. Financed by the English, settlers are massacred in Ohio and Michigan

James Madison is elected the Fourth President and will lead the United States through the War of 1812. This conflict is brought about by the British cruelly impressing American Sailors and seizing goods bound for Europe. The British burn the White House and the city of Buffalo, NY.

The Brothers Grimm begin to collect oral and literary tales from 'educated members of the middle and aristocratic classes' fusing oral tradition and history. These stories featuring elves and magic contribute to a German National Movement and opposition to Napoleonic France.

