

La Bataille de Raszyn 1809

Updated 5/23/2021



Background - The Battle of Raszyn was fought on 17 April 1809 between the Polish Nationals supported by the French Empire and the Fifth Coalition represented by the Hapsburg Empire, financed by English gold. The Polish Army under **General Poniatowski** was protecting Warsaw with a new but highly patriotic army. Some troops from the Kingdom of Saxony were also assisting the Polish Army.

Erzherzog (Archduke) Ferdinand Karl Joseph d'Este commanded the Hapsburg Empire's forces that included German, Galizien, Hungarian and borderland (Grenz) light troops from Wallachia.. The fighting between the two armies was intense and moved from the

forest south of the marshy river Utrata through the villages of Nowe and Stary Falenty on to the river crossing and in to the town of Raszyn which lays 10.7 kms south - southwest of Warsaw (Warsau)

Historical Note : Poland was trying to emerge as a nation from the partitioned areas controlled by the Russia Empire, the Kingdom of Prussia and the Hapsburg Empire. Since Prussia's defeat in 1806, two powers were left occupying this land.

TERRAIN

The **River Utrata** is swollen in April with the spring rains and is impassable except at the causeways by the three ponds, in front of Raszyn, Dawidy, and Michalowice. There is also a Dike / Dam near Raszyn. Only infantry or a leader may use the Dike to cross the river, and the infantry must be in column or skirmish order to do so.

Stream - are also prominent on the battlefield. . Infantry and cavalry may cross a stream in normal movement. Neither side may assault across a stream. Cavalry 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 - provide crossing points on the map. Infantry, artillery or cavalry may cross a ford in normal movement; 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.

Causeway - Only one battalion; or one regiment of cavalry may assault into or out of a causeway hex at any point in time. The assault must be made in Column formation.

Cavalry may only be in *column* when crossing a causeway hex side. . Cavalry may not charge through a causeway hex or stream hexside. All cavalry formations that move through a causeway hex, add six to their printed morale until their next morale recovery segment; this is in addition to any other modifiers.

When in a causeway hex, infantry may only form *column or tirailleurs/skirmish*.

Artillery may only cross the River via a causeway, while limbered, and in road march.

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Dike Hex - Cavalry or Artillery may not enter this terrain

Cavalry Charging in Terrain - Cavalry may not charge into or out of or across a woods hex, *garten hex*, swamp hex, dike hex, town hex, causeway hex, across a stream or ford hex side.

General Poniatowski - is the heart of the Grand Duchy of Warsaw and Polish Nationalism. If he is killed in any scenario, the Austrian player increases one victory level. (i.e. Polish Marginal becomes a Draw)

TERRAIN EFFECTS

MOVEMENT

Clear	1
Causeway	2 1 Inf. Battalion. 1 Cav. Regiment or 1 battery
Dike	3 1 Inf. Battalion
Town*	3
Swamp*	4 Inf / 5 Cav / Artillery Prohibited
Woods*	3 Inf / 4 Cav / Artillery Prohibited
Garden	2 Inf / 2 Cav / 4 Art
Brown Slope	Inf +2/ Cav +3/ Art +4
Road	1/2
Bridge / Causeway	1 (<i>Road March</i>)
River	Prohibited see special rules
Steam**	Inf +5 / Cav +3 / Artillery Prohibited
Ford	Inf +3/ Cav +2/ Art +4

*Infantry/Cavalry forms *General Order* in this terrain. Units with a *skirmish ability* may skirmish in these hexes if they so elect.

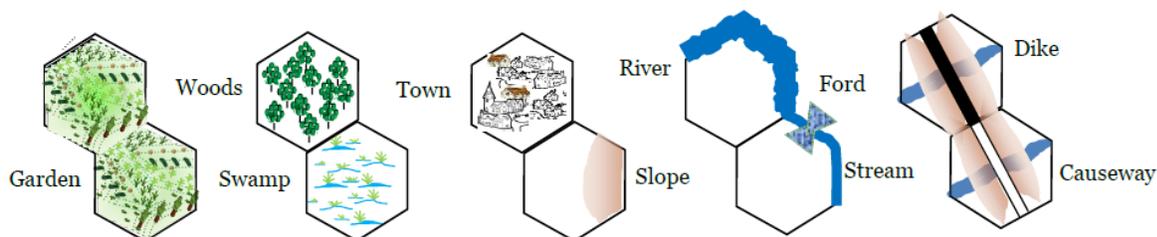
**Any infantry or unit crossing a stream will be disordered at the end of movement.

Road March through a hamlet, village or town is 2 mp per hex

Infantry may not form *carre* on a causeway or dike hex.

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Terrain Types (Grand Duchy of Warsaw)



STACKING

Clear	1 infantry regiment or 18 infantry increments or 18 cavalry increments or 6 artillery increments or 12 infantry & 1 battery
Hamlet /Village / Town* Garten*	1 infantry battalion or 1 cavalry regiment or 1 battery or 1 infantry battalion & 1 battery
Swamp*	1 infantry battalion
Woods*	1 infantry battalion or 1 cavalry regiment
Road/Bridge/Causeway	4 increments in <i>Road March</i>

In clear terrain, no more than 3 infantry battalions may be stacked together regardless of total increments.

In clear terrain, no more than 3 cavalry regiments may be stacked together regardless of total increments. (This means you may stack 3 x 6 increment cavalry regiments in a clear hex, but not 4 x 4 increment regiments)

INFANTRY UNIT FIRE VALUES

	Poles	Saxons	Austrian	Hungarian	
	Line	Line	Line	Grenz	Line
Column	Printed	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 2	X 3	X 2
Square	X 3	X 3	X 3	X 3	X 3
General Order	Printed	Printed	Printed	Printed	Printed
Skirmish				X 2	

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TERRAIN FIRE DEFENCE VALUES

	Column	Line	<i>Carre</i>	General	Skirmish	Disorder/Rout	Artillery
Clear	6	9	4		12	14	6/8*
Swamp				8	12	14	na
Woods				10	14	16	na
<i>Garten</i>				12	14	16	7/9*
Village				12	14	16	8/10*
Causeway / Dike	6				14	12	6/ na

*Artillery Fire Defenses are Limbered / Unlimbered

Artillery is not permitted to unlimber on a causeway

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 fired upon thru a rear are normal

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

Formations in Road Mode have a fire defense of 4.

FIRE ATTACK MORALE CHECKS

Polska and Allies

Polish Infantry checks morale on even losses.

Polish Artillery checks morale on every step lost.

Saxon or other Allied Infantry and Artillery formations check morale on odd losses.

Austria

Austrian Infantry formations check morale on odd numbered losses

Austrian Artillery checks on every loss.

All cavalry regardless of nationality, ethnic background or religion will check on every loss. Artillery stacked with infantry suffers even numbered losses; artillery unlimbered, by itself, suffers fire losses as normal.





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CARRE REALIZATION TABLE

Polska / Allied	CARRE	DISORDER	ROUT
4 Movement Points	11-61	62-66	
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

If forming from line ADD 3 to the die roll

Austrian	CARRE	DISORDER	ROUT
4 Movement Points	11-61	62-66	
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

Austrians in Masse may not attempt to form Carre
 Austrians in Column may not attempt to form Carre.
 If Defender is Grenz ADD 3 to the die roll

All Sides

Personalities MINUS 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 a morale level, ADD to the die roll 3 for each level

CAVALRY RECALL

POLSKA	2-6 successfully recalls
AUSTRIAN	2-6 successfully recalls
SAXON /DUTCH	2-5 successfully recalls

Personalities who have a cavalry modifier add 1 to the die roll

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
In line	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state	unit suffers pursuit loss
In <i>carre</i>	plus 6 to die roll
If charged by lancers	minus 6 to die roll
If charged by heavy cavalry	minus 3 to die roll

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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 MELEE MORALE MODIFIERS:

Condition	Modification to the Die Roll:	
	Attacker	Defender
Defender is assaulted in flank	Plus 12	Minus 12
Defender is assaulted in rear	Plus 6	Minus 6
Defender is in skirmish order	No check	Minus 6
Defender is in line		Minus 3
Defender is in carre	Plus 6	
Defender is Disordered	Plus 3	Minus 3
Defender is Routed	Plus 6	Minus 6
Attacker is assaulting up a slope	Minus 3	Plus 3
Attacker is assaulting across a stream	Minus 3	Plus 3
Attacker lost an increment due to defensive fire	Minus 3 for each	
Elite Infantry.....	Morale of 15 or 16	Minus 6
	Morale of 13 or 14	Minus 9
	Morale of 11 or 12	Minus 12

MELEE VALUE MODIFIERS Summary:

Condition	Modification to the Melee Value:	
	Attacker	Defender
Assaulted in flank	X 2	
Assaulted in rear	X 1.5	
Disordered (infantry/artillery)	X .5	X .5
Routed combat formation	X .25	X .25
Road March	X .25	X .25
Infantry in Skirmish order	X .5	X .5
Infantry Attackers vs. Defender in Carre	X 1.5	
Infantry Routing (Routing Infantry may not Attack)		X .33

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Cavalry charge 3 hexes straight	X 2	
Heavy cavalry attacks light Cavalry (front hex side)	X 2	
Heavy cavalry in line	X .5	X .5
Cavalry is tired	X .5	X .5
Cavalry is exhausted	X .33	X .33
Cavalry elects to stay fresh during melee	X .33	X .33
Cavalry attacker against <i>Carre</i>	X .33	
Cavalry in skirmish order	X .5	X .5
Cavalry in general order	X .33	X .33
Lancers add their bonus	+ B	+ B

MELEE TABLE RESULTS

Blank - No effect. Both the attacker and the defender retreat one hex when there is a blank result. Neither unit takes a casualty and neither unit makes a morale check. Cavalry attackers must retreat three hexes and check morale

AR or DR- The attacker or defender suffer rout (lose one increment for exiting each enemy zone of influence hex, and retreat the full movement point allowance of the unit).

AD or DD - the attacker or defender suffer disorder (lose one increment for exiting each enemy zone of influence hex, and retreat 3 movement points at a minimum this must be 1 hex). Cavalry suffering this result must retreat 3 hexes and check morale (subtracting 3 from the die roll).

DS - The defender surrenders and is removed from play.

#/# - Each side loses a specified number of increments. The first number is for the attacker, the second is for the defender. If there is an asterisk by the number, then the designated side must also check morale in addition to taking any loss. Units only check morale as a result of melee if the result calls for it regardless of losses.

MORALE LEVELS

Polska / Sachsen

13 battalions

Level 1	3 battalions lost or routed	minus 3 to all morale rolls
Level 2	5 battalions lost or routed	minus 6 to all morale rolls
Level 3	8 battalions lost or routed	minus 12 to all morale rolls

Austrian VII Armeekorps

Avant Garde – No levels

1st Infantry Division

18 battalions

Level 1	4 battalions lost or routed	minus 3 to all morale rolls
Level 2	7 battalions lost or routed	minus 6 to all morale rolls
Level 3	11 battalions lost or route	minus 12 to all morale rolls

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Special Unit Types and Formations

General

No unit of any type may attempt to cross a river hex side, unless routed. If a formation enters a river hex via rout movement, roll 1 die and take the number of increments as lost equal to the face of the die. This happens individually for each infantry battalion and cavalry regiment.

Routing artillery that must cross a river hex side to complete its rout, is eliminated from the battle.

Dusk Operations– at 8:40 pm the artillery range for medium and long is reduced by 2. No cavalry charges or opportunity charges are permitted after 9:00 pm

All formations will adopt *general order* when in the following types of terrain: woods; swamp; and towns .

Combat formations in *garten* hexes may be in either *tirailleurs/skirmish* or *general Order*

Saxon Infantry

At the hour turn if the Saxons have suffered a casualty (increment loss), roll one die. If the rolled is 1, the Saxons must leave the map by exiting North or Northeast immediately. This may 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 in Prussia.

Hapsburg Army

Unit Ethnic Terminology: When discussing “Austrian” units, a distinction shall be made *when necessary* between Austria, Bohemia, Galizien, Styria, Hungary or other regions of the Empire. The Austria Army is actually a multi-ethnic force. Otherwise Austrian applies generically to all Hapsburg units.

Only Austrian Grenz Infantry Battalions may enter a swamp hex type. When the Grenz Battalions exit the swamp via normal movement, the formation is disordered at the end of the movement phase. Grenz battalions that attempt to melee assault out of a swamp hex, may only do so in skirmish order. Historical Note: the Grenz troops protected the Empire’s border with Turkey.



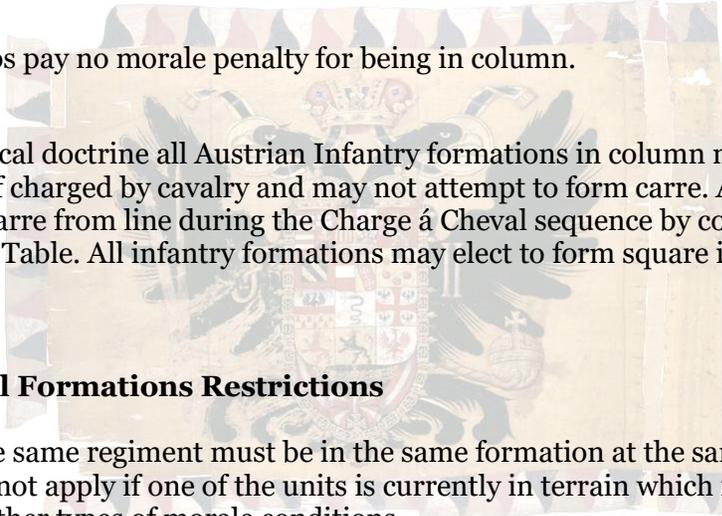
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Austrian Line

In accordance with the *Instructionspunkte für die kk Armee für Campagne des Jahres 1794*, Archduke Ferdinand Karl Joseph d'Este continued the policy of infantry primarily attacking and defending while in line formation

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

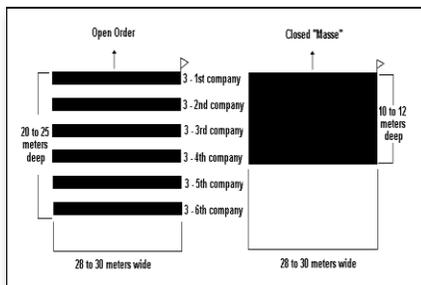
- When charged by enemy cavalry Austrian and Hungarian Infantry may not attempt to form *carre* from either *column* or *battalion masse* or *divisional masse*. They may freely form *carre* during their own movement phase, by paying for the formation change.
- In compliance with the standard Premier ME rules all Infantry in Line formation is minus two from their printed movement value when in Line Formation.
- Austrian Lines subtract two from the printed (column) morale values
- Grenz troops pay no morale penalty for being in column.
- Due to tactical doctrine all Austrian Infantry formations in column must stand in that formation if charged by cavalry and may not attempt to form *carre*. Austrian infantry may form *carre* from line during the Charge á Cheval sequence by consulting the Carre Realization Table. All infantry formations may elect to form square in their movement phase.



Austrian Tactical Formations Restrictions

All battalions of the same regiment must be in the same formation at the same time. This requirement does not apply if one of the units is currently in terrain which requires it to be in General Order or other types of morale conditions.

Austrian or Hungarian (Linie) Battalion Masse



As identified in *La Bataille d' Wagram (ME 1981)*, *Divisional* and *Battalion Masse* are now part of the basic game.

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*.

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- 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 ADS 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 melee 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*
- *Jägers* and *Grenz* Infantry Types may not adapt *Battalion Masse*.



Austrians in Towns

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

- Austrian or Hungarian Linie (Infantry) (not *Grenz* or *Jaegers*) subtracts two from their printed morale value when in a town hex.
- Austrian or Hungarian Linie (Infantry) printed fire values are multiplied by 1.5 during defensive fire

Artillery Special Rules



Every time a Polish Batteries á Pied attempts to limber, roll one die. A roll of “4”, “5” or “6” is needed to limber.

Every Time a Saxon Battery á Pied attempts to limber, a roll of “5” or “6” is needed to limber.

Polish and Allied batteries á cheval in the game may limber with a roll of “2” through “6”.

Austrian Foot Batteries need a “5” or “6” roll to limber.

Austrian Position Batteries need a “6” to roll to limber.

Austrian Cavalry Batteries need a “4”, “5”, or “6” to roll to limber.

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Leaders with an artillery bonus add one to the die roll.

Austrian Artillery may not stack.

Archduke Ferdinand Karl Joseph d'Este and Poniatowski add one to the limber roll

Command Using Timed Moves

The Polish Player receives 10 minutes to move. The Austrian Player receives 7 minutes to move. For every Austrian Morale Level reduced, subtract one minute from the Austrian movement time.

Optional Rules

Try these to add a little different character to the battle

Optional Rule – Polish Szaserów/ Skirmishers

The Polish Army did not have time to train light infantry before the Austrian Invasion. This optional rule allows the battalions of the 12th Polish Infantry, to act as skirmishers with a two hex range. Their fire value is 2 x their stacking points. All other skirmisher rules apply.

Option Rule – Command: Befehl or Parancs ?

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

Polish troops (2nd Battalion of the 1st Polish Infantry Regiment, the 2nd Battalion of the 8th Polish Infantry Regiment and 3rd Polish Battery a Pied) may not move outside of 3 hexes from Daiwdy unless a 5 or 6 is rolled on any turn

Austrian Troops (2nd Brigade (37TH and 3RD Hungarian Infantry Regiments and the 3rd Brigade Battery) may not move outside of 5 hexes from Daiwdy unless a 5 or 6 is rolled on any turn

Optional Rule – Polish 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 Armeekorps goes on Morale Level One or higher, begin rolling for desertion of the battalions of the 30th, 41st, 63rd, 23rd, 37th and 34th Infantry regiments. At the hour, a roll of 6 with one die means one step of a battalion is no longer present or accounted for. There is no morale check for this loss. Roll for each battalion at the hour..

Order of Battle for the Army of the Empire of the French

Polish Defense Contingent (Grand Duchy of Warsaw)

General of Division Jozef Poniatowski

Col. Fiszer

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1^{re} Division /
General Dywizja
1^{re} Polish Infanterie
2^e Polish Infanterie
3^e Polish Infanterie
8^e Polish Infanterie
12^e Polish Infanterie

Saxon Contingent – (attached)
1st Saxon Battalion
2nd Saxon Battalion
3rd Saxon Battalion
1st Saxon Hussar
Saxon Battery á Pied

Attached Cavalry Brigade
General of Brigade Rozniecki
1^{re} Polish Chasseur á Cheval
2^e Polish Uhlán
3^e Polish Uhlán
6^e Polish Uhlán
4^e Polish Battery of the Artillery á Cheval

Reserve Artillery
3^e Polish Battery of the Artillery á Pied
5^e Polish Battery of the Artillery á Pied
7^e Polish Battery of the Artillery á Pied
2^e Polish Battery of the Artillery á Cheval
Optional Scenario Formation

Néerlandais Division
GdD Gratien
6^e Dutch Infanterie Regiment
9^e Dutch Infanterie Regiment
2^e Dutch Cavalerie Regiment
8^e Dutch Horse Batterie
1st Holstein Horse Batterie
Ewald Danish Infanterie Regiment

Order of Battle for the Army of the Hapsburg Empire K.K.

VII Armeekorps
Archduke Ferdinand d'Este
Oberst von Brusch

Avant Garde Division
GM Baron Mohr
Emperor's Own Hussar Regiment #1 (Hungary)
Grenz Regiment #16 (Wallachian)
Grenz Regiment #17 (Wallachian)





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Hungarian Infantry Regiment # 48
5th Brigade Battery
1st Cavalry Battery

1st Infantry Division
FL von Mondet
Infantry Regiment #30 (Galizien)
Infantry Regiment #41 (Galizien)
1st Brigade Battery
Infantry Regiment #63 (Galizien)
Infantry Regiment #24 (Galizien)
2nd Brigade Battery
Hungarian Infantry Regiment #37
Hungarian Infantry Regiment #34
3rd Brigade Battery

Cavalry Division
FL von Sharouth
Palatine Hussars #12 (Transylvania)
Szekler Hussars #11 (Hungary)
Sommariva Kuirassier #5 (Austria)
Lothringen Kuirassier #7 (Czech)
3rd Cavalry Battery

Reserve Artillery (Inner Austria)
1st Position Battery
2nd Position Battery
3rd Position Battery
4th Position Battery

Optional Scenario Formation
4 ea Czaikisten Pontoon Companies (Grenz)



Scenario One – Largely Historical

Ferdinand d'Este commands the VII Armeekorps of the Hapsburg Empire's Army and has been tasked with the capture of Warsaw and the brutal subjugation of the Polish People.

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

Hapsburg Empire K.K.:

2:00 PM

30th and 41st Austrian Infantry Regiments and the 1st Brigade Battery, Mondet enter the south map edge between deployment letter A1 and A2.

37th and 34th Hungarian Infantry Regiments and the 3rd Brigade Battery, enter the south map edge between east edge and the deployment letter A2

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2:20 PM

Ferdinand, Brusch, von Sharouth, the Austrian Artillery Reserve, the Cavalry Division, enter the south map edge between deployment letters A1 and A2.

2:40 PM

The Austrian Avant Garde, with the attached artillery and Mohr enters the south edge of the map between deployment letter A1 and the west map edge.

63rd and 24th Austrian Infantry Regiments and the 2nd Brigade Battery, enter the south map edge between deployment letter A1 and A2.

The leaders may be placed on any units they command

The Polish Contingent (Grand Duchy of Warsaw) of the Empire of the French

Poniatowski has been assigned the defense of Warsaw. He has selected the position at Raszyn as his best chance to stop the Austrians and save the Capital from Austrian Occupation.

On the South Side of the River;

Rozniecki, the Polish Uhlans Regiments and the 2nd Polish Battery á Cheval, begin anywhere south of the river within 10 hexes of any River Hex. The 12^e Polish Infanterie Regiment, will deploy one battalion in Nowe Falety, and one battalion in Stary Falety

The balance of the Polish and Saxons deploy on the north side of the Utrata River as follows:

Within 5 hexes of Dawidy;

The 8^e Polish Infanterie Regiment, 3rd Polish Battery á Pied

Within 8 hexes of Raszyn;

Poniatowski, Fiszer, the 1^{ere} Polish Infanterie Regiment, the 3^e Polish Infanterie Regiment, 5^e Polish Battery á Pied, the three Saxon Infanterie Battalions and the Saxon Battery á Pied, the Polish Chasseurs á Cheval and the 4^e Polish Battery á Cheval

Within 5 Hexes of Michalowice;

The 2^e Polish Infanterie Regiment, and 7^e Polish Battery á Pied

The leaders may be placed on any units they command.

Victory Conditions

Polish Decisive – There are no Austrian combat formations on the north side of the Utrata River, at the end of the 9:40 PM turn

Polish Tactical – Hold all town hexes of Raszyn and the IV Armeekorps is on a morale level at the end of the 9:40 PM turn.

Polish Marginal - The VII Armeekorps ends the scenario on a morale level, or the Polish hold at least 1 hex of Raszyn at the end of the scenario.

Draw – Any one or more of the following events;

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Polish hold a town hex south of the Utrata River,
Austrian Leader Ferdinand d'Este suffers a Leader Casualty.
80 increments of the VII Armeekorps in good order, exit off the north map edge.
Polish finish the scenario on a morale level.

Austrian Marginal – Capture all of Raszyn by the end of the scenario. This is the historical result.



Austrian Tactical – No Polish Combat Formations south of the Utrata River hold Dawidy and Raszyn and end the scenario with the Polish Contingent on a Morale Level.

Austrian Decisive – No Polish Combat formations south of the Utrata River. Hold all town hexes of Dawidy, Raszyn and of Michalowice and exit 120 increments off of the north map edge by the end of the scenario.

Scenario Two: Polish Reinforcements

Polish Contingent

Dispositions are per Scenario One

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

Fresh from suppressing some reactionary insurrections in Prussia, Napoleon sends Gratién's combined force to assist Poland. Gratién's troops arrive on the west edge, south of the river at around 6:00 pm. A roll of 1 or 2 and they arrive at 5:40pm, 3 or 4 at 6:00 pm, 5 or 6 they arrive at 6:20 pm.

Hapsburg Empire K.K.

Dispositions are per Scenario One

Victory Conditions

Polish Decisive – Hold all three causeways (every hex) and all Raszyn town hexes and put the VII Armeekorps on Morale Level One or more at the end of the 9:40 pm turn

Polish Tactical – Hold Raszyn Causeway, all Raszyn town hexes and put the VII Armeekorps on Morale Level One or more at the end of the 9:40 turn

Polish Marginal - Put the VII Armeekorps on Morale Level One or more at any time

Austrian Decisive – Capture all hexes of two causeways, all Raszyn town hexes and put the Polish Contingent on Morale Level Two by the end of the 9:40 turn

Austrian Tactical – Capture one causeway, all Raszyn town hexes and put the Polish Contingent on Morale Level One by the end of the 9:40 turn

Austrian Marginal – Capture the Raszyn causeway by the end of the 9:40 turn.

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Scenario Three: Czaikisten Pontoon



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

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 at 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.

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.
- They have no fire, melee, morale value or zone of influence
- They can be destroyed if infantry or cavalry enters the hex they are in, before the pontoon bridge is built.
- They are 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.
- Pontoon Companies may not stack with artillery
- They may move in any clear terrain hex at the rate of limbered artillery.
- pontoons are technical troops and do not have a formation.
- Only the Hapsburg forces may use a pontoon bridge.

Victory Conditions

Polish Decisive – Hold two causeways (every hex) and two Raszyn town hexes and put the VII Armeekorps on Morale Level One or more at the end of the 9:40 turn

Polish Tactical – Hold a two Raszyn town hexes and put the VII Armeekorps on Morale Level One or more at the end of the 9:40 turn

Polish Marginal - Put the VII Armeekorps on Morale Level One or more at any time



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Austrian Decisive – Capture all hexes of the three causeways, all Raszyn town hexes and put the Polish Contingent on Morale Level Two at any time

Austrian Tactical – Capture two causeways, all Raszyn town hexes and put the Polish Contingent on Morale Level One at any time

Austrian Marginal – Capture all the Raszyn causeway hexes and all Raszyn town hexes by the end of the 9:40 turn.

Historical Prospective 1809

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

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.

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

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.



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.



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Historical Background and Commentary for La Bataille de Raszyn 1809



The war of revenge against Napoleon, plotted by Austria and funded by England in 1809, was well thought out and fought on many fronts. Popular history often limits consideration of that war to the events in Austria along the Danube River which ran concurrent to the conflict in the festering Iberian Peninsula. However, there were significant campaigns in other parts of Central Europe that had long-lasting effects upon the future of Europe. The Austrian efforts to destroy the infant Grand Duchy of Warsaw by its invasion of Poland was one of those campaigns.

The Grand Duchy of Warsaw had been created out of the smoldering ruins of the Prussian defeats in 1806-1807. Poland had been partitioned three different times in the late 18th Century by Prussia; Russia and the Hapsburg

Empire and had ceased to exist as an independent nation by 1795. Napoleon's far reaching campaigns into Prussia and what had been Poland, took the most of the Prussian portions of the partitions from the Hohenzollern rulers, and created the new entity of the Grand Duchy of Warsaw, a veritable island of enlightenment in a sea of eastern European absolutist tyranny.

The new Grand Duchy was given French laws and other French institutions, but more importantly, a strong executive. Poland's demise in the 18th Century was as much a failure of a weak executive as it was due to the voracious territorial aspirations of Prussia; Russia and the Hapsburgs. The King of Saxony, who had become a client of Napoleon, became the ruler of the Grand Duchy. However, Poles took important roles in the new government. Importantly, with war with Austria on the horizon, Prince Josef Poniatowski, the nephew of the last Polish King, Stanislaus, was named commander of the Polish army in Poland. Poniatowski had proved himself to be a capable independent commander in the 1790's when the Poles had attempted to survive the partitions, but despite his success, his efforts were not enough to stop the concerted efforts of three major states working to absorb Poland. Poniatowski became a Prince without purpose after Poland had disappeared, but his patriotism kept a flame burning in his heart to restore Poland's place in Europe. Despite his reluctance to accept Napoleon as a potential Polish savior, he decided he had no other real options and threw himself into the defense of the duchy. His challenge would be whether Poland could survive the onslaught of the newly reinvigorated Austrian army as well as survive the potential treachery of the Russians.

The new duchy raised an army of over 35,000 men, but over 20,000 of those were sent to Spain and other parts of the Napoleonic world. Poniatowski was left with a small group of Poles to defend a large geographic area. The King of Saxony did send a small detachment of Saxons to assist Poniatowski, but their desire to participate in the upcoming war was suspect—thus the rule that even one step of Saxon losses triggers a rule of one die---a “1” will result in the Saxons leaving the field so any early losses by the Saxons will force the Saxons to leave at a time which will in all likelihood be most inopportune for the Poles.

The Austrians prepared well for their invasion of the duchy. The Austrians dedicated formidable and well-trained contingent to their army in Poland. Not only was a contingent of



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nearly 40,000 men gathered for the invasion, but the Austrian contingent, expecting a rigorous defense from the strong Polish cavalry, had its own significant cavalry component of over 5000 horses, including some of the strongest Austrian cavalry units such as the Emperor's Own Hussars. In addition, Austrian artillery would outnumber Poniatowski's guns by a three-to-one factor. Playtests indicate skillful use of Austrian artillery will wear down the Polish army. Not using the artillery properly will allow the Poles to stand for a longer period of time along the favorable terrain.

There was one weakness in the Austrian Army: the army's composition was 25% Polish speaking mainly from Austrian Galicia. The game has an optional rule regarding the Austrian use of Polish-speaking soldiers which we suggest you use. If properly utilized, the Austrian uniformed Poles can start deserting if certain thresholds are met. This will dramatically affect the victory conditions. In fact, the Austrian army experienced substantial desertions in the week between the beginning of the Austrian invasion and the actual Battle of Raszyn.

The Austrian commander was Ferdinand d'Este who was a Hapsburg prince with strong Italian ties. In fact, the d'Este family provided part of the name and heritage for the Archduke Ferdinand whose assassination in 1914 in Sarajevo ignited the Great War. Our Ferdinand managed to escape the notoriety due to him in 1805 as he actually was the nominal Hapsburg commander at Ulm. However, he escaped from the French armies and allowed the unfortunate General Mack to surrender to Napoleon there. He had committed himself well for the remainder of the 1805 war. In 1809, there was the hope, however misplaced, that Ferdinand could somehow encourage the Poles to rise up against their French friends during the invasion. Upon his invasion of the Grand Duchy in April 1809, Ferdinand issued the following proclamation, "*... I ask you, do you enjoy the happiness promised you by the Emperor? Your blood, which was spilled below the walls of Madrid, was it spilled in your interests? What do Tagus River and the Vistula have in common? And has the valor of your soldiers brought you greater prosperity? The Emperor Napoleon has need of your troops for himself, not for you. You sacrifice your property and your soldiers to an interest that is far from yours ...*" The Poles surprised no one when they rallied to Poniatowski and fought furiously to protect their nascent independence throughout the 1809 Polish War.

The Austrians, organized as the VII Armeekorps, began operations with an invasion of the Grand Duchy on a broad front on April 12, 1809. The Poles' position was made stronger by the condition of the Utrata River which protected the southern approaches to Warsaw. In the spring, the Utrata was generally too swollen to cross anywhere except at a few places where existing bridges or causeways were placed. Raszyn was where one of those scarce crossings was placed. By April 19, the Austrians were ready to force the Polish position.

As April 19 opened, the Poles were spread out south of the Utrata River in a broadly placed disposition. The main body of Polish cavalry was screening the main body of Austrians in front of Raszyn. A couple of battalions were protecting Falenty and the remaining Polish troops were thinly spread out watching the various crossing points of the Utrata. The Austrians had attempted to flank the Poles at Jawarowa, but those efforts bogged down due to the unfavorable terrain. The Austrians then decided to focus on the Polish center. Polish attempts to defend south of the Utrata and around Falenty, while valiant, were doomed to be gradually overwhelmed by the Austrian numeric superiority—especially by the plentiful Austrian artillery. Several hours of desperate fighting by both sides saw the Poles gradually retreat back across the river.

By nightfall, a battle was raging for the heart of Raszyn itself. The Austrians took parts of Raszyn by 8 pm, but Poniatowski was able to launch a skillful counterattack retaking the town



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in large part because of the masterful use of artillery. Many of the artillery officers in the Polish army were French, and their experience and skill were manifest during this tense battle. The Polish situation was generally compromised by the abandonment of the battlefield by the Saxon contingent after 9 pm. At 10 pm, Poniatowski decided to leave the battlefield and move to Warsaw. The day-long battle saw the Poles losing just short of 1500 troops while Austrian losses were around 2500.

After Poniatowski arrived in Warsaw, he realized that the capitol could not be held for very long due to the poor condition of its fortifications. He left the city to the Austrians a few days later. However, he was able to withdraw his army nearby into strong positions at Modlin and Serock with his army intact. This move appears to have psychologically frozen Ferdinand in Warsaw. While leaving a small contingent to screen the Austrians in Warsaw, Poniatowski proceeded to liberate the much of rest of the Duchy from Austrian occupation, and even invaded Austrian Galicia and captured the city of Krakow.

Poniatowski's success in the Grand Duchy of Warsaw and Galicia in that spring, led to extremely favorable conditions for the Poles in the peace treaty between France and Austria later that year. The Grand Duchy had its territory increased by 50,000 square miles and its population increased by 1.9 million. While the battle of Raszyn could be described as a minor Austrian victory, Poniatowski's victory in the campaign clearly restored viability to the Grand Duchy and established Poniatowski as a commander capable of independent and loyal command for the Empire of the French. Clearly, the Austrians won the battle—barely-- but lost the war.



Marshal Enterprises Household 2013
Monte D. Mattson, James G. Soto and Dennis A. Spors



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Map Notes

- The Marshal Enterprise Household has provided four 11”x17” maps may be printed on many common printers and assembled.
- Each is in pdf format to preserve the detail and resolution
- A “Full Size on page map file is also listed. This would be printed at some sop of office supply store. It is a large file.
- If you are not covering these with Plexiglas, we suggest you coat them to guard against hand oil or minor spills.
- With these options each player will be able to provide a map consistent with their financial ability and technical resources.

Premier Rules

The latest version of the Premier Rules that define the mechanics of the systems and other interesting information on the Napoleonic Era may be downloaded for free at the website www.labattallie.me

