

Marshal Enterprises

La Bataille de Raszyn 1809©



La Bataille de Raszyn 1809



By Marshal Enterprises

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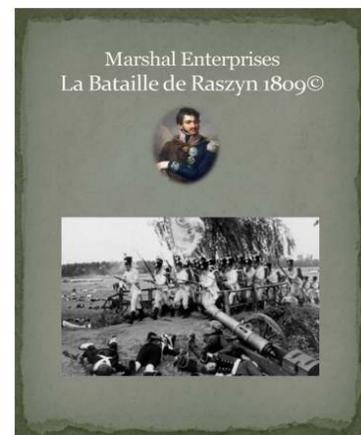
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Note: La Bataille de Raszyn 1809 was originally published by ME in 2013 and was available on the ME website as a “print and play” simulation.

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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

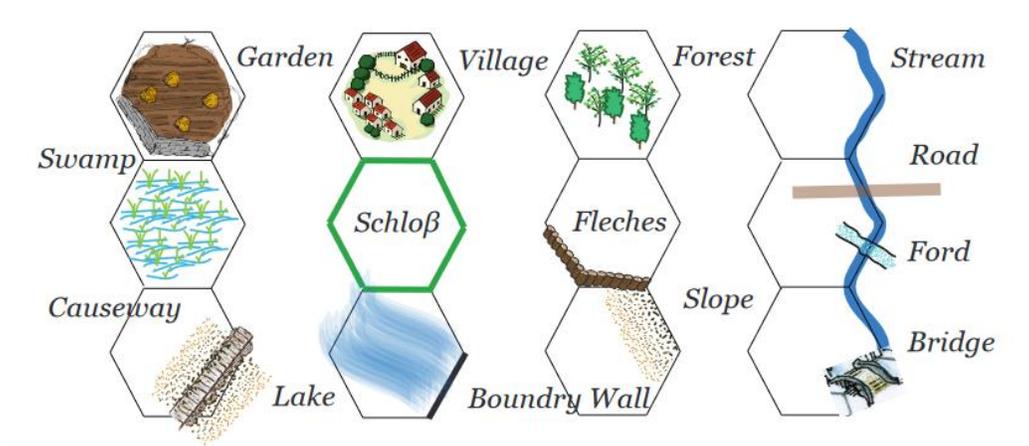
**Combat Formations must be in road order to cross any bridge, dike or causeway. Infantry may not form carre on a causeway, dike or bridge as this passage is only wide enough for road order/march. Artillery may not unlimber.

***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)

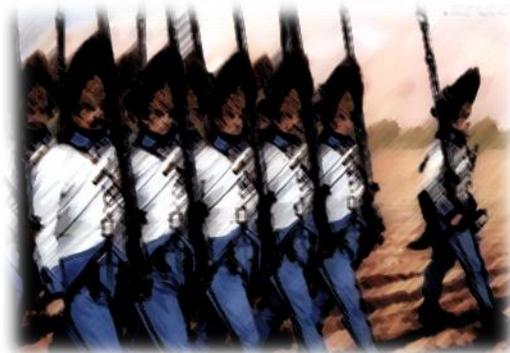


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STACKING

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 steam 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 Brusck 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 Faltey, 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 1/4of 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.



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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

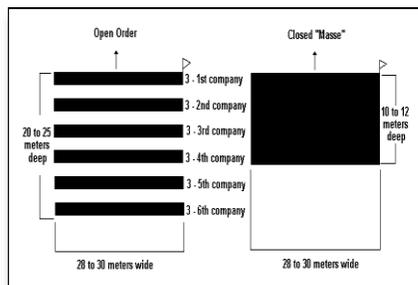
It is very important for the Austrian player to understand the use of these formations.

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;

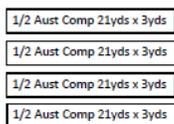


- Only battalions may use this formation, and only in clear terrain. One battalion in a hex.
- The *Battalion Masse* faces a hexside. Use an informational counter to designate, when the battalion is in *Masse*.
- A *Battalion Masse* has 3 front and 2 flank and 1 rear hex sides.
- The *Battalion Masse* 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.

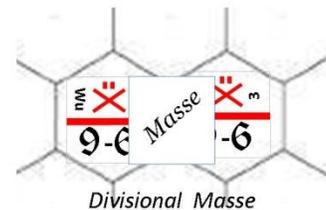
Division Masse 105 yds wide and 12 yards deep



- 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.Reservs 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 ma from the eastern edge on the road to Taszyn, in the French Allied turn.. These units are 6e Infantry, 1ereBattalion and the 5e Chasseur-a-Cheval.

2. Auf Deutsch :Command Befel or Parancs?

Since initial orders were translated from German to Hungarian, the 2. Brigde 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} Infantrie Regiment, 2e Battaion , 8e Polski Infantrie 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 Infantrie, 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., Infantrie 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.

La Bataille de Raszyn 1809

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.



Polish Defense Contingent (Grand Duchy of Warsaw)

General of Division Jozef Poniatowski
Adjutant Colonel Fiszer

1ere Division / Dywizja
1ere Polish Infanterie Regiment
2e Polish Infanterie Regiment
3e Polish Infanterie Regiment
8e Polish Infanterie Regiment
12e Polish Infanterie Regiment

Saxon Contingent (Attached)

1. Saxon Battalion
2. Saxon Battalion
3. Saxon Battalion
1. Saxon Hussar Squadron
Saxon Battery á Pied

Cavalerie Brigade (Attached)

General of Brigade Rozniecki
1ere Polish Chasseur á Cheval Regiment
2e Polish Uhlan Regiment
3e Polish Uhlan Regiment
6e Polish Uhlan Regiment
5e Polish Artillerie á Cheval Regiment

Reserve Artillerie

3e Polish Artillerie á Pied
5e Polish Artillerie á Pied
7e Polish Artillerie á Pied
2e Polish Artillerie á Cheval
4e Polish Artillerie á Cheval

Optional Scenario Formations

Division néerlandaise

General Gratien
6. Dutch Infanterie Regiment
9. Dutch Infanterie Regiment
2. Dutch Cavalerie Regiment
8. Dutch Horse Battery
1. Holstein Horse Battery
Ewald Danish Infanterie Regiment

Garnison de Varsovie

6e Polish Infanterie, 1ere Battalion
5e Polish Chasseur á Cheval Regiment



Kaiserlich-königliche Armee

VII Armeekorps

Archduke Ferdinand d'Este

Oberst von Bruschi



Avant Garde Division

GM Baron Mohr

1. Emperor's Own Hussar Regiment (Hungary)

16. Grenz Regiment (Wallachian)

17. Grenz Regiment (Wallachian)

48. Hungarian Infantry Regiment

5. Brigade Batterie

1. Cavalrie Batterie

1. Infanterie Division

FL von Mondet

30. Infanterie Regiment (Galizien)

41. Infanterie Regiment (Galizien)

1. Brigade Batterie

63. Infanterie Regiment (Galizien)

24. Infanterie Regiment (Galizien)

2. Brigade Batterie

37. Hungarian Infantry Regiment

34. Hungarian Infantry Regiment

3. Brigade Batterie

Cavalrie Division

FL von Sharouth

12. Palatine Hussars (Transylvania)

11. Szekler Hussars (Hungary)

5. Sommariva Kuirassier (Austria)

7. Lothringen Kuirassier (Czech)

3. Cavalry Batterie

Reserveartillerie (Innerösterreich)

1. Batterie

2. Position Batterie

3. Position Batterie

4. Position Batterie

Optional Scenario Formation

4 ea Czaikisten Pontoon Companies (Grenz)

Morale Chart

La Bataille de Raszyn 1809

Use this chart to record *Morale Levels* at each hour

Use an increment marker to designate the *Morale Level*

Leader	Organization	Divisions	
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Kaiserlich-königliche Armee



D' Este

VII Korps



23 Battalions

Level

Mohr, Mondet

Polish Defense Contingent (GD of Warsaw)



Poniatowski



14 Battalions

Level

Dywizja, Saxons



Poniatowski / Gratien / Ewald

Scenario Two



21 Battalions

Level

Dywizja, Saxons , Dutch

La Bataille de Raszyn 1809

All scenarios

April 19, 1809

Start : 14:00

Finish at the end of the 21:40 turn

Starts on map	
Enters map at time shown	
Conditional	



Scenario One - Largely Historical

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

Description	Debut / Arrivee	Remarques
Polish Defense Contingent (Grand Duchy of Warsaw)		
General of Division Jozef Poniatowski	14:40	within 8 hexes of Raszyn
Adjutant Colonel Fiszer	14:40	within 5 hexes of Michalowice
1ere Infanterie Division		
General Drwizja	14:00	within 8 hexes of Raszyn
1ere Polish Infanterie Regiment	14:00	within 8 hexes of Raszyn
2e Polish Infanterie Regiment	14:00	within 5 hexes of Michalowice
3e Polish Infanterie Regiment	14:00	within 8 hexes of Raszyn
8e Polish Infanterie Regiment	14:00	within 5 hexes of Dawidy
12e Polish Infanterie Regiment	14:00	one battalion in Nowe Falety, one battalion in Stary Falety
Saxon Contingent (attached)		
1. Saxon Battalion	14:00	within 8 hexes of Raszyn
2. Saxon Battalion	14:00	within 8 hexes of Raszyn
3. Saxon Battalion	14:00	within 8 hexes of Raszyn
1. Saxon Hussar Squadron	14:00	within 8 hexes of Raszyn
Saxon Battery á Pied		
Cavalerie Brigade (Attached)		
General of Brigade Rozniecki	14:00	south of the river, within 10 hexes of the river
1ere Polish Chasseur á Cheval Regiment	14:00	within 8 hexes of Raszyn
2e Polish Uhlan Regiment	14:00	south of the river, within 10 hexes of the river
3e Polish Uhlan Regiment	14:00	south of the river, within 10 hexes of the river
6e Polish Uhlan Regiment	14:00	south of the river, within 10 hexes of the river
4e Polish Artillerie á Cheval Regiment	14:00	south of the river, within 10 hexes of the river

Description	Debut / Arrivee	Remarques
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Reserve Artillerie

3e Polish Artillerie á Pied	14:00	within 5 hexes of Dawidy
5e Polish Artillerie á Pied	14:00	within 8 hexes of Raszyn
7e Polish Artillerie á Pied	14:00	within 5 hexes of Michalowice
2e Polish Artillerie á Cheval	14:00	within 8 hexes of Raszyn
4e Polish Artillerie á Cheval	14:00	within 8 hexes of Raszyn

Garrison de Varsovie (Warsaw)

6e Polish Infanterie, 1ere Battalion	?	Enter on the road to Raszyn if Austrian go on a Morale Level
5e Polish Chasseur á Cheval Regiment	?	Enter on the road to Raszyn if Austrian go on a Morale Level

Scenario Two - Polish Reinforcements (Add to Scenario One)

Fresh from suppressing some reactionary insurrections in Prussia, Napoleon sends Gratien's combined force to assist Poland

General Gratien (Division néerlandaise)	?	arrive western edge, south of the river. A roll of 1 or 2 17:40, 3 or 4 18:00, 5 or 6 18:20
6. Dutch Infanterie Regiment	?	with General Gratien
9. Dutch Infanterie Regiment	?	with General Gratien
2. Dutch Cavalrie Regiment	?	with General Gratien
8. Dutch Horse Battery	?	with General Gratien
1. Holstein Horse Battery	?	with General Gratien
Ewald Danish Infanterie Regimen	?	

Description	Debut / Arrivee	Remarques
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Kaiserlich-königliche Armee

VII Armeekorps

Archduke Ferdinand d'Este	14:40	South edge of the map between A1 and west edge
Oberst von Bruschi	14:20	with 12. Hussars
Avant Garde Division		

GM Baron Mohr

1. Emperor's Own Hussar Regiment (Hungary)	14:40	South edge of the map between A1 and west edge
16. Grenz Regiment (Wallachian)	14:40	South edge of the map between A1 and west edge
17. Grenz Regiment (Wallachian)	14:40	South edge of the map between A1 and west edge

Description	Debut / Arrivee	Remarques
48. Hungarian Infanterie Regiment	14:40	South edge of the map between A1 and west edge
5. Brigade Battery	14:40	South edge of the map between A1 and west edge
1. Cavalrie Battery	14:40	South edge of the map between A1 and west edge
1. Infanterie Division		
FL von Mondet	14:00	South edge of the map between A1 and A2
30. Infanterie Regiment (Galizien)	14:00	South edge of the map between A1 and A2
41. Infanterie Regiment (Galizien)	14:00	South edge of the map between A1 and A2
1. Brigade Batterie	14:00	South edge of the map between A1 and A2
63. Infanterie Regiment (Galizien)	14:40	South edge of the map between A1 and A2
24. Infanterie Regiment (Galizien)	14:40	South edge of the map between A1 and A2
2. Brigade Batterie	14:40	South edge of the map between A1 and A2
37. Hungarian Infanterie Regiment	14:00	and A2
34. Hungarian Infanterie Regiment	14:00	and A2
3. Brigade Batterie	14:00	and A2
Cavalrie Division		
FL von Sharouth	14:40	South edge of the map between A1 and west edge
12. Palatine Hussars (Transylvania)	14:20	South edge of the map between A1 and west edge
11. Szekler Hussars (Hungary)	14:40	South edge of the map between A1 and west edge
5. Sommariva Kuirassier (Austria)	14:40	South edge of the map between A1 and west edge
7. Lothringen Kuirassier (Czech)	14:40	South edge of the map between A1 and west edge
3. Cavalry Batterie	14:40	South edge of the map between A1 and west edge

Description	Debut / Arrivee	Remarques
Reserve Artillerie (Innerösterreich)		
1. Batterie	14:40	South edge of the map between A1 and west edge
2. Position Batterie	14:40	South edge of the map between A1 and west edge
3. Position Batterie	14:40	South edge of the map between A1 and west edge
4. Position Batterie	14:40	South edge of the map between A1 and west edge

Scenario Three - Czaikisten pontoons (Add to Scenarios One or Two)

The VII Armeekorps did not have bridging equipment. This scenario includes the pontoon bridging that historically was sent to Archduke Charles.

4 ea Czaikisten Pontoon Companies (Grenz) 14:40 South edge of the map

See *Special Unit Types and Formations* for additional information.



Austrians units rout (Pdf) south and the Polish and Allies rout (Pdf) north.

For the purposes of this scenario they are removed from play when they leave the scenario boundaries.

Scenario One Victory Conditions

Polish Decisive	There are no Austrian combat formations on the north side of the Utrata River, at the end of the 21:40 turn
Polish Substantial	Polish hold all of the town hexes of Raszyn and VII Korps is on a Morale Level
Polish Marginal	the VII Korps ends the scenario on a Morale Level or the Polish hold one hex of Raszyn at the end of the 21:40 turn
Draw	Polish hold a town hex south of the Utrata River or 80 increments of the VII Korps exit north edge
Austrian Marginal	Capture all of Raszyn by the end of the scenario (historical result)
Austrian Substantial	no Polish combat units south of the Utrata River and end the scenario with the Polish contingent on a Morale Level
Austrian Decisive	River . Hold all town hexes Dawidy, Raszyn, and Michalowice and exit 120 increments off the north map edge by the end of the scenario

Scenario Two Victory Conditions (Modification)

Use of this scenario reduces the Polish Victory Conditions by one level from Scenario One or Two

Scenario Three Victory Conditions (Modification)

Use of this scenario reduces the Austrian Victory Conditions by one level from Scenario One or Two

Note: Scenarios One , Two and Three can be combined, and this would be neutral from adjustment of the victory conditions.

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.

La Bataille de Raszyn 1809



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 role 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.

La Bataille de Raszyn 1809



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 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 Nowe Falety, 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.

La Bataille de Raszyn 1809



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 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.



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.labataille.me