

Battle of Raab

June 14th, 1809

Introduction: Round Three Eugene vs. John!!! After the defeat at Piave, Archduke John retreated into Hungary. Eugene's pursuit captured and eliminated the small Austrian detachments left behind. By mid June John had received sizable reinforcements and several batteries of heavy artillery from the main army. For the first time John had almost equal numbers as Eugene, though his infantry was weaker in quality. John planned to strike first and seize the Csanak Heights but Eugene was too quick and his advance guard got there first. With his original plan ruined John decided to defend the Pancza Stream and the plateau in the center. Eugene initially thought John would attack, but by noon he realized the Austrian's weren't moving and he ordered his troops forward. Eugene tried to outflank the Austrian left but the large Pancza Marsh prevented any quick maneuver. Afterwards it was a straight forward attack trying to gain a foothold over the stream. Eventually Grouchy was able to get the upper hand over the Austrian cavalry allowing the French infantry to march on and clear the plateau. Afterwards Eugene cleared the large Kis-Megyér farm from several directions breaking the center of John's line. John's reserve formed a rear guard and by 6pm his army was in retreat.

Scale: Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

Players: Anywhere between 2-6 players.

Terrain and Weather: The gaming table is 6 feet by 5 feet. Weather is clear. Woods, Marsh, and Urban Areas are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Raab is a fortified city and provides a -3/+3 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. The Raab River can only be crossed at bridges and fords. Streams can be crossed normally.

Playing Time: The game begins at 12 noon and ends with the 7:00 pm turn, a total of 15 turns.

Deployment: Units set up per the accompanying map, the Austrian set up first. Brigades are deployed in Lines, Supported Lines or Brigade Masse while artillery sets up limbered or unlimbered, but must deploy as depicted or no more than 12 inches away from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command.

Initiative & Leaders Roll for initiative at the beginning of each turn. Eugene, if unattached has a 0 DRM. John, if unattached has a -2 DRM. There are no Charismatic Leaders.

Troop Quality: All infantry is Columnar, with skirmishers so noted.

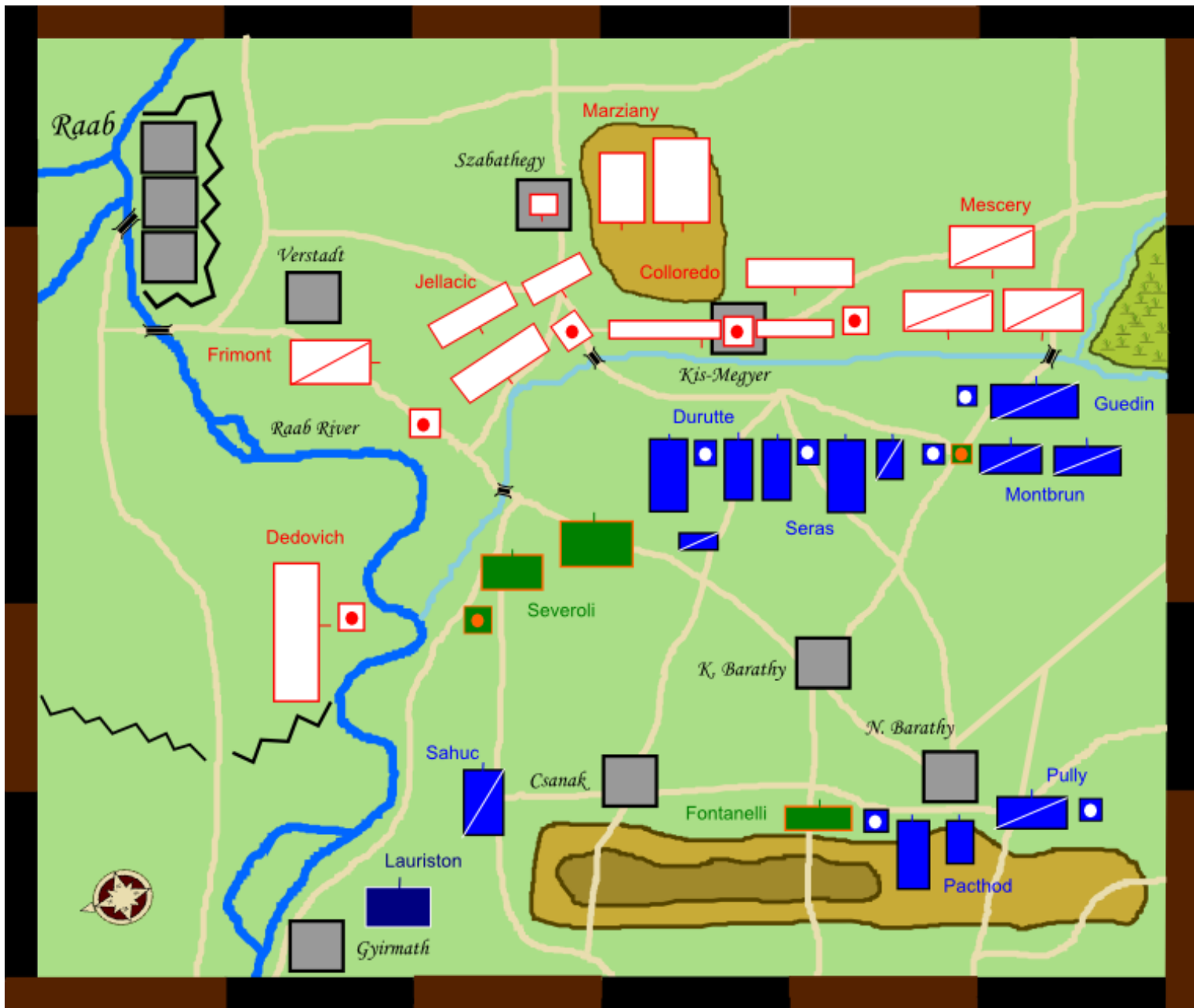
Reinforcements: There are no reinforcements

Special Rules: The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

Special Rules: None

Optional Rules: *Laurestion's Command*; while close by Laurestion's force went unused and sat idle the entire battle. If the French commander wishes he may activate this command at the cost of 1 VP.

Victory Conditions: Determine victory using the Casualty Point Chart on page 17 of AoE.



Battle of Raab

French Forces

<u>Eugene</u> Eugene 0	<u>Grouchy</u> Pully 2 nd Drag	<u>Pully</u> Poinsot E 8/5/3 HC	<u>Pully</u> R Horse Art	<u>Eugene</u> Pacthod -----	<u>Pacthod</u> 1 st Bde R 8/6/4 Sk	<u>Pacthod</u> 2 nd Bde R 4/3/2 Sk	<u>Pacthod</u> R Foot Art	<u>Pacthod</u> Fontanelli E 8/5/3 Sk*
XXXX	XX			XX				

Poinsot – 23rd, 28th, 29th Dragoons 1st Bde – 8th Legere, 1st Ligne 2nd Bde – 52nd Ligne Fontanelli – Italian Guard Infantry & Cavalry (Mixed 4I/4C)

<u>Eugene</u> Grouchy Cav Corp	<u>Grouchy</u> Guedin 1 st Drag	<u>Guedin</u> ----- E 12/8/5 HC	<u>Guedin</u> R Horse Art	<u>Grouchy</u> Montbrun Cav Div	<u>Montbrun</u> Jacquinot E 8/5/3 LC	<u>Montbrun</u> Colbert R 10/8/5 LC	<u>Montbrun</u> R Horse Art	<u>Montbrun</u> R Horse Art
XXX	XX			XX				

Guedin – 7th, 30th Dragoons, Italian Dragoons de la Reine Jacquinot – 1st, 2nd Chasseurs, 7th Hussars Colbert – 7th, 20th Chasseurs, 9th Hussars

<u>Eugene</u> Grenier -----	<u>Grenier</u> Seras 1 st Div	<u>Seras</u> Cavalry R 4/3/2 LC	<u>Seras</u> 1 st Bde R 11/8/6 Sk	<u>Seras</u> 2 nd Bde R 8/6/4 Sk	<u>Seras</u> R Foot Art
XXX	XX				

Cavalry – 9th Chasseurs 1st Bde – 1st Legere, 4/35th Ligne, 53rd Ligne 2nd Brigade – 4/42nd, 106th Ligne

<u>Grenier</u> Durutte 2 nd Div	<u>Durette</u> Cavalry R 3/-/2 LC	<u>Durutte</u> 1 st Bde R 8/6/4 Sk	<u>Durutte</u> 2 nd Bde R 11/8/6 Sk	<u>Durutte</u> R Foot Art
XX				

Cavalry – 6th Chasseurs 1st Bde – 22nd Legere, 23rd, 60th Ligne 2nd Bde – 62nd, 102nd Ligne

<u>Eugene</u> D'Killiers -----	<u>D'Killiers</u> Severoli 2 nd Div	<u>Severoli</u> 1 st Bde R 13/10/7 Sk	<u>Severoli</u> 2 nd Bde R 8/6/4 Sk	<u>Severoli</u> R Foot Art	<u>D'Killiers</u> Sahuc Lt Cav	<u>Sahuc</u> Pages R 7/5/4 LC
XXX	XX				XX	

1st Bde – 1st, 3/2nd, 3rd Italian Ligne 2nd Bde – 7th Italian Ligne, Dalmatian Regiment, 112th Ligne Pages – 8th, 25th Chasseurs

<u>Eugene</u> Laureston -----	<u>Laureston</u> Nevenstein R 9/7/5 Sk
XX	



(Optional Forces)

Nevenstein – 1st, 2nd Baden Regiments, Ling Jager Bn

French	
Infantry	84
Cavalry	52
Artillery	8
Total	40,400

Austrian Forces

<u>Army of Inner Austria</u> Archduke John -2 XXXX

<u>John</u> R Heavy Art	<u>John</u> R Heavy Art
	





<u>John</u> Mescery Left Flank	<u>Mescery</u> Gosztony C 13/11/8 IrC	<u>Mescery</u> Andrasy R 12/9/6 LC	<u>Mescery</u> Hadik C 8/7/5 IrC
XX			

Gosztony – 5th Hussars, Insurrection Hussars

Andrasy – 2nd Hussars, Insurrection Hussars


Hadik – Insurrection Hussars

<u>John</u> Colloredo Center	<u>Colloredo</u> Marziani C 9/8/6 Irr	<u>Colloredo</u> Lutz R 13/10/7	<u>Colloredo</u> R Foot Art
XX			

<u>John</u> Jellacic Right Flk	<u>Jellacic</u> Legisfeld C 4/-/3 Irr	<u>Jellacic</u> Eckhart C 8/7/5 Irr	<u>Jellacic</u> Sebottenorf R 10/8/5	<u>Jellacic</u> R Foot Art
XX				

Marziani – IR 62 Franz Jellacic, 4th Inner Austria Freikorps, 7 Landwehr and Insurrection Bns
Legisfeld – 4 Landwehr Bns

Lutz – IR 27 Strassoldo, IR 61 St. Julien, 4 Landwehr Bns
Sebottenorf – IR 45 de Vaux, 10th Grenzers, 2 Landwehr Bns

<u>John</u> Frimont Right Cav	<u>Frimont</u> Besan R 9/7/5 LC
XX	

<u>John</u> Marziany Reserve	<u>Marziany</u> Gajoli R 9/7/5	<u>Marziany</u> Kleinmeyer R 12/9/6	<u>Marziany</u> Ottingshausen R 2/-/- Sk
XX			

Besan – 2nd, 5th Dragoons, 2nd, 3rd Chevaulegers, 6th Hussars, 2 Insurrection Cavalry Regiments
Kleinmeyer – IR 19 Alvinczy, 4 Grenadier Bns

Gajoli – IR 16 Lusignan, 3rd Grenzers, 1 Landwehr Bn
Ottingshausen – Converged Jaegers and Sharpshooters

<u>John</u> Dedovich Garrison	<u>Dedovich</u> Mesko C 13/11/8 Irr*	<u>Dedovich</u> R Foot Art
XX		

Mesko – 5 Insurrection Battalions, 2 Insurrection Cavalry Regiments (Mixed 10I/3C)

Austrians

Infantry	77
Cavalry	45
Artillery	5
Total	36,320