

Battle of Raszyn

April 19th, 1809

Introduction: The Austrian spring offensive of 1809 attacked into several directions, Bavaria, Italy and a small attack into Poland. The Austrian army (really a corp) under Archduke Ferdinand was order with the conquering of Warsaw. French officers advised Prince Poniatowski to concentrate all troops at Warsaw and wait for the Austrians. But Poniatowski felt that would give up the imitative and demoralize his small army. Fighting a well organized defensive campaign he decided to attempt to halt the Austrians along the Mrowa stream, normally a small river but spring rains had made in unfordable. The Austrians began the attack around 2pm and drove the Polish screening forces back across the river. The stream itself was moderately wooded so the Austrians weren't able to use their artillery numerical superiority effectively. Austrian attacks did manage to take Raszyn and Falenty but Polish counter attacks managed to retake both. A second Austrian effort captured Raszyn yet again, but another Polish counter attack once more forced the Austrians back. By evening Poniatowski decided to retire. Raszyn was a phyricc victory for Poniatowski with his force losing the slightly higher percentage of men than his opponents.

Scale: Each stand represents 320 infantry, 160 cavalry or six to eight cannons. Ground scale is one inch equals 120 yards. Each turn is 30 minutes real time.

Players: 2 players.

Terrain and Weather: The gaming table is 4 feet by 4 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. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. The Mrowa stream can only be cross at bridges. Firing through the marsh also gives a -1 DRM to Fire, due to the numerous trees in and along the marsh.

Playing Time: The game starts with the 2:00pm turn, and ends on the 9:00 pm turn, for 15 turns total.

Deployment: Units set up per the accompanying map, brigades must either be any formation. Mondet's Division is in march column and the artillery limbered. The Austrians deploy first. Poniatowski's, Branowatzky's and Mohr's artillery can be either limbered or unlimbered. Leaders can be with 12" of any unit they command.

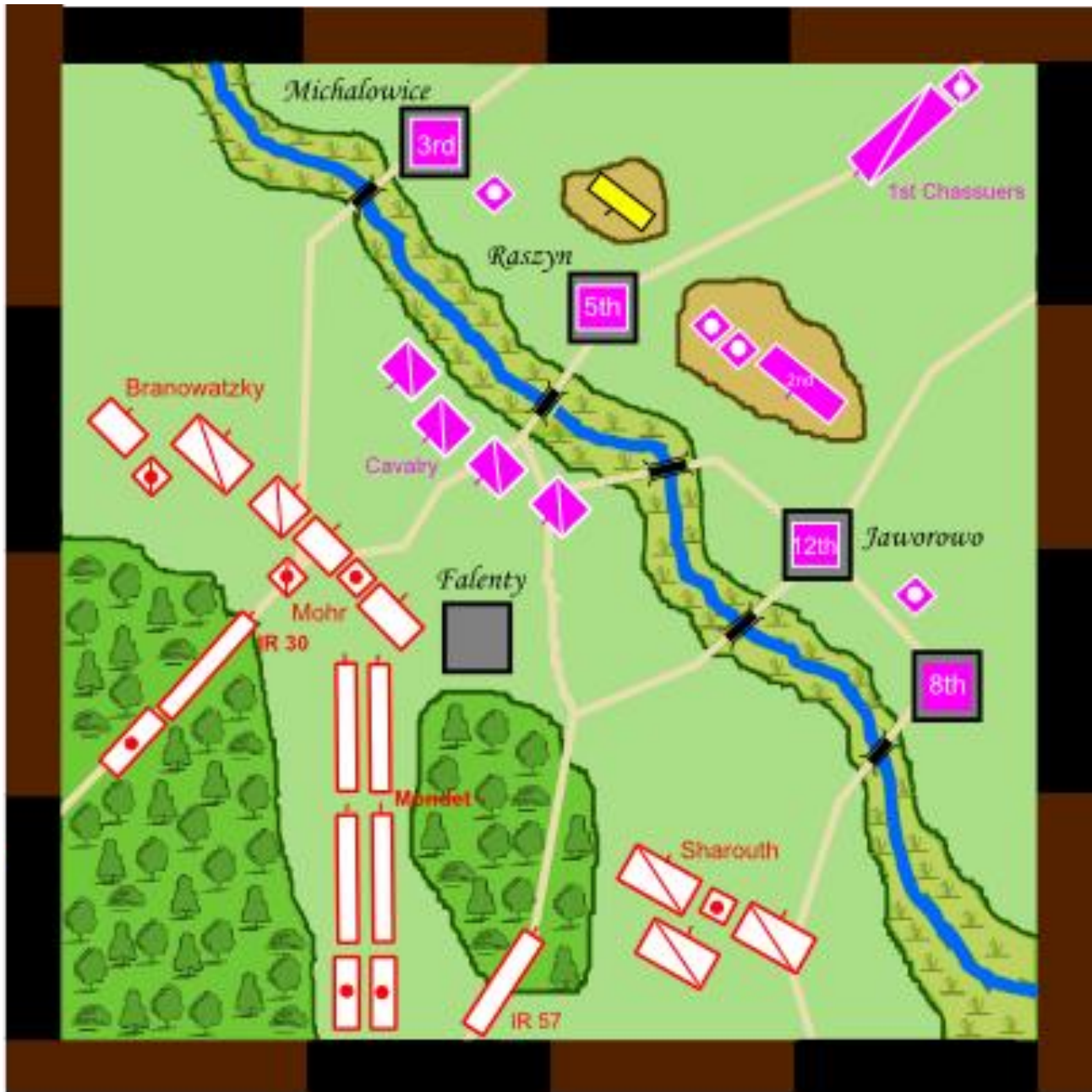
Initiative and Leaders: Beginning of each turn there is an Initiative roll-off between army commanders. For this roll Poniatowski receives a + 1 DRM if uncommitted, while Ferdinand similarly receives a -2 DRM. Poniatowski is a charismatic leader.

The Armies: The Polish and Austrian armies are three rank Columnar infantry with skirmishers so noted.

Reinforcements: None (Ferdinand's Reserve Artillery is off board at point A due to table space, but can enter turn one).

Special Rules: None

Victory Conditions: If the Austrians have no infantry or cavalry brigades on the north side of the Mrowa stream when the battle ends, the game results in a Polish Victory regardless of Casualty Points. If there is at least one Austrian unit over the Mrowa calculate use Casualty Point Chart found on page 17 of the rulebook for VPs as normal.



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Polish Army

<u>Polish Army</u> Poniatowski (C) +1	<u>Poniatowski</u> R Foot Art	<u>Poniatowski</u> R Foot Art	<u>Poniatowski</u> R Foot Art	<u>Poniatowski</u> R Foot Art	<u>Poniatowski</u> R Foot Art
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<u>Poniatowski</u> 1 st Chasseurs E 5/3/2 LC	<u>Poniatowski</u> 2 nd Uhlands E 5/3/2 Ln	<u>Poniatowski</u> 3 rd Uhlands E 5/3/2 Ln	<u>Poniatowski</u> 6 th Uhlands E 4/3/2 Ln

<u>Poniatowski</u> 1 st Infantry E 5/3/2 Sk	<u>Poniatowski</u> 2 nd Infantry E 5/3/2 Sk	<u>Poniatowski</u> 3 rd Infantry E 6/4/2 Sk	<u>Poniatowski</u> 8 th Infantry E 5/3/2 Sk	<u>Poniatowski</u> 12 th Infantry E 4/3/2 Sk	<u>Poniatowski</u> Saxon Inf C 4/-3

Austrian Army

(Ferdinand's Artillery enters limbered from Point A, on Turn 1)

<u>VII Corp</u> Ferdinand -2	<u>Ferdinand</u> R Heavy Art	<u>Ferdinand</u> R Heavy Art	<u>Ferdinand</u> R Foot Art	<u>Ferdinand</u> R Foot Art
XXX				

<u>Ferdinand</u> Mohr Adv Gd	<u>Mohr</u> Grenzers R 5/4/3 Sk	<u>Mohr</u> IR 48 R 8/6/4	<u>Mohr</u> Kaiser Hus E 3/-/2 LC	<u>Mohr</u> R Foot Art	<u>Mohr</u> R Horse Art
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Grenzers – 16th, 17th Wallachian Grenzers

IR 48 Vukassovich

<u>Ferdinand</u> Mondet Inf Div	<u>Mondet</u> IR 24 R 8/6/4	<u>Mondet</u> IR 30 R 8/6/4	<u>Mondet</u> IR 34 R 8/6/4	<u>Mondet</u> IR 37 R 8/6/4	<u>Mondet</u> IR 41 R 8/6/4	<u>Mondet</u> IR 63 R 7/5/4	<u>Mondet</u> R Foot Art	<u>Mondet</u> R Foot Art	<u>Mondet</u> R Foot Art
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IR 24 Strauch

IR 30 Ligne

IR 34 Davidovich

IR 37 Weidenfield

IR 41 Kottulinsky

IR 63 Baillet-Latour

<u>Ferdinand</u> Sharouth Cav Div	<u>Sharouth</u> Palatine E 5/3/2 LC	<u>Sharouth</u> Szekler E 5/3/2 LC	<u>Sharouth</u> Cuirassier E 6/4/2 A	<u>Sharouth</u> R Horse Art
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Palatine, Szekler Hussars

Cuirassier – Lothringen, Somarvia Cuirassier

<u>Ferdinand</u> Branowatzky Detached	<u>Branowatzky</u> Grenzers R 5/4/3 Sk	<u>Branowatzky</u> Kaiser E 5/3/2 LC	<u>Branowatzky</u> R Horse Art
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Grenzers – 14th, 15th Szekler Grenzers

Kasiers Chevaulegers