

The Battle of Raab

Age of Eagles Scenario
by GRW, 2008

SETTING

Date: 14 June 1809, 11:30 AM

Location: 40 miles southeast of Vienna

Combatants: French Empire & Kingdom of Italy vs. Austrian Empire

History: With the main national armies squaring off along the Danube, Napoleon's step-son and Archduke Charles' brother maneuvered for superior position. While Archduke John sought a way to join his brother, Eugene de Beauharnais found himself with orders to intercept the Austrian union. The two armies met outside the fortress of Raab, with John deployed in an excellent defensive position behind the Raab River and its tributary, the Pancza stream.

While the opposing armies fielded a comparable number of soldiers, there was a marked difference in quality. After enduring a long retreat from northern Italy, Archduke John found it necessary to scrape together conscript troops to replenish his army. Eugene, by contrast, had received fresh, veteran reinforcements from Napoleon. On the morning of June 14, 1809, the stage was set for Eugene to prove himself a skilled independent commander and drive the Austrians deeper into Hungary, away from the main action at Vienna.



Eugene de Beauharnais

French Orders: Destroy the Austrian army.



Archduke John

Austrian Orders: Resist the French attack and turn them back.

Victory points: Refer to the *Age of Eagles* 'Casualty Points Chart' to determine victory points. The French gain three points for contesting or controlling Szabadhegy.

Game length: French 12:00 PM until Austrian 5:00 PM (10 turns)

AFTERMATH

Archduke John, a noble of questionable military prowess, wisely deployed his army in a strong defensive position and awaited the French attack. With roughly half of his army made of conscripts, John did his best to intersperse regulars throughout the ranks. Eugene launched a frontal assault aimed at Kis-Megyér, but since the stream prevented cavalry or artillery support, the attack faltered. The battle swung in French favor after Grouchy's cavalry located a ford and smashed the opposing Austrian "Insurrection" conscript cavalry. Archduke John ordered a retreat when Eugene committed his reserves to finally capture Kis-Megyér and begin crossing the Pancza stream in strength. The battle resulted in a clear French victory, with 3,500 French casualties and roughly 7,000 Austrian losses.

SCENARIO RULES

1. Players who wish to use a historical deployment should refer to the Map. Players who wish to experience more flexibility should place a screen across the center of the table and allow players to deploy in secret, however they desire. If using the blind deployment option, the Austrians can be anywhere east of the Pancza stream, and the French can begin anywhere within 8" of their starting table edge.
2. The Austrians deploy first.
3. The Kis-Megyer farm, with its high walls, had been well-fortified by the Austrians. As such, defenders of the farm receive a +3 benefit in melee and a -3 benefit when under fire. Up to four stands of infantry may garrison the farm.
4. Cavalry may only ford the stream where marshes are not present.
5. EUGENE is +0 when rolling for initiative and ARCHDUKE JOHN suffers a -2 modifier.

TERRAIN & WEATHER

The gaming table should be six feet long by four feet wide, laid out according to the accompanying map. Urban areas offer +2 advantages to defending units in melee and a -2 benefit when under fire. The Pancza stream, an excellent marshy, defensive position, counts as rough going and automatically disorders all brigades who ford. Artillery may only cross at one of the two bridges. Movement along roads offers full movement benefits. The weather is warm and clear.

DEPLOYMENT

Units set up according to the accompanying map in whichever formation the commander sees fit. Batteries may begin limbered or unlimbered, and commanders must be deployed within 12 inches of their commands. Archduke JOHN should deploy within FRIMONT's deployment zone.

EUGENE and his artillery and cavalry reserve should deploy within 12" of point A. French reinforcements arrive at entry point A in whichever formation the player chooses. PACTHOD and PULLY arrive on the French 2:00pm turn, and LECCHI arrives at 2:30pm.

SCALE

Each infantry stand represents 360 soldiers, each cavalry stand 180 troopers, and artillery stands a battery of 6-12 guns. Ground scale is one inch to 150 yards and one complete turn represents thirty minutes of historical time.

Notes on Sources

The Battle of Raab is the most studied battle of Eugene's military career and is also noteworthy for its implications on Wagram, where Archduke John was absent. As such, Raab is a popular smaller scenario among war gaming systems. The exact order of battle for Austrian forces is a matter of some debate. Some liberties have also been taken in designing this scenario with regard to exact brigade strengths. Eugene also reshuffled his commanders on the eve of the battle, reassigning Grouchy to a different command, and placing Grouchy's original corps into the army reserve. This reshuffling is reflected in the OOB. See Frederick Schneid, *Napoleon's Italian Campaigns: 1805-1815* (2002).

French Order of Battle

EUGÈNE
Army of Northern Italy

EUGENE army ldr

GRENIER corps ldr

Seras 1st Division ldr
Moreau R 7/5/3 Sk line
Roussel R 9/6/4 Sk line
Light Foot Artillery #1

Durutte 2nd Division ldr
Dessaix 9/6/4 Sk line
Valentin 12/8/5 Sk line
Light Foot Artillery #2

GROUCHY Cavalry Corps ldr

Montbrun R 7/5/3 LC chasseurs
Colbert R 8/6/4 LC chasseurs
Guedin E 10/7/5 HC dragoons
Horse Artillery #4 & 5

d'HILLIERS corps ldr

Severoli 2nd Division ldr
Julhien R 11/8/5 Sk line (Italian)
Peyri R 7/5/4 Sk line (Italian)
Light Foot Artillery #3

Sahuc R 8/6/4 LC chasseurs

ARMY RESERVE

Pacthod 1st Reserve Division ldr

Abbe R 6/4/3 Sk line
Teste R 7/5/3 Sk light

Lecchi E 7/5/3 Sk grenadiers (Italian)
Light Foot Artillery #6

Pully E 6/4/3 HC dragoons

Austrian Order of Battle

ARCHDUKE JOHN
Army of Inner Austria

Archduke John army ldr

Jellacic Right Flank Division ldr

Legisfeld C 7/5/4 landwehr
Eckhardt C 10/8/6 landwehr
Sebottendorf R 11/8/5 line
Light Foot Artillery #1 & 2

Colloredo Center Division ldr

Lutz R 16/12/8 line
Marziani C 14/11/8 landwehr
Light Foot Artillery #3

Mescery Left Flank Division ldr

Andrassy C 10/8/6 Irr. LC hussars
Gosztony C 11/9/6 Irr. LC hussars

Frimont Reserve Division ldr

Kleinmeyer E 6/4/3 Sk grenadier
Gavasini C 7/5/4 line
Kalnassy R 8/6/4 line
Besan R 8/7/4 LC mixed
Heavy Foot Artillery Reserve #4 & 5

MAP & DEPLOYMENT

