

# The Battle of Raszyn

Age of Eagles Scenario  
by GRW, 2008

## SETTING

**Date:** 19 April 1809, 2:00 PM

**Location:** 8 miles southwest of Warsaw, Grand Duchy of Warsaw

**Combatants:** Grand Duchy of Warsaw & Kingdom of Saxony vs. Austrian Empire

**History:** When Austria declared war in France in 1809, Austrian strategy called for a three-front offensive, with their main army moving into Saxony and two smaller wings advancing into northern Italy and the newly-created Grand Duchy of Warsaw. Eliminating any prospect of an independent Poland was a cornerstone of Austrian political and military policy. Prince Jozef, as he was fondly called by his fellow Poles, raised 37,000 men to defend the Duchy of Warsaw, only to have Napoleon order over 20,000 of them to other battle theaters as far away as Spain. This left Poniatowski with a small force of just 15,000 Poles and Saxons to check a major Austrian advance.

In April of 1809, Archduke Ferdinand Karl d'Este moved his VII Korps, some 30,000 men, against Warsaw. Though urged by his French allies to abandon the city, Poniatowski rallied his small force along a defensible stream near Raszyn in order to check the Austrian advance.



Jozef Poniatowski

**Polish orders:** Delay the Austrian advance on Warsaw and hold the bridges. Do not suffer debilitating casualties.



Archduke Ferdinand

**Austrian orders:** Sweep aside these Poles as quickly as possible, while inflicting maximum casualties to their small army. Cross the Utrata stream in force.

**Victory points:** Refer to the *Age of Eagles* 'Casualty Points Chart' to determine victory points. The Poles receive two points for each remaining "fresh" infantry/cavalry brigade.

**Game length:** Austrian 2:00 PM until Polish 7:00 PM (10 turns)

## AFTERMATH

Mohr's advance guard received orders to commence a frontal attack at 2pm, before the rest of the Austrian forces were prepared for battle. As battle raged in the center, the Austrians tried to turn the Polish left at Jawarow, but were checked by the marshy terrain and heavy artillery fire. Finally, a concerted drive in the center broke the Polish line around 6pm. The Saxons defended the town of Raszyn against gallant Austrian attacks, resulting in several hours of combat and intense artillery action. When the bloody day finally ended, the Saxons received orders to return to Saxony and Poniatowski retreated with his Poles, leaving Warsaw undefended. Each side suffered roughly 2,000 casualties, but the battle cemented Poniatowski's status as an inspiring, able commander. Heavily outnumbered, he won a moral victory by standing in Austria's path.

## SCENARIO RULES

1. The Poles deploy first.
2. PONIATOWSKI is Charismatic.
3. PONIATOWSKI is a +1 for initiative rolls, and ARCHDUKE FERDINAND is a -2. The Austrians begin the game with initiative on the first turn.

## 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 stream may not be forded by cavalry or artillery. To represent the muddy marsh surrounding the Utrata stream, any unit moving within 3" of the Utrata loses half of their movement. Units in the marsh defending in melee receive a +1 modifier in combat. Movement along roads offers full movement benefits. The weather is cool 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. When deploying, Poniatowski's infantry does not include BEIGANSKI's brigade, which arrives at point A on the Polish 3:00pm turn. His brigade was defending another ford a mile from Raszyn.

Austrian reinforcements begin to arrive at their 2:30 turn, with MONDET at point C. On the Austrian 3:00 turn, SCHAUROTH, minus SPETH's brigade, arrives at point B. SPETH appears at point D on the Austrian 3:30 turn.

## 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. Ideally, this is a two-player scenario.

## Notes on Sources

The Battle of Raszyn has been a favorite of many Napoleonic war gamers due to the small forces involved and interesting tactical dispositions of the two opponents. A wealth of research exists about the battle, which makes the OOBs, brigade strengths, and deployment map quite accurate. Some liberties have been taken, however, with regard to the scale of the map, since the historical battle occurred over quite a wide tract of the Utrata stream. A more realistic game scenario would cover over twelve feet in table length, but this makes for awkward game-play, given the small size of the two forces. The Polish commander faces a nearly impossible task, but should judge his success in relation to his historical counter-part. Poniatowski denied the Austrians a break-through for over four hours, and when he did retreat from the field, he managed to keep his small army intact. See Scott Bowden & Charles Tarbox, *Armies on the Danube—1809* (1989) and John Gill, *With Eagles to Glory* (1993).

## Polish-Saxon Order of Battle

### PONIATOWSKI

Army of the Grand Duchy of Warsaw

#### PONIATOWSKI corps ldr

Sokolnicki R 8/6/3 Sk line  
Bieganski R 6/4/2 Sk line  
Kamiencki R 8/6/3 Sk line  
Potocki R 5/3/2 Sk line  
  
von Dehrrn E 4/2/- Sk grenadiers (Saxon)

Roznicki div ldr  
Tyszkiewicz E 6/4/2 LC lancers  
Laczynski E 8/5/3 LC lancers  
Przebendowski E 6/4/2 LC chasseurs  
Light Horse Artillery #3

Light Foot Artillery Reserve #1 & 2

## Austrian Order of Battle

### FERDINAND KARL D'ESTE

Austrian VII Korps

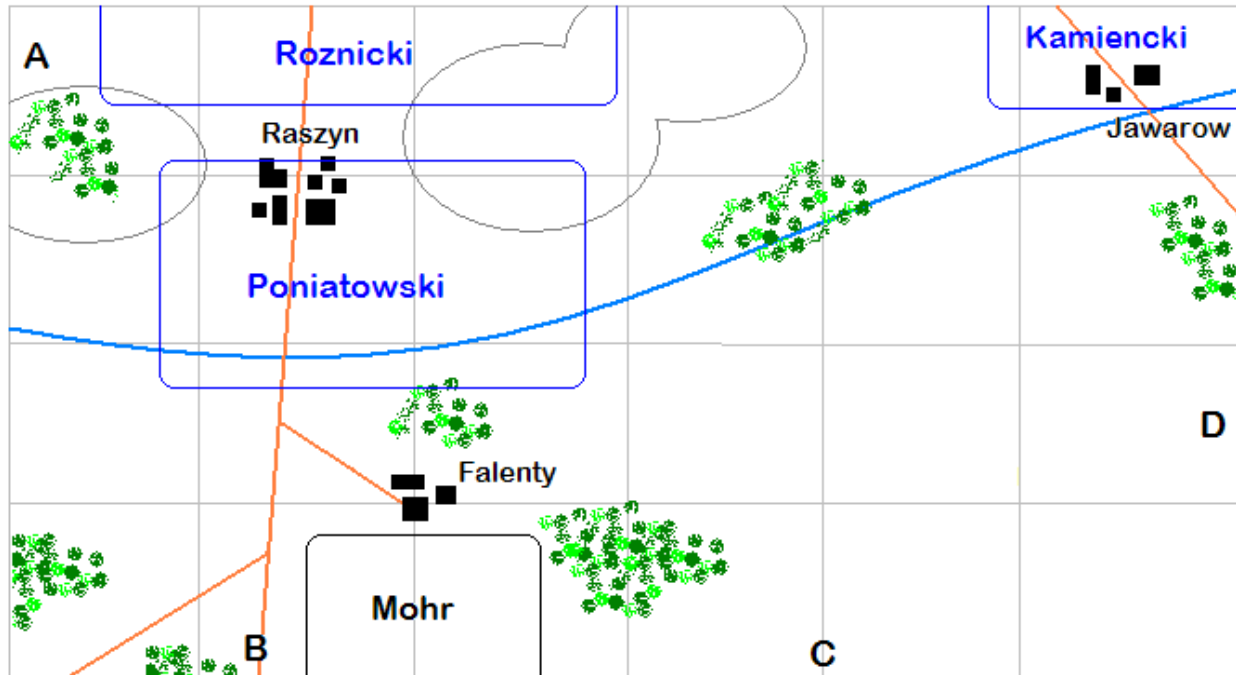
#### ARCHDUKE FERDINAND corps ldr

Mondet div ldr  
Civalart R 14/11/7 line  
Pflacher C 13/10/6 line  
Trauttenberg R 12/9/5 line  
Light Foot Artillery #1 & 2

Mohr div ldr  
Wallachia R 5/3/2 Sk light  
Vukassovich R 7/5/3 line  
Kaiser R 4/3/2 LC hussars  
Heavy Foot Artillery #3  
Light Horse Artillery #4

Schauroth div ldr  
Gehring R 9/7/4 LC hussars  
Speth R 8/6/4 HC cuirassiers  
Light Horse Artillery #6  
  
Branowatzky R 5/3/2 LC chevaulegers  
  
Light Foot Artillery Reserve #5 & 6  
Heavy Foot Artillery Reserve #7

## MAP & DEPLOYMENT



## OPTIONAL ADVANCED GAMEPLAY

Players seeking a more challenging and historical approach to Raszyn may opt for a larger map with different deployment rules. The entire Polish-Saxon force deploys as noted on the new map, but the Austrian reinforcement schedule operates differently. Before the enemy deploys his troops, the Austrian player must take a piece of paper and secretly write down where he wants each brigade to arrive—at point A, B, or C. Units destined for point A arrive at 2:30pm, units for point B arrive at 3:30, and point C at 3:00. At least two entry points must be used.

