Raab

14 June, 1809

Napoleon put his son, Prince Eugene, in charge of the Army of Italy with the overall plan of stopping John's Army of Inner Austria from linking up with that of his brother, Charles, at Wagram. When the French gained some early, minor successes, John retired to Hungary to unite with some newly raised Hungarian troops. While John was in the midst of combining his Austrians with the mostly inept Hungarian *Insurrectiones*, he looked up to find Eugene and his army staring him in the face. John pulled his army back across the Raab into a strong defensive position. But he had neither quantitative nor qualitative superiority, and, after some heavy fighting, most of it around Kismegyar, John was forced to retreat *in toto*.

Length of Game

The battle starts with the 1200 Game-Turn and ends at the conclusion of the 2045 Game-Turn, a total of 8 turns. It should take about 3-4 hours to play. Historically, the battle ended (and the Austrians withdrew) in late afternoon, after what would be 5 turns of play.

Game Balance

Initially, the Austrians have a slight edge in numbers, along with an excellent position. The French have better troops (far too many of the Austrians are untrained and poorly-armed Hungarian Insurrection troops) and better leadership.

Play Note: *This is the best battle with which to start if you are unfamiliar with the system. It is relatively small, the objectives are straightforward, and there are few "special" rules.*

French Initial Deployment for The Army of Italy

[Units may be Faced as desired]

Unit	Hex(es)
Prince Eugene	1111
1/Seras (a, b and c)	2012-14
2/Seras (a, b)	1911-12
Seras Artillery	2111
9 Chasseurs Cav	1811
1/Durutte (a,b)	2109-10
2/Durutte (a,b,c)	1908-10
Durutte Artillery	2108
6th Chasseurs Cav	1810
1/Severoli (a,b,c)	2104, 2004-5
2/Severoli (a,b)	2006-7
Severoli Artillery	2105
Italian Dragoons Napoleon (LtDgNap)	2002
7th Dragoons, 30th Dragoons, Queen's Italian Dragoons (QuLtD), Guedin's artillery (Grouchy 2-7-6) [a]	1822-24
Montbrun's Artillery (Grouchy 2-7-8)	1719
1st Chasseurs, 2nd Chasseurs, 7th Hussars [a]	1720, 1722, 1724
7th Chasseurs, 20th Chasseurs, 9th Hussars [a]	1716, 1816, 1818

a= Although these were, on paper, separate brigades (those of Guedin, Montbrun, and Colbert), during the battle they were all under the command of Grouchy. Pully's Dragoon division (a reinforcement), was not (it was attached to MacDonald's corps), and neither are the other cavalry units (9th Chasseurs, 6th Chasseurs, and the Italian Dragoons Napoleon).

Austrian Initial Deployment for The Army of Inner Austria

[Units may be Faced as desired]

Unit	Hex(es)
Archduke John, Colleredo's Artillery	2515
Davidovich's Artillery [a]	2700
Besan's Cavalry (3 units)	2803, 2805, 2905
Jellacic's Division and artillery (7 units) [b]	2610, 2706-8, 2811, 2907
Colleredo's Division (6 units) [b]	2413-4, 2416, 2511-2, 2614
Frimont's Division (7 units) [b]	3013-5, 3113-5, 3214
Reserve Artillery	2712
Any one (1) Mescery Cavalry unit; Mescery's Horse Arty	2024
Rest of Mescery's Cav (7 units)	On or east of any Road hex from 2325-2517 (inclusive).

a= This battery was, ostensibly, part of Davidovich's division, the rest of which was off to the north guarding the approaches to Raab, itself. It is treated as part of Besan's command.

b= One infantry unit per hex; artillery (when present) may stack.

French Reinforcements

Eugene kept two infantry "divisions" and a brigade of dragoons, in Reserve, on the heights in the rear of the French position. All of these were eventually called into action, to great effect (although Pully's dragoons didn't see that much action).

Starting with the 2nd game-turn (1315), the French player may bring in any one of the commands (below) per turn, as long as Eugene is in the village of Barathy. To do so requires the use of one of Eugene's Orders Points. This means that, as they are Under Orders, the French Player may start them using normal Extended Movement (not Reinforcement Extended Movement).

- Lecchi's Royal Italian Guard (4 units), may enter through 1011
- Pacthod's Division (5 units), may enter through 1015
- Pully's Dragoon Division (3 units), may enter through any hexes between 1018-24, inclusive.

For each turn, starting with the second game-turn (1315), the French earn VP for *not* bringing in any reinforcements, as below. Once all available French reinforcements have been brought in, they no longer get VP for this.

Austrian Reinforcements

There are no Austrian reinforcements.

Initiative

The French Player automatically has the Initiative for the 1st (1200) game-turn. After that, roll the die.

Retreat Direction

France: Towards any hex on the western edge of the map.

Austrians: Towards the nearest road running off the eastern map edge.

Plus the usual Village/Town rules.

Special Rules

The Pancza

This stream, which runs north into the Raab river, just off the end of the map, was a rather difficult obstacle. To the south, it was "guarded" by marshes, and, for much of the middle, the banks were steep and slippery. Archduke John had chosen rather wisely to defend behind it. Note the Movement costs and combat DRM, and see the rules for Kismegyar, below. Units may retreat across stream hexes.

Kismegyar

Kismegyar, a large farmhouse, was the Hungarian equivalent of Hougomont. Apparently oblivious to any artillery pounding, it was honeycombed with stone walls and houses which provided great protection for anyone defending it.

Note, however, that any unit attacking into Kismegyar through a banked stream hexside (for example, from 2313 into 2413) incurs a -4 DRM (not -5). In addition, a unit defending in a Kismegyar hex may, if it wishes, ignore any Retreat results.

Artillery

The Austrian Reserve battery may be assigned to any command; such assignment lasts at least two turns.

Artillery batteries may not combine fire, regardless of the situation. The Artillery Barrage Activation Markers are not available.

Combined Group Activation Marker

The Combined Group Activation Marker may not be used in this battle.

Victory

Eugene is trying to keep John and his army from joining with Charles' army, north of Vienna. He can do this by destroying the Austrian army (not easy, given their positions) or by driving it back so far it could not effect such a link-up. John is, conversely, trying to stop Eugene from blocking his movements, and, to that extent, his position is almost entirely defensive. He wants to survive the battle, ready to move north to Vienna. Therefore, Victory is determined almost entirely from the French viewpoint.

The French win if, at the end of any turn, they have accumulated 75 Victory Points. The French determine how many VP's they have at the end of each turn, before the Rout Movement Phase. The French earn the following VP:

1 VP	Each Austrian SP eliminated or Routed
5 VP	Not bringing in available Reinforcements (starting 1315 turn)
3 VP	Occupying a hex of Kismegyar (12 points maximum)
2 VP	Each Level '3' hex atop the Szagthegy Plateau occupied or last to occupy.
10 VP	Trace a trail of road hexes from 3403 to the western side of the Pancza in which there is at least one French unit (not Routed) and there are no Austrian units or ZOC.
10 VP	Trace a trail of road hexes from 3412 to the western side of the Pancza in which there is at least one French unit (not Routed) and there are no Austrian units or ZOC.
10 VP	Trace a trail of road hexes from 3418 to the western side of the Pancza in which there is at least one French unit (not Routed) and there are no Austrian units or ZOC.
-10 VP	French have lost more SP than the Austrians

If, at the end of the last turn, the French have not won, the Austrians win.

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