

## Altenburg. September 28, 1813

"The raid at Altenburg on 28 September 1813. was carried out by the Streifkorp under the command of Saxon General Johann von Thielmann commanding seven regiments of Cossacks, a squadron each of Saxon Hussars and Dragoons, and a detachment of Saxon Freikorps numbering about 1,500 cavalry. The objective of the raid was to attempt harassment of the French lines of communication 25 miles (45 km) south of Leipzig shortly before the Battle of Leipzig.

Thielmann completely surprised and routed a larger force of French cavalry, including Cavalry of the Imperial Guard and a small force of 2nd Baden Infantry Regiment (Infanterie-Regiment No.2 'Markgraf Wilhelm') nominally under the command of Lefebvre-Desnouettes numbering some 6,500. The French, completely surprised, broke and fled from Altenburg losing a third of their number (2,100), in the process running over the Baden infantry which was taken prisoner despite attempting to resist. Thielmann's force lost about 200 in casualties." (Taken from Wikipedia)

The information about the OOB's was collated using information provided by the kind members of the Napoleon-Series Forum, mainly Hans - Karl Weiss and Steven H. Smith, including scanned copies of some French books unavailable in internet.

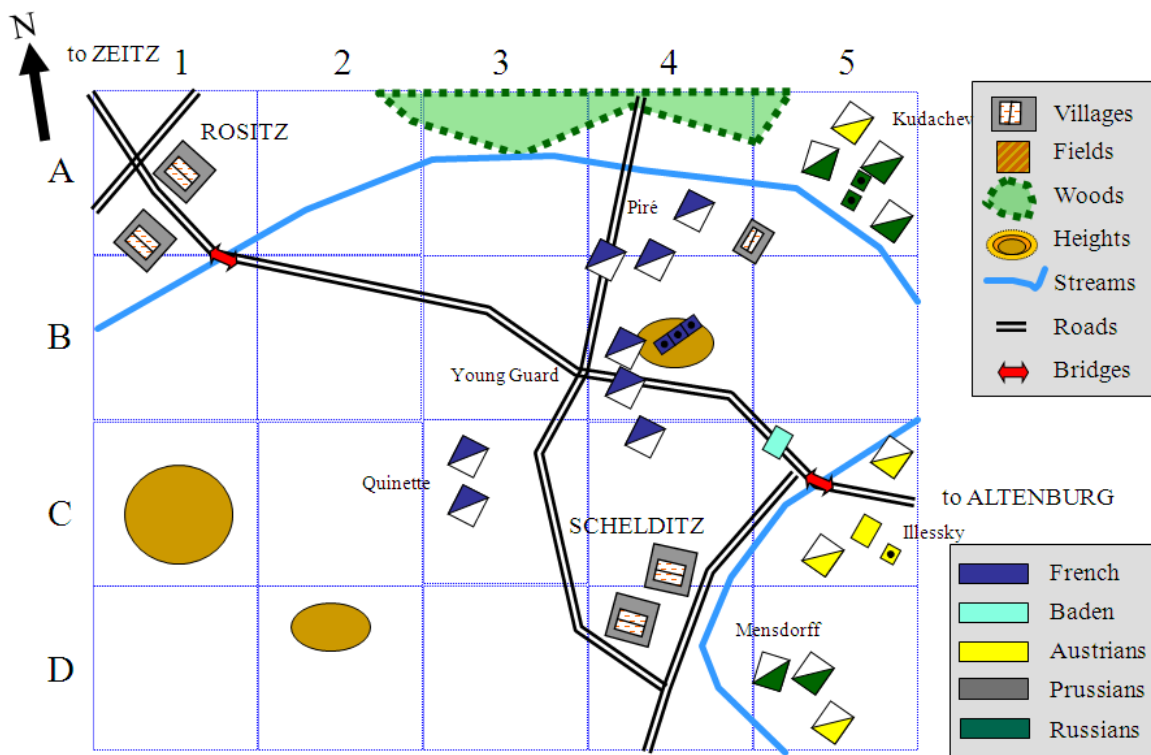
Some links

Lefebvre-Desnouettes's report:

[http://www.napoleon-series.org/cgi-bin/forum/webbbs\\_config.pl?md=read;id=128651](http://www.napoleon-series.org/cgi-bin/forum/webbbs_config.pl?md=read;id=128651)

Contemporary map

[http://www.napoleon-series.org/cgi-bin/forum/webbbs\\_config.pl?md=read;id=128608](http://www.napoleon-series.org/cgi-bin/forum/webbbs_config.pl?md=read;id=128608)



The stream is rough terrain as per Lasalle ruleset and may be forded everywhere by infantry or cavalry units in any column formation. Artillery only may cross it at bridges or fords in limbered formation. Each building may contain one infantry unit each.

## **Allied Army**

1 Battalion/9 Regiments/7 Cossack Pulks/1.5 batteries. Moral 38; Break point 13

### **StreifCorps 1** Mensdorff (+1/-)

Er. Ferdinand Hussars #3 V/E/Pu +  
Illowaisky X Cossacks S/I/Pu  
Gorin I Cossacks S/I/Pu

### **StreifCorps 2** Platov (-/¶)

#### **Austrians** Illessky (-/-)

Wallachen Grenzer Regiment ~~R/A/SK1~~ or R/I/SK2  
Palatinal Hussars #12 V/E/Pu  
Er. Ferdinand Hussars #3 V/E/Pu  
Guns Horse/1 gun/Medium

#### **Russians** Kudachev (-1/-)

Attaman Don Cossacks S/I/Pu  
Don Cossacks S/I/Pu  
Black Sea Cossacks S/I/Pu  
Levenehr Dragoons #4 Regiment R/E/Pu  
1st Don Cossacks Battery Horse/2 guns/Light/1 Hw

## **Reinforcementes**

### **StreifCorps 3** Thielmann (+1/¶)

#### **Austrians** Gasser(-/-)

Hohenzoller #2 Chevauxlegers R/E/Pu +  
Kienmayer Hussars #8 V/E/Pu

#### **Prussians** Von Kurland (-/-)

Silesians Hussars V/E/Pu  
Silesian National Cavalry S/A  
Neumarkt Dragoons R/E/Pu

#### **Russians** Orlow (-)

Gorin II Cossacks S/I/Pu  
Yagodin II Cossacks S/I/Pu  
Cossack Guns Horse/1 gun/Light

## **French Army**

2 Battalions/11 Regiments/1 Battery. Moral 27; Break point 9

### **C-i-C** Lefevre-Desnouettes (-/-)

### **2nd Guard Cavalry Division** Lefevre-Desnouettes (-/-)

1st Guard Lanciers V/A  
Guard Chasseurs V/A  
Guard Grenadiers V/A  
5th Old Guard Horse Battery Horse 3 guns/M/1 Hw

### **1e Light Cavalry Brigade** Piré (-1/\*)

1/2/6e Hussars R/E/Pu  
1/2/3/7e Hussars R/E/Pu  
1/2/3/8e Hussars R/E/Pu

### **Baden Brigade** Hochberg (-1/\*)

1/2nd Baden IR S/A/SK1

**2e Heavy Cavalry Brigade** Quinette (-/¶)  
Combined Dragoons R/E/Sh/Pu  
Combined Dragoons Cuirassiers R/E/Sh/Pu

### **Reinforcements**

**5e Light Cavalry Division** Lorge (+1/-)  
**3/35e Legere** R/A/SK1  
**12e Light Cavalry Brigade** Jacquinot (-/-)  
3/4/5/5e Chasseurs a Cheval R/A/Pu  
3/4/10e Chasseurs a Cheval R/A/Pu  
5/6/13e Chasseurs a Cheval R/A/Pu

### **Notes**

- (1) Units marked (+) are large (6 base) units
- (2) The basic duration of the game is 16 (2 hours). Bonus Turns are allowed rolling 2D6 (p. 66 of the e-Lasalle book).
- (3) The Allied are the attackers and are the first side

### **Reinforcements**

Some units are in the table map (see map). The rest may enter as reinforcements. Use 2D6 for the Arrival Turn (p. 91 of e-Lasalle). The units arrive in march or attack column as desired. Each commander arrives with his first unit.

#### **Allied**

Each nationality (Austrian, Prussian or Russian) arrives separately. Arrival Turn: 2D6; Arrival point D1-D2-D3 (30%/30%/40%).

#### **French**

Each unit arrives separately Arrival Turn: 2D6; Arrival point B1-A1-A2 (25%/50%/25%).

### **Special rules**

#### **Assault of defiles**

Lasalle does not allow march columns to fight, so the assaults on defiles, such as bridges, fortified gates, field fortifications, etc. can not be played on the table in a convincing way. There were some friendly discussions in the Lasalle Forum regarding this topic. At last, I have used the Scruf proposal:

- 1) A march column can assault a defile like a bridge, a fortified gate, a fort, etc. It represents not only true march columns, but also all those formations with a much reduced front.
- 2) It fights halved dice and with no previous shooting, adding a -2 for "bad terrain" as they will be fighting in cramped quarters.
- 3) The defending enemy may use the "cover" or "higher elevation" modifiers when applicable.
- 3) However the small front, the enemy never halves their dice

#### **Optional rule for Cossacks (and other irregular cavalry)**

- (1) Irregular cavalry units may charge enemy units standing in 'march column' formation.
- (2) Irregular cavalry units must to pass a 'Discipline' test to initiate the charge.
- (3) If routed in 'decisive combat' the irregular cavalry unit is immediately broken.

### **Victory conditions**

As per Lasalle rule-book.

### Terrain

Type	Movement	Cover
Woods	Rough	Soft
Stream	Rough	No
Town		Hard
Wall or Entrenchments	Obstacle	Hard

### Unpredictable units

Before the first combat, roll 1D6

1-3	Shaky	For the rest of the game
4-5	Reliable	Re-roll next time
6	Valiant	For the rest of the game

### Commanders

<i>Tactics</i>	* : Good	<i>Vigour;</i>	-1
	- : Average		0
	¶ : Poor		+1

### Key to Lasalle Unit Labels

**Infantry** Esprit/Discipline/Skirmish x/x/SKx [/Additional]

**Cavalry** Esprit/Discipline x/x[/Additional]

*Esprit*

**V** : Valiant

**R** : Reliable

**S** : Shaky

*Discipline* **E** : Experienced

**A** : Amateur

**I** : Irregular

*Additional*

**G** : Guard (for all)

**Sh** : Shock (for cavalry only)

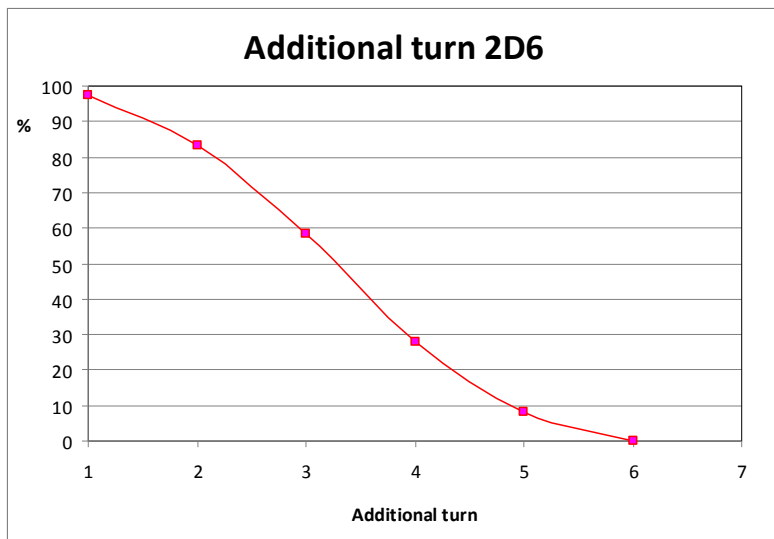
**Pu** : Pursuit (for cavalry only)

**Ln** : Lancers (for cavalry only)

**Artillery** **H** : Heavy

*Weight* **M** : Medium

**L** : Light



Unit Labels Allied

StreifCorps 1 <b>Mensdorff</b> (+1/-)	StreifCorps 2 <b>Platov</b> (-/¶)	StrC 2 Au <b>Illessky</b> (-/-)	StrC 2 Rus <b>Kudachev</b> (-1/-)	StreifCorps 3 <b>Thielmann</b> (+1/¶)	StrC 3 Aus <b>Gasser</b> (-/-)
StrC 1	StrC 2	StrC 2 Au	StrC 2 Rus	StrC 3	StrC 3 Aus
StrC 3 Pru <b>Von Kurland</b> (-/-)	StrC 3 Rus <b>Orlow</b> (-)				
StrC 3 Pru	StrC 3 Rus				
Hussars #3 V/E/Pu +	Illow X Cos S//Pu	Gorin I Cos S//Pu	Walla Grenz R//SK2	Hussars #12 V/E/Pu	Hussars #3 V/E/Pu
StrC 1	StrC 1	StrC 1	StrC 2 Au	StrC 2 Au	StrC 2 Au
Strc2 HA M	Attaman Cos S//Pu	Don Cos S//Pu	Black S Cos S//Pu	Dragoons #4 R/E/Pu	
StrC 2 Au	StrC 2 Rus	StrC 2 Rus	StrC 2 Rus	StrC 2 Rus	
Strc2 HA L	Strc2 HA L	Strc2 HA Hw	ChevLeg #2 R/E/Pu +	Hussars #8 V/E/Pu	
StrC 2 Rus	StrC 2 Rus	StrC 2 Rus	StrC 3 Aus	StrC 3 Aus	
Sil Hus V/E/Pu	Sil Nat Cav S/A	Neum Drag R/E/Pu	Gorin II Cos S//Pu	Yagod II Cos S//Pu	Strc3 HA L
StrC 3 Pru	StrC 3 Pru	StrC 3 Pru	StrC 3 Rus	StrC 3 Rus	StrC 3 Rus

## Unit Labels French

C-i-C Lef-Desnoutte (-/-)	2nd GC Div Lef-Desnoutte (-/-)	1e LC Brig Piré (-1/*)	Baden Hochberg (-1/*)	2e Brig HC Quinette (-/¶)	
	2GC	1 LC	Bd	2Bg HC	
5e LC Div Lorge (+1/-)	12e LC Brig Jacquinot (-/-)				
12LC	12LC				
1st Gd Lan V/A	YGd Cha Ch V/A	YGd Gre Ch V/A	5OG HA M	5OG HA M	5OG HA Hw
2GC	2GC	2GC	2GC	2GC	2GC
6e Hussars R/E/Pu	7e Hussars R/E/Pu	8e Hussars R/E/Pu	1/2nd Bd IR S/A/SK1	Cd Drag R/E/Sh/Pu	Cd Drag-Cuir R/E/Sh/Pu
1 LC	1 LC	1 LC	Bd	2Bg HC	2Bg HC
5e Chas Ch R/A/Pu	10e Chas Ch R/A/Pu	13e Chas Ch R/A/Pu	3/35e Leg R/A/SK1		
12LC	12LC	12LC			