

Le bois de Paris (the Wood of Paris). June 18, 1815

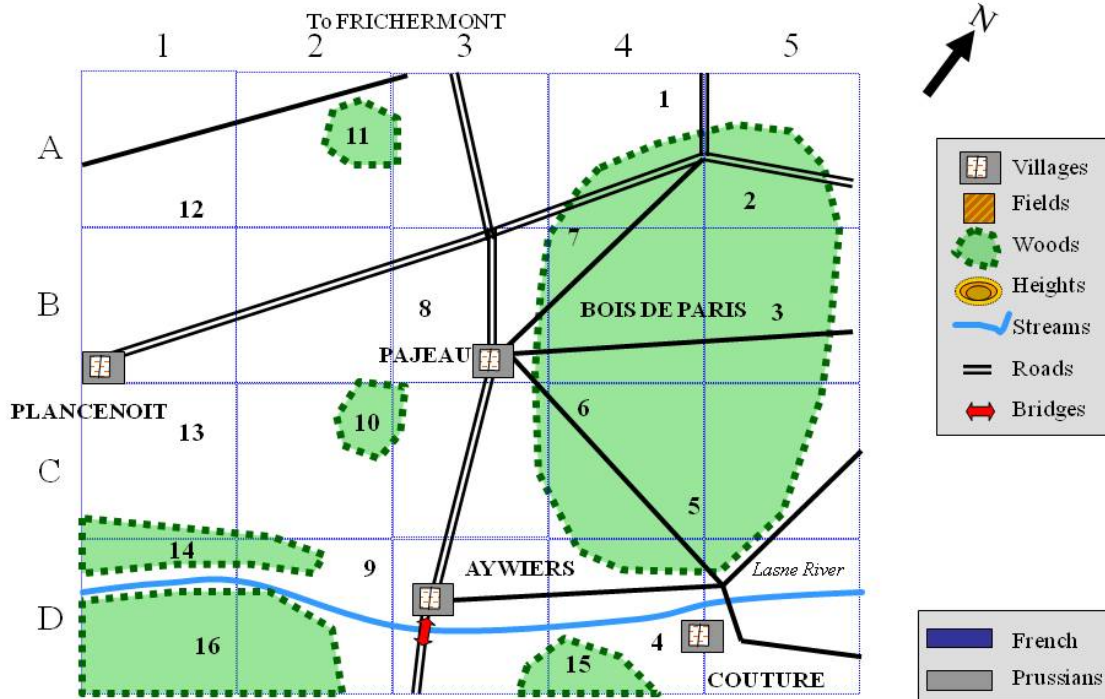
This small solo scenario is an adaptation of the Rich Barbuto's scenario published in Lone Warrior #147 and #148 issues, that I downloaded in 2004 from the now defunct Magweb site. Using the Barbutto's words:

"This solo battle is a "what if" scenario. What if the Prussians had started toward Plancenoit a few hours early and what if Napoleon had sent forces to dispute the Prussian advance east of Plancenoit. The fight would be between well concealed French forces firing out of woods against the heads of thin columns of slow-moving infantry"

The scenario involves the Prussian 15th and 16th Brigades and the French VI Corps and the Domon Light Cavalry Division.

Sources

Rich Barbuto Scenario http://www.rafaelpardoalmudi.com/docs/Paris_Wood_LW.pdf



The stream and the woods are rough terrain as per Lasalle ruleset. Units on roads must be in march column formation. The villages may contain one unit (plus one battery when applicable)

Prussian IV Corps

9 Battalions/3 Regiments/2 batteries ; Army Moral 26 Break point 9

12 Battalions/3 Regiments/4 batteries ; Army Moral 34 Break point 13 (with the Reinforcements)

C-i-C Bulow (+1/*)

15th Brigade Losthin (+1/*)

Lobell (-1/-)

1/18th Infantry Regiment R/E/SK2

2/18th Infantry Regiment R/E/SK2

3/18th Infantry Regiment R/E/SK2

Thile (-1/-)

1/3rd Silesian Landwehr Regiment U/A/SK1

2/3rd Silesian Landwehr Regiment U/A/SK1

3/3rd Silesian Landwehr Regiment U/A/SK1

Massov (-/*)

1/4th Silesian Landwehr Regiment U/A/SK1

2/4th Silesian Landwehr Regiment U/A/SK1

3/4th Silesian Landwehr Regiment U/A/SK1

6pdr Foot Battery #14 Foot/3 cannon/Medium/1 Howitzer

Falckenhauser (+1/*)

1/2 3rd Silesian Landwehr Cavalry Regiment S/A

Attached

Brauer (-/-)

3/4 3rd Silesian Landwehr Cavalry Regiment S/A

Eicke (+1/-)

6th Hussar Regiment V/E/Pu

Haslingen (-1 /-)

2nd NeuMark Landwehr Cavalry Regiment S/A

6pdr Horse Battery #11 Horse/3 cannon/Medium/1 Howitzer

Reinforcements

16th Brigade Hiller (-/-)

Creilsheim (+1/-)

1/15th Infantry Regiment R/E/SK2

2/15th Infantry Regiment R/E/SK2

3/15th Infantry Regiment R/E/SK2

6pdr Foot Battery #2 Foot/3 cannon/Medium/1 Howitzer

12pdr Foot Battery #13 Foot/3 cannon/Heavy/1 Howitzer

French VI Corps

9 Battalions/3 Regiments/2 batteries; Army Moral 26 Break point 9

13 Battalions/3 Regiments/4 batteries; Army Moral 36 Break point 12 (with the Reinforcements)

C-i-C Lobau (+1/*)

19th Division Simmier (+/*)

1st Brigade Belair (+1/*)

1/5me Ligne R/E/SK2

2/5me Ligne R/E/SK2

1/11me Ligne R/E/SK2

2/11me Ligne R/E/SK2

3/11me Ligne R/E/SK2

2nd Brigade Thevenet (-/¶)
1/27me Ligne R/E/SK2
2/27me Ligne R/E/SK2
1/84me Ligne R/E/SK2
2/84me Ligne R/E/SK2
1/8 Foot Artillery Foot/3 cannon/Medium/1 Howitzer

3rd Light Cavalry Division Doman(+1/+)
1st Brigade Dommanget (-/-)
4me Chasseurs a Cheval R/E/Pu
9me Chasseurs a Cheval R/E/Pu
2nd Brigade Vinot (+1/*)
12me Chasseurs a Cheval R/E/Pu
4/2 Horse Battery Horse/2 cannon/Medium/1 Howitzer

Reinforcements

20th Division Jeanin(+1/*)
1st Brigade Bony (+1/-)
1/5me Leger R/E/SK2
1/10me Ligne R/E/SK2
2/10me Ligne R/E/SK2
2nd Brigade Tromelin (+1/-)
1/107me Ligne R/E/SK2
2/8 Foot Artillery Foot/3 cannon/Medium/1 Howitzer
Auxiliary Horse Battery Horse/2 cannon/Medium/1 Howitzer

Notes

The basic duration of the game is 24 Turns (3 hours). Bonus Turns are allowed rolling 2D6 (p. 66 of the e-Lasalle book). The Prussians are the first side.

Prussian formations

Historical
Advance guard Eicke (+1/-)
6th Hussar Regiment V/E/Pu
3/18th Infantry Regiment R/E/SK2
3/3rd Silesian Landwehr Regiment U/A/SK1
Left Flank guard Falckenhauser (+1/*) (Beyond the Lasne)
1/2 3rd Silesian Landwehr Cavalry Regiment S/A
Main body
The rest of the units

The Prussian 15th Brigade is formed in two columns. Each column has a single advance guard and one or two flank guards, in order to advance along the four possible roads (see the map).

The order of march of the infantry, artillery, and cavalry within each column, cannot be changed until after the forces had actually entered the battlefield. Artillery can go only in the high road.

Generals Bulow, Losthin and Hiller will advance through the high road.

The units of the Prussian 15th Brigade will continue arriving in continuous column(s) until all the full brigade is on the table.

French units and formations

The French units covering the approaches to Plancenoit are random managed. The general sequence is:

(1) At the start of each French turn, roll 1D6 to see if a French force shows up on the board that turn. A result of 1 to 4 means that a French force appears.

(2) Roll 3D6-2 to determine the map point where this force appears (see final Note)

No French forces can be placed behind a Prussian force, i.e. a location that the Prussians have already "cleared". For example, if a Prussian column has passed through checkpoint 5 en route to checkpoint 6, then a French force cannot be placed at point 5. When this anomaly occurs, the French force is placed at checkpoint 12 or 13.

(3) Roll 1D6 for the composition of the French force, according to the following table.

- 1: 1 infantry battalion
- 2: 1 infantry battalion
- 3: 1 infantry battalion
- 4: 1 cavalry regiment
- 5: 1 cavalry regiment
- 6: 1 artillery battery same type that its support (see later)

There are the following restrictions:

- French cavalry and artillery are not allowed in woods, so if the location is in the woods and the roll indicates cavalry or artillery, then roll again until you get an all-infantry result-
- If "1 artillery battery" result is rolled, roll 1D5 and go through the table to find the artillery support. (All the die rolls can be made with "physical dice", with exception of this last, that must be made with EXCEL: I have don't found D5 dice!)

The French units are taken from the 19th division of the Lobau's VI Corps or from the 3rd Light cavalry division.

If in the open, the French force starts in attack column facing in the most advantageous way. It can use subsequent turns to put itself in the best offensive or defensive posture. If the French force appears in a wood, chose the best position to block a road. Often that means placing the unit along the front edge of the wood.

The wood is cleared

Prussians actions

After the Prussian forces arrive to the edge of the woods and advance beyond (A3-D3 line) and the full 15th Brigade is on the table, the 16th brigade reinforcements can enter the tabletop at the A5/B5 (60/40) roads in march column formation, with infantry in front and the two batteries interspersed between the battalions.

French actions

In the following French turn to the Prussian deployment beyond the wood, the rest of the French infantry/cavalry/artillery units not present in the table, will arrive deployed in attack column/waves/limbered formation at A1/B1/C1 (33.3 /33.3/33.3).

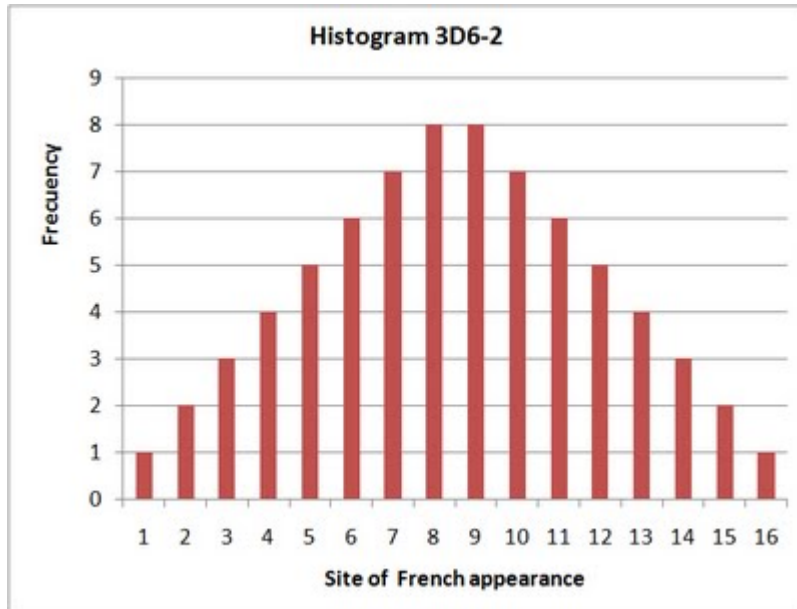
Only one French unit may arrive in each turn. The actual arriving unit will be diced out amongst the non-arrived ones, with the divisions having at least one unit in the table having priority.

Victory conditions

The object of the game is for the Prussians to attack Plancenot, therefore the game is immediately finished when a Prussian battalion assaults the village. In that case the Prussians achieve a decisive victory. Any other end-game situation is managed as per the standard Lasalle rules.

Note

The 3D6-2 (the sum of three six-sided dice minus two) distribution gives an approximate triangular distribution with the central values having a higher probability of appearance than the extreme ones. See the accompanying diagram.



Terrain

Type	Movement	Cover
Woods	Rough	Soft
Stream	Rough	No
Town		Hard

Unpredictable units

Before the first combat, roll 1D6
Spanish entrenched units add +1 to the die throw

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

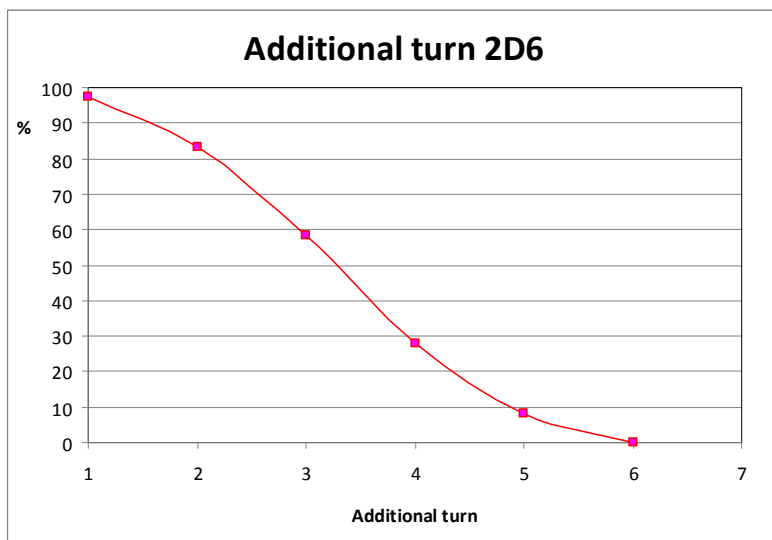
Discipline **E** : Experienced
A : Amateur
I : Irregular

Additional

G : Guard (for all)
Sh : Shock (for cavalry only)
Pu : Pursuit (for cavalry only)
Ln : Lancers (for cavalry only)

Artillery
Weight

H : Heavy
M : Medium
L : Light



Unit Labels Prussian

C-i-C Bulow (+1/*)	15th Brigade Losthin (+/*)	Lobell (-1/-)	Thile (-1/-)	Massov (-/*)	Falckenhauer (+1/*)
		18th IR	3rd Siles. LR	4th Siles. LR	3rd Sil. LCR
Brauer (-/-)	Eicke (+1/-)	Haslingen (-1 /-)	16th Brigade Hiller (-/-)	Creilsheim (+1/-)	
3rd Sil. LCR	6th Hussar R	2 Neum LCR		15th IR	
1/18th IR R/E/SK2	2/18th IR R/E/SK2	3/18th IR R/E/SK2	1/3rd Sil. LR U/A/SK1	2/3rd Sil. LR U/A/SK1	3/3rd Sil. LR U/A/SK1
18th IR	18th IR	18th IR	3rd Siles. LR	3rd Siles. LR	3rd Siles. LR
1/4th Sil. LR U/A/SK1	2/4th Sil. LR U/A/SK1	3/4th Sil. LR U/A/SK1	1/2 3 rd S.LCR S/A	3/4 3 rd S. LCR S/A	6th Hussar R V/E/Pu
4th Siles. LR	4th Siles. LR	4th Siles. LR	15th	15th	15th
2nd NM LCR S/A	FA #14 M	FA #14 M	FA #14 M	FA #14 Hw	
15th	15th	15th	15th	15th	
HB #11 M	HB #11 M	HB #11 M	HB #11 Hw		
15th	15th	15th	15th		
1/15th IR R/E/SK2	2/15th IR R/E/SK2	3/15th IR R/E/SK2			
16th	16th	16th			
FA #2 M	FA #2 M	FA #2 M	FA #2 Hw		
16th	16th	16th	16th		
12 FA #13 Hv	12 FA #13 Hv	12 FA #13 Hv	12 FA #13 Hw		
16th	16th	16th	16th		

Unit Labels French Army

C-i-C Lobau (+1/*)	19th Division Simmier (+/*)	1st Brigade Belair (+1/*)	2nd Brigade Thevenet (-/¶)	20th Division Jeanin (+1/*)	1st Brigade Bony (+1/-)
		1B/19	2B/19		1B/20
2nd Brigade Tromelin (+1/-)	3rd LCav Div Domon (+1/+)	1st Brigade Dommanget (-/-)	2nd Brigade Vinot (+1/*)		
2B/20		1B/3LC	2B/3LC		
1/5e Ligne R/E/SK2	2/5e Ligne R/E/SK2	1/11e Ligne R/E/SK2	2/11e Ligne R/E/SK2	3/11e Ligne R/E/SK2	1/27e Ligne R/E/SK2
1B/19	1B/19	1B/19	1B/19	1B/19	2B/19
2/27e Ligne R/E/SK2	1/84e Ligne R/E/SK2	2/84e Ligne R/E/SK2	1/8th FA M	1/8th FA M	1/8th FA M
2B/19	2B/19	2B/19	19	19	19
1/8th FA Hw	1/5e Leger R/E/SK2	1/10e Ligne R/E/SK2	2/10e Ligne R/E/SK2	1/107e Ligne R/E/SK2	2/8th FA M
19	1B/20	1B/20	1B/20	2B/20	20
2/8th FA M	2/8th FA M	2/8th FA Hw	Aux HA M	Aux HA M	Aux HA Hw
20	20	20	20	20	20
4e Chass R/E/Pu	9e Chass R/E/Pu	12e Chass R/E/Pu	4/3nd HA M	4/3nd HA M	4/3nd HA Hw
1B/3LC	1B/3LC	2B/3LC	3LC	3LC	3LC