

Dessau. October, 12 1813

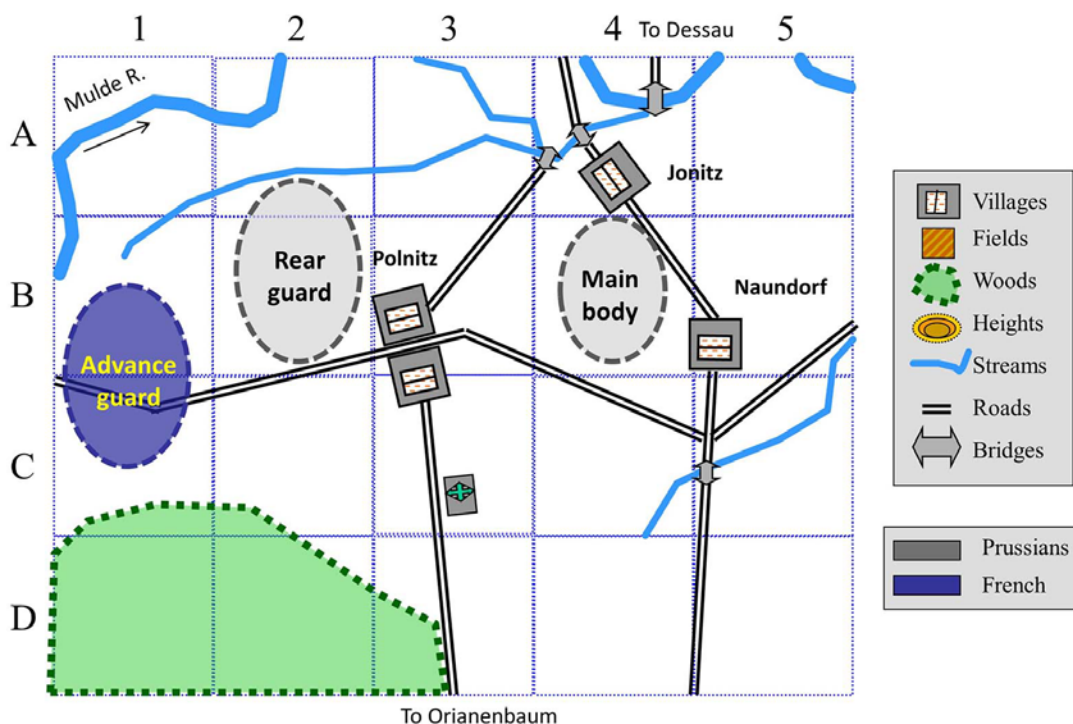
As the storm is hovering over Leipzig, Napoleon has lost some precious days trying to catch the Army of Silesia at Duben (See the [Duben Scenario](#)) but Blucher has eluded him and after crossing the Mulde river (a tributary of the Elbe) has joined forces under the overall command of Bernadotte. This last, forced by the fierce Prussian general, has sent reluctantly his forces southwards heading to Leipzig, while Napoleon, with inaccurate information, is advancing northwards, only to find the weak Tautzien's Landwehr Corps, covering the Mulde and the Elbe rivers and protecting the road to Berlin.

Napoleon ordered Ney to take Dessau and its bridges over the Elbe. The Delmas's 9th Division and the 23th Light Cavalry brigade (both from the Souham's III Corps) were sent towards the town. The French advance guard, light cavalry and some light infantry battalions, found the Cossack screen and the Prussian infantry of the 4th Brigade. After a hard fight, the French broke the weak Prussian defensive line and Tautzien's force retired northwards. Ney did not follow him and returned in haste towards Leipzig, only to be routed along the Grande Armée at Mockern and Leipzig.

This Lasalle Scenario is based on that combat.

Sources

- G. Clément. "Campagne de 1813". Paris 1904. <http://gallica.bnf.fr/ark:/12148/bpt6k64709162>
 - G. Fabry "Journal des operations du III & V Corps en 1813". Paris, 1902 <http://gallica.bnf.fr/ark:/12148/bpt6k554338>
 - F. Nafziger "Napoleon at Leipzig: The Battle of Nations 1813". The Emperor Press, Chicago, 1996 <http://www.amazon.com/Napoleon-Leipzig-Battle-Nations-1813/dp/1883476100>
 - Nafziger Orders of Battle Collection. Combined Arms Research Library. https://server16040.contentdm.oclc.org/cdm4/item_viewer.php?CISOROOT=/p4013coll11&CISOPTN=1277
- Maps : GeoGREIF <http://greif.uni-greifswald.de/geogreif/geogreif-content/upload/mtbl/4139Dessau1906Kopie.jpg> ;



Orders of Battle

French Army

Army Morale: 41,5; Morale break point: 14
15 Battalions/4 Regiments/3,5 Batteries

C-i-C III Corps Souham (+1/-)

23rd Light Cavalry Brigade Beurmann (+1/-)

10e Hussar Regiment R/E/Pu
Baden Dragoon Regiment S/A/Pu
3/2e Legere IR R/A/SK1
3/4e Legere IR R/A/SK1

9th Division Delmas (-/*)

1st Brigade Anthing (-/-)

2e Prov. Legere IR R/A/SK1
3/43e Ligne IR R/A/SK1
4/43e Ligne IR R/A/SK1
1/136e Ligne IR R/A/SK1
2/136e Ligne IR R/A/SK1

2nd Brigade Bergez (-/-)

1/138e Ligne IR R/A/SK1
2/138e Ligne IR R/A/SK1
3/138e Ligne IR R/A/SK1
1/145e Ligne IR R/A/SK1
2/145e Ligne IR R/A/SK1
2/9e Foot Artillery Foot 3Guns/M/1Hw
11/9e Foot Artillery Foot 3Guns/M/1Hw

Reinforcements

8th Division Brayer (-1/-)

1st Brigade Esteve (-/¶)

2/6e Legere IR R/A/SK1
3/6e Legere IR R/A/SK1
3/40e Ligen IR R/A/SK1
10/2e Foot Artillery Foot 3Guns/M/1Hw

6th Light Cavalry Division Forunier (+1/¶)

15th Light Cavalry Brigade Mouriez (+1/-)

2e Hussar Regiment R/E/Pu
12e Hussar Regiment R/A/Pu
1/2 Horse Battery Horse 2Guns/M/

Prussian Army

Army Morale: 36,5; Morale break point: 12
13 Battalions/3 Regiments/3,5 batteries/2 Cossacks

C-i-C 4th Brigade Dobschutz (-/-)

Rearguard Muller (+1/-)

3/3rd Reserve IR R/A/SK2
3/5st Kurmark LwIR U/A/SK1
1st Kurmark LWr Cavalry S/A
Karpov #2 Cossack R S/I/Pu
Ulianov #2 Cossack R S/I/Pu
1/2 Horse Battery #11 Horse 2Guns/M/

Main body Kohl (-1/*)

1/1st Kurmark LwIR U/A/SK1
 2/1st Kurmark LwIR U/A/SK1
 1/5st Kurmark LwIR U/A/SK1
 1/3rd Reserve IR R/A/SK2
 2/3rd Reserve IR R/A/SK2

Reserve Kroos (-/-)

1/8th Reserve IR R/A/SK2
 2/8th Reserve IR R/A/SK2
 3/8th Reserve IR R/A/SK2
 6 pr Foot Battery #17 Foot 3Guns/M/1Hw
 6 pr Foot Battery #27 Foot 3Guns/M/1Hw
 2 Baggage train units

Cavalry Schoon (+1/-)

7th Kurmark LWr Cavalry S/A
 2nd E.Prussia Lwr Cavalry S/A

Reinforcements**Detachment Merkel (-/*)**

1/4th E.Prussian IR R/E/SK2
 2/4th E.Prussian IR R/E/SK2
 Fus/4th E.Prussian IR R/E/SK2
 6 pr Foot Battery #6 Foot 3Guns/M/1Hw

Notes

(1) The basic duration of the game is 24 turns (3 hours). Seven dice, or six if near of an Objective (see p.67 of e-Lasalle) are used, instead five, to test Army Moral. Bonus Turns are allowed rolling 2D6 (p. 66 of the e-Lasalle book)

(2) The French are the attackers and the first side.

Deployment and Reinforcements**Prussian units**

Muller's rearguard is deployed in A2-B2; Kohl's main body is at B4. Schoon's cavalry enters in column of march formation in Turn 2nd at D3-D4 (60%-40%). Kroos's Reserve enter in column of march formation in turn 2nd (30%), 4th (60%) or 6th (100%), at D3-D4 (40%-60%).

The Merkel's reinforcements may enter in D4

French units

Beurmann's advance guard is deployed in B1-C1. Each brigade of the 9th Division enter in turn 3rd (30%), 5th (60%) or 7th (100%), at B1-D3 (80%-20%).

The reinforcements may enter in: 8th division: D3-D4 (60%/40%); 6th Light Cavalry division: D3-D4 (40%-60%)

All reinforcements follow the Lasalle arrival rules (p. 91).

Optional rule: Irregular cavalry (Cossacks)

1) Irregular cavalry units may charge enemy units standing in 'limbered' or 'march column' formation in open terrain.

2) Irregular cavalry units must to pass a 'Discipline' test to initiate the charge in open terrain.

3) If routed in 'decisive combat', the irregular cavalry unit is immediately broken.

Optional rule: Capturing the baggage

- The wagon moves as if it were a foot artillery unit, always limbered.

- The wagon neither fires nor can charge the enemy. It has only one formation: limber. It does not block line of sight or fire. It may not be fired upon.

- Friendly units may move through it, as they move through a limbered artillery unit.

- Any enemy unit - regular or irregular - may charge the wagon, as long as that unit is eligible to charge (it is in a formation that permits it to charge, it is facing the right way, etc.)
- In its reaction phase, the wagon may attempt a Fall Back, as if it were a foot artillery limber. It succeeds on a roll of 4+, but if attacked by enemy cavalry, it must re-roll a success, even if within 1BW of friendly infantry.
- If it fails to fall back, then the wagon is automatically captured in the ensuing combat. Combat must be "resolved" against it, as if against any other unit, but the resolution consists simply of removing the wagon, advancing the enemy unit(s) that captured it 2BW, and awarding the captured Objective to the enemy.
- Any enemy unit that contacted the wagon suffers 1DISR, unless that would break it. (The men are dispersed, plundering the loot.) The unit must then take a discipline test. If it fails, it is marked in some way, showing that it is disordered and still plundering.
- A unit that is still plundering is considered "Out of Command" for the entirety of its side's next turn.

Victory conditions

The Prussian aim is to retreat their artillery and baggage train through A4 (Dessau) or B5 (Rosslau) before the end of the game without breaking. The French aim is the opposite. The A4 and B5 road-ends are Objectives for the game (See p. 67 and 91 of rule-book).

Terrain

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

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]

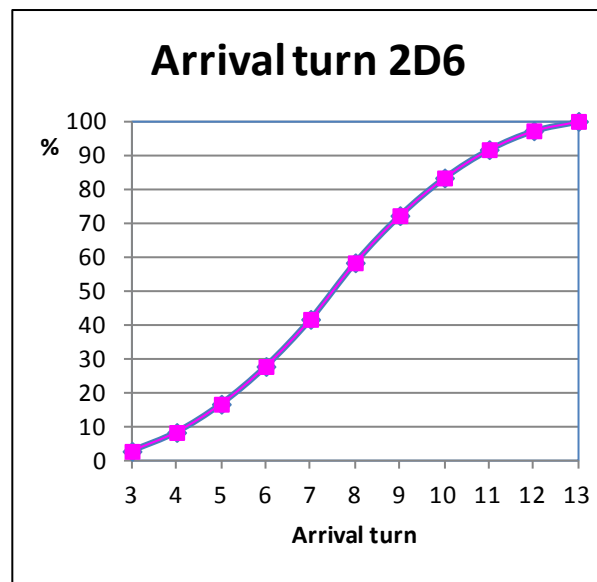
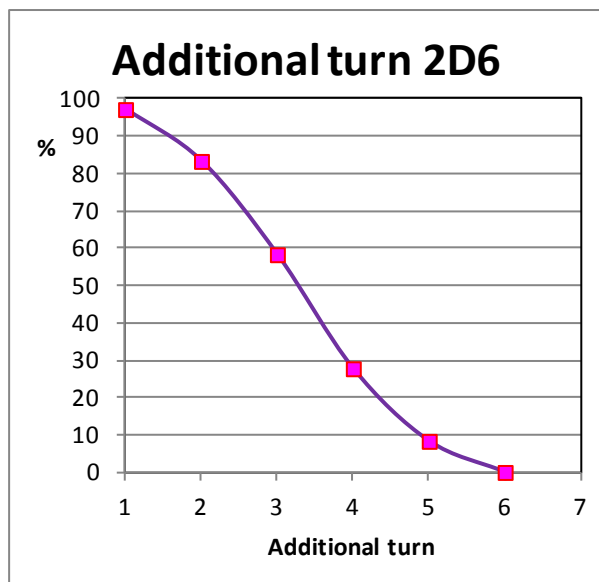
Cavalry Esprit/Discipline x/x [/Additional]

<i>Esprit</i>	V : Valiant
	R : Reliable
	S : Shaky

<i>Discipline</i>	E : Experienced
	A : Amateur
	I : Irregular

<i>Additional</i>	+ : Large units	(for all)
	G : Guard	(for all)
	Sh : Shock	(for cavalry only)
	Pu : Pursuit	(for cavalry only)
	Ln : Lancers	(for cavalry only)

Artillery	H : Heavy
<i>Weight</i>	M : Medium
	L : Light



Unit Labels for the French

III Corps Souham (+1/-)	9th Division Delmas (-/*)	1B/9D Anthing (-/-)	2B/9D Bergez (-/-)	23 LCB Beurmann (+1/-)	
III Corps	9D	1B/9D	2B/9D	23LCB Vanguard	
8th Division Brayer (-1/-)	1B/8D Esteve (-/¶)	6 LC Division Forunier (+1/¶)	15 LCB Mouriez (+1/-)		
8D	1B/8D	6LCD	15LCB		
2e Pro Leg IR R/A/SK1	3/2e Lege IR R/A/SK1	3/4e Leg IR R/A/SK1	3/43e IR R/A/SK1	4/43e IR R/A/SK1	1/136e IR R/A/SK1
1B/9D	1B/9D Vanguard	1B/9D Vanguard	1B/9D	1B/9D	1B/9D
2/136e IR R/A/SK1	1/138e IR R/A/SK1	2/138e IR R/A/SK1	3/138e IR R/A/SK1	1/145e IR R/A/SK1	2/145e IR R/A/SK1
1B/9D	2B/9D	2B/9D	2B/9D	2B/9D	2B/9D
10e Hussars R/E/Pu	Baden Drg. R S/A/Pu	2/6e Leg IR R/A/SK1	3/6e Leg IR R/A/SK1	3/40e IR R/A/SK1	2e Hussars R/E/Pu
23LCB Vanguard	23LCB Vanguard	1B/8D	1B/8D	1B/8D	15LCB
12e Hussars R/A/Pu	10/2e FA M	10/2e FA M	10/2e FA M	10/2e FA Hw	
15LCB	8D	8D	8D	8D	
11/9e FA M	11/9e FA M	11/9e FA M	11/9e FA Hw		
9D	9D	9D	9D		
2/9e FA M	2/9e FA M	2/9e FA M	2/9e FA Hw	Det. HA M	Det. HA M
9D	9D	9D	9D	15LCB	15LCB

Unit Labels for the Prussians

4th Brigade Dobschutz (-/-)	Rearguard Muller (+1/-)	Main body Kohl (-1/*)	Reserve Kroos (-/-)	Cavalry Schoon (+1/-)	Detachment Merkel (-/*)
	Reargd	MB	Res	Cav	Det
3/3rd Res IR R/A/SK2	3/5th Kur Lw U/A/SK1	1st Kur LWC S/A	Karpov #2 S/l/Pu	Ulianov #2 S/l/Pu	1/1st Kur Lw U/A/SK1
Reargd	Reargd	Reargd	Reargd	Reargd	MB
2/1st Kur Lw U/A/SK1	1/5st Kur Lw U/A/SK1	1/3rd Res IR R/A/SK2	2/3rd Res IR R/A/SK2	1/8th Res IR R/A/SK2	2/8th Res IR R/A/SK2
MB	MB	MB	MB	Res	Res
3/8th Res IR R/A/SK2	7th Kur LWC S/A	2nd E.PrLWC S/A	1/4th E.Pr IR R/E/SK2	2/4th E.Pr IR R/E/SK2	Fu/4th E.PrIR R/E/SK2
Res	Cav	Cav	Det	Det	Det
#17 FA M	#17 FA M	#17 FA M	#17 FA Hw	#11 HA M	#11 HA M
4B	4B	4B	4B	Reargd	Reargd
#27 FA M	#27 FA M	#27 FA M	#27 FA Hw	#16 FA M	#16 FA Hw
4B	4B	4B	4B	6B	6B
#6 FA M	#6 FA M	#6 FA M	#6 FA Hw		
Det	Det	Det	Det		
Baggage Train	Baggage Train				