

## Grunberg. October 6, 1813

### The southern road to Leipzig

Whereas Napoleon was in Duben trying to avoid the reunion of the armies of Bernadotte and Bluecher, the Schwarzenberg's Army of Bohemia was slow and ponderously advancing from the South towards the Allied rendez-vous in Leipzig. The Prince Murat, left in the zone commanding several French Army Corps, made local counter-attacks trying to impede or delay the Allied advance.

Thus, at October 6, Victor's II Corps along the Latour-Mauburg's I and Pajol's V Cavalry Corps, attacked Gyulai's advance-guard near Floha, in the area between the Zschopau and Floha streams, taking by surprise the Austrian Murray's division, that retired towards its main body. The French success was short-lived and finally the Russo-Austrian forces close on Murat in Lieberwolkwitz, fought the day before the battle of Leipzig.

This Lasalle Scenario is based on that combat.

### Sources

G.F. Nafziger. "Napoleon at Leipzig: The Battle of Nations 1813". The Emperor Press, Chicago, 1996  
Nafziger Orders of Battle Collection. Combined Arms Research Library.

[https://server16040.contentdm.oclc.org/cdm4/item\\_viewer.php?CISOROOT=/p4013coll11&CISOPTR=1277](https://server16040.contentdm.oclc.org/cdm4/item_viewer.php?CISOROOT=/p4013coll11&CISOPTR=1277)

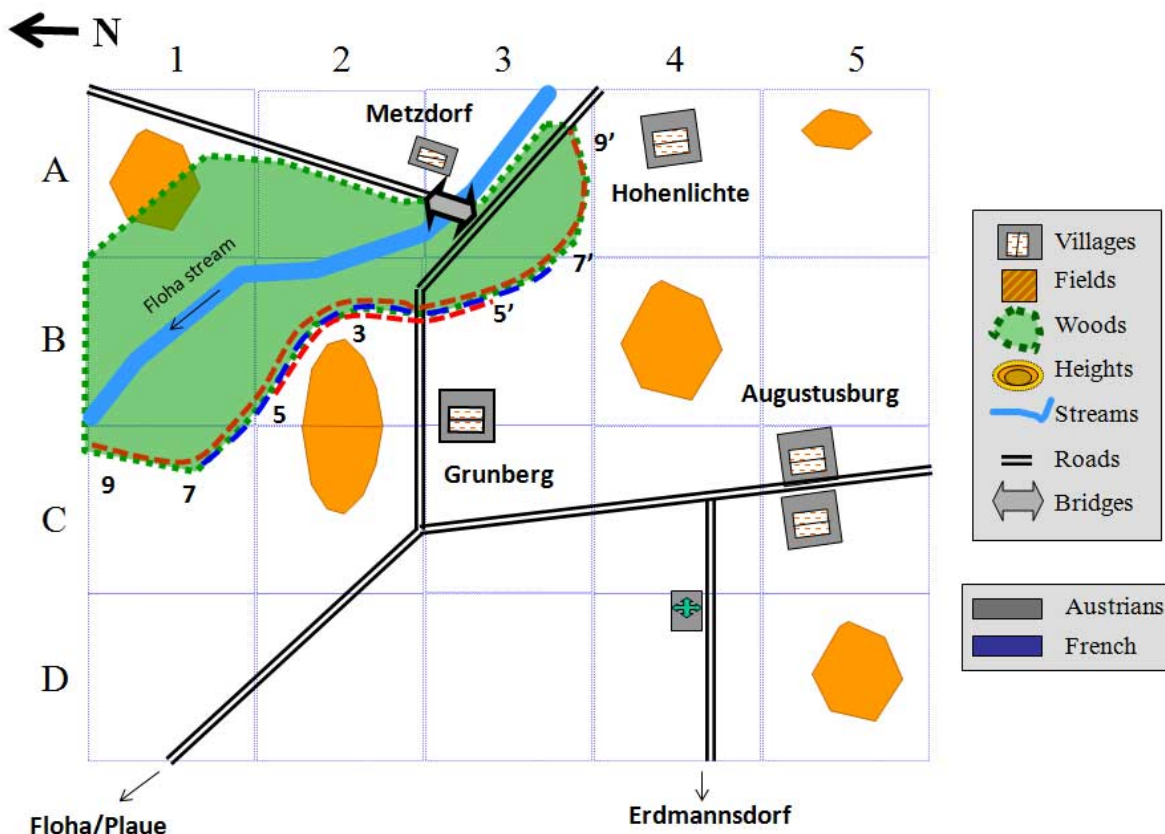
D. P. Buturlin. "Tableau de la campagne d'automne de 1813, en Allemagne". Paris, 1817

<http://books.google.es/books?id=wgM7AAAAcAAJ>

G. Fabry. "Pajol, General en chef", Tome III, Paris, 1874

<http://archive.org/details/pajolgnralenche01pajogooq>

### The table game



The stream and the woods are rough terrain as per Lasalle ruleset. Units on roads, bridges or fords must be in march column formation to profit of the march rates. Each built-up area may contain one unit (plus one battery)

## **Orders of Battle**

### **French Army**

16 Battalions/8 Regiments/3 Batteries

Army Moral 47 Break point 16

### **C-i-C Victor (-/-)**

#### **6th Division Vial (+1/-)**

##### **1st Brigade Valory (-/\*)**

1/11th Légère Regiment R/A/SK1

2/11th Légère Regiment R/A/SK1

1/4th Line Regiment R/A/SK1

2/4th Line Regiment R/A/SK1

4/4th Line Regiment R/A/SK1

##### **2nd Brigade Bronikowski (-/-)**

1/2nd Line Regiment R/A/SK1

2/2nd Line Regiment R/A/SK1

1/18th Line Regiment R/A/SK1

2/18th Line Regiment R/A/SK1

25/3rd Foot Artillery Foot 3Guns/M/1Hw

26/3rd Foot Artillery Foot 3Guns/M/1Hw

#### **1st Light Cavalry Division Berckheim (+1/¶)**

##### **7th Light Cavalry Brigade Dommanget (-/\*)**

5th Hussar Regiment R/E/Pu

9th Hussar Regiment R/E/Pu

##### **3rd Light Cavalry Brigade Picquet (-/\*)**

5th Chevauléger-lancier Regiment R/E/Pu/La

8th Chevauléger-lancier Regiment R/E/Pu/La

## **Reinforcements**

### **5th Division Dufour (-/¶)**

#### **1st Brigade Estko (+1/\*)**

1/26th Légère Regiment R/A/SK1

2/26th Légère Regiment R/A/SK1

1/93rd Line Regiment Godard (+1/-)

2/93rd Line Regiment R/A/SK1

4/93rd Line Regiment R/A/SK1

#### **2nd Brigade Breaud (-/-)**

1/46th Line Regiment R/A/SK1

1/72nd Line Regiment R/A/SK1

13/5th Foot Artillery Foot 3Guns/M/1Hw

### **V Cavalry Corps Pajol (-/-)**

#### **9e Light Cavalry Division Subervie (-/-)**

##### **32 Light Cavalry Brigade Klicky (+1/-)**

3e Hussar Regiment R/E/Pu

26e Chasseurs à Cheval R/A/Pu

##### **33 Light Cavalry Brigade Vial (-1/-)**

14e Chasseurs à Cheval R/A/Pu

27e Chasseurs à Cheval R/A/Pu

## **Austrian Army**

14 Battalions/2 Regiments/4 batteries

Moral 52 Break point 17

## **C-i-C Gyulai (-1/-)**

### **2nd Division Murray (+1/-)**

#### **1st Brigade Lamezan-Salins (-1/-)**

1/Erzherzog Ludwig IR R/E/SK1 +

2/Erzherzog Ludwig IR R/E/SK1 +

1/Würzburg IR R/E/SK1 +

2/Würzburg IR R/E/SK1 +

6pdr Brigade Battery Foot 4guns/M

#### **2nd Brigade Löwenwarth (-/¶)**

1/Mariassy IR R/E/SK1 +

2/Mariassy IR R/E/SK1 +

1/Gyulai IR R/E/SK1 +

2/Gyulai IR R/E/SK1 +

6pdr Brigade Battery Foot 4guns/M

Klenau Chevauleger R/E/Pu + (Attached from Hecht's Brigade)

## **Reinforcements**

### **1st Division Crenneville (-/¶)**

#### **Brigade Hecht (-/¶)**

1/Warasdiner Kreuzer Grenz R/A/SK1 + R/I/SK2 +

1/Warasdiner St. George Grenz R/A/SK1 + R/I/SK2 +

Rosenberg Chevauleger R/E/Pu +

6pdr Cavalry Battery Horse 2guns/M/1Hw

### **3rd Division Hessen-Homburg (-/-)**

#### **1st Brigade Czollich (-/¶)**

1/Kottulinsky IR R/E/SK1 +

2/Kottulinsky IR R/E/SK1 +

1/Kaiser Franz IR R/E/SK1 +

2/Kaiser Franz IR R/E/SK1 +

6pdr Brigade Battery Foot 4guns/M

## **Notes**

(1) + are large Lasalle units.

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

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

### **Reinforcements**

Austrian units, not marked as reinforcements, can deploy in any area south of the stream (with a maximum of one unit in the north bank). Austrian reinforcements may enter in the following areas: Infantry A5-B5-C5 (20%/30%/50%); Cavalry A5-B5-C5 (40%/40%/20%).

French units, not marked as reinforcements, must deploy north of the stream. However, if desired or diced for, one infantry brigade and/or one Light Cavalry brigade may deploy at A4 and/or A5. These detached brigades arrive automatically at turn 3 (if deployed in A4) or turn 5 (if deployed in A5). French reinforcements may enter in the following areas:

Infantry C1-D1-D2 (30%/50%/20%); Cavalry C1-D1-D2 (20%/40%/40%)

The units arrive in march or attack column formation as desired. Each commander arrives with his first unit. Each brigade arrives separately.

With the exception of the detached French units, all the 'normal' reinforcements follow the Lasalle arrival rules (p. 91 of e-Lasalle).

### **The lost unit (optional)**

Light cavalry usually formed the advance guard of the Napoleonic armies. In this Scenario, one of the French light cavalry brigades may act in that way and it will start the game hidden in the wooded northern bank of the Floha stream. To add more spice to the game, the exact turn and location of its exit from the southern border of the wooded area, will be unknown in advance.

Turn of exiting. Roll two D4 at the start of the turns 3, 5, 7 and 9. If their total roll is smaller than the current turn number, the unit has exited from the wooded area.

Location of exiting (see the table map)

Turn 3. The unit exits at the point 3

Turn 5. The unit exits in any location between 5 and 5'

Turn 7. Idem between 7 and 7'

Turn 9. Idem between 9 and 9'

When the unit exits from the wooded area in the turns 5, 7 or 9, the exiting point is found by dividing the exit area in 11 parts, numbered from 2 to 12, and rolling two D6. Their total rolling marks the exact exiting point

### **Assault of defiles (optional)**

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 very reduced front.

2) It fights at 1/2 dice and with no previous shooting, adding a -2 for "bad terrain" as they will be fighting in cramped quarters.

3) The enemy can use the "cover" or "higher elevation" modifiers when applicable.

3) However the small front, the enemy never halves their dice

### **Victory conditions**

This is an encounter battle and neither side is looking for specific objectives, so the standard Lasalle rules are of application.

### 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]

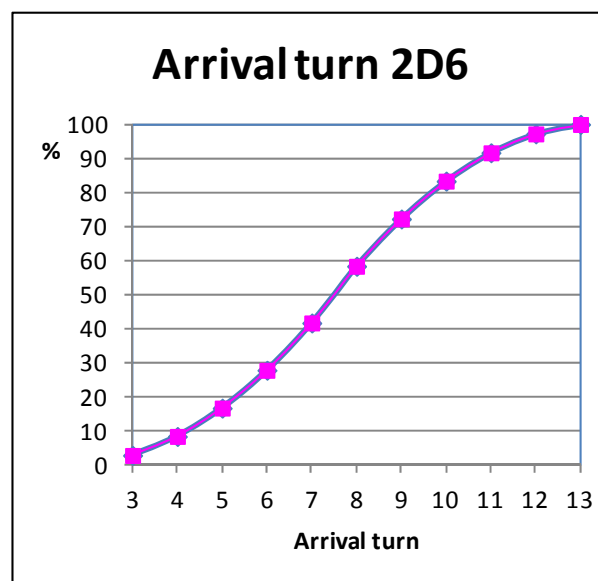
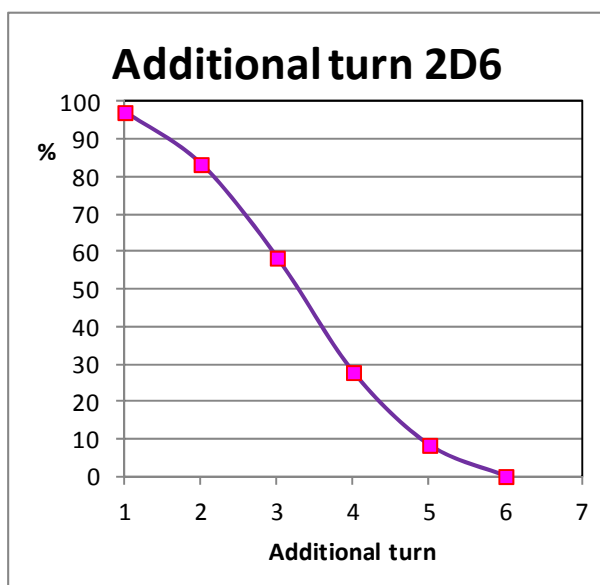
**Cavalry** Esprit/Discipline x/x [/Additional]

<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)

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



## Unit Labels for the French

II Corps Victor (-/-)	6th Division Vial (+1/-)	1st Brig/6D Valory (-/*)	2nd Brig/6D Bronikowsk (-/-)	1e LC Division Berckheim (+1/¶)	7 LCB/1LCD Dommange (-/*)
	6D	1B/6D	2B/6D	1LCD	7LCB/1LCD
3 LCB/1LCD Picquet (-/*)	5th Division Dufour (-/¶)	1st Brig/5D Estko (+1/*)	2nd Brig/5D Brenaud (-/-)	V CCorps Pajol (-/-)	9e LC Division Subervie (-/-)
3LCB/1LCD	5D	1B/5D	2B/5D	VCC	9LCD
32 LCB/9LC Klicky (+1/-)	33 LCB/9LCD Vial (-1/-)				
32LCB/9LCD	33LCB/9LCD				
1/11e Lég R R/A/SK1	2/11e Lég R R/A/SK1	1/4e Line R R/A/SK1	2/4e Line R R/A/SK1	4/4e Line R R/A/SK1	1/2e Line R R/A/SK1
1B/6D	1B/6D	1B/6D	1B/6D	1B/6D	2B/6D
2/2e Line R R/A/SK1	1/18e Line R R/A/SK1	2/18e Line R R/A/SK1	5e Hussard R R/E/Pu	9e Hussard R R/E/Pu	5e Clg-Lan R R/E/Pu/La
2B/6D	2B/6D	2B/6D	7LCB/1LCD	7LCB/1LCD	3LCB/1LCD
8e Clg-Lan R R/E/Pu/La	1/26e Lég R R/A/SK1	2/26e Lég R R/A/SK1	1/93e Line R R/A/SK1	2/93e Line R R/A/SK1	4/93e Line R R/A/SK1
3LCB/1LCD	1B/5D	1B/5D	1B/5D	1B/5D	1B/5D
1/46e Line R R/A/SK1	1/72e Line R R/A/SK1	3e Hussard R R/E/Pu	26e ChChev R R/A/Pu	14e ChChev R R/A/Pu	27e ChChev R R/A/Pu
2B/5D	2B/5D	32LCB/9LCD	32LCB/9LCD	33LCB/9LCD	33LCB/9LCD
25/3e FA M	25/3e FA M	25/3e FA M	25/3e FA Hw		
6D	6D	6D	6D		
26/3e FA M	26/3e FA M	26/3e FA M	26/3e FA Hw		
6D	6D	6D	6D		
13/5e FA M	13/5e FA M	13/5e FA M	13/5e FA Hw		
5D	5D	5D	5D		

## Unit Labels for the Austrians

3rd Abteilung Gyulai (-1/-)	2nd Division Murray (+1/-)	1st Brig/2D Lamezan-Salins (-1/-)	2nd Brig/2D Löwenwarth (-/¶)	1st Division Crenneville (-/¶)	1 st Brig/2D Hecht (-/¶)
C-i-C	2D	1B/2D	2B/2D	1D	1B/1D
3rd Division Hes-Homburg (-/-)	1st Brig/3D Czollich (-/¶)				
3D	1B/3D				
1/Er Ludwig IR R/E/SK1 +	2/Er Ludwig IR R/E/SK1 +	1/Würzburg IR R/E/SK1 +	2/Würzburg IR R/E/SK1 +	1/Mariassy IR R/E/SK1 +	2/Mariassy IR R/E/SK1 +
1B/2D	1B/2D	1B/2D	1B/2D	2B/2D	2B/2D
1/Gyulai IR R/E/SK1 +	2/Gyulai IR R/E/SK1 +	Kreuzer Grz R/A/SK1 +	St.George Grz R/A/SK1 +	Klenau CL R/E/Pu +	Rosenberg CL R/E/Pu +
2B/2D	2B/2D	1B/1D	1B/1D	1B/1D	1B/1D
1/Kottulins IR R/E/SK1 +	2/Kottulins IR R/E/SK1 +	1/Kai Franz IR R/E/SK1 +	2/Kai Franz IR R/E/SK1 +	Kreuzer Grz R/I/SK2 +	St.George Grz R/I/SK2 +
1B/3D	1B/3D	1B/3D	1B/3D	1B/1D	1B/1D
1B/2D FA M	1B/2D FA M	1B/2D FA M	1B/2D FA M		
1B/2D	1B/2D	1B/2D	1B/2D		
2B/2D FA M	2B/2D FA M	2B/2D FA M	2B/2D FA M		
2B/2D	2B/2D	2B/2D	2B/2D		
1B/1D HA M	1B/1D HA M	1B/1D HA Hw			
1B/1D	1B/1D	1B/1D			
1B/3D FA M	1B/3D FA M	1B/3D FA M	1B/3D FA M		
1B/3D	1B/3D	1B/3D	1B/3D		