

## Pirna. August 28, 1813

### The escape towards Bohemia

Napoleon has defeated the Allied forces, Austrian, Russian and Prussian, in Dresden after a two-day battle. Schwarzenberg, the Allied commander, has decided that the Allies will retire, in three columns, in southern direction towards Bohemia. Its aim is twofold: on the one hand that the Allies can reorganize to return immediately to the offensive, and on the other to drag behind them the greatest possible number of Imperial forces, facilitating the efforts of the Allied Northern and Silesian Armies, which are operating in other areas of Saxony following the Trachtenberg plan.

However, the eastern Russian column of Osterman-Tolstoy formed by the Corps 2nd (Württemberg) and 5th (Yermolov), is under the threat of the Vandamme's I Corps who, after crossing the Elbe River in Konigstein, is menacing to cut the roads leading to the Bohemian frontier. The outnumbered Russians, were forced to make a fighting withdrawal, cutting their way through the French, until finally they were able to leave them behind and to reach the Bohemian mountain passes.

This Lasalle Scenario is based on that combat.

### Sources

G.F. Nafziger. "Napoleon at Dresden: The Battles of August 1813". The Emperor Press, Chicago, 1994  
Nafziger Orders of Battle Collection. Combined Arms Research Library.

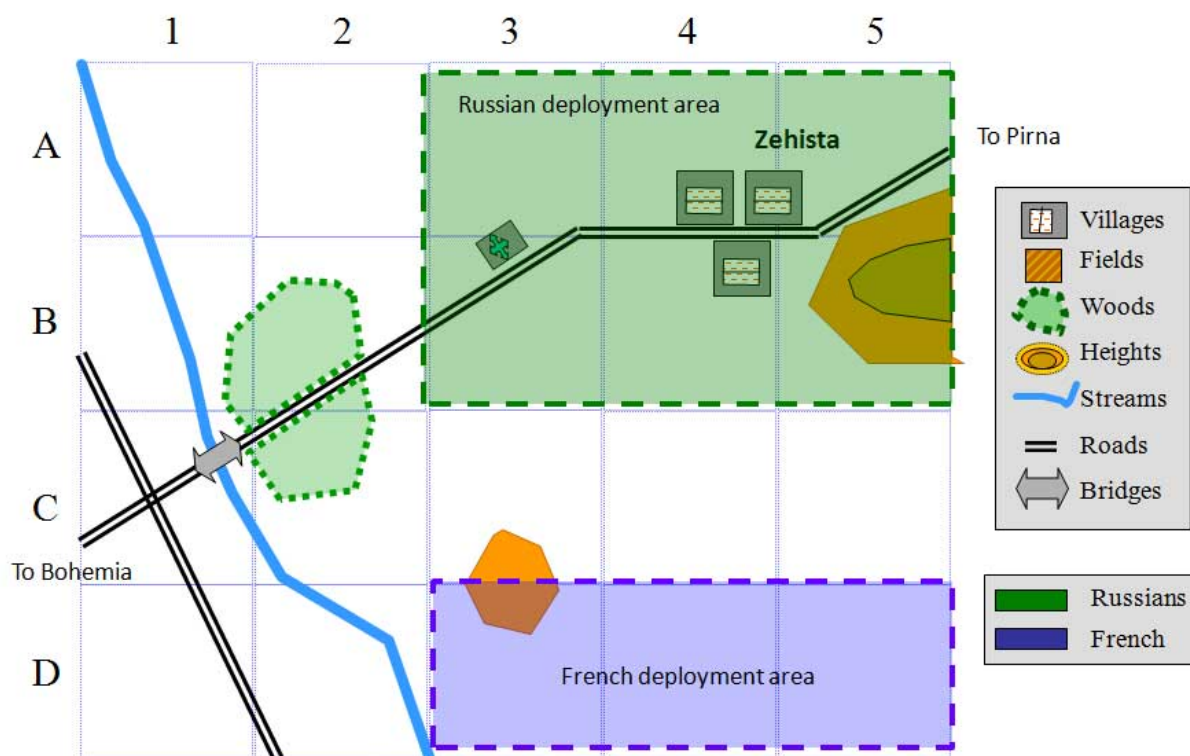
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D. Smith. "Napoleonic Wars Data Book". Greenhill Books, London, 1998

G. Fabry. "Journal des Campagnes du Prince du Württemberg 1812-1814", Chapelot, Paris, 1907

<http://gallica.bnf.fr/ark:/12148/bpt6k503821c>

### 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. The village may contain two units (plus one battery if applicable)

## **Orders of Battle**

### **French I Corps**

18 Battalions/6 Regiments/6 Batteries

Initial Army Moral 41 Break point 14; Total Army Moral 57, Break point 19

### **C-i-C Vandamme (+1/-)**

#### **1st Division Philippon(-/\*)**

##### **1e Brigade Puchelon(-/¶)**

1/37e Légère R/A/SK1 +

2/37e Légère R/A/SK1

1/12e Ligne R/A/SK1

2/12e Ligne R/A/SK1

3/12e Ligne R/A/SK1

##### **2e Brigade Fezenzac (-/¶)**

1/17e Ligne R/A/SK1

2/17e Ligne R/A/SK1

3/17e Ligne R/A/SK1

1/36e Légère R/A/SK1 +

8/2e Artillerie Foot 3Guns/M/1Hw

15/9e Artillerie Foot 3Guns/M/1Hw

#### **2nd Division Dumonceau (-/¶)**

##### **1e Brigade Dunesme (+1/-)**

1/13e Légère R/A/SK1 +

2/13e Légère R/A/SK1

1/25e Ligne R/A/SK1

2/25e Ligne R/A/SK1

3/25e Ligne R/A/SK1

23/3e Artillerie Foot 3Guns/M/1Hw

#### **Reserve Artillery**

9/8e Artillerie Foot 3Guns/H/1Hw

6/7e Artillerie Foot 3Guns/H/1Hw

#### **21 Light Cavalry Brigade Gobrecht (-1/-)**

9e Chev-Lg Lanciers Regiment R/E/Pu/ln

Anhalt Jager zu Pferd R/A/Pu

2/4e Horse Artillery Horse 2Guns/M/1Hw

### **Reinforcements**

#### **1e Light Cavalry Division (I Cavalry Corps) Corbineau (-/-)**

##### **2nd Light Cavalry Brigade Montmarie (-/\*)**

16e Chassers a Cheval Regiment R/A/Pu

3e Chev-Leg Lanciers Regiment R/E/Pu/Ln

##### **3rd Light Cavalry Brigade Heimrodt (+1/-)**

5e Chev-Leg Lanciers Regiment R/E/Pu/Ln

Italian Chasseurs à Cheval R/A/Pu

#### **1e Brigade (23rd Division) Quiot (+1/-)**

1/85e Ligne R/A/SK1

2/85e Ligne R/A/SK1

3/55e Ligne R/A/SK1

4/55e Ligne R/A/SK1

## **Russian forces**

16 Battalions/5 Regiments/3 Cossacks/ 6 batteries

Initial Army Moral 37, Break point 12; Total Army Moral 52, Break point 17

### **C-i-C Osterman-Tolstoy (+1/-)**

#### **2nd Corps Wurttemberg (-1/¶)**

##### **3rd Division Schachafskoy (-1/-)**

###### **1st Brigade Salfinski (-/-)**

1/Revel IR R/E/SK1

2/Revel IR R/E/SK1

1/4th Jaeger R/E/SK2

2/4th Jager R/E/SK2

###### **2nd Brigade Wolf (-/¶)**

1/Mourman IR R/E/SK1

2/Mourman IR R/E/SK1

1/Tchernigov IR R/E/SK1

2/Tchernigov IR R/E/SK1

##### **4th Division Pischnitzky (+1/\*)**

###### **1st Brigade Treffurt (+1/¶)**

1/Tobolsk IR R/E/SK1

2/Tobolsk IR R/E/SK1

1/Minsk IR R/E/SK1

2/Minsk IR R/E/SK1

Position Bat #5 Foot/4guns/H/1Hw

Light Bat. #13 Foot/4guns/M/1Hw

#### **Cavalry Corps Pahlen III (-1/¶)**

##### **Cossack Brigade: Kuriatov (+1/-)**

Rabinov #2 S/I/Pu

Jagodin #2 S/I/Pu

Gorin #2 S/I/Pu

##### **1st Hussar Division Milesinov (-/\*)**

###### **1st Brigade Rüdinger (-/¶)**

Grodno HR V/E/Pu

Soum HR V/E/Pu

###### **2nd Brigade Schufanov (-1/-)**

Loubny HR V/E/Pu

Horse B #6 Horse/3guns/M/2Hw

Horse B #7 Horse/3guns/M/2Hw

## **Reinforcements**

#### **5th (Guard Corps) Yermolov (-1/¶)**

##### **1st Guard Division Rosen (+1/-)**

###### **1st Brigade Potemkin (-/-)**

1/Preobragenski G. IR V/E/SK1/Guard

2/Preobragenski G. IR V/E/SK1/Guard

1/Semenovski G. IR V/E/SK1/Guard

2/Semenovski G. IR V/E/SK1/Guard

Guard Position Bat #2 Foot/4guns/H/1Hw

Guard Light Bat. #1 Foot/4guns/M/1Hw

##### **Guard Cavalry Brigade Saxe-Coburg (-/¶)**

Empress Cuirassiers V/E/Sh/Guard

Guard Uhlans V/E/Sh/Guard +

Two baggage wagon train units

### **Notes**

- (1) Each Cossack unit is worth one Moral Point.
- (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**

The units not marked as Reinforcements are on the table at the start deployed in their respective area (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.

#### **Russian**

Each brigade arrives separately. Baggage units enter simultaneously in march column formation (they take 10 turns to clear the table).

Arrival point. Infantry A3-A4-A5 (30%/30%/40%); Cavalry A1-A2-A3-A4 (15%/20%/25%/40%); Baggage A5-road

#### **French**

Each brigade arrives separately.

Arrival point. Infantry D1-D2 (40%/60%); Cavalry B1-C1-D1-D2 (10%/20%/30%/40%)

### **Optional rule for baggage units (As for my suggestion in Lasalle e-book p. 143)**

- (1) The wagon moves as if it were a foot artillery unit, always limbered.
- (2) 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.
- (3) Friendly units may move through it, as they move through a limbered artillery unit.
- (4) 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.)
- (5) 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.
- (6) 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.
- (7) 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.
- (8) A unit that is still plundering is considered "Out of Command" for the entirety of its side's next turn.

### **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.

### **Victory conditions**

The Russian aim is to retreat into Bohemia with the two baggage units and the largest possible number of combat units, while the French should try to avoid it. The C1 square is an Objective for the game and the rules of p. 67 and 91 (e-Lasalle) 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]

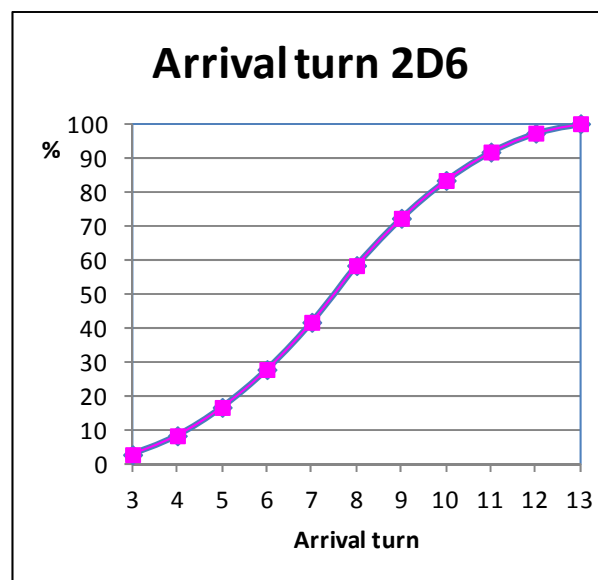
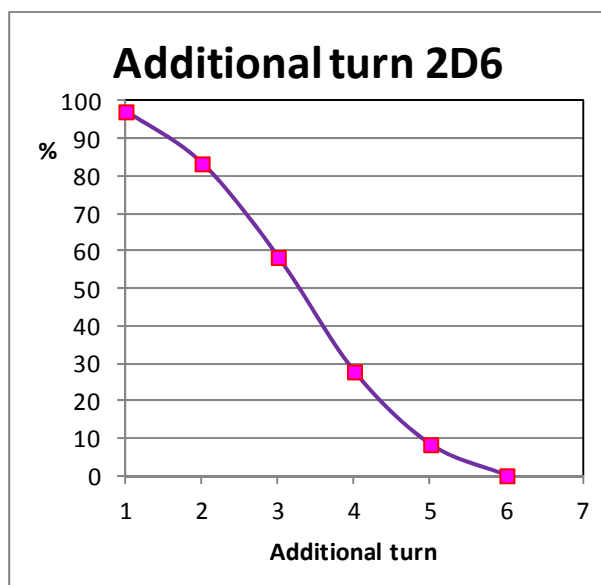
**Cavalry** Esprit/Discipline x/x [/Additional]

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

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

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

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



**Unit Labels French**

I Corps Vandamme (+1/-)	1st Division Philippon (-/*)	1e Brig/1D Puchelon (-/¶)	2e Brig/1D Fezenzac (-/¶)	2nd Division Dumonceau (-/¶)	1e Brig/2D Dunesme (+1/-)
	1	1B/1	2B/1	2	1B/2
21e LC Brig Gobrecht (-1/-)	1e LC Div Corbineau (-/-)	2eLC Bg/1LC Montmarie (-/*)	3eLC B/1L Heimrodt (+1/-)	1e Brig/23D Quiot (+1/-)	
21LC	1LC	2B/1LC	3B/1LC	1B/23	
1/37e Légère R/A/SK1 +	2/37e Légère R/A/SK1	1/12e Ligne R/A/SK1	2/12e Ligne R/A/SK1	3/12e Ligne R/A/SK1	1/17e Ligne R/A/SK1
1B/1	1B/1	1B/1	1B/1	1B/1	2B/1
2/17e Ligne R/A/SK1	3/17e Ligne R/A/SK1	1/36e Légère R/A/SK1 +	8/2e FA M	8/2e FA M	8/2e FA M
2B/1	2B/1	2B/1	1B/1	1B/1	1B/1
8/2e FA Hw	15/9e FA M	15/9e FA M	15/9e FA M	15/9e FA Hw	1/13e Légère R/A/SK1 +
1B/1	1B/1	1B/1	1B/1	1B/1	1B/2
2/13e Légère R/A/SK1	1/25e Ligne R/A/SK1	2/25e Ligne R/A/SK1	3/25e Ligne R/A/SK1	23/3e FA M	23/3e FA M
1B/2	1B/2	1B/2	1B/2	1B/2	1B/2
23/3e FA M	23/3e FA Hw	9/8e FA H	9/8e FA H	9/8e FA H	9/8e FA Hw
1B/2	1B/2	I	I	I	I
6/7e FA H	6/7e FA H	6/7e FA H	6/7e FA Hw	9e ChLg-Lan R/E/Pu/In	Anhalt J z P R/A/Pu
I	I	I	I	21LC	21LC
2/4 HA M	2/4 HA M	2/4 HA Hw	16e Cha Chv R/A/Pu	3e ChLg-Lan R/E/Pu/Ln	5e ChLg-Lan R/E/Pu/Ln
21LC	21LC	21LC	2B/1LC	2B/1LC	3B/1LC
Ita Cha Chev R/A/Pu	1/85e Ligne R/A/SK1	2/85e Ligne R/A/SK1	3/55e Ligne R/A/SK1	4/55e Ligne R/A/SK1	
3B/1LC	1B/23	1B/23	1B/23	1B/23	

Unit Labels Russian

C-i-C Ost-Tolstoy (+1/-)	2nd Corps Wurttemberg (-1/¶)	3rd Division Schachafskoy (-1/-)	1st Brig/3D Salfinski (-/-)	2nd Brig/3D Wolf (-/¶)	4th Division Pischnitzky (+1/*)
C-i-C	2	3D	1B/3D	2B/3D	4D
1st Brig/4D Treffurt (+1/¶)	Cav. Corps Pahlen III (-1/¶)	Cossack Kuriatov (+1/-)	1st Hus. Div Milesinov (-/*)	1st Brig/1HD Rüdinger (-/¶)	2nd Brig/1HD Schufanov (-1/-)
1B/4D	CC	Cos	1HD	1B/1HD	2B/1HD
5th (G Corps) Yermolov (- 1/¶)	1st Gd Divn Rosen (+1/-)	1st Brig/1GD Potemkin (-/-)	Gd Cy Brig Saxe-Coburg (-/¶)		
G	1G	1B/1G	GC		
1/Revel IR R/E/SK1	2/Revel IR R/E/SK1	1/4th Jaeger R/E/SK2	2/4th Jager R/E/SK2	1/Mourm. IR R/E/SK1	2/Mourm. IR R/E/SK1
1B/3D	1B/3D	1B/3D	1B/3D	2B/3D	2B/3D
1/Tcherni. IR R/E/SK1	2/Tcherni. IR R/E/SK1	1/Tobolsk IR R/E/SK1	2/Tobolsk IR R/E/SK1	1/Minsk IR R/E/SK1	2/Minsk IR R/E/SK1
2B/3D	2B/3D	1B/4D	1B/4D	1B/4D	1B/4D
Pos#5 FA H	Pos#5 FA H	Pos#5 FA H	Pos#5 FA H	Pos#5 FA Hw	Lt#13 FA M
II	II	II	II	II	II
Lt#13 FA M	Lt#13 FA M	Lt#13 FA M	Lt#13 FA Hw	Rabinov #2 S/I/Pu	Jagodin #2 S/I/Pu
II	II	II	II	Cos	Cos
Gorin #2 S/I/Pu	Grodno HR V/E/Pu	Soum HR V/E/Pu	Loubny HR V/E/Pu	H#6 HB M	H#6 HB M
Cos	1B/1HD	1B/1HD	2B/1HD	HD	HD
H#6 HB M	H#6 HB Hw	H#6 HB Hw	H#7 HB M	H#7 HB M	H#7 HB M
HD	HD	HD	HD	HD	HD
H#7 HB Hw	H#7 HB Hw	Baggage unit train	Baggage unit train	1/Preobragen. V/E/SK1/Gd	2/Preobragen. V/E/SK1/G
HD	HD			1B/1G	1B/1G
1/Semenovski V/E/SK1/Gd	2/Semenovski V/E/SK1/Gd	Empress Cuir. V/E/Sh/Gd	Guard Uhlans V/E/Sh/Gd +	G p#2 FA H	G p#2 FA H
1B/1G	1B/1G	GC	GC	Gd	Gd

G p#2 FA H	G p#2 FA H	G p#2 FA Hw	G lt#1 FA M	G lt#1 FA M	G lt#1 FA M
Gd	Gd	Gd	Gd	Gd	Gd
G lt#1 FA M	G lt#1 FA Hw				
Gd	Gd				