

Pitschenberg. September 4, 1813

After escaping from the Allies at Bunzlau, Macdonald is marching at full speed towards Bautzen pursued by Bluecher. The Allied advance guard is commanded by Vassilchikov which has garrisoned the Pitschenberg (a hill near the Bautzen-Löbau high-road) with a Prussian detachment and is actively following the dispirited French with the rest of their command.

However, Napoleon has returned to Bautzen at the head of a large force and has ordered Macdonald to turn around and advance again with his army group (XI, V, III and II Cavalry Corps). At the 6 p.m. of September 4, the 35th French/Italian division (XI Corps), supported by the 16th division (V Corps) and the 28th Light Cavalry brigade (XI Corps) and the 2nd Light Cavalry Division (II Cavalry Corps) started the attack against Vassilchikov, forcing him to retire. The Allies started again the cat-and-mouse game dictated by the Trachtenberg Plan and retreated eastwards.

This Lasalle Scenario is based on that combat.

Sources

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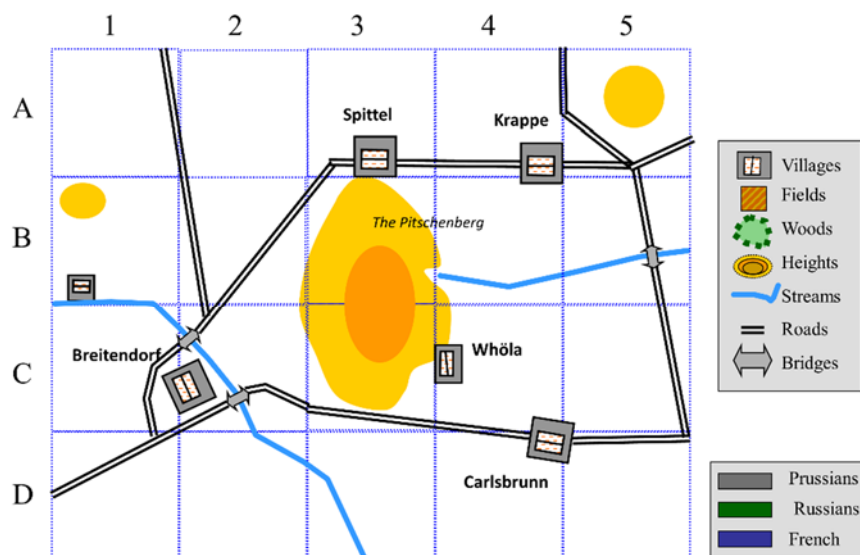
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The table game



Streams are rough terrain for cavalry and infantry and impassable for artillery except by the bridges. Each built-up area may contain one infantry unit

Orders of Battle

French Army

Army Morale: 51; Morale break point: 17

16 Battalions/7 Regiments/5 Batteries (12,900 men)

C-i-C Macdonald (-/¶)

XI Corps Gerard (-/*)

35th Division Henin (+1/*)

1st Brigade Dumouton (-/¶)

3/6e Légère Regiment R/A/SK1

4/6e Légère Regiment R/A/SK1

7/6e Légère Regiment R/A/SK1

1/112e Ligne Regiment R/A/SK1

2/112e Ligne Regiment R/A/SK1

3/112e Ligne Regiment R/A/SK1

2nd Brigade Zucchi (-/-)

3/2 Legere Italian R R/A/SK1

4/2 Legere Italian R R/A/SK1

1/5th Italian Ligne R R/A/SK1

2/5th Italian Ligne R R/A/SK1

3/5th Italian Ligne R R/A/SK1

6/1e Foot Artillery Foot 3Guns/M/1Hw

3/1e Italian Horse Artillery Horse 2Guns/M/1Hw

28th Light Cavalry Brigade Montbrun (-/-)

Italian Chasseurs a Cheval R/A/Pu

Neapolitan Chasseur a Cheval S/E/Pu

Neapolitan Horse Artillery Horse 2Guns/M/1Hw

Reinforcements

16st Division Maison (+1/*) (From the Lauriston's V Corps)

1st Brigade Penne (+1/-)

1/151e Ligne Regiment R/A/SK1

2/151e Ligne Regiment R/A/SK1

1/152e Ligne Regiment R/A/SK1

2/152e Ligne Regiment R/A/SK1

3/152e Ligne Regiment R/A/SK1

1/1e Foot Artillery Foot 3Guns/M/1Hw

2nd Light Cavalry Division Roussel d'Hurbal (+1/-) (From the Sebastiani's II Cavalry Corps)

7th Light Cavalry Brigade Gerard (-1/-)

4th Chevauléger-lancier Regiment R/E/Pu/Ln

5th Hussar Regiment R/E/Pu

9th Hussar Regiment R/E/Pu

8th Light Cavalry Brigade Dommanget (+1/-)

2nd Chevauléger-lancier Regiment R/E/Pu/Ln

11th Chasseur à Cheval Regiment R/A/Pu

8/6e Horse Artillery (3-6pdrs & 1-24pdr how) Horse 2Guns/M/1Hw

Allied Army

Army Morale: 44; Morale break point: 15
14 Battalions/6 Regiments/3 batteries/2 Cossacks

C-i-C Vassilchikov (+1/¶)

Prussian Adv. Guard von Katzeler (+1/-)

Brandenburg Uhlan Regiment R/E/Pu/Ln
Hussars (Brandenburg+Leib) V/E/Pu
W. Prussian Dragoon R R/E/Pu
Fus/1/East Prussian IR R/E/SK2
1/2 Guard/East Prus. Jaegers V/E(I)/SK3 *Can act as Regular (Experienced) or Irregular*
Horse Battery #2 Horse 3Guns/M/1Hw

Prussian Detachment Hiller (-/-)

Grenadiers East Prussia V/E/SK2
Leib Grenadiers V/E/SK2
1/14th Silesian Landwehr U/A/SK1
2/14th Silesian Landwehr U/A/SK1
Fus/12th Reserve IR R/E/SK2
10th Silesian LWr Cavalry S/A
6 pr Foot Battery #24 Foot 3Guns/M/1Hw

2nd Russian Cavalry Division Lanskoï (-/¶)

1st Brigade Yurkovski (-1/-)

Marioupol Hussar R V/E/Pu
Alexandria Hussar R V/E/Pu

Cossacks Karpov II (-1/-)

Karpov #2 Cossack R S/I/Pu
Loukoffkin Cossack R S/I/Pu

Reinforcements

8th Prussian Brigade von Hünerbein (-/-)

1/Brandenburg IR R/E/SK2
2/Brandenburg IR R/E/SK2
Fus/Brandenburg IR R/E/SK2
1/12th Reserve IR R/E/SK2
2/12th Reserve IR R/E/SK2
6pdr Battery #15 Foot 3Guns/M/1Hw

15th Russian Division Rudsevich (-/¶)

3rd Brigade Tichanovsky (+1/*)

1/12th Jager R R/E/SK2
2/12th Jager R R/E/SK2

Notes

- (1) 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)
- (2) The French are the attackers and the first side.

Deployment and Reinforcements

Allied units

Hiller's command must be deployed on the Pitschenberg area (B3-D3). Von Katzeler's advance guard is in the west bank of the stream in the Breitenfeld area. The Russian cavalry is near Carlsbrunn.

Prussian reinforcements may enter in A5n/A5e/B5 (20%/30%/50%). Russian reinforcements in D4/D5s/D5e (40%/30%/30%)

French units

The 35th Division is deployed in B1-C1. The 28th Light Cavalry Brigade in A1.

Infantry reinforcements (16th Division) may enter at D1w/D1s/D2 (20%/40%/40%). Cavalry reinforcements may enter in D1s/D2 ((30%/70%)

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

Assault of defiles (optional)

1) A column of march 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 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.

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 Allied aim is to reach the duration limit of the game (24 turns) without breaking. Pitschenberg hill 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]

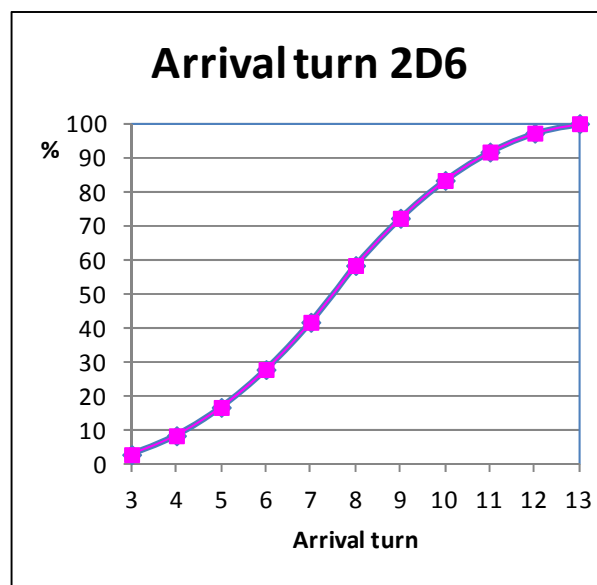
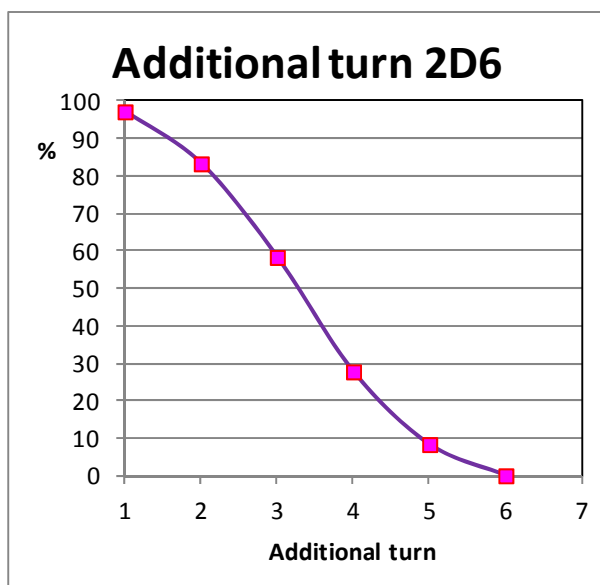
Cavalry Esprit/Discipline x/x [/Additional]

<i>Esprit</i>	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

C-i-C Macdonald (-/¶)	XI Corps Gerard (-/*)	35e Div Henin (+1/*)	1B/35D Dumouton (-/¶)	2B/35D Zucchi (-/-)	16st Division Maison (+1/*)
C-i-C	IIID	35D	1B/35D	2B/35D	16D
1B/16D Penne (+1/-)	28th LCB Montbrun (-/-)	2nd LCD Roussel (+1/-)	7th LCB Gerard (-1/-)	8LCB Dommanget (+1/-)	
<i>1B/16D</i>	<i>28LCB</i>	<i>2LCD</i>	<i>7LCB</i>	<i>8LCB</i>	
3/6e Leg R R/A/SK1	4/6e Leg R R/A/SK1	7/6e Leg R R/A/SK1	1/112e Ln R R/A/SK1	2/112e Ln R R/A/SK1	3/112e Ln R R/A/SK1
<i>1B/35D</i>	<i>1B/35D</i>	<i>1B/35D</i>	<i>1B/35D</i>	<i>1B/35D</i>	<i>1B/35D</i>
3/2 Leg It R R/A/SK1	4/2 Leg It R R/A/SK1	1/5th It Ln R R/A/SK1	2/5th It Ln R R/A/SK1	3/5th It Ln R R/A/SK1	6/1e FA M
<i>2B/35D</i>	<i>2B/35D</i>	<i>2B/35D</i>	<i>2B/35D</i>	<i>2B/35D</i>	<i>35D</i>
6/1e FA M	6/1e FA M	6/1e FA Hw	3/1e It HA M	3/1e It HA M	3/1e It HA Hw
<i>35D</i>	<i>35D</i>	<i>35D</i>	<i>35D</i>	<i>35D</i>	<i>35D</i>
		1/151e Ln R R/A/SK1	2/151e Ln R R/A/SK1	1/152e Ln R R/A/SK1	2/152e Ln R R/A/SK1
		<i>1B/16D</i>	<i>1B/16D</i>	<i>1B/16D</i>	<i>1B/16D</i>
3/152e Ln R R/A/SK1	1/1e FA M	1/1e FA M	1/1e FA M	1/1e FA Hw	
<i>1B/16D</i>	<i>16D</i>	<i>16D</i>	<i>16D</i>	<i>16D</i>	
It Chas Chev R/A/Pu	Nap Ch Chev S/E/Pu	1/Nap HA M	1/Nap HA M	1/Nap HA Hw	
<i>28LCB</i>	<i>28LCB</i>	<i>28LCB</i>	<i>28LCB</i>	<i>28LCB</i>	
4e Chlg-Ln R R/E/Pu/Ln	5th Hussars R/E/Pu	9th Hussars R/E/Pu	22 Chlg -Ln R R/E/Pu/Ln	11e Cha Che R/A/Pu	
<i>7LCB</i>	<i>7LCB</i>	<i>7LCB</i>	<i>8LCB</i>	<i>8LCB</i>	
8/6e HA M	8/6e HA M	8/6e HA Hw			
<i>2LCD</i>	<i>2LCD</i>	<i>2LCD</i>			

Unit Labels for the Allies

C-i-C Vassilchikov (+1/¶)	Prus Adv Katzeler (+1/-)	Prus Det Hiller (-/-)	2 Rus CD Lanskoi (-/¶)	1B/2CD Yurkovski (-1/-)	Cos/2CD Karpov II (-1/-)
C-i-C	PAdG	PD	2CD	1B/2CD	Co/2CD
8th Prus Bg Hünerbein (-/-)	15th Rus D Rudsevich (-/¶)	3B/15D Tichanovsky (+1/*)			
8B	15D	3B/15D			
Bran Uhlans R/E/Pu/Ln	Hussars Bran V/E/Pu	W.Prus Drag R/E/Pu	Fus/1EPr IR R/E/SK2	Gd Prus Jag V/E(I)/SK3	#2 HA M
PAdG	PAdG	PAdG	PAdG	PAdG	PAdG
#2 HA M	#2 HA M	#2 HA Hw	E.Prus. Gren V/E/SK2	Leib Gren V/E/SK2	1/14 Sil Lw U/A/SK1
PAdG	PAdG	PAdG	PD	PD	PD
2/14 Sil Lw U/A/SK1		Fus/12 Res R R/E/SK2	10th Sil LWC S/A	#24 FA M	#24 FA M
PD		PD	PD	PD	PD
#24 FA M	#24 FA Hw	Mariopol Hu V/E/Pu	Alexandria H V/E/Pu	Karpov #2 S/I/Pu	Loukoffkin S/I/Pu
PD	PD	1B/2CD	1B/2CD	Co/2CD	Co/2CD
		1/Branden IR R/E/SK2	2/Branden IR R/E/SK2	Fus/Brand IR R/E/SK2	
		8B	8B	8B	
1/12th Res R R/E/SK2	2/12th Res R R/E/SK2	#5 FA M	#5 FA M	#5 FA M	#5 FA Hw
8B	8B	8B	8B	8B	8B
1/12th Jager R/E/SK2	2/12th Jager R/E/SK2				
3B/15D	3B/15D				