

Raguhn. October 9, 1813

The Blucher's Army of Silesia has crossed the Elbe River at Wartenburg and is advancing towards the Mulde River to unite with the Bernadotte's Army of North. Seeing an opportunity to catch the isolated Prussians, Napoleon has moved northwards at the head of a groups of several Army Corps. The rapid French advance, caused the hasty retreat of the Blucher's forces that were almost taken at Duben. In the confusion, the Osteman-Sacken's Russian contingent, became isolated and outnumbered it was forced to make a westwards flank march, passing along the Bertrand's IV Corps and the Sebastiani's II Cavalry Corps before reaching the safety with the Army of Silesia's main force.

The Scenario is based on the published by Rick Babuto in Lone Warrior #156. The background and the forces are taken from George Nafziger and Stephen Millar (Napoleon-Series).

Sources

Rick Barbuto's Scenario:

<http://lonewarrior.com/wp-content/uploads/2011/03/Sample-Barbuto-Attack-at-Vilna.pdf>

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.

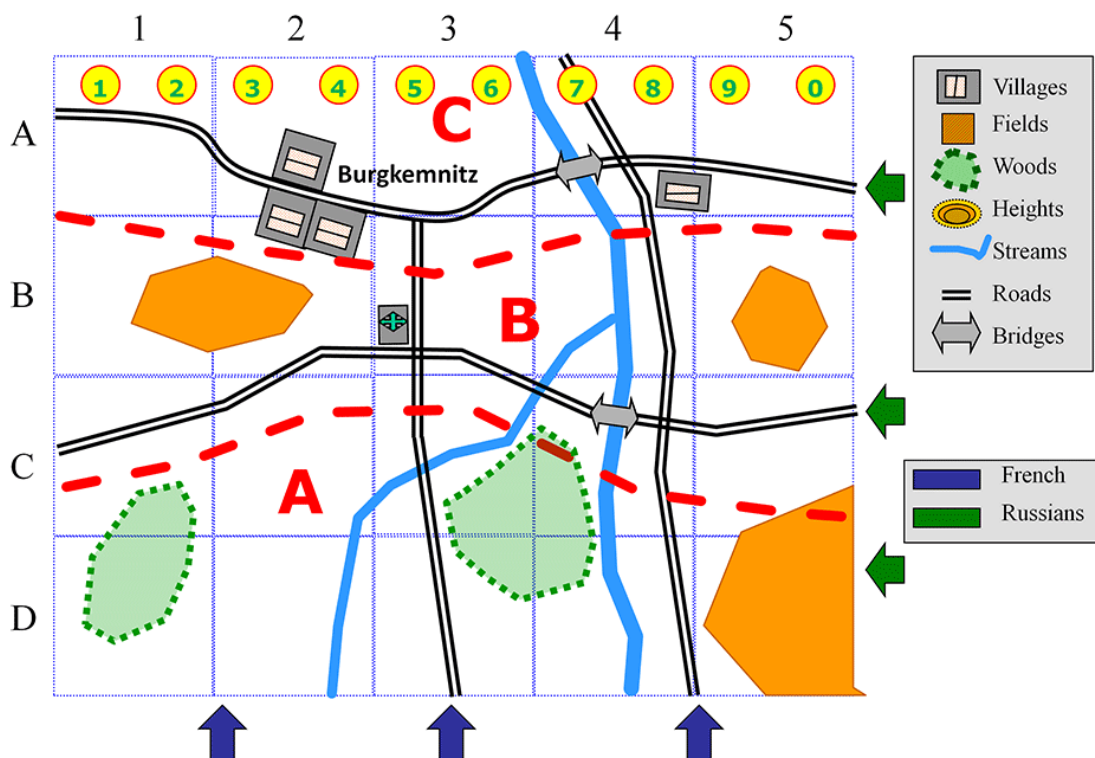
https://server16040.contentdm.oclc.org/cdm4/item_viewer.php?CISOROOT=/p4013coll11&CISOPTR=1277

Stephen Millar. French and Allied OOB for Leipzig.

http://www.napoleon-series.org/military/battles/1813/CentralGermany/leipzig/c_leipzigooob7.html

http://www.napoleon-series.org/military/battles/1813/CentralGermany/leipzig/c_leipzigooob.html

The table game



The stream and the woods are rough terrain as per Lasalle ruleset. Fords are open terrain. Units on roads, bridges or fords must be in march column formation. The village may contain one unit (plus one battery if applicable)

Orders of Battle

French IV Corps

Army Moral 43 Break point 14
14 battalions/6 regiments/3batteries

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

12th Division Morand (+1/*)

1st Brigade Belair (-1/¶)

1/8e Leger R/E/SK2
2/8e Leger R/E/SK2
3/8e Leger R/E/SK2
4/8e Leger R/E/SK2

2nd Brigade Toussaint (+1/*)

1/13e Ligne R/E/SK2
2/13e Ligne R/E/SK2
3/13e Ligne R/E/SK2
4/13e Ligne R/E/SK2

3rd Brigade Hulot (+1/*)

1/23e Ligne R/E/SK2
2/23e Ligne R/E/SK2
4/23e Ligne R/E/SK2
1/137e Ligne R/E/SK2
2/137e Ligne R/E/SK2
3/137e Ligne R/E/SK2

1/2 Foot Artillery Foot/3 cannon/Medium/1 Howitzer

3/2 Foot Artillery Foot/3 cannon/Medium/1 Howitzer

2nd Light Cavalry Division Roussel (-1/¶)

7th Light Cavalry Brigade Dommanget (-/-)

4e Chev-Leg Lanciers R/E/Pu/La
5e Hussar Regiment R/E/Pu
9e Hussar Regiment R/E/Pu

8th Light Cavalry Brigade Lagrange (-/¶)

2e Chev-Leg Lanciers R/E/Pu/La
11e Chasseurs a Cheval R/A/Pu
12e Chasseurs a Cheval R/A/Pu

7/1Horse Battery Horse/2 cannon/Medium/1 Howitzer

Russian XI Corps Army

Moral 59 Break point 20 (Not applicable)
19 battalions/6 regiments/5 batteries/8 cossacks (Not applicable)

C-i-C Osten-Sacken (+1/-)

10th Division Lieven (-/-)

1st Brigade Agatin (-/*)

1/Jaroslav IR R/E/SK1
2/Jaroslav IR R/E/SK1

2nd Brigade Sass (-1/-)

1/Crimea IR R/E/SK1
2/Bieloserk IR R/E/SK1
1/Bieloserk IR R/E/SK1

3rd Brigade Achlestischev (-/-)

1/8th Jager R/E/SK2
1/39th Jager R/E/SK2
2/39th Jager R/E/SK2

27th Division Neverovsky (+1/¶)

1st Brigade Stawicki (-1/¶)

1/Vilna IR R/E/SK1
2/Simbrisk IR R/E/SK1

2nd Brigade Alexejev (+1/¶)

1/Odessa IR R/E/SK1
1/Tarnopol IR R/E/SK1

3rd Brigade Kollogribov (-/¶)

1/49th Jager R/E/SK2
2/49th Jager R/E/SK2
1/50th Jager R/E/SK2

16th Division Repninsky (-/¶)

1st Brigade Rachmanov (+1/-)

1/Okhotsk IR R/E/SK1
2/Okhotsk IR R/E/SK1
1/Kamchatka IR R/E/SK1
2/Kamchatka IR R/E/SK1

Pos. Bat.#10 Foot/4 cannon/Hvy/1 Howitzer

Pos. Bat.#13 Foot/4 cannon/Hvy/1 Howitzer

Lt. Bat. #24 Foot/4 cannon/Medium/1 Howitzer

Lt. Bat. #35 Foot/4 cannon/Medium/1 Howitzer

Horse Bat. #18 Horse/3 cannon/Medium/2 Howitzer

Cavalry Vassilshikov (-1/¶)

3rd Dragoon Division Uschakov (-1/¶)

Smolensk DR R/E/Pu
Kourland DR R/E/Pu

2nd HussarDivision Raskachoff (+1/*)

1st Brigade Yurkpwski (-/¶)

White Russia HR V/E/Pu +
Akhtyrsk HR V/E/Pu +

2nd Brigade Vassilshikov II -(+1/-)

Marioupol HR V/E/Pu +
AlexandriaHR V/E/Pu +

Cossacks Karpov II (-1/¶)

Karpov #2 S/I/Pu
Loukoffkin S/I/Pu
Kutainikov #4 S/I/Pu
Grekov S/I/Pu
Semencikov #4 S/I/Pu
Illowaiski #9 S/I/Pu
Baron Bode S/I/Pu
4th Ukrainian S/I/Pu

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 French are the first side.

Solo Mechanics (Adapted de Rich Barbuto's 'Attack at Vilna' article)

The gaming table is divided in three zones (A, B, C) and each had 10 numbered locations. (- 10). As the French enter the southern (bottom) edge of the table and move north, they would first see the enemy in zone A, moving westwards, and a die will be rolled to generate and locate Russian forces. When the French enter zone B, another set of Russian forces will be generated and the same when the French arrive to zone C.

1.- Russian forces

The Russians are moving westwards (right to left) and belong to the Osten-Sacken's XI Corps, comprising jagers, line infantry, dragoons, hussars and several position, foot light and horse batteries, as well as a cossack complement. The Russian OOB is a pool from where the actual Russian units will be taken, always trying to maintain the integrity of organic brigades and divisions. The units not appearing on the table are assumed to have escaped the French pursuit (they were not detected by the French)

The number of Russian units in each zone is found by rolling 1D10:

Zone A (Russian Flank Guard): 1-2: 3 units; 3-6: 4 units; 7-8: 5 units; 9-0: 6 units

Zones B and C (Russian Main Body): 1-2: 6 units; 3-7: 7 units; 8-0: 8 units

The type of Russian unit in each zone is determined with 1D10:

Zone A: 1-5: Jager battalion; 6-10: Cavalry Regiment. When a Russian unit appears, an additional 1D10 will determine the presence of cossacks 1-5: No cossacks ; 6-10: 1 cossack Pulk.

Zone B: 1-5: Line Battalion; 6-7: Cavalry Regiment; 8-0: Battery

Zone C: 1-7: Line Battalion; 8: Cavalry Regiment; 9-0: Battery

The location of each Russian unit is decided by the roll of 1D10. Only one Russian unit can be in a same point in zone A, whereas zones B and C allow for two units on the same spot.

The disposition of the Russian unit is also determined with 1D10

Zone A: 1-5: in march column; 6-0: deployed facing South (Cossacks always face South)

Zones A and B: 1-2: in march column ; 3-0: deployed facing South

2.- French dispositions

French forces belong to Morand's 12th Division (Bertrand's IV Corps) and Roussel's 2nd Lt Cavalry Division (Sebastiani's II Corps) and make up for a total of 14 infantry battalions, 6 cavalry regiments and 2 foot and 1 horse batteries. All these units will be used, and must be divided into Advance Guard, Main Body, Right Flank Guard and Left Flank Guard and will enter following the blue arrows of the game map.

Advance Guard (Enter in Move 1, central green arrow)

Belair (-1/¶) (1st Brigade/12th Division)

1/8e Leger R/E/SK2

2/8e Leger R/E/SK2

3/8e Leger R/E/SK2

4e Chev-Leg Lanciers R/E/Pu/Ln

Left Flank Guard (Reinforcements, left green arrow)

Roussel (-1/¶) (2rd Light Cavalry Division)

4/8e Leger R/E/SK2

5e Hussar Regiment R/E/Pu

9e Hussar Regiment R/E/Pu

7/1Horse Battery Horse/2 cannon/Medium/1 Howitzer

Right Flank Guard (Reinforcements, right green arrow)

Lagrange (-/¶) (8th Light Cavalry Brigade)

2e Chev-Leg Lanciers R/E/Pu/Ln

11e Chasseurs a Cheval R/A/Pu

3/137e Ligne R/E/SK2

Main Body (Reinforcements, central green arrow)

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

Morand (+1/*) (12th Division)

2nd Brigade Toussaint (+1/*)

1/13e Ligne R/E/SK2

2/13e Ligne R/E/SK2

3/13e Ligne R/E/SK2

4/13e Ligne R/E/SK2

3rd Brigade Hulot (+1/*)

1/23e Ligne R/E/SK2

2/23e Ligne R/E/SK2

4/23e Ligne R/E/SK2

1/137e Ligne R/E/SK2

2/137e Ligne R/E/SK2

1/2 Foot Artillery Foot/3 cannon/Medium/1 Howitzer

3/2 Foot Artillery Foot/3 cannon/Medium/1 Howitzer

7th Light Cavalry Brigade Dommaget (-/-)

12e Chasseurs a Cheval R/A/Pu

Reinforcements

There are not any units in the table map at the start of the game (see map). The French Advance Guard enters in turn 1. The rest of the French units 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.

The Russians units enter according to the Solo mechanisms described above. Try to maintain the integrity of the organic brigades and divisions.

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: Assaults of defiles (bridges and fords)

- 1) A march column can assault a defile like **a bridge**, a fortified gate, **a ford**, 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.
- 4) However the small front, the enemy never halves their dice

Victory conditions

The French goal is to block the Russian retreat, while these last must to accomplish the contrary. The victory assignment must be made on the basis of the total number of Russian units exiting by the west side of the table, but taking in account that the Russian units not appearing actually on the table are assumed to have escaped French detection. The following table could be one possibility:

Russian units exiting the west (left) side of the table including the ones not appearing on the table	Final result
75% - 100%	Russian Victory
50% - 75%	Drawn battle
Under the 50 %	French minor Victory
Under 25%	French major Victory

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]

Esprit

V : Valiant

R : Reliable

S : Shaky

Discipline

E : Experienced

A : Amateur

I : Irregular

Additional

+ : Large units (for all)

G : Guard (for all)

Sh : Shock (for cavalry only)

Pu : Pursuit (for cavalry only)

Ln : Lancers (for cavalry only)

Artillery

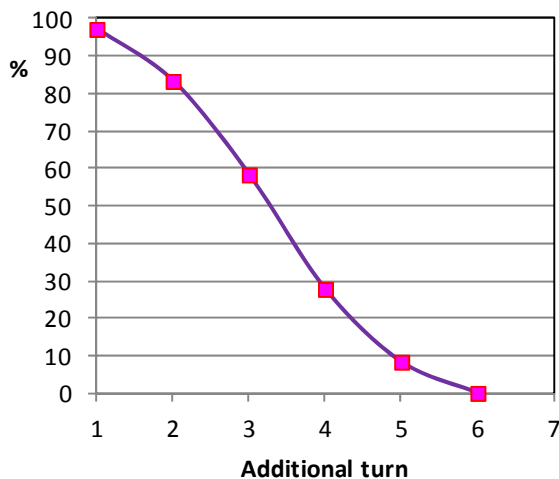
H : Heavy

Weight

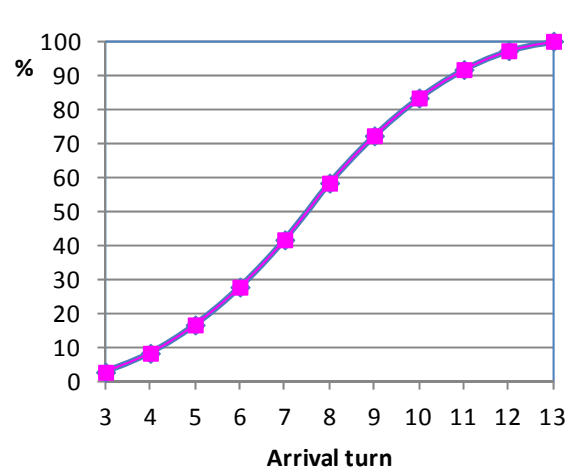
M : Medium

L : Light

Additional turn 2D6



Arrival turn 2D6



Unit Labels French

C-i-C Bertrand (+1/*)	12th Division Morand (+1/*)	1st Brigade Belair (-1/¶)	2nd Brigade Toussaint (+1/*)	3rd Brigade Hulot (+1/*)	2rd Lt Cv. Di. Roussel (-1/¶)
	12	1B/12	2B/12	3B/12	2D
7th Lt Cv. Bg. Dommanget (-/-)	8th Lt Cv. Bg. Lagrange (-/¶)				
7B/2D	8B/2D	1D	1B/1D	2B/1D	
1/8e Leger R/E/SK2	2/8e Leger R/E/SK2	3/8e Leger R/E/SK2	4/8e Leger R/E/SK2	1/13e Ligne R/E/SK2	2/13e Ligne R/E/SK2
1B/12	1B/12	1B/12	1B/12	2B/12	2B/12
3/13e Ligne R/E/SK2	4/13e Ligne R/E/SK2	1/23e Ligne R/E/SK2	2/23e Ligne R/E/SK2	4/23e Ligne R/E/SK2	1/137e Ligne R/E/SK2
2B/12	2B/12	3B/12	3B/12	3B/12	3B/12
2/137e Ligne R/E/SK2	3/137e Ligne R/E/SK2	1/2e FA M	1/2e FA M	1/2e FA M	1/2e FA Hw
3B/12	3B/12	12	12	12	12
3/2e FA M	3/2e FA M	3/2e FA M	3/2e FA Hw		
12	12	12	12		
4e Ch-Lg Ln R/E/Pu/Ln	5e Hussar Rg R/E/Pu	9e Hussar Rg R/E/Pu	2e Ch-Lg Ln R/E/Pu/Ln	11e Chas Ch R/A/Pu	12e Chas Ch R/A/Pu
7B/2D	7B/2D	7B/2D	8B/2D	8B/2D	8B/2D
7/1e HA M	7/1e HA M	7/1e HA Hw			
2D	2D	2D			

Unit Labels Russian

C-i-C Osten-Sacken (+1/-)	10th Division Lieven (-/-)	1st Brig/10D Agatin (-/*)	2nd Brg/10D Sass (-1/-)	3rd Brig/10D Achlestischev (-/-)	27th Division Neverovsky (+1/¶)
C-i-C	10	1B/10	2B/10	3B/10	27
1st Brig/27D Stawicki (-1/¶)	2nd Brig/27D Alexejev (+1/¶)	3rd Brig/27D Kollogribov (-/¶)	16th Division Repninsky (-/¶)	1st Brig/16D Rachmanov (+1/-)	
1B/27	2B/27	3B/27		1B/16	
Cavalry Vassilshikov (-1/¶)	3rd Drag. Divi Uschakov (-1/¶)	2nd Hus. Div.n Raskachoff (+1/*)	1st Brigade Yurkpwski (-/¶)	2nd Brigade Vassilshikov II -(+1/-)	Cossacks Karpov II (-1/¶)
3D	3D	2H	1B/2H	2B/2H	Cos
1/Jaroslav IR R/E/SK1	2/Jaroslav IR R/E/SK1	1/Crimea IR R/E/SK1	2/Bielserk IR R/E/SK1	1/Bielserk IR R/E/SK1	1/8th Jager R/E/SK2
1B/10	1B/10	2B/10	2B/10	2B/10	3B/10
1/39th Jager R/E/SK2	2/39th Jager R/E/SK2	1/Vilna IR R/E/SK1	2/Simbrisk IR R/E/SK1	1/Odessa IR R/E/SK1	1/Tarnpol IR R/E/SK1
3B/10	3B/10	1B/27	1B/27	2B/27	2B/27
1/49th Jager R/E/SK2	2/49th Jager R/E/SK2	1/50th Jager R/E/SK2	1/Okhotsk IR R/E/SK1	2/Okhotsk IR R/E/SK1	1/Kamchik IR R/E/SK1
3B/27	3B/27	3B/27	1B/16	1B/16	1B/16
2/Kamchik IR R/E/SK1	Pos#10 Hvy	Pos#10 Hvy	Pos#10 Hvy	Pos#10 Hvy	Pos#13 Hvy
1B/16					
Pos#13 Hvy	Pos#13 Hvy	Pos#13 Hvy	Pos#13 Hw	LtBat#24 M	LtBat#24 M
LtBat#24 M	LtBat#24 M	LtBat#24 Hw	LtBat#35 M	LtBat#35 M	LtBat#35 M
LtBat#35 M	LtBat#35 Hw	HB #18 M	HB #18 M	HB #18 M	HB #18 Hw
		HB #18	HB #18	HB #18	HB #18
HB #18 Hw					

Smolensk DR R/E/Pu	Kourland DR R/E/Pu	Wh Rus HR V/E/Pu +	Akhtyrsk HR V/E/Pu +	Marioupol HR V/E/Pu +	Alexandra HR V/E/Pu +
3D	3D	1B/2H	1B/2H	2B/2H	2B/2H
Karpov #2 S/I/Pu	Loukoffkin S/I/Pu	Kutainikov #4 S/I/Pu	Grekov S/I/Pu	Semencikov#4 S/I/Pu	Illowaiski #9 S/I/Pu
Co	Co	Co	Co	Co	Co
Baron Bode S/I/Pu	4th Ukraina S/I/Pu				
Co	Co				