

Thiessen. Waiting for Ney. September 3, 1813

Routed at Gross Beeren, Oudinot's Army of Berlin is retiring, cautiously pursued by Bernadotte, towards Wittenberg in the north bank of the Elbe. The Prussian advance guard of the Borstell's 5th Brigade, accompanied by Bulow, commander of the Prussian 3rd Corps, is pursuing the rearguard of the Bertrands's IV Corps that is deployed near Thiessen in the road to Wittenberg.

At 6 a.m. of September 3, the 5th Brigade along elements of the 6th Brigade and the Dobschutz's brigade (from the Tauentzien's IV Corps) started its attack against the Italian and Wurttemberg troops of the Bertrand's Corps. After a combat of several hours and unsupported by Bernadotte, Bulow decided to break the fight and retired unmolested by Bertrand. The next day, Ney would arrive to take command of the Army of Berlin.

This Lasalle Scenario is based on that combat.

Sources

- F. Nafziger. "Napoleon at Dresden: The Battles of August 1813". The Emperor Press, Chicago, 1991

<http://www.amazon.com/Napoleon-Dresden-Battles-August-1813/dp/0962665541>

- Nafziger Orders of Battle Collection. Combined Arms Research Library.

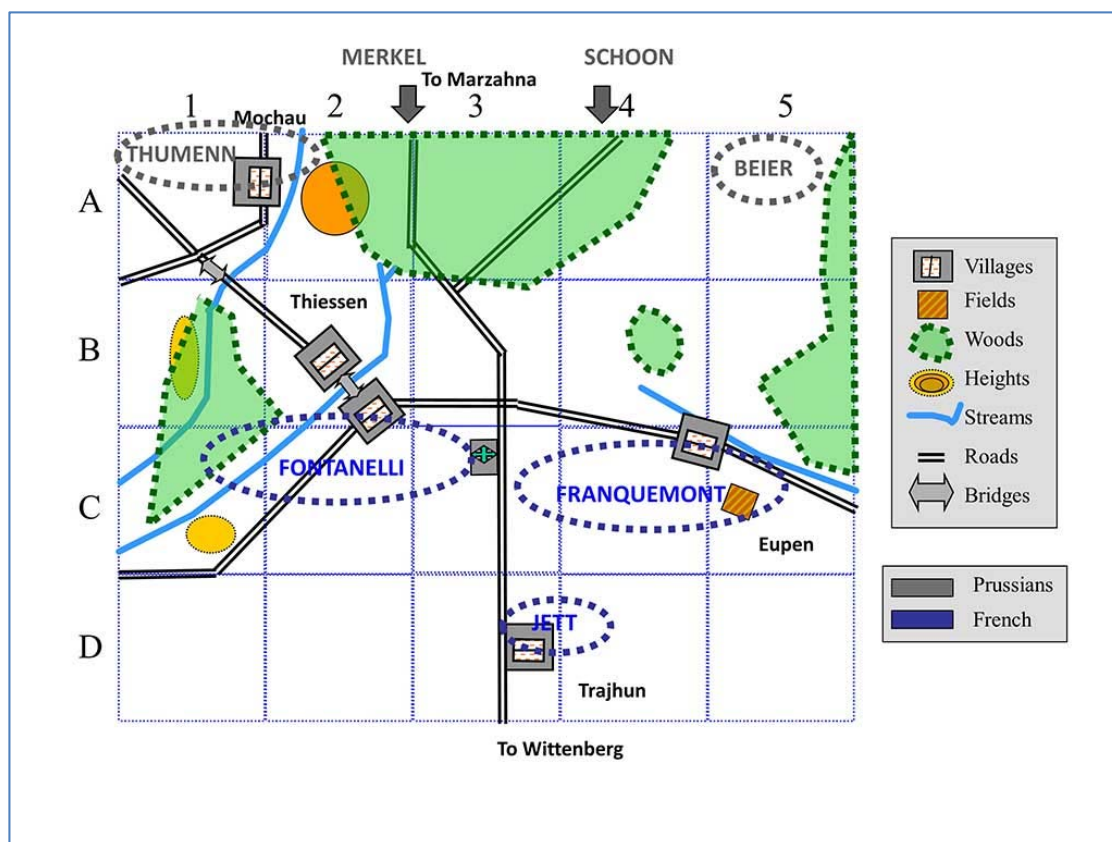
https://server16040.contentdm.oclc.org/cdm4/item_viewer.php?CISOROOT=/p4013coll11&CISOPTN=1277

- G. Fabry "Étude sur les opérations du maréchal Oudinot, du 15 août au 4 septembre 1813, Gross-Beeren" Paris, 1910 <http://gallica.bnf.fr/ark:/12148/bpt6k503848q>

Maps : GeoGREIF http://greif.uni-greifswald.de/geogreif/?map=search&map_id=10007 ; Napoleon

Series <http://napoleon-series.org/images/military/maps/1813/thiessen1.jpg> <http://napoleon-series.org/images/military/maps/1813/theissen2.jpg>

The table game



Woods and streams are rough terrain for cavalry and infantry and impassable for artillery except by roads and bridges, respectively. Each built-up area may contain one infantry unit

Orders of Battle

French Army

Army Morale: 48; Morale break point: 16
17 Battalions/5 Regiments/4 Batteries

C-i-C Bertrand IV Corps(-/¶)

15th Division Fontanelli (-1/*)

1st Brigade Martel (-/¶)

3/1 Italian Line IR R/A/SK1
4/1 Italian Line IR R/A/SK1
2/4 Italian Line IR R/A/SK1

2nd Brigade Saint Andrea (-/-)

2/1 Italian Legere IR R/A/SK1
3/1 Italian Legere IR R/A/SK1
3/6 Italian Line IR R/A/SK1
13/1e Foot Artillery Foot 3Guns/M/1Hw

38th Division Franquemont (-1/-)

1st Brigade Stockmayer (-/¶)

Wurttemberg Light IR R/E/SK2
1/7 Wurttemberg Line IR R/E/SK1
2/7 Wurttemberg Line IR R/E/SK1

2nd Brigade Spitzenberg (-/-)

1/1 Wurttemberg Line IR R/E/SK1
2/1 Wurttemberg Line IR R/E/SK1
1/2 Wurttemberg Line IR R/E/SK1
1st Wurttemberg Foot Artillery Foot 3Guns/M/1Hw

24th Light Cavalry Brigade Jett (-/-)

1st Wurttemberg Chevauleger S/E/Pu
3rd Wurttemberg Chevauleger S/E/Pu
1st Wurttemberg Horse battery Horse 2Guns/M/1Hw

Reinforcements

3rd Brigade Moroni (+1/-) (15th Division)

Milan Guard Battalion R/A/SK1
2/7 Italian Line IR R/A/SK1
3/7 Italian Line IR R/A/SK1

29th Light Cavalry Brigade Wolff (-1/¶)

Westphalian Chevauleger Lancier S/A/Ln/Pu
Hessian Chevauleger S/A/Pu
Bavarian Chevauleger R/A/Pu
3/5e Horse Artillery (3-6pdrs & 1-24pdr how) Horse 2Guns/M/1Hw

12th Division Morand (+1/-)

1st Brigade Blair (-/-)

4/8e Legere R R/A/SK1
2/8e Legere R R/A/SK1

Prussian Army

Army Morale: 51; Morale break point: 17

18 Battalions/5 Regiments/4,5 (6) batteries/1 Cossacks

C-i-C Bulow 3rd Corps (-/-)

5th Brigade Borstell (-/-)

Adv. Guard Thümen (+1/¶)

Fus/1st Pomerania IR R/E/SK2
3/2nd Reserve IR R/A/SK2
Pomerania Hussars V/E/Pu
1/2 6 pr Foot Battery #12 Foot 2Guns/M/

Detachment Beier (+1/¶)

1/2nd Reserve IR R/A/SK2
2/2nd Reserve IR R/A/SK2
W. Prussia Uhlán Regiment R/E/Pu/Ln
1/2 Horse Battery #11 Horse 2Guns/M/

5th Brigade

Schoon (+1/-) (Reserve)

Pomerania Grenadiers V/E/SK2
1/1st Pomerania IR R/E/SK2
2/1st Pomerania IR R/E/SK2

Merkel (-/*) (Main body)

1/1st Reserve IR R/A/SK2
2/1st Reserve IR R/A/SK2
1/2nd Kurmark Landwehr U/A/SK1
2/2nd Kurmark Landwehr U/A/SK1
6 pr Foot Battery #10 Foot 3Guns/M/1Hw

Reinforcements

6th Brigade Krafft (-/-)

1/Colberg IR R/E/SK2
2/Colberg IR R/E/SK2
Fus/Colberg IR R/E/SK2
1/9th Reserve IR R/A/SK2
1st Pomerania LWr Cavalry S/A
6 pr Foot Battery #16 Foot 3Guns/M/1Hw

4th Brigade

Dobschutz (+1/-) (Main body)

2/1st Kurmark Landwehr U/A/SK1
1/1st Kurmark Landwehr U/A/SK1
1/1st Silesian Landwehr U/A/SK1
6 pr Foot Battery #17 Foot 2Guns/M/

Kroos (+1/*) (Cavalry)

Brandenburg Dragoons R R/E/Pu
1st Silesian LWr Cavalry S/A
1/2 Horse Battery #6 Horse 1Guns/M/
Karpov #2 Cossack R S/I/Pu

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 Prussians are the attackers and the first side.

Deployment and Reinforcements

French units

Fontanelli's command must be deployed on the Thiessen area (C1-C3). Franquemont's must be deployed in the Eupen area (C3-C5). The Jett's cavalry is near Trajhun. Bertrand is in Trajhun

The reinforcements may enter in: Moroni: D1w-D1s (60%/40%); Wolff: D2-D3 (50%-50%); Morand: D4-D5s-D5e (40%/30%/30%)

Prussian units

Thumenn's advance guard is deployed in A1-A2; Beier's detachment in A5; Merkel and Schoon enter in A3 and A4, respectively, in Turn 1. Bulow and Borstell are with Merkel or Schoon.

The reinforcements may enter in: Krafft's 6th Brigade: A3; Dobschutz and Kroos (4th Brigade) A5e-B5 (30%-70%).

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

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 French aim is to reach the duration limit of the game (24 turns) without breaking. The Prussian aim is the opposite one. There are no Objectives.

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]

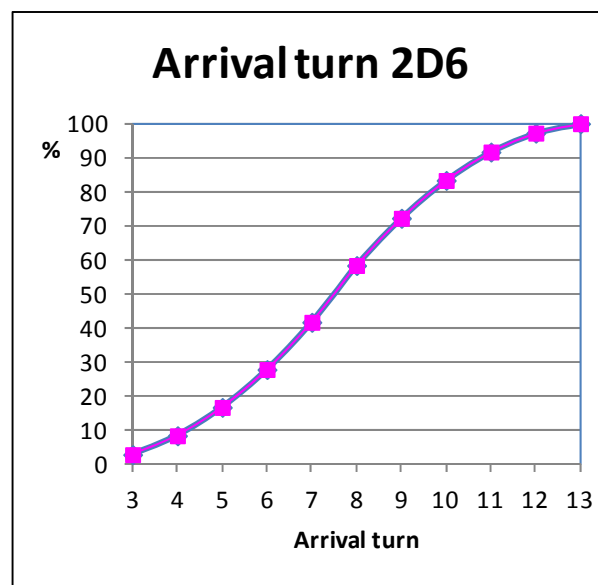
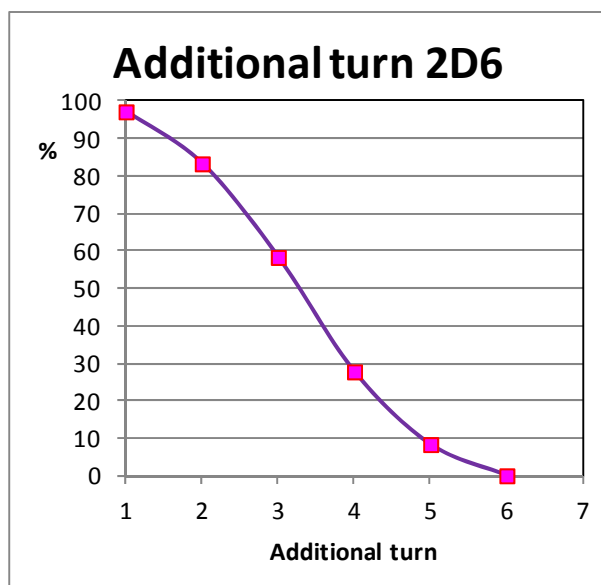
Cavalry Esprit/Discipline x/x [/Additional]

<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 Bertrand (-/¶)	15D Fontanelli (-1/*)	1B/15D Martel (-/¶)	2B/15D Saint Andrea (-/-)	38D Franquemont (-1/-)	1B/38D Stockmayer (-/¶)
IV Corps	15D	1B/15D	2B/15D	38D	1B/38D
2B/38D Spitzenberg (-/-)	24th LCB Jett (-/-)	3B/15D Moroni (+1/-)	29th LCB Wolff (-1/¶)	12D Morand (+1/-)	1B/12D Blair (-/-)
2B/38D	24LCB	3B/15D	29LCB	12	1B/12D
3/1 Italian IR R/A/SK1	4/1 Italian IR R/A/SK1	2/4 Italian IR R/A/SK1	2/1 It. Leg. IR R/A/SK1	3/1 It. Leg. IR R/A/SK1	3/6 Italian IR R/A/SK1
1B/15D	1B/15D	1B/15D	2B/15D	2B/15D	2B/15D
13/1e It FA M	13/1e It FA M	13/1e It FA M	13/1e It FA Hw	Wurt. Lig. IR R/E/SK2	1/7 Wurt. IR R/E/SK1
15D	15D	15D	15D	1B/38D	1B/38D
2/7 Wurt. IR R/E/SK1	1/1 Wurt. IR R/E/SK1	2/1 Wurt. IR R/E/SK1	1/2 Wurt. IR R/E/SK1	1 Wt FA M	1 Wt FA M
1B/38D	2B/38D	2B/38D	2B/38D	38D	38D
1 Wt FA M	1 Wt FA Hw	1st Wur. Ch-l S/E/Pu	3rd Wur Ch-l S/E/Pu	1 Wt HA M	1 Wt HA M
38D	38D	24LCB	24LCB	24LCB	24LCB
1 Wt HA Hw	Milan Guard R/A/SK1	2/7 Italian IR R/A/SK1	3/7 Italian IR R/A/SK1	Wp Ch-l-lan. S/A/Ln/Pu	Hess. Che-lg S/A/Pu
24LCB	3B/15D	3B/15D	3B/15D	29LCB	29LCB
Bav. Che-lg R/A/Pu	3/5e HA M	3/5e HA M	3/5e HA Hw	4/8e Leg. IR R/A/SK1	2/8e Leg. IR R/A/SK1
29LCB	29LCB	29LCB	29LCB	1B/12D	1B/12D

Unit Labels for the Prussians

C-i-C Bulow (-/-)	5th Brigade Borstell (-/-)	Adv. Guard Thümen (+1/¶)	Detachment Beier (+1/¶)	5 Brig (Res) Schoon (+1/-)	6th Brigade Krafft (-/-)
	5B	PAdG	PD	5B/R	6B
4th Brigade Dobschutz (+1/-)	5 Brig (main) Merkel (-/*)	4th B (Cav) Kroos (+1/*)			
4B	5B	4B/C			
Fus/1 Pom IR R/E/SK2	3/2nd Res IR R/A/SK2	Pommer.Hus V/E/Pu	#12 FA M	#12 FA M	1/2nd Res IR R/A/SK2
PAdG	PAdG	PAdG	PAdG	PAdG	PD
2/2nd Res IR R/A/SK2	W Pru Uhlan R/E/Pu/Ln	#11 HA M	#11 HA M	Pomm. Gren V/E/SK2	1/1st Pom IR R/E/SK2
PD	PD	PD	PD	5B/R	5B/R
2/1st Pom IR R/E/SK2	1/2nd Res IR R/A/SK2	2/2nd Res IR R/A/SK2	1/2 Kurm Lw U/A/SK1	2/2 Kurm Lw U/A/SK1	#10 FA M
5B/R	5B	5B	5B	5B	5B/R
#10 FA M	#10 FA M	#10 FA Hw	1/Colberg IR R/E/SK2	2/Colberg IR R/E/SK2	Fus/Colbe IR R/E/SK2
5B/R	5B/R	5B/R	6B	6B	6B
1/9th Res IR R/A/SK2	1 Pom LwCv S/A	#16 FA M	#16 FA M	#16 FA M	#16 FA Hw
6B	6B	6B	6B	6B	6B
2/1 Kurm Lw U/A/SK1	1/1 Kurm Lw U/A/SK1	1/1 Sil Lwr U/A/SK1	1 Siles LwC S/A	Brande Drag R/E/Pu	#17 FA M
4B	4B	4B	4B/C	4B/C	4B
#17 FA M	#17 FA M	#17 FA Hw	#6 HA M	#6 HA M	Karpov #2 Co S/I/Pu
4B	4B	4B	4B/C	4B/C	4B/C