

## Wethau. October 10, 1813

The Augereau's IX Corps is advancing along the Saale towards Leipzig, closely watched by the Liechtenstein's Austrian 1st Light Division and the Streifcorps of Thielmann and Mendorff. The main road crossed the Wethau stream, a small tributary of the Saale, by a bridge located in the Wethau village, now in Austrian hands after the French light cavalry of the advance-guard was expelled by a surprise attack carried out by the Austrian Jager Battalion #7. Moritz Liechtenstein, the Austrian commander hopes to delay Augereau, if not totally block his march on Leipzig, in the Wethau defile

However, Augereau used his 51th Division to attack frontally the bridge while simultaneously used an unguarded ford located 2 km upstream, to take in reverse the Austrian defenders that retired on their supports. A cavalry battle ensued between the Allies and the Milhaud's V(bis) Cavalry Corps, containing some 'Heavy' Divisions formed by veteran Dragoons arrived from Spain, and after a bitter fight the Allies were forced to retire and Augereau continued his march towards Leipzig.

This Lasalle Scenario is based on that combat, but includes some historical licenses to make a more interesting tabletop battle: the full IX Corps and the 5(bis)Cavalry Corps is facing the Austrian 1st Light Division, the Streifcorps and some units of the Lederer's First Division of the Austrian II Corps. The OOBs are based on Nafziger.

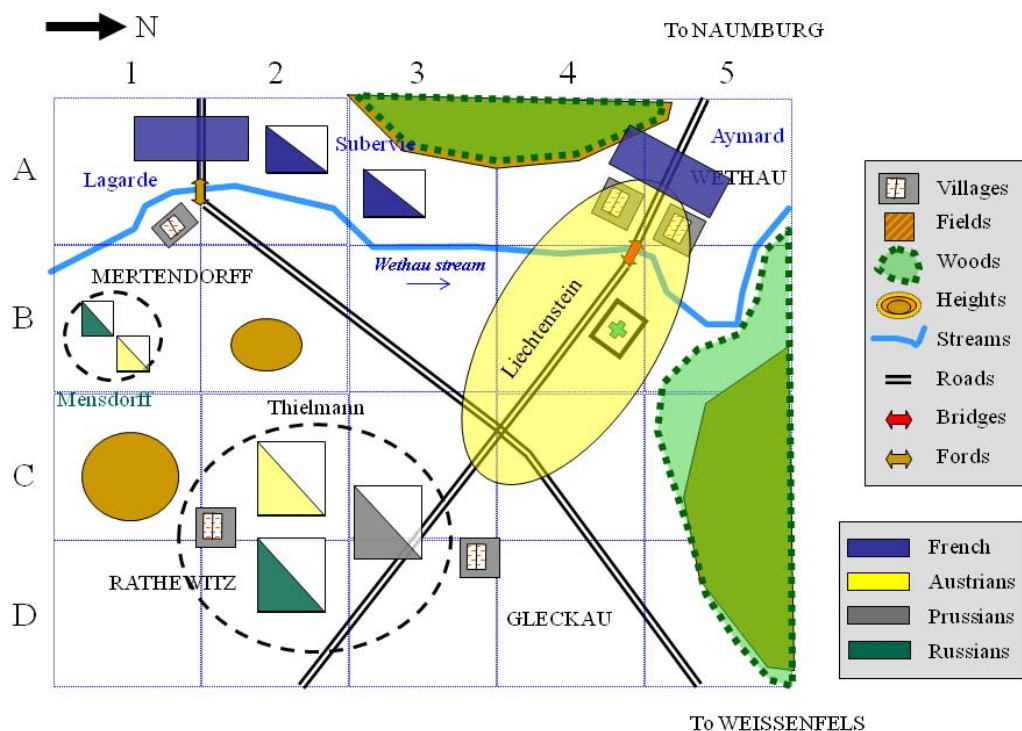
### Some links

Tableau de la Campagne d'automne de 1813 en Allemagne. Dimitrij Petrovič Buturlin. pp 102-103 (1817). <http://books.google.es/books?id= xNbAAAAQAAJ>

Campagne de 1813. La cavalerie des armées allies. M.H. Weil, pp 205-210 (1886)

[http://www.archive.org/stream/campagnedelacav01weilgoog/campagnedelacav01weilgoog\\_djvu.txt](http://www.archive.org/stream/campagnedelacav01weilgoog/campagnedelacav01weilgoog_djvu.txt)

Napoleon at Leipzig. The Battle of Nations 1813. George Nafziger, pp 81-85, Emperor's Press (1996)



The stream is rough terrain as per Lasalle ruleset and may be forded everywhere by infantry or cavalry units in any column formation. Artillery and baggage only may cross it at bridges or fords in limbered formation. Each building may contain one infantry unit each. Woods (and hills) are rough terrain

## French Army

10 Battalions/10 Regiments/4 Batteries (11,220 men); Army Moral 47; Break point 16

### C-i-C IX Corps Augereau (-/-)

#### 51e Division Turreau (-/\*)

##### 1e Brigade Lagarde (+1/\*)

2/25e Légère R/A/SK2 +

2/63e Ligne R/A/SK1

##### 2e Brigade Aymard (-/\*)

3/10e Légère R/A/SK1 +

3/32e Ligne R/A/SK1

2/58e Ligne R/A/SK1

##### Artillery

22/1e Artillerie Foot 3Guns/M/1Hw

5/2e Artillerie Foot 3Guns/M/1Hw

#### 9e Light Cavalry Division Subervie (-1/\*)

##### 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

### Reinforcements

#### 52e Division Semele (-/\*)

##### 1e Brigade Bagneris (-1/¶)

2/17e Légère R/A/SK2 +

2/39e Ligne R/A/SK1

##### 2e Brigade Godard (-/¶)

6/121e Ligne R/A/SK1

6/122 Ligne R/A/SK1

2/86e Ligne R/A/SK1

##### Artillery

22/2e Artillerie Foot 3Guns/M/1Hw

### 2 Train Companies

#### 1e Brigade 5e Heavy Cavalry Division Quenet (-/-)

2e Dragoon Regiment R/E/Sh/Pu

6e Dragoon Regiment R/E/Sh/Pu

#### 6e Heavy Cavalry Division Montéléger (-1/¶)

##### 1e Brigade Lamotte(+1/\*)

18e Dragoon Regiment R/E/Sh/Pu

19e Dragoon Regiment R/E/Sh/Pu

##### 2e Brigade Mermet (-/¶)

22e Dragoon Regiment R/E/Sh/Pu

25e Dragoon Regiment R/E/Sh/Pu

##### Artillery

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

## **Allied Army**

9 Battalions/8 Regiments/4 Cossacks / 4 batteries (12,320 men); Moral 51 Break point 17 (See Note 1)

### **C-i-C 1st Light Division** Liechtenstein (-/¶)

#### **1st Brigade** Hessen-Homburg (+1/-)

1st Jager Battalion R/E/SK2

2nd Jager Battalion R/E/SK2

Kaiser#1 Chevauxlegers R/E/Pu +

Brigade Battery Foot/3cannons/Light

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

1/Brooder Grenz IR R/A/SK1 or R/I/SK2

7st Jager Battalion R/E/SK2

Vincent#4 Chevauxlegers R/E/Pu +

#### **Artillery**

Cavalry Battery Foot/2cannons/Medium/1How

### **StreifCorps** Thielmann (-/\*)

#### **Austrians** Gasser(-1/-)

Hohenzoller#2 Chevauxlegers R/E/Pu

Klenau#5 Chevauxlegers R/E/Pu

#### **Prussians** Von Kurland (-1/-)

Silesians Hussars V/E/Pu

Silesian National Cavalry S/A

#### **Russians** Orlow (-/-)

Cossacks 4 S/I/Pu

Cossacks 5 S/I/Pu

### **StreifCorps** Mensdorff (+1/\*)

Er. Ferdinand Hussars #3 V/E/Pu

Illowaisky X Cossacks S/I/Pu

Gorin I Cossacks S/I/Pu

### **Reinforcements** Austrian II Corps

#### **1st Division** Lederer (-/-)

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

1/Gradiskaner Grenz IR R/A/SK1 or R/I/SK2

Kienmayer#8 Hussars + V/E/Pu +

Erz Johann#1 Dragoons R/E/Pu

Foot Battery Foot/2cannons/Medium/1How

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

1/von Strauch#24 IR R/E/SK1 +

2/von Strauch#24 IR R/E/SK1 +

1/Bellegarde#44 IR R/E/SK1 +

2/Bellegarde#44 IR R/E/SK1 +

Foot Battery Foot/2cannons/Medium/1How

## **Notes**

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

(2) Units marked (+) are large (6 base) units.

(3) The basic duration of the game is 24 turns (3 hours). Bonus Turns are allowed rolling 2D6 ( p. 66 of the e-Lasalle book).

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

### ***Reinforcements***

Some units are in the table map (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.

#### **French**

Each division arrives separately. Arrival Turn: 2D6

Arrival point. Infantry A2-A3-A4-A5 (10%/20%/30%/40%); Cavalry A1-A2-A3 (40%/40%/20%); Baggage A1-A5 (20%/80%)

#### **Allied**

Each brigade arrives separately. Arrival Turn: 2D6

Arrival point. C1-D1-D2-D3 (20%/30%/30%/20%).

### ***Special rules***

#### ***Assault of defiles***

Lasalle does not allow march columns to fight, so the assaults on defiles, such as bridges, fortified gates, field fortifications, etc. can not be played on the table in a convincing way. There were some friendly discussions in the Lasalle Forum regarding this topic. At last, I have used the Scruf's proposal:

- (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 much reduced front.
- (2) It fights halved dice and with no previous shooting, adding a -2 for "bad terrain" as they will be fighting in cramped quarters.
- (3) The defending enemy may use the "cover" or "higher elevation" modifiers when applicable.
- (4) However the small front, the enemy never halves their dice

#### ***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 for Cossacks (and other irregular cavalry)***

- (1) Irregular cavalry units may charge enemy units standing in 'march column' formation.
- (2) Irregular cavalry units must to pass a 'Discipline' test to initiate the charge.
- (3) If routed in 'decisive combat' the irregular cavalry unit is immediately broken.
- (4) If the target is a baggage unit, use the above Optional rule for baggage units.

#### ***Victory conditions***

As per Lasalle rule-book.

### Terrain

Type	Movement	Cover
Woods	Rough	Soft
Hill	Rough	No
Stream	Rough	No
Town		Hard
Wall or Entrenchments	Obstacle	Hard

### 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)

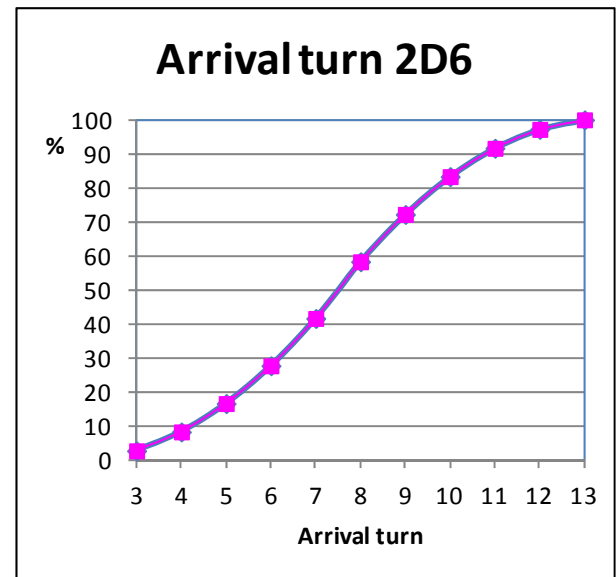
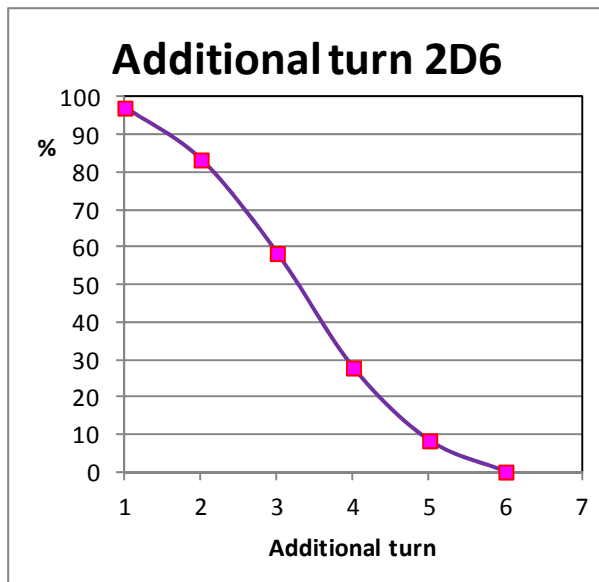
**Artillery**

**H** : Heavy

*Weight*

**M** : Medium

**L** : Light



## Unit Labels Allied

1st Light Div Liechtenstein (-/¶)	1B/LD Hessen-Horn (+1/-)	2B/LD Scheithar (-1/-)	StreifCorps Thielmann (-/*)	Austrians Gasser (-1/-)	Prussians Von Kurland (-1/-)
LD	1B/LD	2B/LD	Thiel.	Au/Thiel.	Prus/Thiel.
Russians Orlow (-/-)	StreifCorps Mensdorff (+1/*)	1st Division Lederer (-/-)	1B/1D Sorenberg (-/*)	2B/2D Longueville (-1/-)	
Rus/Thiel.	Mensd.	1D	1B/1D	2B/1D	
1st Jager R/E/SK2	2nd Jager R/E/SK2	Kaiser Chlg R/E/Pu +	LD FA L	LD FA L	LD FA L
1B/LD	1B/LD	1B/LD	1B/LD	1B/LD	1B/LD
1/Brooder Gz R/A/SK1	7st Jager R/E/SK2	Vincent Chlg R/E/Pu +	1/Brooder Gz R/I/SK2	LD HA M	LD HA M
2B/LD	2B/LD	2B/LD	2B/LD	2B/LD	2B/LD
LD HA Hw	Hohen#2 Clg R/E/Pu	Klenau Chlg R/E/Pu	Silesian Hus V/E/Pu	Silesian N Cav S/A	Cossacks 4 S/I/Pu
2B/LD	Au/Thiel.	Au/Thiel.	Prus/Thiel.	Prus/Thiel.	Rus/Thiel.
Cossacks 5 S/I/Pu	Er.Ferdin Hus V/E/Pu	Illowaisky X S/I/Pu	Gorin I S/I/Pu	1/Gradisk Gz R/A/SK1	Kienmayer Hs V/E/Pu +
Rus/Thiel.	Mensd.	Mensd.	Mensd.	1B/1D	1B/1D
Erz ohann D R/E/Pu	1B/1D FA M	1B/1D FA M	1B/1D FA Hw	1/ Strauch IR R/E/SK1 +	2/Strauch IR R/E/SK1 +
1B/1D	1B/1D FA	1B/1D FA	1B/1D FA	2B/1D	2B/1D
1/Bellegar IR R/E/SK1 +	2/Bellegar IR R/E/SK1 +	2B/1D FA M	2B/1D FA M	2B/1D FA Hw	1/Gradisk Gz R/I/SK2
2B/1D	2B/1D	2B/1D	2B/1D	2B/1D	1B/1D

## Unit Labels French

IX Corps Augereau (-/-)	51e Division Turreau (-/*)	1/51e Brig Lagarde (+1/*)	2/51e Brig Aymard (-/*)	9e LCD Subervie (-1/*)	32 LCB Klicky (+1/-)
	51	1B/51	2B/51	9LC	32LC B
33 LCB Vial (+1/-)	52e Division Semele (-/*)	1/52e Brig Bagneris (-1/¶)	2/52e Brig Godard (-/¶)	1B/5HCD Quenet (-/-)	6e HCD Div Montéleger (-1/¶)
33LC B	52	1B/52	2B/52	1B/5HCD	6HCD
1/6HCD Brig Lamotte (+1/*)	2/6HCD Brig Mermet (-/¶)				
1B/6HCD	2B/6HCD				
2/25e Légère R/A/SK2 +	2/63e Ligne R/A/SK1	3/10e Légère R/A/SK1 +	3/32e Ligne R/A/SK1	2/58e Ligne R/A/SK1	22/1e FA Hw
1B/51	1B/51	2B/51	2B/51	2B/51	51
22/1e FA M	22/1e FA M	22/1e FA M	5/2e FA M	5/2e FA M	5/2e FA M
51	51	51	51	51	51
5/2e FA Hw	3e Hussar R R/E/Pu	26e Chas Ch R/A/Pu	14e Chas Ch R/A/Pu	27e Cha Ch R/A/Pu	2/17e Légère R/A/SK2 +
51	32LC B	32LC B	33LC B	33LC B	1B/52
2/39e Ligne R/A/SK1	6/121e Ligne R/A/SK1	6/122 Ligne R/A/SK1	2/86e Ligne R/A/SK1	22/2e FA M	22/2e FA M
1B/52	2B/52	2B/52	2B/52	52	52
22/2e FA M	22/2e FA Hw	2e Dragons R/E/Sh/Pu	6e Dragons R/E/Sh/Pu	18e Dragons R/E/Sh/Pu	19e Dragons R/E/Sh/Pu
52	52	1B/5HCD	1B/5HCD	1B/6HCD	1B/6HCD
22e Dragons R/E/Sh/Pu	25e Dragons R/E/Sh/Pu	2/3 HA M	2/3 HA M	2/3 HA Hw	
2B/6HCD	2B/6HCD	6HCD	6HCD	6HCD	