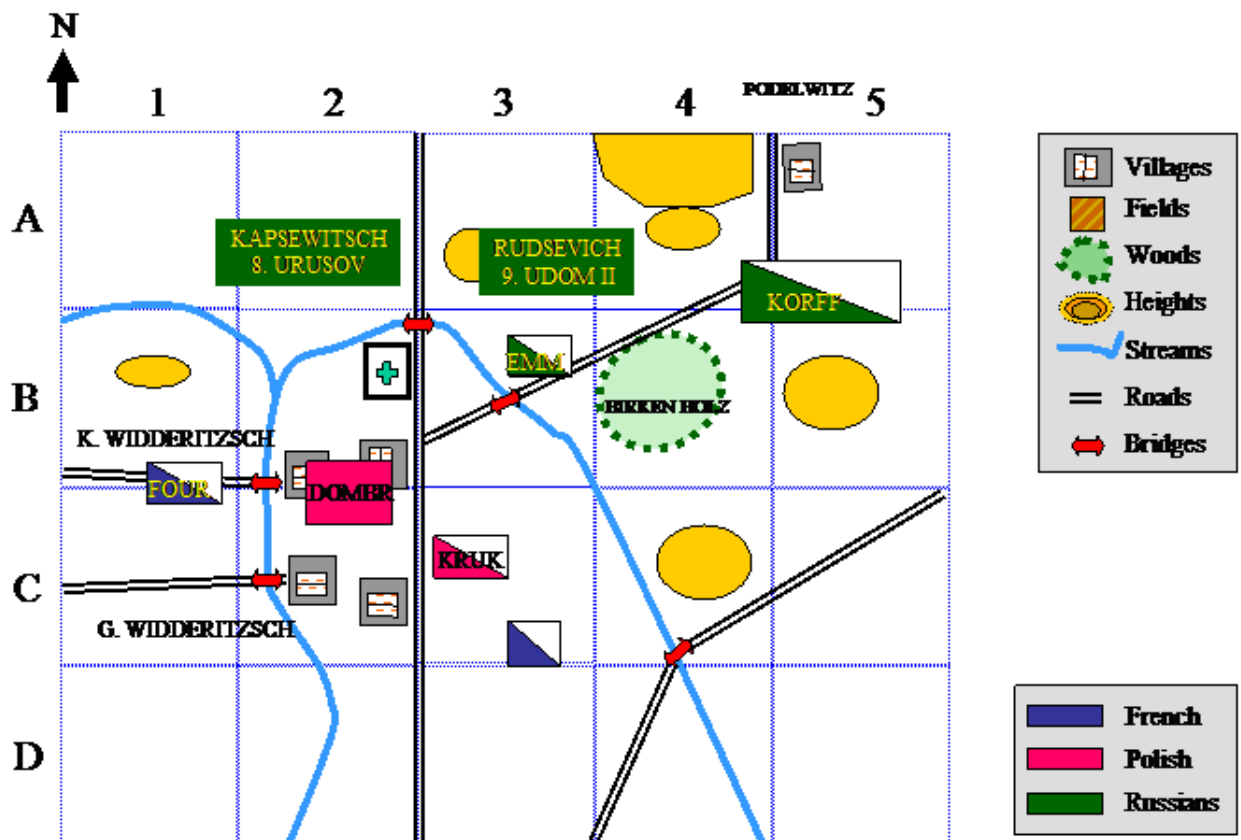


The combat of Wiederitzsch. October 16, 1813

This combat took place during the battle of Mockern, part of the first day of the battle of Leipzig (16-18 October, 1813). The battle of Mockern was fought between the Bluecher's Army of Silesia and the Marmont's VI Corps and the combats of Wiedereitzsch involved the Russian's Army Group of Langeron and the Dombrowski's 27th Polish division, reinforced by the Delma's division of the Souham's III Corps that was escorting the train of the III Corps towards Leipzig. The action starts at 15h, immediately before of the arrival of the Delmas's division. The OOB of both armies have been downgraded to make units of more manageable size.

Sources

- 1813 Leipzig. Napoleon and the Battle of the Nations. D. Smith. Geenhill Books.2001
- Mémoires de Langeron, Général d'infanterie dans l'armée russe. L.G.F. Paris. 1909
<http://gallica.bnf.fr/ark:/12148/bpt6k112152r>
- Journal des opérations des IIIe and Ve Corps en 1813. G. Fabry. Paris. 1902
<http://gallica.bnf.fr/ark:/12148/bpt6k554338.r=g%C3%A9n%C3%A9ral+Puthod.langFR>
- Napoleon at Leipzig. The Battle of Nations 1813. G. Nafziger. Chicago. 1996



The terrain is open. The stream and the woods are rough terrain as per Lasalle. The artillery and baggage train must use the bridges. The villages may contain two units each. The walled cemetery may contain 1 unit.

Polish/French Army Moral 42 ; Break point 14
11 Battalions/7 Regiments/5 Batteries

27th (Polish) Division Dombrowski (+1/-)

Infantry Brigade Zoltowski (+1/*)

1/2nd [P] Reg R/E/SK2

2/2nd [P] Reg R/E/SK2

1/4th [P] Reg R/E/SK2

2/4th [P] Reg R/E/SK2

Cavalry Brigade Krukowiecki (+1/*)

2nd CheCHL Reg V/E/Pu/La

4th ChasChe Reg R/A/Pu

Artillery

1st [P] FA Foot/2 cannons/Medium/1 Hw

2nd [P] HA Horse/2 cannons/Medium/1 Hw

6th LC Division Fournier (-/-)

Mixed R/A/Pu

Mixed Hussars R/E/Pu

1/2 Horse Artillery Horse/2 cannons/Medium

1st Brigade 4th HC Division Avice(+1/*)

Mixed Dragoons R/E/Sh/Pu (+)

Reinforcementes

9th Division Delmas (-/-)

1st Brigade Esteve (-/*)

1/2nd Prv Leg Reg R/E/SK2

1/136th Ligne Reg R/E/SK2

2/136th Ligne Reg R/A/SK1

2nd Brigade Maran (+1/*)

1/138th Ligne Reg R/E/SK2

2/138th Ligne Reg R/A/SK1

1/145th Ligne Reg R/E/SK2

2/145th Ligne Reg R/A/SK1

Artillery

2/9th Foot Artillery Foot/3 cannons/ Medium/ 1 How

11/9th Foot Artillery Foot/3 cannons/ Medium/ 1 How

23th LC Division Beurmann (-/-)

10th Hussar Reg R/E/Pu

Baden Dr Reg S/A/Pu

1/2 Horse Artillery Horse/2 cannons/Medium

Baggage Train 3 units

Russian Army Moral 42 Break point 14

12 Battalions/7 Regiments/4 batteries

C-i-C Langeron (-1/-)

Avantgarde Rudzewitsch (-/-)

Cavalry Korff (-/-)

1st Brigade Emmanuel (-/-)

Kargopol DragR R/E/Pu

Kiev DragR R/E/Pu

Kinburn DragReg R/E/Pu

2nd Brigade Pahlen III (-1/¶)
Derpt MountJag R/E/Pu
Livland Mount Jag R/E/Pu

Cossacks Witt (-/-)
1st Ukrainian Cossacks S/I/Pu
3rd Ukrainian Cosacks S/I/Pu

9th Division Udom II (-1/-)
1st Brigade Poltaratzki (-1/¶)
Naschburg IR R/E/SK1
Apscheronskoi IR R/E/SK1

3rd Brigade Grimblatt (-/*)
Riaschsk IR R/E/SK1
Jager #38 R/E/SK2

Artillery
15th Heavy Foot Artillery Foot/4 cannons/ Heavy/1How
8th Horse Foot Artillery Horse/3 cannons/Medium/2How

X Corps Kapsewitsch (-/-)
8th Division Urusoff (-1/*)
1st Brigade Schenschin (-1/-)
Archangel IR R/E/SK1
Schlüsselbourg IR R/E/SK1
2nd Brigade Rehren (-/¶)
Old Ingermannland IR R/E/SK1
Jager #37 R/E/SK2

Artillery
18th Heavy Foot Artillery Foot/4 cannons/ Heavy/1How
3rd Light Foot Artillery Foot/4 cannons/Medium/1How

Reinforcements

IX Corps Olsusief (-/-)
15th Division Korniloff (+1/*)
1st Brigade Torn (-/-)
Vitebsk IR R/E/SK1
Kaslow IR R/E/SK1
3rd Brigade Tichanowski (+1/*)
Jager #12 R/E/SK2
Jager #22 R/E/SK2

Notes

Units marked (+) are large (6 base) units. The rest are small (four-base) units. The basic duration of the game is 30 Turns¹. Bonus Turns are allowed rolling 2D6 (p. 66 of the e-Lasalle book). The Russians are the first side.

Reinforcements

Use 2D4, 2D6 or 2D10 for the Arrival Turn (p. 91 of the e-Lasalle). The units arrive in march column or attack column as desired.

French

23th LC Division Arrival Turn: 2D4; Arrival point B5-C5 end road
1st Brigade/III Corps Arrival Turn: 2D6; Arrival point B5-C5 end road
2nd Brigade/III Corps Arrival Turn: 2D6; Arrival point B5-C5 end road
Artillery/III Corps Arrival Turn: 2D6; Arrival point B5-C5 end road

¹ The civil sunset at Leipzig occurs at 19,00 h for October 16 (<http://www.cavu.com/sunset.html>)

Baggage train/III Corps Arrival Turn: 2D10; Arrival point B5-C5 end road

Russians

15th Division/IX Corps: Arrival Turn: 2D6; Arrival point A2-A3 (60%/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.
- (5) 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.
- (6) 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.
- (7) A unit that is still plundering is considered "Out of Command" for the entirety of its side's next turn.

Optional rule for Cossacks

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

Objectives

Klein Wiederitzsch, Gross Wiederitzsch,, the Binker Holz wood, and the Train baggage units are the objectives in this battle.

Terrain

Type	Movement	Cover
Woods	Rough	Soft
Stream	Rough	No
Town		Hard

Unpredictable units		
Before the first combat, roll 1D6		
Spanish entrenched units add +1 to the die throw		
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]

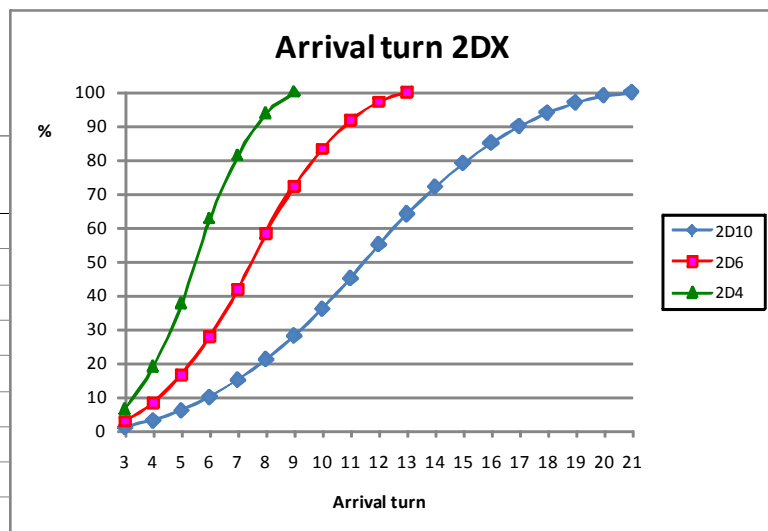
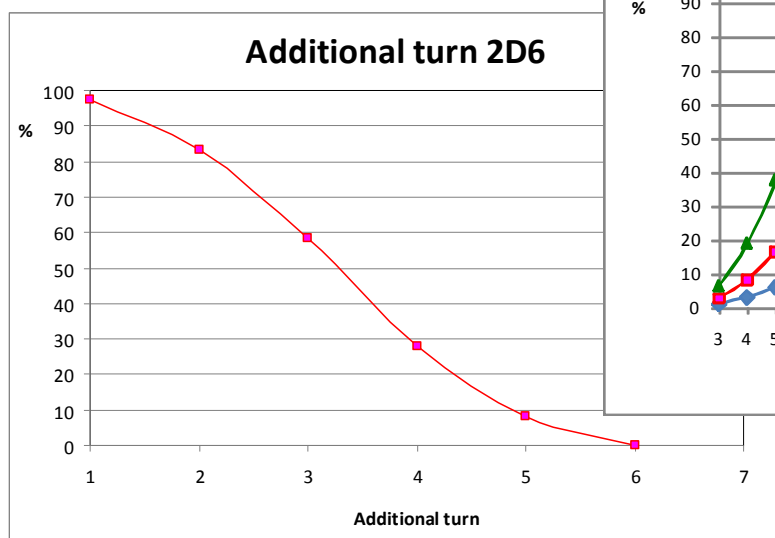
Cavalry Esprit/Discipline x/x[/Additional]

Esprit **V** : Valiant
 R : Reliable
 S : Shaky

Discipline **E** : Experienced
 A : Amateur
 I : Irregular

Additional **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 Polish/French

27th Division Dombrowski (+1/-)	Inf Brigade Zoltowski (+1/*)	Cav. Brigade Krukowiecki (+1/*)	6th LC Div Fournier (-/-)	1/4th HC Div Avice (+1/*)	9th Division Delmas (-/-)
Polish	Polish	Polish	6LC	HC	9
1B/9th Esteve (-/*)	2B/9th Maran (+1/*)	23th LC Div Beurmann (-/-)			
1B/9	2B/9	23LC			
1/2nd [P] IR R/E/SK2	2/2nd [P] IR R/E/SK2	1/4th [P] IR R/E/SK2	2/4th [P] IR R/E/SK2	2nd Uhlans V/E/Pu/La	4th Chas R/A/Pu
Polish	Polish	Polish	Polish	Polish	Polish
1 [P] FA M	1 [P] FA M	1 [P] FA Hw	2 [P] HA M	2 [P] HA M	2 [P] HA Hw
Polish	Polish	Polish	Polish	Polish	Polish
Mix Cha/Hul R/A/Pu	Mix Hussars R/E/Pu	1/2 bat HA M	1/2 bat HA M	Dragoons R/E/Sh/Pu(+)	
6LC	6LC	6LC	6LC	HC	
1/2nd Pr LgR R/E/SK2	1/136th LiR R/E/SK2	2/136th LiR R/A/SK1	1/138th LiR R/E/SK2	2/138th LiR R/A/SK1	1/145th LiR R/E/SK2
1B/9	1B/9	1B/9	2B/9	2B/9	2B/9
2/145th LiR R/A/SK1	2/9th FA M	2/9th FA M	2/9th FA M	2/9th FA Hw	
2B/9	9	9	9	9	
11/9th FA M	11/9th FA M	11/9th FA M	11/9th FA Hw	10th Hus R R/E/Pu	Baden DrR S/A/Pu
9	9	9	9	23LC	23LC
1/2 bat HA M	1/2 bat HA M				
23LC	23LC				

Unit Labels Russian Army

C-i-C Langeron (-1/-)	Avantgarde Rudzewitsch (-/-)	Cavalry Korff (-/-)	1st Cav Brig Emmanuel (-/-)	2nd Cav Brig Pahlen III (-1/¶)	Cossacks Witt (-/-)
		CD	CD		Cossacks
9th Division Udom II (-1/-)	1B/IX Poltaratzki (-1/¶)	3B/IX Grimblatt (-/*)	X Corps Kapsewitsch (-/-)	8 Div /X Urusoff (-1/*)	1B/8/X Schenschin (-1/-)
IX	1B/IX	3B/IX	X	8/X	1B/8/X
2B/8/X Rehren (-/¶)	IX Corps Olsusief (-/-)	15th Div/IX Korniloff (+1/*)	1B/15/IX Torn (-/-)	3B/15/IX Tichanowski (+1/*)	
2B/8/X	IX Corps	15/IX	1B/15/IX	3B/15/IX	Cos
Kargopol DR R/E/Pu	Kiev DR R/E/Pu	Kinburn DR R/E/Pu	1st Ukr Cos S/I/Pu	3rd Ukr Cos S/I/Pu	Derpt MJg R/E/Pu
CD	CD	CD	Cos	Cos	CD
Livland MJg R/E/Pu	Naschburg IR R/E/SK1	Apschero. IR R/E/SK1	Riaschsk IR R/E/SK1	Jager #38 R/E/SK2	
CD	1B/IX	1B/IX	3B/IX	3B/IX	
15th FA Hv	15th FA Hv	15th FA Hv	15th FA Hv	15th FA Hw	
IX	IX	IX	IX	IX	
8th HA M	8th HA M	8th HA M	8th HA Hw	8th HA Hw	
IX	IX	IX	IX	IX	
Archangel IR R/E/SK1	Schlüsselb IR R/E/SK1	Old Ingerm IR R/E/SK1	Jager #37 R/E/SK2		
1B/8/X	1B/8/X	2B/8/X	2B/8/X		
18th FA Hv	18th FA Hv	18th FA Hv	18th FA Hv	18th FA Hw	
X	X	X	X	X	
3rd FA M	3rd FA M	3rd FA M	3rd FA M	3rd FA Hw	
X	X	X	X	X	
Vitebsk IR R/E/SK1	Kaslow IR R/E/SK1	Jager #12 R/E/SK2	Jager #22 R/E/SK2		
1B/15/IX	1B/15/IX	3B/15/IX	3B/15/IX		