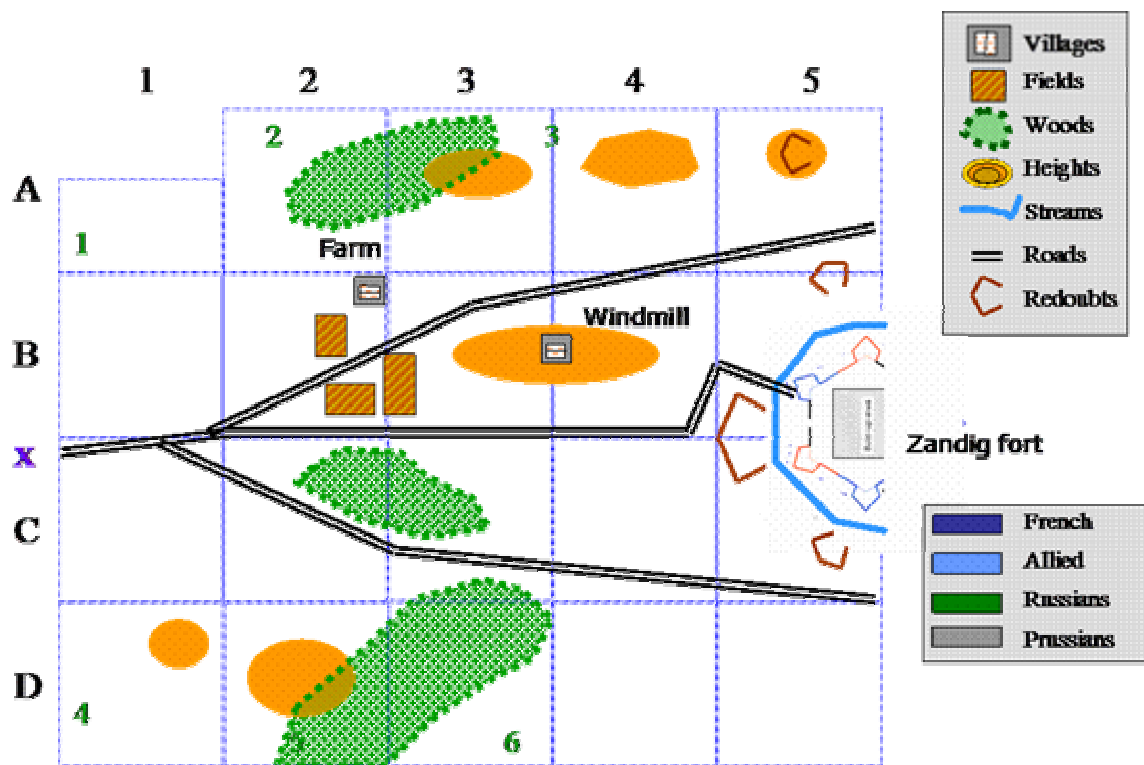


# The Supply column at Danzig (Poland, Fall 1813)

This Scenario is based on C.S. Grant's Tabletop Teaser No.2 'The Wagon Train'. Many thanks to the author and to Steve-the-wargamer that has up-loaded this and other Tabletop Teasers in his blog <http://steve-the-wargamer-teasers.blogspot.com/>.

French forces have been besieged in Danzig for some months and are badly in need of supplies of food taken from the surrounding area. However, Russian/Prussian forces are blockading the town by land and sea and the supply parties are constantly raided and disrupted. For this reason, the supplies have been given a strong guard to assist them in getting through. The French supply column, having broken camp after an unsettled night, started moving just before first light and its final goal is in sight to the East. Russian/Prussian forces have been harassing the column and growing in strength and boldness each day. However, today is their last chance to prevent the supplies and reinforcements from arriving at the town. They can be expected to attack in force. The order of battle is adapted from the Nafziger's book 'Napoleon at Leipzig. The Battle of Nations 1813' (The Emperor Press, Chicago, 1992) in the case of French Garrison and from the Napoleon-Series Forum. The Digby's data book (p.480) was used to complete the above data (see Bibliography).

## 1. MAP OF THE BATTLEFIELD



### MAP NOTES

- 1.1 The farm is not fortified, have a "+1" combat modifier and can contain a maximum of 1 Infantry battalion or 1 gun.
- 1.2 Woods, cultivated lands and high areas are rough terrain. Cavalry and artillery can move through only in column/march column/limbered formation.
- 1.3 The terrain squares are 40x40 cm (15.7"x15.7") and the terrain scale is 1/900 (1 in. to 25 yds)
- 1.4 The redoubts are only decorative items because the Russian force is not the siege corps.

## 2. ORDERS OF BATTLE<sup>1</sup>

### (2) French Supply Train (S) Grandjean 32"A(7)+0 [9M]

(1) **1st Brigade (1S)** Bachelu 12"G(6)+1 [2F]

1/13/1S 20BvLN [12D]; 2/13/1S 16BvLN [10D]; 1/10/1S 20PdLN [10D]; 2/10/1S 16PdLN [8D]

(1) **2<sup>nd</sup> Brigade (2S)** Breissan 12"A(5)+0 [2F]

4/8/2S 16FrLN [10D]; 4/16/2S 20FrLN [12D]; 4/2/2S 16FrLT [10D]; 4/4/2S 20FrLT [12D]

(1) **Cavalry (C/S)** Cavagnac 12"A(4)+0 [1F]

9 Uhlan 12PdLC [6D]; **ProDra** 14FrDC [7D]

(S) Fr 4#; (S) Fr 4#

(SW) Supply wagon; (SW) Supply wagon; (SW) Supply wagon; (SW) Supply wagon;

(SW) Supply wagon; (SW) Supply wagon

(1) **French Garrison (G)** Husson 12"G(5)+1 [2F] Husson is not under Grandjean command.

4/24/G 16FrLN [10D]; 4/45/G 20FrLN [12D]; **ProLC** 12FrLC [6D]; (G) Fr6#; (G) Fr6#

### (2) Russian Forces (R) Rakhmanov 28"A(5)+0 [8M]

(1) **1st Column (R1)** Treskin 12"A(6)+1 [3F]

1/Azov 16RsLN [8D]; 3/Azov 20RsLN [10D]; 1/Nizov 16RsLN [8D]; 3/Nizov 20RsLN [10D];

1/Briansk 16RsLN [8D]; (R) Rs6#

(2) **2nd Column (R2)** Turchaninov 12"P(4)+1 [2F]

1/3Jager 20RsJG [10D]; 3/3Jager 16RsJG [8D]; 1/18Jager 20RsJG [10D]; 3/18Jager 16RsJG [8D];

(R) Rs6#

(1) **Cavalry Column (C)** Falk 12"A(6)+0 [2F]

IamUhlan 16RsLC [8D]; **KazDrag** 20RsLC [10D]; **OstPreLWC** 16PrLWC [11D]

(1) **Cossacks Column (Co)** Czernozubov 12"A(5)+1 [1F]

1/Co IX 16RsCLC [11D]; 2/Co V 12RsCLC [8D]

## 3. SPECIAL RULES FOR DANZIG

### 3.1 Game Length

15.00 - 18.30 h (24 turns)<sup>1</sup>. There are no free-rolls in this Scenario. The Russians have the initiative (get 25 points more) and are the first side.

### 3.2 Deployment

#### 3.2.1 French Supply Force

The Supply Force enters in the first turn at a maximum distance of 4" form the B1-C1 end-road. Its order of march must follow the SOP for such columns as outlined in the Ney and Wilson works (See bibliography), i.e. a vanguard (light troops with a gun), the main body and a rearguard (cavalry).

**Vanguard:** 9<sup>th</sup> Polish Uhlans 12PdLC; 4/4/2S 20FrLT; S Fr4#

**Main body:** The rest of the infantry and guns, interspersed amongst the wagons and/or protecting the flanks of the convoy as desired

**Rearguard:** Provisional Dragoon Reg. 14FrDC

The wagons may only move on the roads but any unit entering on road can deploy off the road after it has been on the table for one move period. If a wagon is immobilised or destroyed on the road, no other vehicle may pass it. It then requires 1D4 moves with assistance of any friendly touching unit (other wagons inclusive) for the wagon to be manhandled off the road allowing other wagons to pass.

Each one of the French Garrison units may be released only after its commander pass a successful command test. The Garrison guns are mounted on the ramparts so are immobile.

#### 3.2.2 Russian force

Each of the four Russian Column Commanders rolls 1D6 for arrival point and 2D4 (2D3,2D5,2D6) whose sum is his arrival turn. The deployment of his forces is diced out for each individual unit: Its arrival turn is found by rolling 1D6: 1-2 same turn than Column Commander, 3-4 one turn later, 5-6 two turns later. Its exact arrival point is found rolling 2D6 whose sum gives the distance in inches to their respective Column Commander and a coin determines the flank, heads being right flank and tails left flank of the Column Commander.

The Russian C-i-C enters with one of the Columns chosen by rolling 1D4. He is attached to that Column until un-attaches himself.

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<sup>1</sup> The men scale is 1:30 for infantry and cavalry and 1:4 for guns. A turn is between 7.5 -10 minutes. The terrain scale is 1/900, i.e. 1 in. to 25 yds.

**Important Note.** The above die rolls can be made by using EXCEL™ spreadsheet by means of the function RANDBETWEEN(N1;N2) [ALEATORIO.ENTRE(N1;N2) for Spanish language users] where N1 and N2 are, respectively, the lowest and highest numbers you want to be returned (for example 1 and 6 for 1D6). The function allows the use of strange or “impossible” dice, such as 1D3 or 1D13, and could be also be used instead a coin (N1=1 and N2=2).

**Warning:** Previously the 'Analysis ToolPak' must be enabled:

1. From the 'Tools' menu, select 'Add-Ins'
2. Tick the box corresponding to 'Analysis ToolPak'
3. Select 'OK'

### 3.3 Cavalry scale and bases

Cavalry bases have 2 figures and their scale is the same than that of infantry: 1/30. When necessary, multiply the cavalry figures for 3/2 (for example to determine outnumbering in mixed combat) and remove 2 cavalry figures for each 3 losses suffered.

### 3.4 C-i-C ratings

Do not use “10” as Response number of the C-i-C's but use the values assigned to them in the OOB.

### 3.5 Rallying of units and avoiding rout and dispersal

Routed units can try to rally without an attached general with an additional '-3' modifier. Rout and Dispersal attempts can be made without an attached general using an additional '-3' modifier. A successful dispersal attempt must be preceded by a rout move.

### 3.6. The Cossacks

Standing orders for all Cossack forces at that time included the watching of enemy units and avoiding and evading, if necessary, the combat with formed enemy units. However, disordered forces and supply units were always prime targets. All the optional rules regarding Irregular units are of application.

### 3.7. Staff officers and such

Both armies have sufficient staff officers for any independent or semi-independent task-force. All of these are 12”A(5)+0.

## 5. VICTORY POINTS

The main goal of the French Supply column is to reach the safety of Danzig with the greater possible number of wagons. The game would be drawn if the French got at least the half of the convoy wagons into town by last turn. The French will win if more of one-half arrived safely. All the three roads (A5, B5, C5) lead to the town.

## 6. HISTORICAL OUTCOME

During the Seven Years War the Prussians suffered a similar incident when carrying supplies to the besieging force. In June 28, 1758 a 4,000 wagons Prussian convoy was attacked by an Austrian force. The escorting force was 9,200 strong with over 4,000 civilian baggage attendants and 16,000 transport horses making up this huge column whereas the Austrian force was around 8,200 strong. The engagement finished with the Prussian defeat.

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#### 4. DANZIG UNIT ROSTER

COUNTRY	UNIT	NAME	COMBAT MODIFIERS*				DRD	ROUT NUM r	RSP	DSP b	FIRE	MOD l	MOVEMENT c			MOVEMENT MODS		
			COL or LIM	LIN or ULM	SQ vs CAV	vs OT a							COL or LIM	LIN or ULM	MRCH COL	RGH or SQR	BCK or SID	CHG FOR d
~	<b>GEN</b>	General <b>eq</b>	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~	
~	<b>MES</b>	Messenger <b>ep</b>	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~	
~	<b>WAG</b>	Wagon/Pack Train <b>p</b>	-7	~	~	<b>f</b>	<b>f</b>	<b>f</b>	3	~	~	~	10"	~	12"	6/1	~	~
~	<b>DCV</b>	Dismounted Cavalry	-3	-2	+3	-7	<b>l</b>	<b>l</b>	<b>l</b>	<b>l</b>	8"	-4	5"	1"	15"	2/1	3/1	1"
French	<b>DC</b>	Dragoon Cavalry <b>h</b>	+0 <b>g</b>	+2 <b>g</b>	~	+4	2	3	6	C	~	~	14"	13"	22"	3/1	2/1	6"
French	<b>LC</b>	Light Cavalry <b>h</b>	-2 <b>g</b>	0 <b>g</b>	~	+4	2	3	6	C	~	~	15"	14"	22"	3/1	2/1	7"
French	<b>LN</b>	Line Infantry	-2	+1	+6	-5	2	3	5	D	16"	0	9"	1"	16"	3/1	3/1	1"
French	<b>LT</b>	Light Infantry	-2	+1	+6	-5	2	3	5	D	16"	0	10"	1"	18"	2/1	2/1	1"
French	<b>6#</b>	6# Foot Artillery <b>p</b>	-5	-3	<b>f</b>	<b>f</b>	<b>k</b>	<b>k</b>	6	~	36"	+2	9"	3"	12"	4/1	1/1	3"
French	<b>4#</b>	4# Horse Artillery <b>p</b>	-5 <b>g</b>	-3 <b>g</b>	<b>f</b>	<b>f</b>	<b>k</b>	<b>k</b>	6	~	32"	+2	12"	5"	21"	4/1	1/1	3"
Poland	<b>LC</b>	Light Cavalry <b>h</b>	-1 <b>g</b>	0 <b>g</b>	~	+4	2	3	6	C	~	~	15"	14"	24"	3/1	2/1	6"
Poland	<b>LN</b>	Line Infantry	-2	+1	+6	-5	2	4	5	C	16"	0	10"	2"	16"	2/1	2/1	2"
Bavaria	<b>LN</b>	Line Infantry	-3	0	+5	-6	2	3	4	D	12"	-1	9"	2"	16"	2/1	2/1	2"
Prussian	<b>LWC</b>	Landwehr Cavalry <b>h</b>	-3 <b>g</b>	-1 <b>g</b>	~	+3	1	3	5	D	~	~	13"	12"	24"	4/1	3/1	7"
Russian	<b>LC</b>	Light Cavalry <b>h</b>	-2 <b>g</b>	0 <b>g</b>	~	+3	2	3	5	C	~	~	15"	14"	24"	3/1	3/1	8"
Russian	<b>CLC</b>	Cossack Cavalry <b>h *</b>	-4 <b>g</b>	-2 <b>g</b>	~	+2	1	2	4	E	~	~	17"	16"	26"	2/1	2/1	8"
Russian	<b>LN</b>	Line Infantry	-2	+1	+6	-4	2	5	4	C	12"	-1	9"	2"	16"	2/1	2/1	2"
Russian	<b>JG</b>	Jager Infantry	-2	0	+6	-4	2	4	5	C	16"	0	10"	4"	18"	2/1	2/1	2"
Russian	<b>6#</b>	6# Foot Artillery <b>np</b>	-5 <b>g</b>	-3 <b>g</b>	<b>f</b>	<b>f</b>	<b>k</b>	<b>k</b>	4	~	32"	0	8"	2"	14"	4/1	1/1	3"

## Labels for Danzig

<b>S</b> [9M] <b>Grandjean</b> 32"A(7)+0	<b>1S</b> [2F] <b>Bachelu</b> 12"G(6)+1	<b>2S</b> [2F] <b>Breissan</b> 12"A(5)+0	<b>C/S</b> [1F] <b>Cavagnac</b> 12"A(4)+0	<b>G</b> [2F] <b>Husson</b> 12"G(5)+1	<b>staff</b> <b>Blanc</b> 12"A(5)+0	<b>staff</b> <b>Rouge</b> 12"A(5)+0	<b>staff</b> <b>Vert</b> 12"A(5)+0	12"P(4)-1	12"P(4)-1
1/13/1S [12D] 20BvLN	2/13/1S [10D] 16BvLN	1/10/1S [10D] 20PdLN	2/10/1S [8D] 16PdLN	4/8/2S [10D] 16FrLN	4/16/2S [12D] 20FrLN	4/2/2S [10D] 16FrLT	4/4/2S [12D] 20FrLT	9 Uhlan [6D] 12PdLC	ProDra [7D] 14FrDC
S HA Fr4#	S HA Fr4#	4/24/G [10D] 16FrLN	4/45/G [12D] 20FrLN		ProLC [6D] 12FrLC	G FA Fr6#	G FA Fr6#		
<b>R</b> [8M] <b>Rakhmanov</b> 28"A(5)+0	<b>R1</b> [3F] <b>Treskin</b> 12"A(6)+1	<b>R2</b> [2F] <b>Turchaninov</b> 12"P(4)+1	<b>RC</b> [2F] <b>Falk</b> 12"A(6)+0	<b>Co</b> [1F] <b>Czernozubov</b> 12"A(5)+1	<b>staff</b> <b>Bielii</b> 12"A(5)+0	<b>staff</b> <b>Krasnii</b> 12"A(5)+0	<b>staff</b> <b>Silionii</b> 12"A(5)+0	12"P(4)-1	12"P(4)-1
1/Azov [8D] 16RsLN	3/Azov [10D] 20RsLN	1/Nizov [8D] 16RsLN	3/Nizov [10D] 20RsLN	1/Briansk [8D] 16RsLN	1/3Jag [10D] 20RsJG	3/3Jag [8D] 16RsJG	1/18Jag [10D] 20RsJG	3/18Jag [8D] 16RsJG	R FA Rs6#
R FA Rs6#	1amUhlen [8D] 16RsLC	KazDrag [10D] 20RsLC	OstPre [11D] 16PrLWC	1/Co IX [11D] 16RsCLC	2/Co V [8D] 12RsCLC				
	Uhlan	Dragoons	Landwher						
1/20Jag [10D] 20RsJG	3/20Jag [8D] 16RsJG	1/21Jag [10D] 20RsJG	3/21Jag [8D] 16RsJG		3/CoXVII [11D] 16RsCLC	4/Co VII [8D] 12RsCLC	5/Co IV [11D] 16RsCLC		