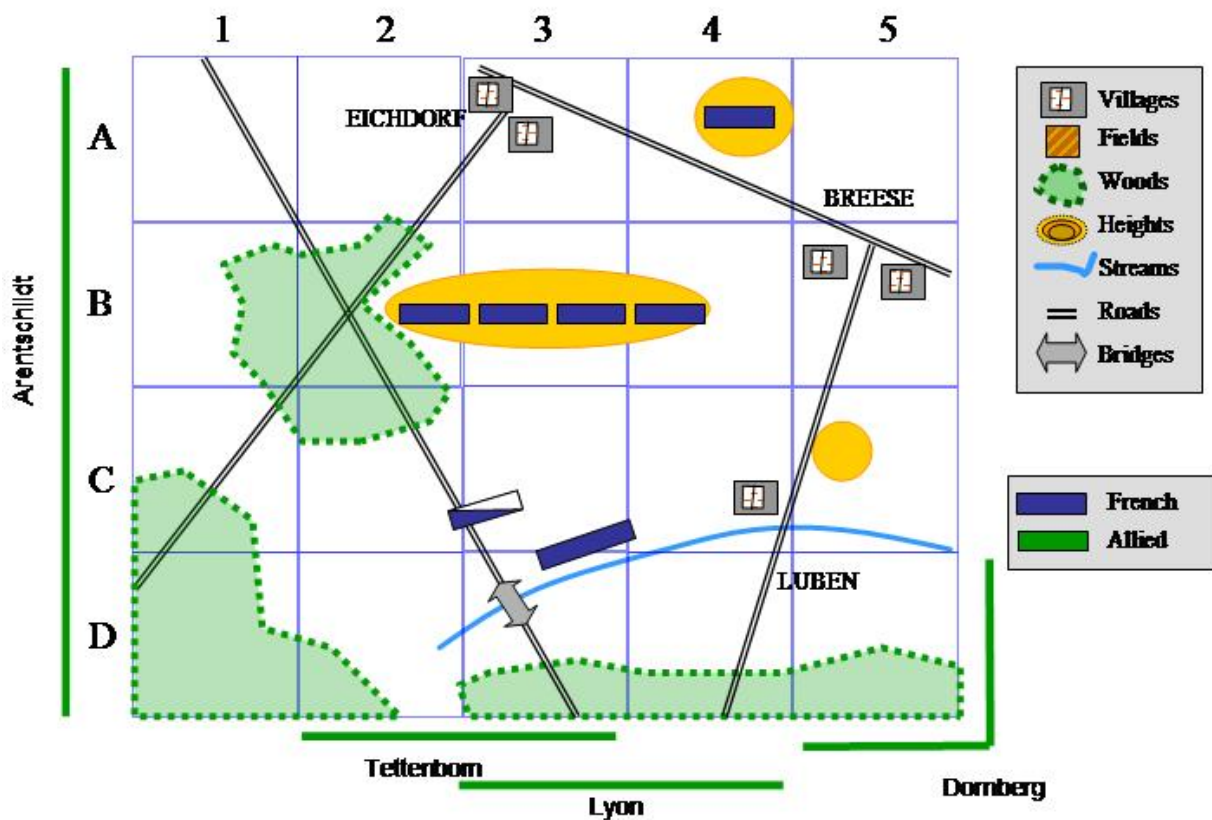


Battle of Göhrde (September 16, 1813)

The battle of Göhrde (16 September 1813) was an un-successful ambush laid by the General Count von Wallmoden-Simborn (14,000 men including the 73rd Highland Foot regiment and a British Rocket Battery), in order to surprise the small force of the General Pecheux (4,000 men). Because of the lack of coordination, Pecheux was not crushed although he suffered a staggering 50% of losses. The OOB's and the main narrative were mainly taken from the Nafziger's and Smith's books (See Bibliography).

The Scenario is designed for the **divisional version** of Napoleon's Battles

1. MAP OF THE BATTLEFIELD



MAP NOTES

1.1 All buildings are not fortified and have a "+1" combat modifier. Each building can contain a maximum of 1 Infantry battalions and 1 gun.

1.2 Woods and high areas (brownish coloured) are rough terrain. Cavalry (exception made from Cossacks) and artillery can move trough only in column/march column/limbered formation.

1.3 The stream is fordable for infantry and cavalry units in any formation, but units in Line formation become disordered. The area near the stream (a stripe of 2" from each bank) is marshy so it is considered rough terrain

1.4 The terrain squares are 40x40 cm (15.7"x15.7") at 1/900 scale (1 in. to 25 yds)

2. ORDERS OF BATTLE¹

- (3) **Allied Army (A)** Wallmoden 36"A(6)+0 [15M]
- (2) **Left Division (L)** Arentschildt 32"G(6)+0 [4F]
- (1) **1st Brigade (1/L)** Natzmer 12"A(6)+0
1RGL/1/L 24PrFKI [12D]; 2RGL/1/L 20PrFKI [10D]; 5RGL/1/L 24PrFKI [12D]
- (1) **2nd Brigade (2/L)** Von Wardenburg 12"A(6)+0
3RGL/2/L 20PrFKI [10D]; 4RGL/2/L 24PrFKI [12D]; 6RGL/2/L 24PrFKI [12D];
1RGLHus1/2/L 10PrFLC [6D]; 1RGLHus2/2/L 10PrFLC [6D]
(L) Pr6# 1RGLHA; (L) Pr6# 1RGLHA; (L) Pr6# 1RGLFA ; (L) Pr6# 1RGLFA
- (2) **Center (Advance-Guard) Division (C)** Tettenborn 28"A(5)+0 [4F]
- (1) **1st Brigade (1/C)** Ratt 12"A(5)+0
ComJg/1/C 12PrJG [6D]; VLuJg/1/C 20PrJG [10D]; VLuFC/1/C 24PrFKI [12D];
VLuFCHus/1/C 14PrFLC [8D]; Kom/1/C 13RsCLC [9D]; Sul/1/C 10RsCLC [7D];
Den/1/C 10RsCLC [7D]
(C) Ha6# Han HA
- (2) **Right Division (R)** Lyon 32"A(4)+0 [4F]
- 1st (Light) **Brigade (1/R)** Martin 12"A(6)+0
BreVer/1/R 20HnLW [14D]; 73Hig/1/R 16BrLN [6D]; Anh/1/R 20HaLN [12D]
- 2nd (Line) **Brigade (2/R)** Halkett 12"A(5)+0
Lang/2/R 20HnLW [14D]; Benn/2/R 20HnLW [14D]; Laue/2/R 20HnLW [14D];
ComKGL/2/R 12BrLN [5D]; (R) Hn6# HN FA; (R) Hn6# HN FA
- (1) **Cavalry Division (Cv)** Dornberg 24"G(6)+0 [1F]
3KGLHus1/Cv 12KLC [5D]; 3KGLHus2/Cv 14KLC [6D]; BreVerHus/Cv 6HnLC [4D];
(Cv/HA) Bruckman 12"A(5)+0
(Cv) Br6# 1KGLHA; (Cv) Br6# 1KGLHA; (Cv) Br6# 2KGLHA; (Cv) Br6# 2KGLHA;
(Cv) Pr6# 2RGLHA; (Cv) Pr6# 2RGLHA; (Cv) BrRHA Rockets
- (2) **50th Division (50) Pecheux** 32"A(5)+0 [5M]
- 1st **Brigade (1/50) Mielzynski** 12"A(5)+0 [2F]
2/3/1/50 24FrLN [14D]; 3/3/1/50 24FrLN [14D]; 4/3/1/50 20FrLN [12D]; 6/3/1/50 20FrLN [12D]
- 2nd **Brigade (2/50) Blanc** 16"G(6)+1 [1F]
1/29/2/50 20FrLN [12D]; 2/105/2/50 20FrLN [12D]
- Cavalry (CC)** Lebleu 12"A(5)+0 [1F]
1/28/CC 4FrLC [2D]
FA Fr6# ; FA Fr6#

3. SPECIAL RULES FOR GÖHRDE

3.1 Game Length

16.00 - 20.00 h² (24 turns). There are no free-rolls in this Scenario. The Allied have the initiative and are the first side.

3.2 Deployment

3.2.1 French force

All the French units are on the table in the positions marked in the table-map. The batteries can be located as desired.

3.2.2 Allied force

(C) and **Wallmoden** 16.00 h at D2-D3 (30-70) (*Numbers in parenthesis are percentages of occurrence*)

(1/L) 16.20 h at B1-C1-D1 (10-40-50)

(2/L) 16.20 h at A1-B1-C1 (50-40-10)

(Cv) 17.00 h at D5 corner (70-30)

¹ 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. Foot Light Batteries are highlighted in yellow.

² The civil sunset at the zone, occurs at 20 h (Results provided by <http://www.cavu.com/sunset.html> for Hamburg at September, 16)

(1/R) 17.20 h at D3-D4 (70-30)

(2/R) 17.20 h at D3-D4 (30-70)

The O.R. 13.8.2 rule for Varying Time Arrivals is always applied to each force separately.

All units arrive in column after the precedent. The actual march order for each division or brigade must be diced out when arriving at the table (no artillery half-battery could enter until at least one infantry/cavalry of its command group was on the table). All units enter by the same arrival area than the previous. The brigade and divisional commanders enter with the first unit of its command. Each Brigade commander enters with his brigade. Each Division commander enters with his division.

3.3 Cavalry scale and bases

The Cavalry 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 Battalion commanders, Staff officers and such

All Infantry battalion/Cavalry regiment/Half-Battery commanders are A(4)+0 for command control tests when acting in an *independent* role. A task-force having two or more units could be formed as wished by the C-i-C under command of any of the officers appearing in the OOB.

3.7 British Rockets

The Congreve rockets were a psychological weapon causing more havoc from the fear and disorder than actual losses. Since the battle is a divisional affaire, the NB statistics for British Rockets have been changed. The Fire factor is '-1' but, if successful, a disorder marker is placed on the target **instead** one loss marker.

5. VICTORY POINTS

This Scenario is an annihilation battle, and the Allied objective is to fully destroy the smaller French force trying to evade. The point values are: French 155 vs. Allied 633. The multiplier for the weaker side (French) is 4.08 in both NB1 and NB2 (197 and 79 points respectively).

The only geographical objectives are the northern road-ends located at A1 (30 %), A3 (50 %) and B5 (20 %). Every French base retiring from the tabletop before than the end of game (20.00 h), is worth an additional 2.56% for the French (there are 39 French bases at the start).

6. HISTORICAL OUTCOME

Because of the lack of Allied coordination, Pecheux was not crushed although he suffered a staggering 50% of losses and he was able to retire towards Hamburg.

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4. GÖHRDE UNIT ROSTER

COUNTRY	UNIT	NAME	COMBAT MODIFIERS*						MOVEMENT c					MOVEMENT MODS				
			COL or LIM	LIN or ULM	SQ vs CAV	vs OT a	DRD	ROUT NUM r	RSP	DSP b	FIRE	MOD I	COL or LIM	LIN or ULM	MRCH COL	RGH or SQR	BCK or SID	CHG FOR d
~	GEN	General eq	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
~	MES	Messenger ep	~	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~
~	WAG	Wagon/Pack Train p	-7	~	~	f	f	f	3	~	~	~	10"	~	12"	6/1	~	~
~	DCV	Dismounted Cavalry	-3	-2	+3	-7	l	l	l	l	8"	-4	5"	1"	15"	2/1	3/1	1"
French	LC	Light Cavalry h	-2 g	0 g	~	+4	2	3	6	C	~	~	15"	14"	22"	3/1	2/1	7"
French	LN	Line Infantry	-2	+1	+6	-5	2	3	5	D	16"	0	9"	1"	16"	3/1	3/1	1"
French	6#	6# Foot Artillery p	-5	-3	f	f	k	k	6	~	36"	+2	9"	3"	12"	4/1	1/1	3"
Prussian*	FLC	Freikorps Cavalry h	-2 g	0 g	~	+3	2	3	5	D	~	~	15"	14"	24"	4/1	3/1	7"
Prussian**	FKI	Freikorps Infantry	-2	+1	+6	-5	2	4	5	C	16"	0	10"	3"	16"	2/1	2/1	2"
Prussian*	JG	Jager/Shutzen Infantry s	-2	0	+6	-5	2	4	5	C	20"	+2	12"	4"	18"	3/2	4/3	2"
Prussian*	6#	6# Foot Artillery p	-5 g	-3 g	f	f	k	k	5	~	36"	0	9"	2"	14"	4/1	1/1	3"
Prussian*	6#	6# Horse Artillery p	-5 g	-3 g	f	f	k	k	5	~	36"	0	11"	4"	21"	4/1	1/1	3"
Russian	CLC	Cossack Cavalry h *	-4 g	-2 g	~	+2	1	2	4	E	~	~	17"	16"	26"	2/1	2/1	8"
Hanseatic	LN	Line Infantry	-3	0	+5	-6	2	3	3	D	12"	-1	10"	2"	15"	4/1	3/1	2"
Hanseatic	6#	6# Horse Artillery p	-5 g	-3 g	f	f	k	k	5	~	36"	-1	11"	4"	21"	4/1	1/1	3"
Hanover	LC	Light Cavalry h	-3 g	-1 g	~	+3	1	3	4	D	~	~	15"	14"	22"	3/1	3/1	7"
Hanover	LW	Landwehr Infantry	-3	-1	+5	-6	1	3	3	E	8"	-2	8"	1"	15"	4/1	3/1	1"
Hanover	6#	6# Foot Artillery p	-5 g	-3 g	f	f	k	k	5	~	36"	-1	9"	2"	14"	4/1	1/1	3"
Great Britain	KLC	KGL Light Cavalry h	-1 g	+1 g	~	+5	2	3	6	B	~	~	14"	13"	23"	3/1	2/1	6"
Great Britain	LN	Line Infantry (KGL)	-1	+3	+8	-3	2	5	6	B	16"	+1	12"	4"	15"	2/1	2/1	2"
Great Britain	6#	6# Horse Artillery p	-5 g	-3 g	f	f	k	k	6	~	36"	+2	12"	4"	21"	4/1	1/1	3"
Great Britain**	RHA	Rocket H. Battery px	-5 g	-4 g	f	f	k	k	6	~	36"	-1	12"	3"	21"	2/1	1/1	3"

* The Response numbers are lowered in 1 to take in account the fragility of the units

† The combat modifiers of the Russo-German Legion and the Von Lutzow FreiKorps are lowered in 1

** The Fire factors is increased from '-3' to '-1' but this weapon only can cause disorder on their target.

Labels for G6hrde

A [15M] Wallmoden 36"A(6)+0	L [4F] Arentschildt 32"G(6)+0	1/L Natzmer 12"A(6)+0	2/L Wardenburg 12"A(6)+0	C [4F] Tettenborn 28"A(5)+0	1/C Ratt 12"A(5)+0	R [4F] Lyon 32"A(4)+0	1/R Martin 12"A(6)+0	2/R Halkett 12"A(5)+0	Cv [1F] Dornberg 24"G(6)+0
1RGL/1/L [12D] 24PrFKI	2RGL/1/L [10D] 20PrFKI	5RGL/1/L [12D] 24PrFKI	3RGL/2/L [10D] 20PrFKI	4RGL/2/L [12D] 24PrFKI	6RGL/2/L [12D] 24PrFKI	1RGHs1/2/L[6D] 10PrFLC	1RGLHs2/2/L[6D] 10PrFLC	L 1RGLHA Pr6#	L 1RGLFA Pr6#
<i>Russian</i>	<i>Russian</i>	<i>Russian</i>	<i>Russian</i>	<i>Russian</i>	<i>Russian</i>	<i>Russ.-Prussian</i>	<i>Russ.-Prussian</i>	<i>Russ.-Prussian</i>	<i>Russ.-Prussian</i>
L 1RGLFA Pr6#	ComJg/1/C [6D] 12PrJG	VLuJg/1/C [10D] 20PrJG	VLuF/1/C [12D] 24PrFKI	VLuFHs/1/C [8D] 14PrFLC	Kom/1/C [9D] 13RsCLC	Sul/1/C [7D] 10RsCLC	Den/1/C [7D] 10RsCLC	C Han HA Ha6#	BreVe/1/R [14D] 20HnLW
<i>Russ.-Prussian</i>	<i>Prussian</i>	<i>Prussian</i>	<i>Brunswick</i>	<i>Prussian</i>	<i>Cossacks</i>	<i>Cossacks</i>	<i>Cossacks</i>	<i>Prussian</i>	<i>British Rifles</i>
73Hig/1/R [6D] 16BrLN	Anh/1/R [12D] 20HaLN	Lang/2/R [14D] 20HnLW	Benn/2/R [14D] 20HnLW	Laue/2/R [14D] 20HnLW	CoKGL/2/R [5D] 12BrLN	R HN FA Hn6#	R HN FA Hn6#	3KGLHs1/Cv [5D] 12KLC	3KGLHs2/Cv [6D] 14KLC
<i>Scots</i>	<i>French shako</i> <i>Blue coat</i>	<i>British</i>	<i>White Shako</i> <i>British</i>	<i>British</i>	<i>British</i>	<i>British</i>	<i>British</i>	<i>KGL Hussars</i>	<i>KGL Hussars</i>
BrVeHs/Cv [4D] 6HnLC	Cv 1KGLHA Br6#	Cv 1KGLHA Br6#	Cv 2KGLHA Br6#	Cv 2KGLHA Br6#	Cv 2RGLHA Pr6#	Cv 2RGLHA Pr6#	Cv Rockets BrRHA	Cv/HA Bruckman 12"A(5)+0	L 1RGLHA Pr6#
<i>Hussars</i>	<i>British</i>	<i>British</i>	<i>British</i>	<i>British</i>	<i>British</i>	<i>British</i>	<i>British</i>		<i>Russ.-Prussian</i>
50 [5M] Pecheux 32"A(5)+0	1/50 [2F] Mielzynski 12"A(5)+0	2/50 [1F] Blanc 16"G(6)+1	Cavalry [1F] Lebleu 12"A(5)+0	2/3/1/50 [14D] 24FrLN	3/3/1/50 [14D] 24FrLN	4/3/1/50 [12D] 20FrLN	6/3/1/50 [12D] 20FrLN	1/29/2/50 [12D] 20FrLN	2/105/2/50 [12D] 20FrLN
1/28/CC [2D] 4FrLC	FA FA Fr6#	FA FA Fr6#							