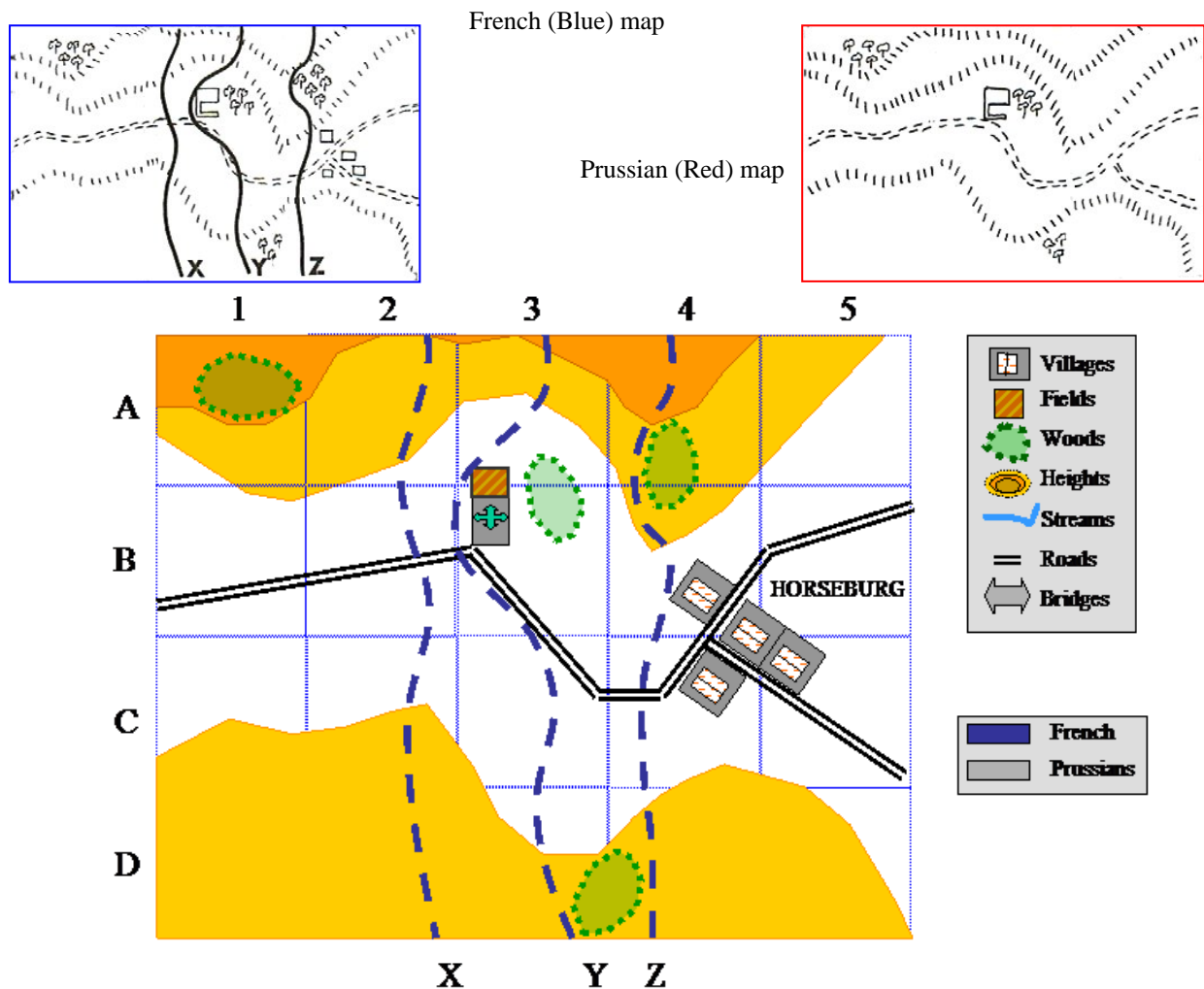


## Pass clearance at Horselburg (October 26, 1813)

This scenario is an adaptation of the C.S. Grant's 'Pass Clearance' No.3 scenario of his book 'Programmed Wargames Scenarios' and it is set after the battle of Leipzig. Napoleon has been defeated at Leipzig and is retiring westwards. "On 25 October, at 3.00 a.m., Napoleon ordered his army westwards once again in order to reach the passes by Eisenach, before the Advance Guard of the Army of Silesia. This effort was yet another inevitable force march ... On 26 October, in yet another rearguard action, Oudinot and Mortier engaged Yorck's Corps around Hörselberg. Their four weak divisions of Young Guard totalled about 14,000 men and suffered about 2,000 casualties". (G. Nafziger, 'Napoleon at Leipzig. The Battle of Nations 1813'. The Emperor Press, Chicago, 1996)

This fictional combat (**Horselberg+Fryeburg**) was fought between elements of the Prussian Army of Silesia (Advance Guard and 7<sup>th</sup> brigade of the Yorck's I Corps) and the 1<sup>st</sup> and 3<sup>rd</sup> Divisions of the reformed (at Erfurt) Young Guard Corps under Mortier. The orders of battle are modified and adapted from the Nafziger's and Smith's book (See Bibliography).

### 1. MAP OF THE BATTLEFIELD



#### MAP NOTES

1.1 All buildings are not fortified and have a "+1" combat modifier. Horseburg can contain a maximum of 2 Infantry battalions and 1 guns.

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

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

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

- (3) **I Prussian Corps (I)** Yorck 40"E(7)+1 [12M]
- (2) **Advance Guard (AG)** Katzeler 32"A(4)+0 [4F].  
**EastPrJag/AG** 12PrJG [6D]; **ConSLW/AG** 16PrSLW [10D] ; **2/12Res/AG** 16PrRES [8D];  
**1/Branden/AG** 16PrLN [8D]; **WestPrGren/AG** 12PrGN [5D]; **LeibGren/AG** 16PrGN [6D],  
**Fus/WestPr/AG** 16PrLT [8D]; (AG) Pr6# ; (AG) Pr6#
- (2) **7th Brigade (7)** Horn 32"A(6)+0 [4F]  
**1/LeibIn/7** 20PrLN [10D]; **2/LeibIn/7** 16PrLN [8D]; **1/1EasPr/7** 20PrLN [10D];  
**2/1EasPr/7** 16PrLN [8D]; **Fus/LeibIn/7** 20PrLT [10D]; **15SiLW/7** 24PrSLW [14D];  
**4SiLW/7** 28PrSLW [17D]; (7) Pr6#; (7) Pr6#
- (2) **Cavalry (C)** Bismarck 12"A(6)+0 [2F]  
**5SiLWC** 6PrLWC [4D]; **EasPrNatC** 12PrLWC [7D]; **BranHulan** 10PrLC [5D];  
**BranHus** 10PrLC [5D]; **2LeibHus** 13PrLC [7D]; (C) Pr6#; (C) Pr6#

Additional commanders are also included to make "ad-hoc" multi-unit task-forces (See 3.22).

- (3) **Young Guard (YG)** Mortier 36"G(6)+1 [7M].
  - (2) **2<sup>me</sup> Division (2/YG)** Barrois 32"G(5)+1 [3F]
    - (1) **1me Brigade (1/2/YG)** Poret 16"G(6)+1  
**1 Tir/1/2/YG** 20FrYG [10D], **2 Tir/1/2/YG** 20FrYG [10D]; **3 Tir/1/2/YG** 16FrYG [8D]
    - (1) **2me<sup>d</sup> Brigade (2/2/YG)** Couloumy 12"A(6)+1  
**4 Tir/1/2/YG** 20FrYG [10D], **5 Tir/1/2/YG** 20FrYG [10D]; **6 Tir/1/2/YG** 16FrYG [8D]  
(2/YG) Fr6# ; (2/YG) Fr6# ; (2/YG) Fr6#
  - (2) **3<sup>me</sup> Division (3/YG)** Decouz 32"A(6)+0 [2F]
    - (1) **2me<sup>d</sup> Brigade (2/3/YG)** Couloumy 12"A(6)+1  
**9 Tir/2/3/YG** 20FrYG [10D]; **10 Tir/2/3/YG** 20FrYG [10D]; **12 Tir/2/3/YG** 16FrYG [8D]  
(3/YG) Fr6#
  - (2) **Guard Light Cavalry Division (YGC)** Krasinsky 12"A(5)+0 [1F]  
**Chev-Leger** 11FrYGC [6D]; **Cha-Cheva** 12FrYGC [6D] ; (YGC) FrG6# ; (YGC) FrG6#
- (YG) Guard sappers; (YG) Guard engineering train

## 3. SPECIAL RULES FOR PASS CLEARANCE

As all the Scenarios of the book "Programmed Wargames Scenarios" this one is heavily randomised, giving a different game each time it is played. The rules below are the resulting after rolling all the required dice (an EXCEL spreadsheet was used instead)

### 3.1 Game Length

6.30 - 17.30 h<sup>2</sup> (66 turns). There are no free-rolls in this Scenario. The Prussians have the initiative and are the first side.

### 3.2 Deployment

#### 3.2.1 French delaying force.

Its mission is "*to prevent Prussians securing a passage for his main army through the pass in the hours of daylight*". No deployment is allowed in the western side. The defence will be "*Defence in depth. Deploy 1/3 of force across the front between X and Y and 1/3 between Y and Z and 1/3 between Z and the eastern side of the battlefield*". Troops may be concealed in woods or houses. The troops at east of line Z must be deployed with the "*Force spread across the whole front with centre on town*". The orders are "*The army will be based on a number of defended areas sited in depth which will be used to delay the enemy and cause casualties. These localities will withdraw as they become threatened. A final defensive position will be formed at the far eastern end of the pass if this is required to fulfil the mission. Uncommitted troops, for example the rearmost third of the army in the initial stages, will form the defence*". Moreover, "*the line will conform to any reverse falling back accordingly*".

#### 3.2.2 Prussian force

Its mission is "*To secure the pass during the hours of daylight so that the main army may pass through it unmolested by night*". The forces will appear in column on the central road on the move one and will deploy off road in the second move but "*if units come under small arms fire as they deploy, the attack will begin immediately*".

<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.

<sup>2</sup> Results provided by <http://www.cavu.com/sunset.html> for Leipzig at October, 28

The force will “Attack down both the northern and southern sides of the pass with light troop in the centre linking the flanks” and “pockets of enemy resistance will be bypassed”. The order of march appears in the following table:

<b>Turn 1</b>	2LbHuss (3)	EPrJg/AG	2LbHuss (2)					
<b>Turn 3</b>	<b>Kuckbusch</b>	2LbHuss (4)	Fu/WPr/AG	HA	LbGr/AG	2LbHuss (4)		
<b>Turn 6</b>	<b>Katzeler</b>	<b>Bismarck</b>	EPrNatC	BranHul	HA	WPrGr/AG		
	1/Bran/AG	FA	FA	2/12Res/AG	CSLW/AG	5SiLWC	BranHus	
<b>Turn 10</b>	<b>Yorck</b>	<b>Horn</b>	<b>Weltzien</b>	Fu/Lb/7 ]	1/LbIn/7	2/LbIn/7	FA	FA
	<b>Heinz</b>	15SiLW/7	4SiLW/7	<b>Bork</b>	1/1EPr/7	2/1EPr/7		

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

### 3.3 Engineering tasks

The O.R. 13.3. is used. modified by the scale. 60 men (2 fig) spend 30 min (3 turns) in a BUA element to fortify per unfortified combat modifier improved to fortified combat modifier. In this case, the sapper detachment (8 figures) will improve to fortified status until 4 BUA's of Horselburg in three turns. It will require another additional 90 min (9 turns) in the same conditions, to raise the fortified modifier by '+1' until a '+4' maximum.

### 3.4 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.

### 3.5 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. If present, the effect of Wittgenstein or St-Cyr is to allow a second opportunity for a non-passed command test of, respectively, Klux or Claparede, Use the command numbers of Wittgenstein or St-Cyr in this second thrown.

### 3.6 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.

### 3.7 Battalion commanders, Staff officers and such

All Infantry battalion/Cavalry regiment commanders are A(5)+0 for command control tests when acting in an *independent* role. A task-force having two or more Infantry battalion/Cavalry regiment can be formed as wished by the C-i-C under command of any of the officers appearing in the OOB.

## 5. VICTORY POINTS

Taken from the book "Programmed Wargames Scenarios" *"The victory conditions for this scenario are closely related to the situation at last light, if no clear victor has already emerged. The victor will be who has achieved his mission. There can be no draw"*.

## 6. HISTORICAL OUTCOME

All Prussian attempts to dislodge the French rearguard after Leipzig were unsuccessful. Napoleon outdistanced all his pursuers and routed “en passant” the Bavarians at Hanau.

## 7. BIBLIOGRAPHY

- Grant, C.S.. "Programmed Wargames Scenarios", Wargames Research Group, Goring-by-Sea, England, 1983  
 Nafziger G. "Napoleon at Leipzig. The Battle of Nations 1813", The Emperor Press, Chicago, 1996  
 Smith, D. "The Greenhill Napoleonic Wars Data Book", Greenhill Books, London, 1998

#### 4. HORSEBURG 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>YGC</b>	Young Guard Cavalry <b>h</b>	-1 <b>g</b>	+1 <b>g</b>	~	+4	2	3	7	C	~	~	15"	14"	24"	3/1	2/1	7"
French	<b>YG</b>	Young Guard Infantry	-1	+2	+7	-4	2	4	6	C	20"	0	12"	2"	18"	3/2	3/2	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"	14"	4/1	1/1	3"
French	<b>G6#</b>	Guard 6# Horse Artillery <b>p</b>	-4 <b>g</b>	-2 <b>g</b>	<b>f</b>	<b>f</b>	<b>k</b>	<b>k</b>	8	~	36"	+2	12"	4"	22"	4/1	1/1	2"
Prussian	<b>LC</b>	Light Cavalry <b>h</b>	-1 <b>g</b>	+1 <b>g</b>	~	+4	2	3	6	C	~	~	15"	14"	23"	3/1	2/1	7"
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"
Prussian	<b>GN</b>	Grenadier Infantry <b>j3</b>	0	+3	+8	-2	3	5	6	B	16"	0	11"	4"	18"	2/1	3/2	1"
Prussian	<b>JG</b>	Jager/Shutzen Infantry <b>s</b>	-2	0	+6	-5	2	4	6	C	20"	+2	12"	4"	18"	3/2	4/3	2"
Prussian	<b>LT</b>	Light Infantry (Fusiliers	-2	+1	+6	-5	2	4	6	C	16"	+1	10"	3"	18"	3/2	3/2	1"
Prussian	<b>LN/RES</b>	Line/Reserve Infantry	-1	+2	+7	-4	2	4	6	C	16"	0	10"	3"	16"	2/1	2/1	2"
Prussian	<b>SLW</b>	Silesian Landwehr	-2	+1	+6	-5	2	3	5	D	16"	0	9"	2"	16"	3/1	2/1	2"
Prussian	<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"	+1	9"	2"	14"	4/1	1/1	3"
Prussian	<b>6#</b>	6# 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	~	36"	+1	11"	4"	21"	4/1	1/1	3"

## Labels for Horseburg

<b>I [12M] Yorck 40"E(7)+1</b>	<b>AG [4F] Katzeler 32"A(4)+0</b>	<b>C [2F] Bismarck 12"A(6)+0</b>	<b>7 [4F] Horn 32"A(6)+0</b>	<b>Leib/7 Weltzien 12"A(4)+0</b>	<b>1EastPr/7 Bork 12"A(6)+0</b>	<b>V/AG Kuckbusch 12"A(5)+0</b>	<b>Goltzheim 12"A(6)+1</b>	<b>SLW/7 Heinz 12"A(5)+0</b>	
<b>EPrJg/AG [6D] 12PrJG</b>	<b>Fu/WPr/AG [8D] 16PrLT</b>	<b>LbGr/AG [6D] 16PrGN</b>	<b>2LbHuss [7D] 13PrLC</b>	<b>C HA Pr6#</b>	<b>WPrGr/AG [5D] 12PrGN</b>	<b>1/Bran/AG [8D] 16PrLN</b>	<b>2/12Rs/AG [8D] 16PrRES</b>	<b>CSLW/AG [11D] 16PrSLW</b>	<b>AG FA Pr6#</b>
<i>Jagers</i>	<i>Lights</i>	<i>Grenadiers</i>	<i>Hussars</i>		<i>Grenadiers</i>	<i>Line</i>	<i>Reserve</i>	<i>Landwehr</i>	
<b>AG FA Pr6#</b>			<b>C HA Pr6#</b>	<b>5SiLWC [4D] 6PrLWC</b>	<b>EPrNatC [7D] 12PrLWC</b>	<b>BranHul [5D] 10PrLC</b>	<b>BranHus [5D] 10PrLC</b>		
						<i>Hulanos</i>	<i>Hussars</i>		
<b>Fu/Lb/7 [10D] 20PrLT</b>	<b>1/Lbln/7 [10D] 20PrLN</b>	<b>2/Lbln/7 [8D] 16PrLN</b>	<b>1/1EPr/7 [10D] 20PrLN</b>	<b>2/1EPr/7 [8D] 16PrLN</b>	<b>15SiLW/7 [14D] 24PrSLW</b>	<b>4SiLW/7 [17D] 28PrSLW</b>	<b>7 FA Pr6#</b>	<b>7 FA Pr6#</b>	
<b>YG [7M] Mortier 36"G(6)+1</b>	<b>2/YG [3F] Barrois 32"G(5)+1</b>	<b>1/2/YG Poret 16"G(6)+1</b>	<b>2/2/YG Couloumy 12"A(6)+1</b>	<b>3/YG [2F] Decouz 32"A(6)+0</b>	<b>2/3/YG Pelet 12"A(6)+1</b>	<b>YGC [1F] Krasinsky 12"A(5)+0</b>			
<b>1T/1/2/YG [10D] 20FrYG</b>	<b>2T/1/2/YG [10D] 20FrYG</b>	<b>3T/1/2/YG [8D] 16FrYG</b>	<b>4T/2/2/YG [10D] 20FrYG</b>	<b>5T/2/2/YG [10D] 20FrYG</b>	<b>6T/2/2/YG [8D] 16FrYG</b>	<b>2/YG FA Fr6#</b>	<b>2/YG FA Fr6#</b>	<b>2/YG FA Fr6#</b>	
<b>9T/2/3/YG [10D] 20FrYG</b>	<b>10T/2/3/YG [10D] 20FrYG</b>	<b>12T/2/3/YG [8D] 16FrYG</b>	<b>3/YG FA Fr6#</b>	<b>Chev-Leg [6D] 11FrYGC</b>	<b>ChasChev [6D] 12FrYGC</b>	<b>YGC HA FrG6#</b>	<b>YGC HA FrG6#</b>	<b>YGC Guard sappers</b>	<b>YGC Guard Engineer. train</b>