

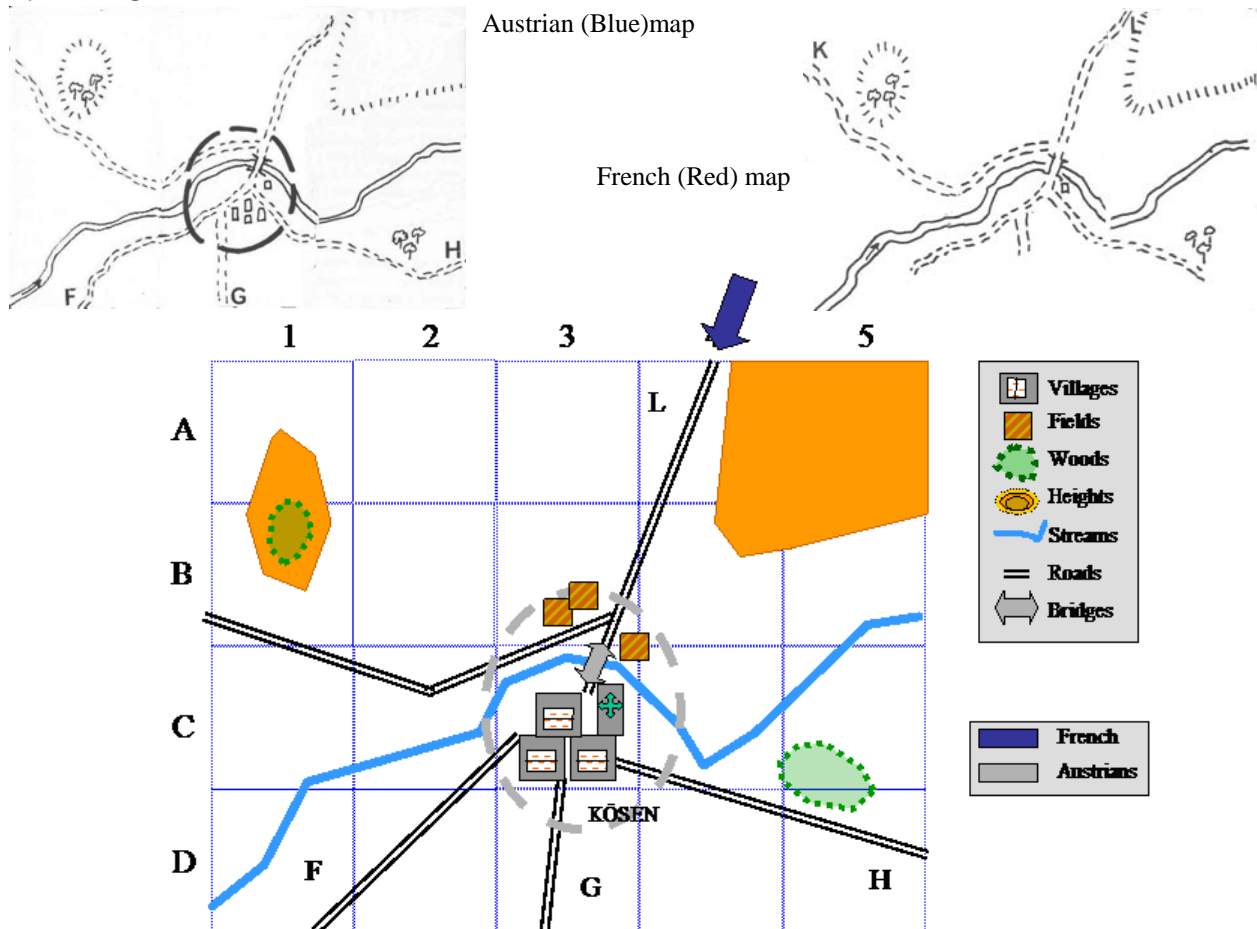
The crossing point. Kösen (21th October 1813)

This scenario is an adaptation of the C.S. Grant's 'Crossing Point' scenario of his book 'Programmed Wargames Scenarios' and it is set after the battle of Leipzig.

"Napoleon has been routed at Leipzig and is retiring westwards. On 21 October Napoleon sent General Bertrand with a strong force to attack and destroy the bridge by Kösen, in an effort to cover the French withdrawal from attack by the allies via that avenue. On the left bank, where Neu-Kösen lay, the road crossed a nearly unclimbable ridge, an important tactical position to seize as to stop the allies, who were advancing through Naumburg in their pursuit of the French" (G. Nafziger, 'Napoleon at Leipzig. The Battle of Nations 1813'. The Emperor Press, Chicago, 1996)

This combat was fought between elements of the Austrian 3rd Armeekorps, under FZM Gyulai and the rests of the Bertrand's IV Corps. The orders of battle are modified and adapted from the Nafziger's and Smith's books and from the Napoleon Series web-site (See Bibliography).

1. MAP OF THE BATTLEFIELD



MAP NOTES

1.1 All buildings are not fortified, have a "+1" combat modifier. Kösen can contain a maximum of 1 Infantry battalion and/or 1 gun.

1.2 The Saale River is unfordable and impassable to all arms exception made from the bridge

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

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) **3rd Armeeabteilung (3)** Gyulai 36"G(6)+1 [7M]

(2) **Light Division (L)** Crenneville 32"A(6)+1 [3F].

(1) **Infantry (LI)** Hacht 12"A(5)+0

Warad/L 28AsGRZ [17D] ; **StGeorge/L** 28AsGRZ [17D] ; **7Jag/L** 20AsJG [10D]

(1) **Cavalry (LC/3)** Kopp 12"A(5)+0 (Latuillerie 12"A(5)+0)

ChLg5/LC 20AsLC [10D] ; **ChLg6/LC** 24AsLC [12D] ; (L) As6# ; (L) As6#

(2) **2th Division (2)** Murray 32"A(4)+0 [4F]

(1) **1st Brigade (1/2)** Lamezan 28"A(4)+0

1/IR8/1/2 24AsLN [14D] ; **2/IR8/1/2** 24AsLN [14D] ; **3/IR8/1/2** 24AsLN [14D] ; (1/2) As6#

1/IR7/1/2 24AsLN [14D] ; **2/IR7/1/2** 24AsLN [14D] ; **3/IR7/1/2** 24AsLN [14D] ; (1/2) As6#

The Austrian force initially covering the bridge must be commanded by Hacht. The Cavalry must be commanded by the senior remaining cavalry commander.

(3) **IV Corps (IV)** Bertrand 36"G(6)+1 [10M].

(2) **12^{me} Division (12)** Morand 40"E(7)+2 [5F]

(1) **1me Brigade (1/12)** Belair 16"G(6)+1

1/8/1/12 24FrLT [14D] ; **3/8/1/12** 24FrLT [14D]

(1) **2me^d Brigade (2/12)** Toussaint 12"G(6)+1

1/13/2/12 28FrLN [17D] ; **3/13/2/12** 28FrLN [17D]

(1) **3me Brigade (3/12)** Hulot 12"A(4)+0

1/23/3/12 20FrLN [12D] ; **2/23/3/12** 20FrLN [12D] ; **1/137/3/12** 20FrLN [12D] ; **1/137/3/12**

20FrLN [12D]

(12) Fr6# ; (12) Fr6#

(2) **38^{me} Division (38)** Franquemont 40"E(7)+2 [1F]

1/38 20WtLT [12D] ; **2/38** 20WtLN [12D]

(2) **15^{me} Division (15)** Fontanelli 40"E(7)+2 [2F]

1/15 20ItLT [12D] ; **2/15** 20ItLN [12D] ; **3/15** 20ItLN [12D]

(2) **2me Guard Light Cavalry Division (GLC)** Levebvre-Desnoettes 16"E(8)+1 [2F]

Ln/2GLC 18FrYGC [9D] ; **Ch/2GLC** 20FrYGC [10D] ; **Gr/2GLC** 10FrYGC [5D] ; **(2GLC)** FrG6# ;

(2GLC) FrG6#

3. SPECIAL RULES FOR KÓSEN

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

8.00 - 18.30 h (63 turns)¹. There are no free-rolls in this Scenario. The French have the initiative and are the first side.

3.2 Deployment

3.2.1 Austrian force.

Its mission is "to hold the crossing point" in order to ensure the bridge over the Elster which allowing outflank the retreating Grande Armée. The Vanguard (all Infantry units of the Light Division) must be deployed at "**north and south of the river (50% each)**". Their orders allow for "a flexible defence with the ability to respond to attacks, follow up and counter attack. Well ordered and controlled withdrawal if required".

The rest of units (until 8) may enter 2 hours after the start of the game: "A single dice is thrown for each unit to determine whether any reinforcements appear. A 6 will indicate that a unit has arrived. A second dice for that unit will indicate the entry point with 1 or 2 being F, 3 or 4 being G and 5 or 6 being H. Each unit should have a plain card with its number written on one side. The cards are shuffled and one drawn -that unit number being the one which will appear as a reinforcement. This whole procedure is repeated for every move, until the arrival of all the Austrian units"

All the Austrian reinforcements will "rush exuberantly into the battle" i.e. they will follow any order without any problem (they are jubilant from their recent victory at Leipzig). Dice to see when arrive the C-i-C, and the Divisional and Brigade commanders.

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.

3.2.2 French force

Its mission is *“to seize and destroy the crossing point”*. All force enters through the point L after 8.40 h. The order of march is the given in the OOB: **1/12 ; 2/12 ; 3/12; 38; 15; GLC**.

The O.R. 13.8.2 rule for Varying Time Arrivals is always applied to each force separately. Each half-battery enters with his division. Each Brigade commander enters with his brigade. Each Division commander enters with his division. (In all the cases, throw the appropriate die). Bertrand enters with one of the three first brigades.

The Bertrand's battle plan is *“Advance to medium range and concentrate on defeating and cutting off all forces north of the river before attempting to take the crossing itself”*. *The response to the arrival of reinforcements will cause varying stages of increased urgency in his attempt to achieve the objective. A single dice throw for each enemy unit to appear will provide a gradually accumulating score which will reflect the response of the Red Commander.*

less than 10: no change in orders or activity.

10-20 : increased urgency- troops in charge range will come to contact. Troops still not deployed will advance at 'forced march'.

21-30 : attempt to seize crossing immediately. Troops still not deployed well forward will 'double' forward.

31-40 : panic attack on crossing by all forces which if repulsed will result in disorder and poor morale.

41-50 : all attempts to storm bridges will falter and retire. Assaults will break down into fire-fights and forward movements will cease.

3.3 Destroying the bridge (From “American Kriegsspiel”)

The sapper detachment accompanying the French force must be in contact with the bridge. Then, 4D6 are thrown and their sum is the number of turns that sappers must be in contact with the bridge to demolish it. If the contact is lost for more than 3 turns, an additional D6 must be thrown.

3.4 Cavalry scale and bases

The Cavalry 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 winner is that side which has achieved its mission. If the result is a stalemate with both sides bogged down and facing each other across the river then Blue (the Austrians) will have won. For Red (the French) to have won the crossing must be with his troops on the south side to hold a bridgehead in order to blow the bridge”*.

6. HISTORICAL OUTCOME

Bertrand attacked with his habitual indecision when far from the Emperor, so the Austrians were able to maintain the bridge in their hands and to use it to pursue the Grande Armée towards the Rhine.

7. BIBLIOGRAPHY

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4. KÖSEN 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
~	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	YGC	Young Guard Cavalry h	-1 g	+1 g	~	+4	2	3	7	C	~	~	15"	14"	24"	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	LT	Light Infantry	-2	+1	+6	-5	2	3	5	D	16"	0	10"	1"	18"	2/1	2/1	1"
French	G6#	Guard 6# Horse Artillery p	-4 g	-2 g	f	f	k	k	8	~	36"	+2	12"	4"	22"	4/1	1/1	2"
French	6#	6# Foot Artillery p	-5	-3	f	f	k	k	6	~	36"	+2	9"	3"	14"	4/1	1/1	3"
Wurtemberg	LN	Line Infantry	-1	+1	+5	-5	2	4	5	C	16"	-1	9"	1"	16"	2/1	2/1	1"
Wurtemberg	LT	Light Infantry	-2	+1	+6	-5	2	4	5	D	16"	0	11"	3"	18"	3/2	3/2	2"
Italy	LN	Line Infantry	-2	+1	+6	-5	2	3	5	D	12"	0	9"	2"	16"	3/1	2/1	2"
Italy	LT	Light Infantry z	-2	+1	+6	-5	2	3	5	D	16"	+1	11"	2"	18"	3/2	3/2	2"
Austrian	LC	Light Cavalry h	-2 g	0 g	~	+4	2	3	5	C	~	~	15"	14"	24"	3/1	2/1	7"
Austrian	LN	Line Infantry	-2	+1	+5	-4	2	4	5	D	16"	0	9"	2"	16"	2/1	2/1	2"
Austrian	GRZ	Grenz Infantry s	-2	0	+5	-6	2	3	5	D	20"	+1	12"	2"	18"	3/2	4/3	2"
Austrian	JG	Jager Infantry s	-2	0	+6	-5	2	4	5	C	20"	+2	12"	4"	18"	3/2	2/1	2"
Austrian	6#	6# Foot Artillery p	-5 g	-3	f	f	k	k	5	~	32"	+1	9"	1"	14"	4/1	1/1	1"
Austrian	6#	6# Horse Artillery p	-5 g	-3	f	f	k	k	5	~	32"	+1	10"	3"	18"	4/1	1/1	3"

Labels for Kösen

3 [7M] Gyulai 36"G(6)+1	L [3F] Crenneville 32"A(6)+1	LI [2F] Hacht 12"A(5)+0	LC Kopp 12"A(5)+0	2 [4F] Murray 32"A(4)+0	1/2 Lamezan 28"A(4)+0	IR8 Helbersdorf 12"A(7)+1	IR7 Demontant 12"A(5)+0		
Warad/L [17D] 28AsGRZ	StGeorL [17D] 28AsGRZ	7Jaeg/L [10D] 20AsJG	ChL5/LC [10D] 20AsLC	ChL6/LC [12D] 24AsLC	L HA As6#	L HA As6#		1/IR8/1/2 [14D] 24AsLN	2/IR8/1/2 [14D] 24AsLN
		<i>Jagers</i>							
3/IR8/1/2 [14D] 24AsLN	1/2 FA As6#	1/IR7/1/2 [14D] 24AsLN	2/IR7/1/2 [14D] 24AsLN	3/IR7/1/2 [14D] 24AsLN	1/2 FA As6#				
IV [10M] Bertrand 36"G(6)+1	12 [5F] Morand 40"E(7)+2	1/12 Belair 16"G(6)+1	2/12 Toussaint 12"G(6)+1	3/12 Hulot 12"A(4)+0	38 [1F] Franquemont 40"E(7)+2	15 [2F] Fontanelli 40"E(7)+2	2GLC [2F] Le-Desnoetes 16"E(8)+1	2GLC HA FrG6#	2GLC HA FrG6#
1/8/1/12 [14D] 24FrLT	3/8/1/12 [14D] 24FrLT	2/100/1 [12D] 20FrLN	1/13/2/12 [17D] 28FrLN	3/13/2/12[17D] 28FrLN	1/23/3/12 [12D] 20FrLN	2/23/3/12 [12D] 20FrLN	1/137/3/12[12D] 20FrLN	2/137/3/12[12D] 20FrLN	12 FA Fr6#
12 FA Fr6#	1/38 [12D] 20WtLT	2/38 [12D] 20WtLN	1/15 [12D] 20ItLT	2/15 [12D] 20ItLN	3/15 [12D] 20ItLN	Sappers	L/2GLC [9D] 18FrYGC	C/2GLC [10D] 20FrYGC	G/2GLC [5D] 10FrYGC