

Bunzlau. August 30, 1813

Macdonald has been defeated by Bluecher at the battle of the Katzbach and the Imperial forces, closely pursued by the Army of Silesia, are retreating westwards. The French rearguard (Souham's III Corps) has occupied Bunzlau (present day Bolesławiec in Poland) a small town on the right bank of the Bober River, possessing the only bridge suitable for wheeled traffic in several miles around.

At the dawn of August 30, the French main body has crossed the river leaving behind a small rearguard from the 11th division, with orders to destroy the vital bridge at the Prussian approach. Meanwhile, the Prussian 7th brigade arrived to the area with the purpose of taking intact the crossing point, forcing to the full 11th division and the 23rd Light Cavalry brigade to turn around to face the attack. Both sides feed more and more units in action but, at the end, the French retreated leaving the bridge in Prussian hands. This Lasalle Scenario is based on that combat.

Sources

- F. Nafziger. "Napoleon at Dresden: The Battles of August 1813". The Emperor Press, Chicago, 1991

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- Nafziger Orders of Battle Collection. Combined Arms Research Library.

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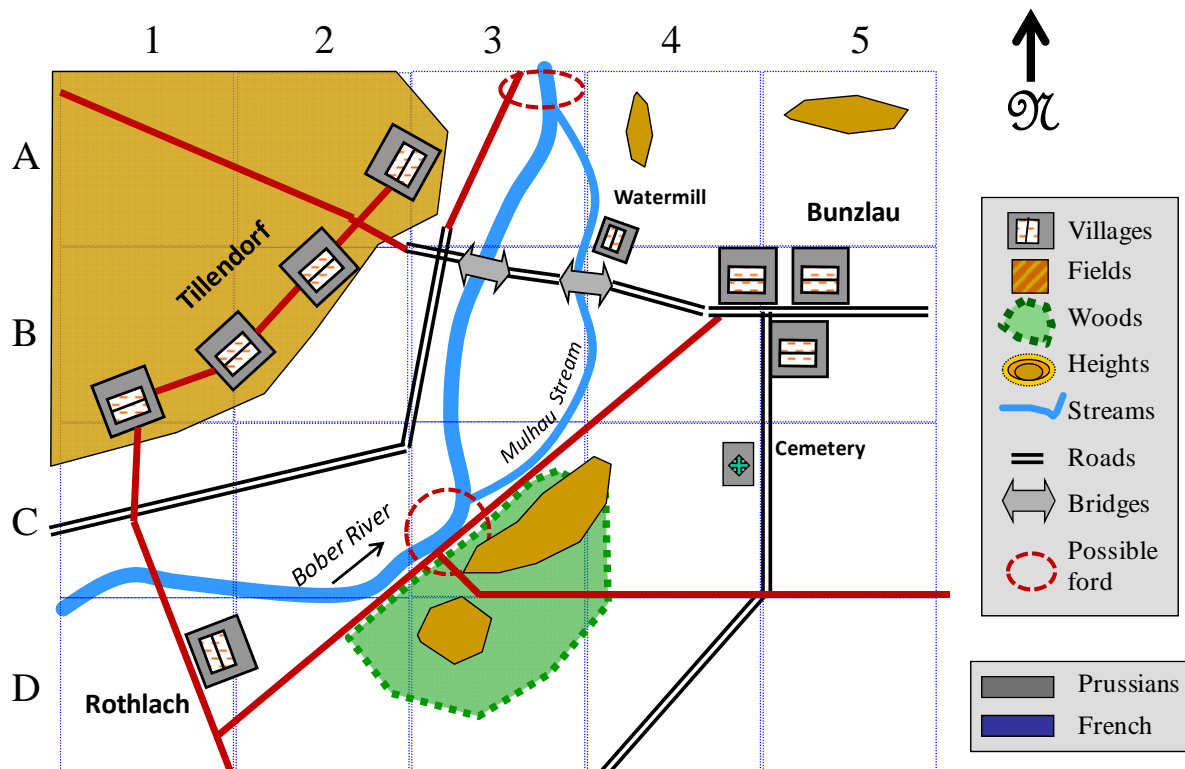
- G. Fabry "Etude sur les opérations du maréchal Macdonald, du 22 août au 4 septembre 1813, la Katzbach" Paris, 1910

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-G. Fabry. "Journal des opérations des IIIe et Ve corps en 1813", Paris, 1902

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The table game



The Bober is only passable at the bridges and fords. Possible fords are found with a D4+. The stream and the woods are rough terrain for cavalry and infantry and impassable for artillery, that only can cross the water courses at the bridges and the woods by the road. Each built-up area may contain one infantry unit

Orders of Battle

French Army

Army Morale: 35; Morale break point: 12
14 Battalions/2 Regiments/3 Batteries

III Corps C-i-C Souham (-/¶)

11th Division Ricard (+1/*)

1st Brigade Valory (+1/¶)

1/9e Légère Regiment R/A/SK1
1/17e Provisoire Regiment R/A/SK1
3/50e Ligne Regiment R/A/SK1
4/65e Ligne Regiment R/A/SK1

2nd Brigade Dumoulin (+1/*)

1/142e Ligne Regiment R/A/SK1
2/142e Ligne Regiment R/A/SK1
3/142e Ligne Regiment R/A/SK1
1/144e Ligne Regiment R/A/SK1
2/144e Ligne Regiment R/A/SK1
3/144e Ligne Regiment R/A/SK1

19/7e Foot Artillery Foot 3Guns/M/1Hw

5/9e Foot Artillery Foot 3Guns/M/1Hw

Sapper detachment

23rd Light Cavalry Brigade Beurmann (-1/*)

10e Hussar Regiment R/E/Pu

Baden Dragoon Regiment R/A/Pu

Reinforcements

8th Division Brayer (-1/*)

1st Brigade Fournier (+1/-)

6e Provisoire (Legere) Regiment R/A/SK1
10e Provisoire (Legere) Regiment R/A/SK1
14th Regiment Provisoire R/A/SK1
19th Regiment Provisoire R/A/SK1
10/2e Foot Artillery Foot 3Guns/M/1Hw

Prussian Army

Army Morale: 45; Morale break point: 15
17 Battalions/2 Regiments/3 batteries/4 Cossacks

7th Brigade C-i-C Horn (-/¶)

Flank Guard von Katzeler (-/-)

Brandenburg Uhlan Regiment R/E/Pu/Ln
E. Prussian National Cavalry Regiment S/A
Prussian Horse Battery #2 Horse 3Guns/M/1Hw
1/2 Prus. Jaegers V/E/SK3

Russian Brigade Kollogribov (-1/-)

1/49th Jaeger R/E/SK2
2/49th Jaeger R/E/SK2
1/50th Jaeger R/E/SK2
Russian 12pdr. Foot battery 4Guns/Hvy/1Hw

Main body

First Line von Zeppelin (-1/*)

Fus/Leib Regiment R/E/SK2
3/15th Silesian Landwehr U/A/SK1

1/2 Guard Jaeger V/E/SK3

Second line von Weltzien (+1/*)

1/Leib Regiment R/E/SK2
2/Leib Regiment R/E/SK2
1/4th Silesian Landwehr U/A/SK1
2/4th Silesian Landwehr U/A/SK1
3/4th Silesian Landwehr U/A/SK1
4/4th Silesian Landwehr U/A/SK1
1/15th Silesian Landwehr U/A/SK1
2/15th Silesian Landwehr U/A/SK1
4/15th Silesian Landwehr U/A/SK1
6pdr Prussian Battery #3 Foot 3Guns/M/1Hw

Reinforcements

16th Division Uschakov (-/¶)

Ochotsk IR R/E/SK1
Kamchatka IR R/E/SK1
Russian 12pdr Battery Foot 4Guns/Hvy/1Hw

Cossacks Karpov II (-1/-)

Karpov #2 Cossack R S/I/Pu
Loukoffkin Cossack R S/I/Pu
Tcharnusubov #3 Cossack R S/I/Pu
Kutainikov #4 Cossack R S/I/Pu

Notes

- (1) + are large Lasalle units.
- (2) The basic duration of the game is 24 turns (3 hours). Seven dice are used, instead five, to test Army Moral. Bonus Turns are allowed rolling 2D6 (p. 66 of the e-Lasalle book).
- (3) The Prussians are the attackers and the first side.

Deployment and Reinforcements

French units

The Brigade Valory (11th Division) acts as last rearguard and can be deployed in any area east (right bank) of the River Bober, including Bunzlau itself. The rest of the French infantry, can be initially deployed anywhere in the west (left) bank of the Bober with the artillery limbered. The cavalry must be in the C1 area.

French reinforcements may enter deployed (or not) in A1-B1-C1 (20%/50%/30)

Prussian units

Von Katzeler's flank guard is on the table at the start of the game deployed in the C5-D5 area. Von Zeppelin's first line will enter at B5 in the 3rd turn and von Weltzein's second line in the 5th (30%), 7th (60%) or 9th (100%) turn, at the A5-B5-C5 area.

Allied reinforcements may enter in C5-D5 (40%/60%)

All reinforcements follow the Lasalle arrival rules (p. 91 of e-Lasalle).

Destroying the bridge (Modified from "Lasalle")

The French sapper detachment force must be in contact with the bridges for demolition. The large and small wood bridges require, respectively, two (successive) and one engineering tests to start burning (D4+). The fire can be extinguished by one (Prussian) infantry unit wasting one full turn in contact with the burning bridge. That unit cannot fire and will fight at disadvantage, halving its dice if caught in hand-to-hand combat. A fire burning during more than two successive (Prussian) turns will render impassable any bridge.

Assault of defiles (optional)

- 1) A column of march can assault a defile like a bridge, a fortified gate, a fort, etc. It represents not only true march columns, but also all those formations with reduced front.
- 2) It fights at 1/2 dice and with no previous shooting, adding a -2 for "bad terrain" as they will be fighting in cramped quarters.
- 3) The enemy can use the "cover" or "higher elevation" modifiers when applicable.
- 3) However the small front, the enemy never halves their dice.

Optional rule: Irregular cavalry (Cossacks)

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

Small irregular Prussian units (to be tested)

The Prussian Jaeger units (line and guard) only have two elements, so are in disadvantage in hand-to-hand combat with larger units and will fall back automatically if charged (no morale test is necessary). They can only initiate combat against unprotected artillery batteries or wagon train units. However their small size and because of their marksman ability, these units have a full SK3 capacity in the fire step (when firing or fired upon).

Victory conditions

The French aim is to retreat after breaking the bridge over the River Bober, while the Prussians should try to avoid it. Therefore the bridge in B3, while intact, is an Objective for the game and the rules of p. 67 and 91 (e-Lasalle) are of application if the bridge is in Prussian hands (use 6 dice instead 4). If the bridge is broken by the French, the Objective rules are not applied.

Terrain

Type	Movement	Cover
Woods	Rough	Soft
Hill	Rough	No
Stream	Rough	No
Town		Hard
Wall or Entrenchments	Obstacle	Hard
Fords	Open	No

Unpredictable units

Before the first combat, roll 1D6

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]

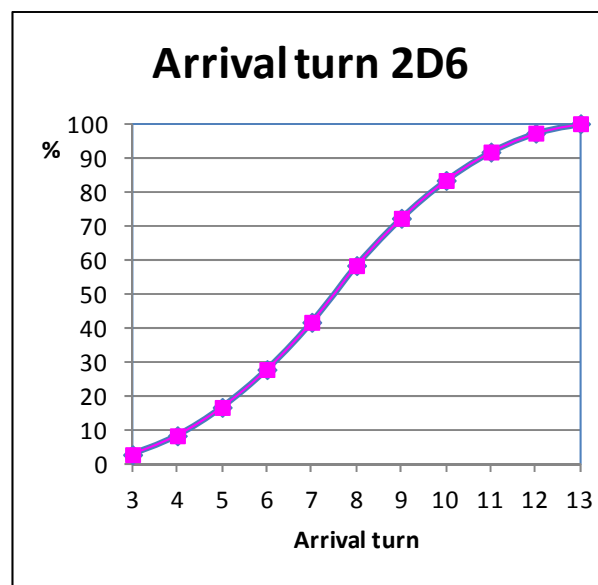
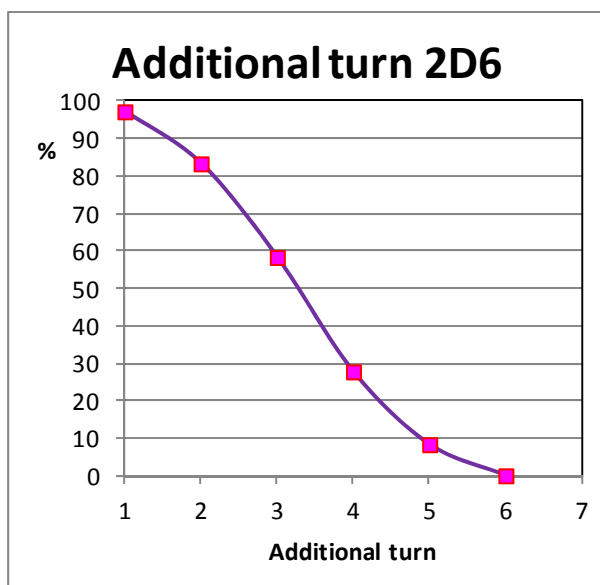
Cavalry Esprit/Discipline x/x [/Additional]

<i>Esprit</i>	V : Valiant
	R : Reliable
	S : Shaky

<i>Discipline</i>	E : Experienced
	A : Amateur
	I : Irregular

<i>Additional</i>	+ : Large units	(for all)
	G : Guard	(for all)
	Sh : Shock	(for cavalry only)
	Pu : Pursuit	(for cavalry only)
	Ln : Lancers	(for cavalry only)

Artillery	H : Heavy
<i>Weight</i>	M : Medium
	L : Light



Unit Labels for the French

III Corps Souham (-/¶)	11th Division Ricard (+1/*)	1st Brigade Valory (+1/¶)	2nd Brigade Dumoulin (+1/*)	23LC Brigade Beurmann (-1/*)	8th Division Brayer (-1/*)
<i>C-i-C</i>	<i>11D</i>	<i>1B/11D</i>	<i>2B/11D</i>	<i>23LCB</i>	<i>8D</i>
1st Brigade Fournier (+1/-)					
<i>1B/8D</i>					
1/9e Lég R R/A/SK1	1/17e Pro R R/A/SK1	3/50 Ligne R R/A/SK1	4/65 Ligne R R/A/SK1	1/142 Ligne R R/A/SK1	2/142 Ligne R R/A/SK1
<i>1B/11D</i>	<i>1B/11D</i>	<i>1B/11D</i>	<i>1B/11D</i>	<i>2B/11D</i>	<i>2B/11D</i>
3/142 Ligne R R/A/SK1	1/144 Ligne R R/A/SK1	2/144 Ligne R R/A/SK1	3/144 Ligne R/A/SK1	10e Hussar R R/E/Pu	Baden Drag R R/A/Pu
<i>2B/11D</i>	<i>2B/11D</i>	<i>2B/11D</i>	<i>2B/11D</i>	<i>23LCB</i>	<i>23LCB</i>
6e Pr (Leg) R R/A/SK1	10e Pr (Leg) R R/A/SK1	14th Prov R/A/SK1	19th Prov R/A/SK1		
<i>1B/8D</i>	<i>1B/8D</i>	<i>1B/8D</i>	<i>1B/8D</i>		
19/7e FA M	19/7e FA M	19/7e FA M	19/7e FA Hw		
<i>11D</i>	<i>11D</i>	<i>11D</i>	<i>11D</i>		
5/9e FA M	5/9e FA M	5/9e FA M	5/9e FA Hw		
<i>11D</i>	<i>11D</i>	<i>11D</i>	<i>11D</i>		
10/2e FA M	10/2e FA M	10/2e FA M	10/2e FA Hw		
<i>8D</i>	<i>8D</i>	<i>8D</i>	<i>8D</i>		

Unit Labels for the Prussians

7th Brigade Horn (-/¶)	Flank Guard von Katzeler (-/-)	Rus Brigade Kollogribov (-1/-)	First Line von Zeppelin (-1/*)	Second line von Weltzien (+1/*)	16th Division Ushakov (-/¶)
<i>C-i-C</i>	<i>FG</i>	<i>FG</i>	<i>1L</i>	<i>2L</i>	<i>R</i>
Cossacks Karpov II (-1/-)					
<i>R</i>					
Brandenb Uhl R/E/Pu/Ln	E. Pru Nat CR S/A	1/2 Pr Jaeger V/E/SK3	1/49th Jaeger R/E/SK2	2/49th Jaeger R/E/SK2	1/50th Jaeger R/E/SK2
<i>FG</i>	<i>FG</i>	<i>FG</i>	<i>FG</i>	<i>FG</i>	<i>FG</i>
Fus/Leib Reg R/E/SK2	3/15th Sil Lw U/A/SK1	1/2 Gd Jaeger V/E/SK3	1/Leib Reg R/E/SK2	2/Leib Reg R/E/SK2	1/4th Sil Lw U/A/SK1
<i>1L</i>	<i>1L</i>	<i>1L</i>	<i>2L</i>	<i>2L</i>	<i>2L</i>
2/4th Sil Lw U/A/SK1	3/4th Sil Lw U/A/SK1	4/4th Sil Lw U/A/SK1	1/15th Sil Lw U/A/SK1	2/15th Sil Lw U/A/SK1	4/15th Sil Lw U/A/SK1
<i>2L</i>	<i>2L</i>	<i>2L</i>	<i>2L</i>	<i>2L</i>	<i>2L</i>
Ochotsk IR R/E/SK1	Kamchatka IR R/E/SK1	Karpov #2 S/I/Pu	Loukoffkin S/I/Pu	Tcharnusu#3 S/I/Pu	Kutainikov#4 S/I/Pu
<i>R</i>	<i>R</i>	<i>R</i>	<i>R</i>	<i>R</i>	
Pr#2 HA M	Pr#2 HA M	Pr#2 HA M	Pr#2 HA Hw		
<i>FG</i>	<i>FG</i>	<i>FG</i>	<i>FG</i>		
Russ. FA Hv	Russ. FA Hv	Russ. FA Hv	Russ. FA Hv	Russ. FA Hw	
<i>FG</i>	<i>FG</i>	<i>FG</i>	<i>FG</i>	<i>FG</i>	
Pr#3 FA M	Pr#3 FA M	Pr#3 FA M	Pr#3 FA Hw		
<i>2L</i>	<i>2L</i>	<i>2L</i>	<i>2L</i>		