

Battle of Gorodetschna

August 12th, 1812

Introduction: Napoleon's Grand Armee was closing in on Smolensk, the last great city before Moscow. To the south of this advance, the Russian 3rd Army attacked Reynier's VII Corp and won a small victory at Kobrin. Not wanting to continue with his right flank possibly threatened, Napoleon ordered Schwarzenberg to unite with Reynier and deal with Tormassov's forces. The Austrian contribution to the invasion of Russia was merely a political one and Schwarzenberg had no enthusiasms for fighting. When he found Tormassov defending high ground behind a rugged marshy front, Schwarzenberg decided to outflank the Russian rather than risk any Austrian lives. The flank march of Reynier's columns place the Imperialist on the Russian flank and rear, but either due to orders or perhaps feeling exposed himself Reynier was slow to engage. The Russian launched a series of counter-attacks against Reynier, helped by the lack of activity from Schwarzenberg. At the end of the day the Russian retired in good order, after losing some 3,000 men compared to roughly 1,200 Saxons and perhaps one or two hundred Austrian losses.

Scale: Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

Players: Anywhere between 2-4 players.

Terrain and Weather: The gaming table is 5 feet by 5 feet. Weather is clear. Woods and Urban Area are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. Slopes provide a +1 DRM advantage to Melee only. The Marsh is rough ground for infantry and impassable ground for artillery and cavalry. Any infantry in the marsh is automatically disordered.

Playing Time: The game begins at the 11:00 am and ends with the 6:30 pm turn, a total of 16 turns.

Deployment: Units set up per the accompanying map, the Russians deploy first. Brigades are deployed in Lines, Supported Lines or Brigade Masse. Leaders deploy within 12 inches of any unit from their command. The Russian player can deploy up to two Corp batteries to any brigade under their command. The Austrian player must deploy the reserve batteries to the brigades in the army, no more than one per brigade.

Initiative & Leaders: Roll for initiative at the beginning of each turn. Schwarzenberg, if unattached has a -1 DRM. Tormassov, if unattached has a 0 DRM. There are no charismatic leaders.

Troop Quality: Both sides are Columnar Infantry, with skirmishers so noted.

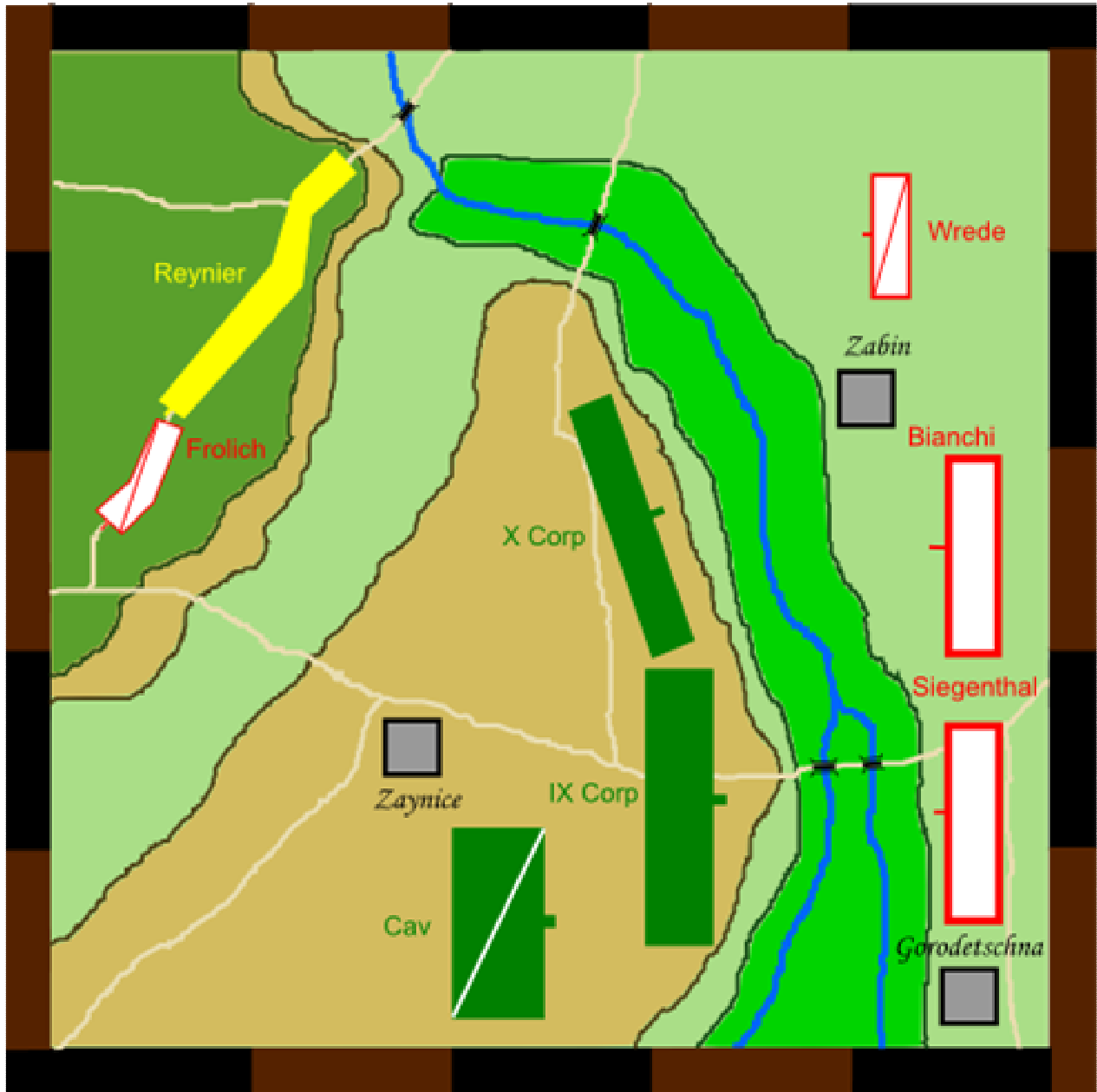
Reinforcements: None

Special Rules: The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

Special Rules Austrian Reluctance: The Austrians had no real interest in the Russian adventure, but had considerable political pressure to go along with Napoleon's invasion. To represent the lack of enthusiasm, the Austrian brigade effectiveness is reduced to conscript level. They'll quality training is still the same as normal.

Victory Conditions: Determine victory using the Casualty Point Chart on page 17 of AoE. If there are multiple players the Saxon player can win the battle based on normal rules. While Austrian player can still lose regardless of points, if he has lost more stands than the Russians.

A



Battle of Gorodetschna

Imperial Army

<u>Imperial</u> Schwarzenburg -1	<u>Schwarzenburg</u> R Heavy Art	<u>Schwarzenburg</u> R Foot Art	<u>Schwarzenburg</u> R Foot Art	<u>Schwarzenburg</u> R Foot Art	<u>Schwarzenburg</u> R Foot Art
XXXX					

<u>Schwarzenburg</u> Frimont Austrian Corp
XXX

<u>Frimont</u> Frolich E 8/7/5 LC	<u>Frimont</u> Wrede E 9/8/5 HC

<u>Frimont</u> Bianchi 1 st Div	<u>Bianchi</u> Lilenburg R 6/5/4	<u>Bianchi</u> Hessen-H. R 6/5/4	<u>Bianchi</u> Lichtenstien R 11/9/6	<u>Bianchi</u> R Foot Art
XX				

Frolich – 2nd, 3rd Cheavauleger, 1st Hussars
Lilenburg – IR 19 Alvinczy, IR 43 Simbschen

Wrede – 4th, 6th Dragoons, 6th Hussars
Hessen-Homburg – IR 2 Hiller, IR 12 Manfredini

Lichtenstien – IR 32 Esterhazy, IR 34 Davidovich, 2 Grenadier Bns

<u>Frimont</u> Siegenthal 2 nd Div	<u>Siegenthal</u> Mayer R 9/8/6	<u>Siegenthal</u> Mohr R 6/5/4 Sk*	<u>Siegenthal</u> R Foot Art
XX			

Mayer – IR 9 Czatorisky, IR 30 de Ligne, IR 41 Kottulinsky

Mohr – 1/5th Grenzer, 7th Jager Bn, 4th Hussars (Mixed 4I/2C)

Turn 2 arrives in road column at point A

<u>Frimont</u> Trautenberg 3 rd Div	<u>Trautenberg</u> Zechmeister R 6/5/4 Sk*	<u>Trautenberg</u> Plocher R 8/7/5	<u>Trautenberg</u> R Foot Art
XX			

Zechmeister – 1/6th Grenzers, 5th Jager Bn, 8th Hussars (Mixed 4I/2C)

Plocher – IR 39 Duka, IR 58 Beaulieu

<u>Schwarzenburg</u> Reynier VII Corp
XXX

<u>Reynier</u> R Heavy Art	<u>Reynier</u> R Heavy Art

<u>Reynier</u> Lecoq 21 st Div	<u>Lecoq</u> Steindel C 10/8/6 Sk	<u>Lecoq</u> Nostitz C 8/7/5 Sk	<u>Lecoq</u> R Foot Art	<u>Lecoq</u> R Foot Art
XX				

Steindel – Prince Frederick, Prince Clemens, Liebenau Grenadie

Nostitz – Prince Anton, 1st Saxon Light Infantry

<u>Reynier</u> Funck 22 nd Div	<u>Funck</u> von Sahr R 8/6/4 Sk	<u>Funck</u> R Foot Art
XX		

<u>Reynier</u> Gablenz E 9/6/4 LC

Imperial	
Infantry	74
Cavalry	30
Artillery	13
Total	33,340

Russian Army

<u>3rd Army</u> Tormassov 0
XXXX

<u>Tormassov</u> Kamenskoï IX Corp
XXX

<u>Kamenskoï</u> R Heavy Art	<u>Kamenskoï</u> R Foot Art	<u>Kamenskoï</u> R Foot Art	<u>Kamenskoï</u> R Horse Art

<u>Kamenskoï</u> Tchervatov 18 th Div	<u>Tchervatov</u> Bernardos R 4/3/2	<u>Tchervatov</u> Khowaski R 4/3/2	<u>Tchervatov</u> Metcherinov R 5/4/3 Sk	<u>Tchervatov</u> 4 th Bde E 5/3/2	<u>Tchervatov</u> Pavlovgrad E 5/3/2 LC
XX					

Bernardos – Tambov, Vladimir Infantry
4th Bde – Converged Grenadiers

Kkowaski – Dnieper, Kostroma Infantry
Pavlovgrad Hussars

Metcherinov – 28th, 32nd Jagers

<u>Tormassov</u> Markov X Corp
XXX

<u>Markov</u> R Heavy Art	<u>Markov</u> R Foot Art	<u>Markov</u> R Foot Art	<u>Markov</u> R Horse Art

<u>Markov</u> Nasimov 9 th Div	<u>Nasimov</u> Oldecop R 4/3/2	<u>Nasimov</u> Stepanov R 4/3/2	<u>Nasimov</u> Wiasemski R 4/3/2 Sk	<u>Nasimov</u> R Foot Art
XX				

Oldecop – Kolyvan, Kourin Infantry
Reichel – Apcheron, Riazsk Infantry

Stepanov – Koslov, Vitebsk Infantry
Seliverstov – Iakout, Nacheburg Infantry

Wiasemski – 13th, 14th Jagers
3rd Bde – 10th, 38th Jagers

Alexandria Hussars

<u>Markov</u> Udom 15 th Div	<u>Udom</u> Reichel R 4/3/2	<u>Udom</u> Seliverstov R 4/3/2	<u>Udom</u> 3 rd Bde R 5/4/3 Sk	<u>Udom</u> Alexandria E 5/3/2 LC
XX				

<u>Tormassov</u> Lambert Cav Corp	<u>Lambert</u> Berdiaief R 6/5/3 HC	<u>Lambert</u> Khroustchov R 5/4/3 HC	<u>Lambert</u> Knorring R 5/4/3 Ln	<u>Lambert</u> Cossacks C 9/8/6 Irr
XXX				

Russians

Infantry	43
Cavalry	35
Artillery	9
Total	22,680