# Battle of Heilsberg

#### June 10th, 1807

**Introduction:** On 24 May 1807, the Siege of Danzig ended when Prussian General Friedrich Adolf. Count von Kalckreuth capitulated to Marshal Lefebvre. With Danzig secured, Napoleon was now free to turn against Bennigsen's army. Yet it was the Russian who struck first when he ordered his columns to converge on Marshal Ney's exposed VI Corps on 2 June. Outnumbered 63,000 to 17,000, Ney fought a brilliant rear guard action at the Battle of Guttstadt-Deppen on 5 and 6 June. Ney managed to escape to the southwest over the Pasłeka River with the bulk of his soldiers, leaving Bennigsen seething with rage over his missed opportunity. Within two days, Napoleon ordered his 190,000-man army to close in on the 100,000 Russians and 15,000 Prussians. Detecting the approaching avalanche, Bennigsen ordered his troops to retreat on Heilsberg. The Russian army took up strong defensive positions around the town, which stood on the Alle River, Marshal Murat was the first French commander on the scene and he launched his cavalry at the outlying Russian positions in the village of Launau. Murat's attacks were successful, but his pursuit was halted at Bewernick by perfectly sited artillery. These guns pinned the cavalry down and it wasn't until Marshal Soult's infantry and cannons arrived that the Duke of Berg was able to extricate himself. A mistake by the flamboyant Murat led to his horsemen being routed by inferior numbers of Russian cavalry and only the intervention by General Anne Jean Marie Savary with artillery and infantry saved him. The attack by the Russian cavalry had, however, opened up their army's right flank and Soult was quick to try to take advantage of the error. Unfortunately, for the French, the Russians quickly recovered and massed artillery batteries plugged the hole. The battle for Heilsberg then turned into a bloody attritional fight in which the French refused to withdraw despite the increasing evidence the Russians were too well positioned in redoubts and defensive lines along the River Alle.

**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 2-8 players.

**Terrain and Weather:** The gaming table is 8 feet by 5 feet. Weather is clear. Woods and Urban Areas are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1DRM advantage to defenders for Fire and Melee. Slopes provide a +1 DRM advantage to Melee only. The Heilsburg wall and redoubts grant a -2/+2 DRM advantage to the defenders for fire and melee. The Alle River can only be crossed at bridges.

**Playing Time:** The game begins at the 8:00 am and ends with the 8:00 pm turn, a total of 23 turns.

**Deployment:** Units set up per the accompanying map, Russians deploy first. Brigades are deployed in Lines, Supported Lines while artillery sets up limbered or unlimbered, no more than 12 inches away from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command. One brigade from Raievski's division may be deployed in Launau.

**Initiative & Leaders:** Roll for initiative at the beginning of each turn. Bennigsen, if unattached has a -2 DRM. Murat is the initial French commander, if unattached has a -1 DRM. Napoleon upon arrival takes command of the French forces and has an unattached +3 DRM. Lasalle, Bagration and Platov (Cossacks only) are Charismatic Leaders.

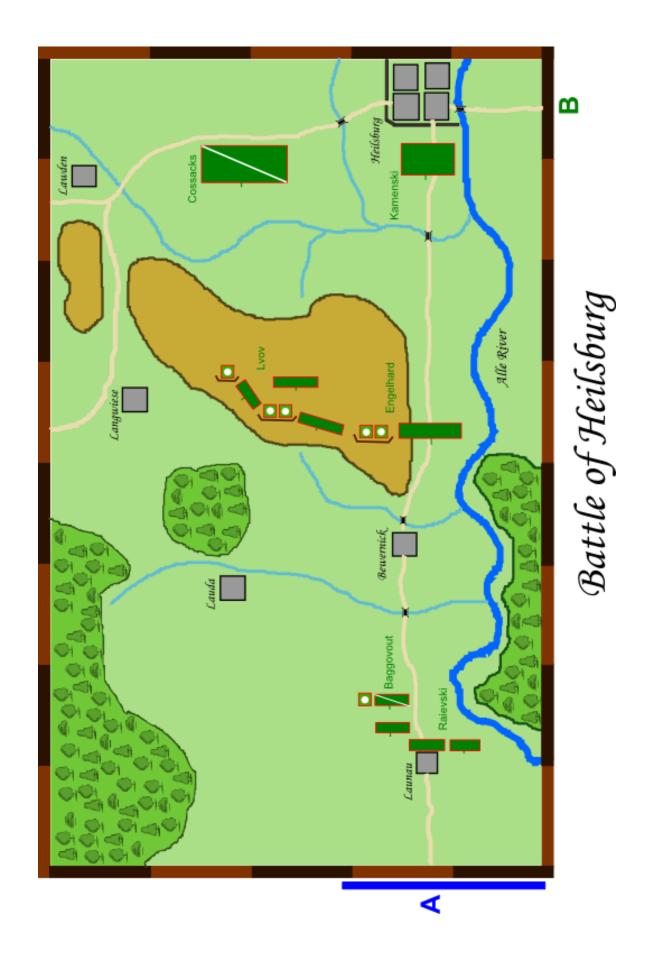
**Troop Quality:** The French are Impulse Infantry, and are all Skirmish capable. The Russians are Linear Infantry and have no skirmishers.

**Reinforcements:** As listed on each army's OoB. All units enter as listed at the Point Locations on the map. If there is not enough physical space for all units scheduled to arrive to enter the table, they are considered "backed up" off table and may automatically enter next turn. Use the Reinforcement Table on page 16 of AOE to vary arrival times, for a more intense optional game.

**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.

**Victory Conditions:** Determine victory using the Casualty Point Chart on page 17 of AoE.

Author's Note: The contradictions this scenario generates of the Russian OoB and then compared to four days later at Freidland is crazy. Even the French ones aren't perfectly clear. Heck, even the maps I've found are different. I've gone with the best I could do with this scenario despite the fact the errors between the two battles.



## French Forces arriving Turn 1, deployed within A.



Latour

Pajol - 5th, 7th Hussar, 3rd Chasseurs

Latour

**Murat** 

Durousnel - 7<sup>th</sup>, 20<sup>th</sup>, 22<sup>nd</sup> Chasseurs

Wathier – 11<sup>th</sup> Chassuers, 2<sup>nd</sup> Bavarian Chevaulegers, Wurttemberg Chevaulegers



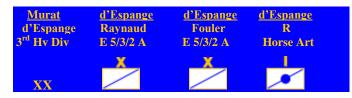
Oullenbourg – 20<sup>th</sup>, 26<sup>th</sup> Dragoons Barthelemy – 16<sup>th</sup>, 21<sup>st</sup> Dragoons



Latour

Pereymond – 1<sup>st</sup>, 2<sup>nd</sup> Dragoons Maupetti – 5<sup>th</sup>, 8<sup>th</sup> Dragoons

Digeon – 4<sup>th</sup>, 14<sup>th</sup> Dragoons Debelle – 9<sup>th</sup>, 12<sup>th</sup> Dragoons



Raynaud – 4th, 6th Cuirassier

Fouler - 7th, 8th Cuirassier

## French Forces arriving Turn 3 in road column at point A.

Soult St. Cyr	St. Cyr Vivies	St. Cyr Amey	St. Cyr Ferey	St. Cyr R	St. Cyr R
2 <sup>nd</sup> Div	E 6/4/2 Sk	R 10/8/5 Sk	E 10/7/5 Sk	Foot Art	Foot Art
XX	$\times$	$\times$	$\times$	•	•

Vivies – 24th Legere

Amey – 4th, 28th Ligne

Ferey – 46<sup>th</sup>, 57<sup>th</sup> Ligne

### French Forces arriving Turn 5 in road column at point A.

Napoleon	<u>Soult</u>	St. Hilaire	St. Hilaire	St. Hilaire	St. Hilaire	<u>St. Hilaire</u>
Soult	St. Hilaire	Candras	Buget	Lorencez	R	R
IV Corp	1 <sup>st</sup> Div	E 10/7/4 Sk	R 9/7/5 Sk	R 9/7/5 Sk	Foot Art	Foot Art
XXX	XX	X	X	X		0

Candras – 10<sup>th</sup> Legere, 14<sup>th</sup> Ligne

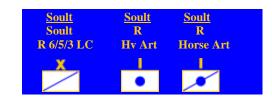
Buget – 22<sup>nd</sup>, 36<sup>th</sup> Ligne

Lorencez – 43<sup>rd</sup>, 55<sup>th</sup> Ligne

### French Forces arriving Turn 6 in road column at point A.

Soult	<u>Legrand</u>	Legrand Lamartiniere R 11/8/6 Sk	<u>Legrand</u>	<u>Legrand</u>	<u>Legrand</u>
Legrand	Ledru		Pouzet	R	R
2 <sup>nd</sup> Div	E 11/7/4 Sk		E 3/2/- Sk	Foot Art	Foot Art
XX	X	×	X	•	•

 $Ledru-26^{th}\ Legere,\ 18^{th}\ Ligne \quad Lamartiniere-75^{th},\ 105^{th}\ Ligne \quad Pouzet-Tirailleurs\ Corses,\ Tirailleurs\ du\ Pouzet-Tirailleurs\ Corses,\ Tirailleurs\ Cors$ 



Soult – 8<sup>th</sup> Hussars, 16<sup>th</sup>, 22<sup>nd</sup> Chasseurs

## French Forces arriving Turn 8 in road column at point A.



## French Forces arriving Turn 10 in road column at point A.





Oudinot's Bde - Composite Grenadiers Companies+

Roussel - Guard Fusiliers Grenadiers & Chasseurs

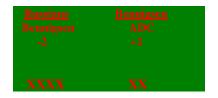
### French Forces arriving Turn 14 in road column at point A.

<b>Napoleon</b>	<u>Verdier</u>	<u>Verdier</u>	<u>Verdier</u>	<u>Verdier</u>	
Verdier	Harispe	Vedel	R	R	
2 <sup>nd</sup> Div	R 9/7/5 Sk	E 8/5/3 Sk	Foot Art	Foot Art	
	X	X	100		
XX	$\sim$	$\sim$	•	•	

Harispe – 3<sup>rd</sup>, 72<sup>nd</sup> Ligne

Vedel – 2<sup>nd</sup>, 12<sup>th</sup> Legere

## **Russian Starting Forces**



 Bennigsen
 Bagration
 Raievski
 Raievski

 Bagration
 Raievski
 Ogarev
 Fritzsch

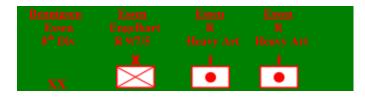
 Rear Gd
 I\* Div
 R 7/5/4
 R 7/5/4

 XXX
 XX
 XXX

Ogarev - 20th, 23rd, 24th Jagers

Fritzsch – 25<sup>th</sup>, 26<sup>th</sup> Jagers





 $1^{st}$  Bde  $-3^{rd}$ ,  $4^{th}$ ,  $5^{th}$ ,  $6^{th}$  Jagers

Shepelv - Grodno, Pavlograd Hussars

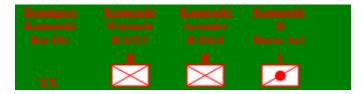
Engelhart - Old Ingermanland, Podolia, Schlusserbourg Musketeers

Bennigsen	Knorring	Knorring	Knorring	Knorring	Knorring	<u>Knorring</u>
Knorring	Verderowksi	Rahmanov	Bykov	R	R	R
6 <sup>th</sup> Div	R 6/5/3	R 7/5/4	R 7/5/4	Heavy Art	Foot Art	Foot Art
XX						

Verderowski – 2<sup>nd</sup> Jager, Kexholm Musketeers

Rahmanov - Nisov, Revel Musketeers

Bykov - Belosersk, Pernau, Volhynia Musketeers





Warneck – Kalouga, Perm, Sievsk Musketeers Platov – Various Cossacks

Arseniev – 21st Jagers, Archangelgorod, Mohilev, Navazhinsk Musketeers

## Turn 5 arrive in road column at Point B

<b>Bennigsen</b>	<u>Uvarov</u>	<u>Uvarov</u>	<u>Uvarov</u>	<u>Uvarov</u>	<u>Uvarov</u>	<u>Uvarov</u>
Uvarov						
Right Cav						
XX						

Yurkowski – Elizavetgrad & Soum Hussars, Lithuanian Uhlans Alexeiev – Finland, Livland, Mitava Dragoons

Dolgoruki – Courland, Kazan, Riga Dragoons Zakomelski – Ingermanland, Kargopol, St Petersburg Dragoons

### Turn 7 arrive in road column at Point B

Bennigsen	Titov II	<u>Titov II</u>	<u>Titov II</u>	<u>Titov II</u>	Titov II	<u>Titov II</u>
Titov II	Netting	2 <sup>nd</sup> Bde	Ushakov	R	R	R
3 <sup>rd</sup> Div	R 7/5/4	R 7/5/4	R 8/6/4	Heavy Art	Foot Art	Foot Art
XX			×	•	•	

Netting - Chernihov, Dniepr Musketeers

 $2^{nd}$  Bde – Koporsk, Muromsk Musketeers

Ushakov - Lithuanian Musketeers, Tauride Grenadiers

### Turn 10 arrive in road column at Point B

<b>Bennigsen</b>			
Docturov			
7 <sup>th</sup> Div			
XX		•	

Zapolski – Ekaterinbourg, Moscow Musketeers

Pasek - Vladimir, Voronezh Musketeers

French		Russian		
Infantry	133	Infantry	99	
Cavalry	58	Cavalry	61	
Artillery	16	Artillery	<u> 15</u>	
Total	(59,920)	Total	(48,120)	