The Iron Marshal

5 July, 1811

A fictitious Grande Armée scenario by Sam Mustafa

Franco-Russian relations began to deteriorate almost as soon as the ink dried at Tilsit. Napoleon and Tsar Alexander made half-hearted attempts to bridge the divide at the Erfurt conference the next year, but went away with suspicions deepened, instead. The real crisis came in 1809. Russia was nominally a French ally in the war against Austria, but Russia's real goal was to prevent the expansion of any Polish state, and Russian forces even occupied part of the Grand Duchy of Warsaw during that summer. Napoleon had promised Alexander he would not enlarge the Polish territory, but he did precisely that: taking Austrian Galicia and adding it to the Polish Grand Duchy. From that point, Alexander knew another war with France was inevitable, and he began to put his house in order. Negotiations began with Russia's two enemies, the Swedes and the Turks. The former came to terms in 1810, with the accession of Napoleon's disgraced Marshal Bernadotte to the Swedish throne. The Turkish war dragged on through 1811, but peace was reached there, too, in June 1812, just as Napoleon's army invaded Russia.

Russia's Prince Peter Bagratian regarded the Grand Duchy of Warsaw as little more than a forward staging area for French troops. It was a dagger pointed at the heart of Russia. If it could be knocked out quickly, Napoleon would have a devil of a time assembling a new army in central Germany. A Russian victory could entice Prussia to join the allies, which in turn could ignite a general German rising against the French. Bagratian actually drew up a sketch of this campaign for 1811, but Kutusov (who was still on the Turkish front talking peace) opposed it, probably to make sure Bagratian's career didn't get the boost from leading such an expedition.

The Grand Duchy of Warsaw was officially under the auspices of the Kingdom of Saxony, but in reality it was a French satellite. Napoleon had 'given' the Poles their constitution, and the Code Napoleon was the basis for law. Polish troops were raised, drilled, and equipped in full expectation of fighting alongside the French. Saxony might not have been a very enthusiastic French ally, but the Poles certainly were. Marshal Louis Davout, who had trained Polish troops in 1808-09, and who knew the King of Saxony, was entrusted with this theatre. Davout had bought land in Poland, and made no secret of his desire to become Viceroy, or perhaps even King, of a restored Kingdom of Poland.

This scenario explores the convergence of two not very far-fetched "what ifs." First of all, what if Russia had come to terms with the Turks in late 1810, and thus been able to deploy her whole army by the spring of 1811? Second, what if Napoleon had decided to settle matters in Spain in 1811, either by going there himself, or by sending substantial reinforcements to that theatre? These events would have made it possible for the Russians to entertain the request that Britain was making for an attack on the French empire in 1811. Tsar Alexander favored a wild scheme involving a Russian amphibious attack carried by the British navy, with landings in Italy and Dalmatia, but Bagratian advocated a single, massive pre-emptive strike against the Poles.

And so our alternate history runs like this: with Napoleon far away and the majority of the French army in Spain, the Russian blow lands suddenly in May 1811. Bagratian, at the head of nearly 100,000 men, plunges deep into Poland. Surprised but not panicked, Poniatowski pulls in all the Polish forces he can, and falls back toward Warsaw. Davout arrives to take command, assembling his army from the French, Polish, and Saxon troops in his theatre. He is not in time to save Warsaw from the Russians, but by the end of June he has put together an army of about 80,000 men, and he is prepared to counterattack the Russians, whose advance has now slowed as the Cossacks seek out the enemy army.

1. Setting up the game

This is a meeting engagement. Davout is trying to find and strike a vulnerable section of the Russian position. Bagratian's Cossacks are on the move everywhere, trying to find the French before the French find them. It's a toss-up as to who gets the initiative. Therefore, both commanders roll 2d6...

If it's a Tie: the armies have blundered into each other. Set up a 5 X 9 foot table. One player sets up the terrain. He *must* set up at least two but no more than four square feet of forest in any concentration or combination or location he likes. He *may* set up one fordable river of any length and location. He *must* place up to three 1-base towns. He *may* place up to four level-1 hills, of whatever size he likes. When he is done setting up the board, the other player gets to choose which of the long edges will be 'his' side, and the set-up player has to take the other edge.

Each army now *randomly* selects two of its Forces. These, and the army commander, will be deployed within 12" of their table-edge. The remainder will enter as reinforcements (see below.) Set up "blind" if possible – using some kind of curtain to mask deployment, or sketching out deployment and then having the enemy actually set up your forces... whatever method you prefer for doing blind simultaneous set-up.

If one side rolled higher: One of his Forces has found the enemy army, and the battle will be fought there, with both sides rushing to that point. The loser of the roll sets up the table, as above. Then the winner of the roll may change or remove *one* terrain feature of his choice (remove a foot of forest, move a hill, remove the river, whatever.) The winner of the roll now chooses which edge will be his side. He *randomly* selects one of his Forces, and deploys it as he pleases, within 12" of his edge. Then his opponent randomly selects *two* of his Forces and deploys them within 12" of his own side. Then the first player may *choose one* of his Forces and deploy it, too, within 12" of the edge. Both sides should now have the commander and two Forces on the table, with the remainder arriving as reinforcements.

If one side rolled double or more than the other: He has surprised the enemy. The winner of the roll sets up the table, as described above. The loser of the roll may change one terrain item, as described above. The winner now chooses his table edge. The loser now *randomly selects two* of his Forces and must set them up within 12" of his edge, along with his commander. The winner may now *choose three* of his Forces and set them up, with his commander, within 12" of his edge. All other Forces will arrive as reinforcements.

...and lastly, the Cossacks: Regardless of the outcome, above, the Russian player has the option of deploying his Cossack corps anywhere within 12" of his edge of the table, after all the other set-up is complete. He may opt not to deploy this corps, using it instead as a reinforcement later.

2. Reinforcements

Starting at the end of Turn 2, and at the end of each turn thereafter, each player should randomly select one Force still not on the table to arrive as a reinforcement in the *next* Turn. At the beginning of each Pulse of that next turn, he will roll a die. If the roll is equal to or less than the number of that upcoming Pulse, then the Force will enter the board anywhere on his table edge in the movement segment of that Pulse. (The Force, for that Pulse it enters, is controlled automatically without needing CPs or a control check. After that entry Pulse, however, it is part of the army, as normal.)

If the turn ends, and the Force did not enter, it automatically enters with the first pulse of the coming turn (count it when rolling on the Command Table in that coming turn.)

For example: Turn 2 has just ended. Davout randomly selects Vandamme's corps as his Turn 3 reinforcement. As Turn 3 opens, Vandamme is not on the board yet, so he is not counted as one of the Forces in the army yet, when rolling for CPs in the Command Phase. Turn 3 ends, and Davout has still not been able to bring Vandamme onto the board, due to bad die rolls. Vandamme is now part of the French army at the beginning of Turn 4, and will automatically enter in the first pulse of Turn 4. In the meantime, Davout must randomly select another Force of his army that might enter in Turn 4.

The Scenario:

The weather is chosen at random, and variable. The ground *starts* hard, even if the weather starts as rain. Roll for Basic Length.

The morale of both armies is "Confident." Calculate break points as Forces arrive.

This scenario is Copyright 2003 by Sam A. Mustafa. Permission is granted to reprint it for use with the *Grande Armée*® game.

Roster for the Army of Poland	
Commander: Prince Peter Bagratian (Good)	
Weather:	
Army's Break Point:	
Generals Available: 3	
This is a Napoleonic Army of 6 Forces.	
This is a respection of the rest of the re	
Cossacks: Platov (V) 1/9" Aggressive	
C/1 Don Cossacks	Conscript 6SP
C/2 Cossacks	Raw 4SP
C/3 Cossacks	Raw 4SP
C/4 Cossacks	Raw 4SP
C: 6-pdr Horse A	
C: 6-pdr Horse B	
7th Corps: Rayevski (V) 2/15"	
12th Division: Vasiltchikov	
7/12/1 Ryleyev	Trained 8SP
7/12/2 Pallitzin (Jägers)	Veteran 7SP
26th Division: Paskevich	
7/26/1 Liebert	Trained 7SP
7/26/2 Gogel (Jägers)	Veteran 6SP
27th Division: Neverovski	
7/27/1 Knainin	Trained 7SP
7/27/2 Woykov (Jägers)	Veteran 8SP
7th Grenadier Division: Vorontzov	
7/7/1 Grenadiers	Elite 9SP
Corps Artillery:	
7: 12-pdr Foot A	
7: 12-pdr Foot B	
7: 12-pdr Foot C	
8th Corps: Borozdin 3/9"	
Grenadier Division:	
8/G/1 Chatilov (Grenadiers)	Elite 8SP
8/G/2 Buxhowden (Grenadiers)	Elite 9SP
8/G/3 Hesse (Grenadiers)	Elite 9SP
7th Division: Kapzevich	
8/7/1 Liapunov	Veteran 8SP
8/7/2 Balla (Jägers)	Veteran 7SP
24th Division: Likhachev	
8/24/1 Denissev	Veteran 8SP
8/24/2 Vuitch (Jägers)	Veteran 7SP
Corps Artillery:	
8: 12-pdr Foot A	
8: 12-pdr Foot B	

5th Corps: Constantine 4/12"	
Guard Division: Lavrov	
5/G/1 Rosen (Guard Infantry)	Guard 12SP
5/G/2 Udom (Guard Infantry)	Guard 12SP
5/G/3 Bistrom (Guard Infantry)	Guard 10SP
Grenadier Division	
5/1G Grenadiers	Elite 8SP
1st Cavalry Division: Depradovich	
5/1C/1 Borosdin I (Gd. Cuirassiers)	Guard 11SP
5/1C/2 Cheviez (Gd. Drag. & Chev.)	Guard 10SP
Corps Artillery:	
5: 12-pdr Foot A	
5: 12-pdr Foot B	
5: 12-pdr Foot C	
5: 6-pdr Horse A	
5: 6-pdr Horse B	
5: 6-pdr Horse C	
·	
3rd Corps: Tuchkov 3/8" Aggressive	
3rd Division: Konovitzin	
3/3/1 Tuchkov III	Trained 7SP
3/3/2 Chakovski (Jägers)	Veteran 9SP
1st Division: Strogonov	
3/1/1 Yermalov II	Veteran 6SP
3/1/2 Kripashin	Elite 7SP
24th Division: Likhachev	
3/24/1 Denissev	Veteran 8SP
3/24/2 Vuitch (Jägers)	Veteran 7SP
Corps Artillery:	
3: 12-pdr Foot A	
3: 12-pdr Foot B	
44. 6. 1. 6 6 2.478	
4th Cavalry Corps: Sievers 3/7"	
3rd Cavalry Division: Pantschulid	EU. ZOD
4C/3/1 Vassiltchikov (Hussars)	Elite 7SP
4C/3/2 Koslovski (Hussars)	Elite 7SP
4th Cavalry Division: Sievers	Value 5CD
4C/4/1 Dragoons	Veteran 5SP
4C/4/2 Dragoons	Veteran 5SP
4C/4/3 Hussars & Uhlans	Veteran 7SP
2nd Cuirassier Division: Knorring	Tilly (CD)
4C/2/1 Cuirassiers	Elite 6SP
4C/2/2 Cuirassiers	Elite 8SP

Army of Poland Totals: 52 units 224 infantry SPs 84 cavalry SPs 10 heavy guns 5 medium guns

Roster for the Army of Observation East	
Commander: Davout (Great)	
Weather:	
Weather: Army's Break Point:	
Generals Available: 3	
This is a Napoleonic Army of 5 Forces.	
I Corps: Vandamme 3 / 18" Aggressive	
1st Division: Morand	
I/1/1 d'Alton (Légère)	Veteran 7SP
I/1/2 Gratien	Veteran 7SP
I/1/3 Bonnamy	Veteran 8SP
2nd Division: Friant	
I/2/1 Dufour (Légère)	Veteran 7SP
I/2/2 Vandedem	Veteran 8SP
I/2/3 Grandeau	Veteran 8SP
3rd Division: Gérard	
I/3/1 Desailly (Légère)	Veteran 8SP
I/3/2 LeClerc (French & Confederation)	Veteran 8SP
I/3/3 Albert	Veteran 8SP
Corps Cavalry: Girardin	
I/C Chasseurs	Veteran 7SP
Corps Artillery:	
I: 12-pdr Foot	
I: 6-pdr Horse	
IX Corps: Lauriston (V) 2/16"	
4th Division: Dessaix	
I/4/1 Barbanègre (Légère)	Veteran 7SP
I/4/2 Frederichs	Veteran 8SP
I/4/3 LeGuay	Veteran 8SP
5th Division: Compans	
I/5/1 Duppelin	Veteran 8SP
I/5/2 Teste	Elite 9SP
6th (Westphalian) Division: Henin	
I/6/1 Schieber	Conscript 5SP
I/6/2 Wickenberg (Wstph. Gds.)	Veteran 5SP
Corps Cavalry:	
V/C Westph. Light cav.	Conscript 4SP
Corps Artillery:	
V: 12-pdr Foot	
V: 12-pdr Foot (Wstph.)	
V: 6-pdr Horse (Wstph.)	

V Corps (Polish Army): Poniatowski (V)	2 / 16"
16th Division: Zayonchek	
V/16/1 Mielzynski	Veteran 8SP
V/16/2 Paszkowski	Veteran 7SP
17th Division: Dombrowski	
V/17/1 Zottowski	Veteran 9SP
V/17/2 Krasinski	Veteran 9SP
18th Division: Knaiziewicz	
V/18/1 Grabowski	Veteran 9SP
V/18/1 Pakosz	Veteran 6SP
Corps Cavalry: Kaminski	
V/C/1 Polish Chasseurs	Trained 6SP
V/C/2 Polish Uhlans	Veteran 8SP
Corps Artillery:	
V: Polish 12-pdr Foot	
V: Polish 6-pdr Horse A	
V: Polish 6-pdr Horse B	
VII (Saxon) Corps: Rapp (V) 2 / 14"	
21st Division: LeCoq	
VII/21/1 von Steindel	Trained 7SP
VII/21/2 von Nostitz	Veteran 8SP
22 nd Division: von Funck	
VII/22/1 Klengel	Trained 6SP
VII/22/2 von Sahr (Grenadiers and Lights)	Elite 7SP
23 rd Division: Fröhlich	
VII/23/1 Lautenberg	Trained 6SP
VII/23/2 Saxe-Gotha	Trained 5SP
Corps Cavalry:	
VII/C Thielmann (Saxon light cav)	Veteran 6SP
Corps Artillery:	
VII: 12-pdr Saxon Foot A	
VII: 12-pdr Saxon Foot B	
<u> </u>	
Cavalry Corps: Latour-Maubourg (V) 1	/ 12" Aggressive
4th Light Division: Rozniecki	
C/4L/1 Polish Uhlans	Elite 8SP
C/4L/2 Polish Uhlans	Elite 7SP
5th Light Division: Sokolnicki	
C/5L/1 Polish Uhlans	Elite 7SP
C/5L/2 Polish Uhlans	Elite 7SP
7th Cuirassier Division: Lorge	
C/7C/1 Saxon Hvy. cav.	Elite 6SP
C/7C/2 Westphalian Hvy. cav.	Elite 7SP
Corps Artillery:	
C: 6-pdr Horse (Polish)	
C: 6-pdr Horse (Westphalian)	
1 · · · · · · · · · · · · · · · · · · ·	
AoOE Summary:	
51 units	
205 infantry SPs	

73 cavalry SPs 6 Heavy guns 6 Medium guns

Labels for "The Iron Marshal"

Bagratian (Good)		Davout (Great)	
C: Platov (V) 1/9" Agg		I: Vandamme 3 / 18" Agg	
C. Hatov (V) 179 Agg C/1 Don Cossacks	SK2	I/1/1 d'Alton (Légère)	SK2
C/2 Cossacks	SK2 SK2	I/1/2 Gratien	SK2
C/3 Cossacks	SK2 SK2	I/1/3 Bonnamy	SK2
C/4 Cossacks	SK2 SK2	I/2/1 Dufour (Légère)	SK2
C: 6-pdr Horse A	SKZ	I/2/2 Vandedem	SK2
C: 6-pdr Horse B		I/2/3 Grandeau	SK2
7: Rayevski (V) 2/15"		I/3/1 Desailly (Légère)	SK2
7/12/1 Ryleyev	SK1	1/3/2 LeClerc (French & Confederation)	SK2
7/12/1 Ryleyev 7/12/2 Pallitzin (Jägers)	SK1 SK2	I/3/3 Albert	SK2
7/26/1 Liebert	SK1	I/C Chasseurs	5112
7/26/2 Gogel (Jägers)	SK1 SK2	I: 12-pdr Foot	
7/27/1 Knainin	SK1	I: 6-pdr Horse	
7/27/2 Woykov (Jägers)	SK1 SK2	IX: Lauriston (V) 2/16"	
7/7/1 Grenadiers	SKZ	I/4/1 Barbanègre (Légère)	SK2
7: 12-pdr Foot A		I/4/2 Frederichs	SK2
7: 12-pdr Foot B		I/4/3 LeGuay	SK2
7: 12-pdr Foot B 7: 12-pdr Foot C		I/5/1 Duppelin	SK2
8: Borozdin 3/9"		I/5/2 Teste	SK2
8/G/1 Chatilov (Grenadiers)		I/6/1 Schieber	SK1
· · · · · · · · · · · · · · · · · · ·		I/6/2 Wickenberg (Wstph. Gds.)	SK1
8/G/2 Buxhowden (Grenadiers) 8/G/3 Hesse (Grenadiers)		V/C Westph. Light cav.	SIXI
	SK1	V: 12-pdr Foot	
8/7/1 Liapunov		V: 12-pdr Foot (Wstph.)	
8/7/2 Balla (Jägers)	SK2	V: 6-pdr Horse (Wstph.)	
8/24/1 Denissev	SK1 SK2	V: Poniatowski (V) 2/16"	
8/24/2 Vuitch (Jägers)	SK2	V: Foliatowski (V) 2710 V/16/1 Mielzynski	SK2
8: 12-pdr Foot A		V/16/2 Paszkowski	SK2
8: 12-pdr Foot B		V/17/1 Zottowski	SK2
5: Constantine 4 / 12"	CV 1	V/17/2 Krasinski	SK2
5/G/1 Rosen (Guard Infantry)	SK1 SK1	V/18/1 Grabowski	SK2
5/G/2 Udom (Guard Infantry) 5/G/3 Bistrom (Guard Infantry)	SK1 SK1	V/18/1 Glabowski V/18/1 Pakosz	SK2
5/1G Grenadiers	3K1	V/C/1 Polish Chasseurs	SKZ
5/1C/1 Borosdin I (Gd. Cuirassiers)		V/C/1 Polish Uhlans	
5/1C/2 Cheviez (Gd. Drag. & Chev.)		V: Polish 12-pdr Foot	
5: 12-pdr Foot A		V: Polish 6-pdr Horse A	
5: 12-pdr Foot B		V: Polish 6-pdr Horse B	
5: 12-pdr Foot C		VII: Rapp (V) 2/14"	
5: 6-pdr Horse A		VII/21/1 von Steindel	SK1
5: 6-pdr Horse B		VII/21/2 von Nostitz	SK1
5: 6-pdr Horse C		VII/22/1 Klengel	SK1
3: Tuchkov 3/8" Agg		VII/22/2 von Sahr (Grenadiers and Lights)	SK1
3/3/1 Tuchkov III	SK1	VII/23/1 Lautenberg	SK1
3/3/2 Chakovski (Jägers)	SK2	VII/23/2 Saxe-Gotha	SK1
3/1/1 Yermalov II	SK1	VII/C Thielmann (Saxon light cav)	SILI
3/1/2 Kripashin	SK1	VII: 12-pdr Saxon Foot A	
3/24/1 Denissev	SK1	VII: 12-pdr Saxon Foot B	
3/24/2 Vuitch (Jägers)	SK2	C: Latour (V) 1/12" Agg	
3: 12-pdr Foot A	SICZ	C/4L/1 Polish Uhlans	
3: 12-pdr Foot B		C/4L/2 Polish Uhlans	
4C: Sievers 3/7"		C/5L/1 Polish Uhlans	
4C. Sievers 377 4C/3/1 Vassiltchikov (Hussars)		C/5L/2 Polish Uhlans	
4C/3/1 Vassincinkov (Hussars) 4C/3/2 Koslovski (Hussars)		C/7C/1 Saxon Hvy. cav.	
4C/4/1 Dragoons		C/7C/2 Westphalian Hvy. cav.	
4C/4/2 Dragoons		C: 6-pdr Horse (Polish)	
4C/4/3 Hussars & Uhlans		C: 6-pdr Horse (Wstph)	
4C/2/1 Cuirassiers		to par troub (mospin)	
4C/2/1 Cultassiers 4C/2/2 Cuirassiers			
. C. 2. 2 Cultussions			