

## Kulm, 29 August 1813: First Contact

The Allied Army of Bohemia has been defeated by Napoleon at Dresden and is retreating south through the Bohemian mountains to regroup. Marshal Vandamme, with one of the pursuing columns, is pressing the retreating Allies, confident that the pursuit is equally aggressive on the part of his brother marshals. Only... Vandamme is rushing headlong into great danger.

This scenario represents the first contact between Vandamme and the Russian General Ostermann-Tolstoy on 29 August 1813, when the Russian Commander turns to hold up the enemy in order to allow time for the retreating Allied formations to exit the mountains. Determined to lose no time, Vandamme sends his troops into the attack straight from the line of march.

### The Map

One square is 4BW across. The hills on the western edge of the table are rough ground so count as difficult. The other hills are gentler and only obstruct line of sight. The rivers are all minor. Unit strengths in this scenario are based on the 'small scale' option, explained on page 79 of the rules.



### Objectives

There are two objectives, both of which start the game under allied control. Place one in Straden and one in Priesten.

### Set Up Areas

The Russians set up first, between the south table edge and the centre of the map. The French set up second, anywhere within 4BW of the north table edge.

### Game length and order of play

The game lasts 24 turns (meaning each side has 12 turns). The French take the first turn.

### MO

The MO for both sides is 2D6.

## Notes for the French Army

Formations 5 and 42 begin the game on table. 1 Division arrive over several turns as reinforcements on the Northern table edge, on one of the roads by Kulm. They are marching along a road through hilly terrain, in one long column. Therefore, in a departure from the usual Blücher reinforcement rules, each unit will automatically arrive on the turn listed. (Note that French turn numbers are odd and Allied are even). On-table units can start the game in reserve.

| ID | Des. | French forces                      | Movement | Elan   | Traits | Points |
|----|------|------------------------------------|----------|--------|--------|--------|
| 1  | 5    | 21 French light cavalry            | 4 - 2    | 6      |        | 10     |
| 2  | 5    | 46th Line regiment                 | 2 - 1    | 6      | Sk     | 12     |
| 3  | 5    | 72nd Line regiment                 | 2 - 1    | 6      | Sk     | 12     |
| 4  | 5    | 5 Div Artillery                    | 2 - 1    | 544322 |        | 6      |
| 5  | 42   | 4rd provisional line regiment      | 2 - 1    | 5      | Sk     | 9      |
| 6  | 42   | 4th provisional line regiment      | 2 - 1    | 5      | Sk     | 9      |
| 7  | 42   | 16th provisional line regiment     | 2 - 1    | 5      | Sk     | 9      |
| 8  | 42   | 17th provisional line regiment     | 2 - 1    | 5      | Sk     | 9      |
| 9  | 42   | 96th line regiment                 | 2 - 1    | 6      | Sk     | 12     |
| 10 | 42   | 42 Div Artillery                   | 2 - 1    | 544322 |        | 6      |
| 11 | 1    | 1/1 7th a Light Regiment (reinf 1) | 2 - 1    | 6      | Sk     | 12     |
| 12 | 1    | 1/1 7th b Light Regiment (reinf 1) | 2 - 1    | 6      | Sk     | 12     |
| 13 | 1    | 1/1 12th a Line Regiment (reinf 3) | 2 - 1    | 6      | Sk     | 12     |
| 14 | 1    | 1/1 12th b Line Regiment (reinf 3) | 2 - 1    | 6      | Sk     | 12     |
| 15 | 1    | 2/1 17th a Line Regiment (reinf 5) | 2 - 1    | 6      | Sk     | 12     |
| 16 | 1    | 2/1 17th b Line Regiment (reinf 5) | 2 - 1    | 6      | Sk     | 12     |
| 17 | 1    | 2/1 36th Line Regiment (reinf 7)   | 2 - 1    | 6      | Sk     | 12     |
| 18 | 1    | 1 Div Artillery (reinf 7)          | 2 - 1    | 544322 |        | 6      |
|    |      | Morale 5                           |          |        |        | 184    |

## Notes for the Russian Army

All Russian units start the game on the table. They may deploy anywhere in the southern half of the table. (If you wish to use the historical deployment, this was as follows: AG (Advanced Guard) deployed within 4BW of Straden, staying south of the stream; the rest of the army deployed up to 6BW from the table edge, from left to right 1G, then 14, then 3, then 4.) Units in villages may start in garrison. Units may start in reserve.

| ID | Des. | Russian forces               | Movement | Elan   | Traits | Points |
|----|------|------------------------------|----------|--------|--------|--------|
| 1  | AG   | 4th Jäger Regiment           | 2 - 1    | 6      | Sk, St | 13     |
| 2  | AG   | Murman Line Regiment         | 2 - 1    | 6      | St     | 11     |
| 3  | AG   | Guard Uhlans                 | 4 - 2    | 6      | Sh     | 11     |
| 4  | 1G   | Preobragenski Guard Infantry | 2 - 1    | 7      | St, Sh | 16     |
| 5  | 1G   | Semenovski Guard Infantry    | 2 - 1    | 7      | St, Sh | 16     |
| 6  | 1G   | Ismailov Guard Infantry      | 2 - 1    | 7      | St, Sh | 16     |
| 7  | 1G   | Guard Jäger Infantry         | 2 - 1    | 7      | Sk, St | 17     |
| 8  | 1G   | Guard Artillery              | 2 - 1    | 655433 |        | 6      |
| 9  | 14   | Tenguinsk Line Regiment      | 2 - 1    | 6      | St     | 11     |
| 10 | 14   | Estonia Line Regiment        | 2 - 1    | 6      | St     | 11     |
| 11 | 3    | Revel Line Regiment          | 2 - 1    | 6      | St     | 11     |
| 12 | 3    | Chernigov Line Regiment      | 2 - 1    | 6      | St     | 11     |
| 13 | 3    | 3 Artillery                  | 2 - 1    | 655433 |        | 6      |
| 14 | 4    | Treffurt brigade             | 2 - 1    | 6      | St     | 11     |
| 15 | 4    | Mononov brigade              | 2 - 1    | 6      | St     | 11     |
| 16 | 4    | 4 Artillery                  | 2 - 1    | 655433 |        | 6      |
|    |      | Morale 5                     |          |        |        | 181    |

|      |         |          |
|------|---------|----------|
| Kulm | Straden | Priesten |
|------|---------|----------|