

The Battle of Golymin

Age of Eagles Scenario
by GRW, 2010

SETTING

Date: 26 December 1806, 10:00 AM

Location: 37 miles north of Venice, Italy

Combatants: French Empire vs. Imperial Russia

History: After routing Prussia in the autumn of 1806, Napoleon drove his army into Poland, where two Russian armies had been advancing to aid their Prussian allies. But with Prussia knocked out of the war, the Russian forces in Poland hesitated. This pause allowed Napoleon to rush his exhausted army across the Vistula River and capture Warsaw. With the disparate Russians in full retreat, Napoleon hoped to catch his fleeing enemy before they could unite into a larger, cohesive force.

Marshal Murat, now commanding of nearly 40,000 men of Napoleon's wing, caught up with elements of several Russian divisions outside the town of Golymin. In a desperate rear-guard action, the local Russian commander, Prince Gallitzin, occupied a defensive position around the town with 18,000 men and awaited the French attack.



Joachim Murat

French Orders: Cut off the Russian retreat and annihilate them.



Prince Dmitry Gallitzin

Russian Orders: Fight a rear-guard action, enabling your forces to retreat to the northeast.

Victory points: One point for every "worn" enemy brigade, and two points for each enemy "spent" or destroyed unit. Three points for uncontested control of Golymin, and one point for uncontested control of each road exit anywhere on the table.

Game length: French 2:00 PM until 6:00 PM (8 turns)

AFTERMATH

General Lasalle's French cavalry first arrived on the field around 10:00am, battling Russian cavalry southwest of the town. By 2:00pm the French VII Corps arrived, and Prince Gallitzin shifted his reserves to meet the attack. Murat also arrived with the bulk of the cavalry, but found himself unable to press his attack due to the marshy terrain, unsuitable for cavalry. The muddy roads also hampered the arrival of any French artillery to the battlefield. When Davout's III Corps finally began to arrive around 3:00pm, dusk was already falling. Davout launched a furious attack, but the onset of darkness aided a clever, swift Russian withdraw. Murat's failure to bring his full 40,000 men into action and trap Gallitzin's 18,000 Russians greatly disappointed Napoleon. In fairness to Murat, the poor weather made concentrating his weary troops difficult.

SCENARIO RULES

1. The Russians deploy first.
2. GALLITZIN and MURAT are Charismatic.
3. GALLITZIN and MURAT both have a -1 modifier for initiative, but French begin with initiative.

TERRAIN & WEATHER

The gaming table should be six feet long by four feet wide, laid out according to the accompanying map. Urban areas offer +1 advantages to defending units in melee and a -1 benefit when under fire. The marshes around Golymin automatically disorder any infantry passing through and halve their movement. Cavalry and artillery may not enter the marshes. Movement along roads offers no movement benefits due to the heavy mud. The weather is cool and overcast, with a mixture of rain and snow.

DEPLOYMENT

Units set up according to the accompanying map in whichever formation the commander sees fit. Batteries may begin limbered or unlimbered, and commanders must be deployed within 12 inches of their commands. The entire Russian force deploys on the battlefield, with the sole exception of SHEPELEV's dragoons. SHEPELEV arrives at point C on the Russian 2:30pm turn.

AUGEREAU's corps may enter the table at point B on the first French turn. MURAT arrives with the remainder of his corps at point A, on the French 2:30pm turn. DAVOUT arrives at the same location the following turn, 3:00pm.

SCALE

Each infantry stand represents 360 soldiers, each cavalry stand 180 troopers, and artillery stands a battery of 6-12 guns. Ground scale is one inch to 150 yards and one complete turn represents thirty minutes of historical time. Ideally, this is a two or three-player scenario.

Notes on Sources

Sources for the Battle of Golymin are few and far between. The battlefield map and the French order of battle are fairly accurate. Unfortunately, the Russian forces at the battle were an assortment of mixed formations. For this reason, the scenario OOB is speculative, based on what little information we have, as well as their organization at Eylau shortly afterwards. See Francis L. Petre, *Napoleon's Campaign in Poland 1806-1807* (1907), pp 105-113.

French Order of Battle
MURAT
 French Reserve Cavalry Corps

MURAT

I Cavalry Corps Idr

Klein 1st Dragoon Div
 Klein R 6/4/3 HC dragoons
 Fenerolz R 5/4/3 LC dragoons
 Fauconnet R 5/4/3 LC dragoons

 Milhuad R 5/3/2 LC dragoons

Lasalle 1st Reserve LC Division
 Lasalle R 6/4/3 LC hussars
 Wathier R 7/5/3 LC chasseurs

AUGEREAU

VII Corps Idr

Desjardins 1st Division Idr
 Lapisse E 7/5/3 Sk light
 Lefranc R 9/7/5 Sk line

Heudelet 2nd Division Idr
 Amey E 7/5/3 Sk light
 Sarrut R 11/9/6 Sk line
 Durosnel R 4/3/2 LC chasseurs

(from Davout's III Corps)

Morand 1st Division Idr
 d'Honieres E 4/3/2 Sk light
 Brouard R 7/5/4 Sk line
 Debilly R 6/5/3 Sk line

Russian Order of Battle
GALLITZIN
 Russian IV Division

Gallitzin 4th Division Idr
 Tcherbatov E 8/5/3 line
 Semov R 7/4/3 line
 Arseniev R 6/4/3 line
 Liapanov R 6/4/3 line

Dokhturov 7th Division Idr
 Zapolskago R 5/3/- line
 Shepelev R 5/3/- HC dragoons

Pahlen III R 8/6/4 HC cuirassiers
 Tschapaltiz R 9/7/5 LC hussars

(from Sacken's 3rd Division)
 Totov R 7/5/3 line

Light Foot Artillery Reserve #1-5

MAP & DEPLOYMENT

