

Battle of Loubino (Valutina-Gora)

Age of Eagles Scenario
by GRW, 2011

SETTING

Date: 19 August 1812, 4:30 PM

Location: 10 miles east of Smolensk, Russia

Combatants: French Empire & allies vs. Russian Empire

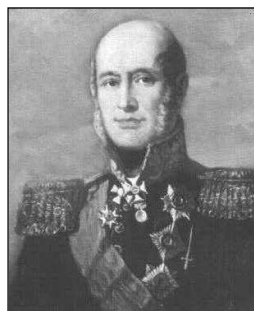
History: Following his defeat at Smolensk, Barclay de Tolly ordered the Russian army to split into three columns and withdraw to the Moscow road. The largest of these columns, commanded by Tuchkov I and Barclay himself, had to pass through a crucial road junction at Loubino. To safeguard the crossroads, a small Russian force raced ahead, where they clashed with the leading elements of Marshal Ney's corps.

For several hours a sharp skirmish unfolded three miles from the critical Loubino road junction, where several Russian corps were passing with their vulnerable baggage trains. Sensing the danger, Barclay took command himself and began diverting reinforcements to defend the crossroads. Napoleon failed to realize the opportunity before him, but Ney and Murat took matters into their own hands, launching a full-scale attack around 5:00pm.



Michael Ney

French Orders:
Sieve the Loubino crossroads to destroy the Russian baggage train.



Barclay de Tolly

Russian Orders:
Hold Loubino at all costs, granting our artillery and baggage time to complete their retreat.

Victory points: Refer to the *Age of Eagles* 'Casualty Points Chart' to determine victory points. French earn two points for every unspent brigade that crosses the Jarovina River. Russians earn five points for uncontested control of Loubino.

Game length: 4:30pm until 8:30pm (9 turns)

AFTERMATH

Barclay de Tolly wisely selected a defensible position behind the Stragan stream, anchored on his flanks by marshes and woods. He positioned his limited artillery on a ridge above the shallow stream. Marshal Ney obliged with a frontal attack, and a furious battle raged for hours, with both sides gradually feeding more men into the engagement. The French had an outstanding opportunity to outflank the Russian line, as Junot's 10,000-man corps had just crossed the Dnieper River a few miles to the south. But despite the sound of cannon fire and Murat's personal pleading, Junot refused to press the attack without direct orders from Napoleon. Before dusk, he drove back the Russian Cossacks, but otherwise allowed a tremendous opportunity to slip by. When darkness ended the battle around 9pm, the French had lost 7,000 men, the Russians lost 5,000, but Barclay de Tolly's army had slipped through the Loubino crossroads with their vast baggage train intact.

SCENARIO RULES

1. The French deploy first.
2. To represent Junot's uncertain involvement in the battle, the French player should roll a D10 at the start of each turn. On a roll of "1-7" Junot's corps remains inactive. On a roll of "8-10" his corps may be activated for that turn. Junot must continue to make this roll at the start of each turn to determine his sporadic involvement. If Junot's troops are on board but inactive, they may only defend themselves in melee and conduct defensive fire.
3. Multiple sources note the wet ground and swampy terrain as unsuitable for cavalry. All cavalry fights at a -1 modifier when charging into melee.
4. Historical note: Junot's corps is comprised entirely of Westphalian soldiers, while Marchand's division of Ney's corps includes troops from Württemberg.
5. Ney is +1 for initiative rolls, and Barclay is +0.

TERRAIN & WEATHER

The gaming table should be six feet long by four feet wide, laid out according to the accompanying map. Loubino offers +1 advantages to defending units in melee and a -1 benefit when under fire, but the other unnamed villages are not large enough to be garrisoned. They appear only for historical accuracy. The shallow streams and rivers are fordable, but count as rough going. Woods also count as rough going. Movement along roads offers no movement benefits due to mud. The weather is clear and wet.

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. NEY may elect to leave units off-board in reserve instead of deploying them. GUDIN arrives from point A at 5:30pm (French Turn 3). JUNOT arrives within 6" of B, based on Scenario Rule #2.

Army commander BARCLAY begins the scenario within 12" of Loubino with Heavy Artillery Reserve battery #1. All Russian reinforcements arrive from Loubino. OSTERMANN'S corps arrives at 5pm. At 6pm TUCHKOV I arrives with the remainder of his corps. At 7pm BAGGOUVUT arrives in march column formation, with stacked up units waiting off-board until space is cleared for their arrival.

SCALE

Each infantry stand represents 360 soldiers, each cavalry stand 180 troopers, and artillery stands a battery of 8-12 guns. One complete turn represents thirty minutes of historical time.

Notes on Sources

Loubino is referenced in many historical works, but the battle is a confusing muddle of units which arrived piecemeal. Creating this scenario was like assembling a puzzle, and many sources were cross-referenced to determine the all-important reinforcement schedule. Korff, for example, is mentioned in many sources, but his men did not arrive until the very end of the battle—and Korff's command included most of the jäger battalions from the 2nd and 4th Infantry Corps! Count Orlov-Denisov, normally a regimental Cossack commander, wound up commanding most of the Russian cavalry on the field. As for the French, Murat may have been the ranking commander, but he played little role, aside from arguing with Junot to advance.

See George F. Nafziger, *Napoleon's Invasion of Russia* (1988), and Hereford B. George's similarly titled, *Napoleon's Invasion of Russia* (1899). For an outstanding narrative, also see Edward Foord's *Napoleon's Russian Campaign of 1812* (1915).

French Order of Battle

MURAT

III CORPS, VIII CORPS, CAVALRY RESERVE

NEY III Corps Idr

Ledru 10th Division Idr

Gengoult R 8/7/4 Sk line
 Morion R 7/5/4 Sk line
 Bruny R 6/7/5 Sk line
 Light Foot Artillery #1

Razout 11th Division Idr

Joubert R 10/8/5 Sk line
 Compere R -/4/2 Sk line
 d'Henin R -/5/2 Sk line
 Light Foot Artillery #2

Marchand 25th Division Idr

von Hugel R 4/3/2 line (Wurt.)
 Koch R -/3/- line (Wurt.)
 Bruzelles R 5/4/2 line (Wurt.)

Wollwrath cavalry division Idr

Mouriez R 6/4/3 LC mixed
 Beurman R 8/6/4 LC chevauxleger

Heavy Artillery Reserve # 3-5

JUNOT VIII Corps Idr

Tharreau 23rd Division Idr

Damas R 7/5/4 line
 Wickenberg R 7/5/4 line

Ochs 24th Division Idr

Legras R 5/4/3 Sk guard
 Borstel R 4/3/2 line

Hammerstein R 6/4/3 LC hussars
 Light Foot Artillery Reserve #6-8

(from Murat's Cavalry Reserve)

Bruyere 1st Light Cav. Div. Idr

Jacquinot E 6/4/2 LC hussars
 Pire R 6/4/3 LC chasseurs
 Light Horse Artillery #9

(from Davout's I Corps)

Gudin 3rd Division Idr

Desailly E 10/7/5 Sk light
 Leclerc E 7/5/3 Sk line
 Light Foot Artillery #10

Russian Order of Battle

BARCLAY de TOLLY

"TUCHKOV'S COLUMN"

BARCLAY army Idr

Heavy Foot Artillery Reserve #1

TUCHKOV I 3rd Corps Idr

Konovnitzin 3rd Division Idr

Tuchkov III E 7/5/3 line
 Voeikov R 5/4/3 line
 Chakoffski R 6/4/3 Sk jägers
 Tornov E 5/3/2 Sk grenadiers
 Light Horse Artillery #2

Strogonoff 1st Division Idr

Tsvilenev E 6/4/3 Sk grenadiers
 Geltoukhin E 6/4/3 Sk grenadiers

Heavy Foot Artillery Reserve #3 & 4

Orlov converged cavalry div. Idr

Karpov C 9/8/6 Irr. cossacks
 Tchalikov E 8/6/4 LC hussars
 Tchernich E 8/6/4 LC hussars

BAGGOVOUT 2nd Corps Idr

Olsoufiev 17th Division Idr

Tehoubarov R 7/5/4 line
 Tuchkov II R 7/5/4 line
 Light Foot Artillery #5

Eugene 4th Division (*Idr not present*)

Pyshnitskoi R 8/6/4 line
 Rossi R 8/6/4 line

OSTERMANN 4th Corps Idr

Choglokov 11th Division Idr

Philissov R -/6/3 line
 Pernov R -/6/3 line
 Light Foot Artillery #6

MAP & DEPLOYMENT

