

# Battle of Vauchamps

Age of Eagles Scenario  
by GRW, 2010

## SETTING

**Date:** 14 February 1814, 10:00 AM

**Location:** 3 miles east of Montmirail, France

**Combatants:** French Empire vs. Kingdom of Prussia & Russian Empire

**History:** Driven back to the very gates of Paris in early February 1814, Napoleon may have saved his most brilliant campaign for last. In what would become known as his "Six Days Campaign," Napoleon personally guided the fragments of his army into the heart of Blucher's 120,000-man Army of Silesia. Blucher obliged the French by stretching out his forces into an attractive target, and Napoleon made short work of his enemies at Champaubert on February 10, Montmirail the next day, and Chateau-Thierry the next.

After this string of victories, Napoleon expected that Blucher would retreat, but the determined old field marshal instead advanced with a small Prussian and Russian corps. The vanguard of Blucher's column found Marshal Marmont outside the village of Vauchamps in the dawn hours of February 14. But Marmont was only the bait, as Napoleon sensed an opportunity to lure Blucher into a trap. Never one to decline a combat, Blucher took the bait and marched toward Vauchamps from the east, blissfully unaware that Napoleon was at the head of his Imperial Guard, already approaching from the west.



*Napoleon Bonaparte*

**French Orders:**  
Destroy Blucher's  
army in detail.



*Gebhard von Blücher*

**Prussian Orders:**  
Consolidate our forces  
and engage the French  
without suffering  
debilitating losses.

**Victory points:** Refer to the *Age of Eagles* 'Casualty Points Chart' to determine victory points.

**Game length:** French 10:00 AM until 5:30 PM (15 turns; or see Scenario Rule #2)

## AFTERMATH

By 10:00am, Marmont and Ziethen had already been skirmishing around Vauchamps for much of the morning. Around noon Blucher and the bulk of his forces passed through Fromentieres, but he was concerned to hear word that Napoleon and the Imperial Guard were on the field behind Marmont. Fear turned into panic when Grouchy's cavalry swung around the Prussian right flank, decimating Ziethen's division and then initiating another wide flanking maneuver to cut off the road at Fromentieres. Blucher ordered a full retreat by late afternoon. The French lost fewer than 1,000 men, while the allies lost roughly 4,000 in battle, and some 5,000 more when fleeing the field. Napoleon never committed the Old Guard into action, and Grouchy's cavalry pursued and harried the retreating allies until after dark.

## SCENARIO RULES

1. NAPOLEON, GROUCHY, and BLUCHER are Charismatic.
2. The scenario ends at dusk (5:30pm) unless Napoleon can break the Prussian army sooner. Historically, Blucher is concerned with keeping his army intact and avoiding another costly defeat. The scenario ends early in a decisive French victory if Blucher's force suffers over 25% casualties, counting the number of stands killed or captured. Loss of a division or corps commander counts as triple (3 stands), and artillery counts as double (2 stands).
3. French cuirassiers are armored, while their Prussian counter-parts are not.
4. The Prussians deploy first.
5. NAPOLEON is +3 for initiative rolls, and BLUCHER is +1. The French start with initiative on the first turn.

## TERRAIN & WEATHER

The gaming table should be four 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 streams count at rough going. Movement along roads offers no movement benefits due to the mud. The weather is cold and clear.

## DEPLOYMENT

Units set up according to the accompanying map, in any formation they choose. Commanders must be deployed within 12 inches of their commands.

All French formations begin the scenario off-board. MARMONT enters within 12" of point "A" on the first turn, 10:00am. NAPOLEON enters with the guard at point "A" in road march column beginning at 11:30am (Turn 4). Units that are "backed-up" and cannot fit on the table will automatically arrive the following turn. GROUCHY may arrive anywhere along table edge "B" starting at 11:30 (Turn 4).

Kleist's vanguard, ZIETHEN's division, should deploy within 12" of Vauchamps. Starting at 11:30am (Turn 4), BLUCHER arrives with the remainder of KLEIST's corps, in march column at point "C." KAPSEVICH enters from point "C" in march column at 12:30pm (Turn 6). Units that are "backed-up" and cannot fit on the table will automatically arrive the following turn. UDOM arrives at "C" at 1:00pm (Turn 7).

## SCALE

Each infantry stand represents 360 soldiers, each cavalry stand 180 troopers, and artillery stands a battery of 8-12 guns. Ground scale is typically one inch to 150 yards, but the map for this scenario is scaled closer to 120 yards.

## Notes on Sources

It will be difficult for the French commander to repeat Napoleon's success at Vauchamps, largely because he will lack the element of surprise which doomed Blucher. The OOB for this battle is taken largely from George Nafziger and some liberties were taken when organizing the commands. Aside from Ziethen's advance division, the rest of the Prussians have been streamlined into converged brigades for this battle. Similar liberties were taken on the French side in Marmont's corps. Alex K. Johnston's outstanding *Atlas to Alison's History of Europe* (1850), Plate No. 95, provides a detailed map. For narratives, see Francis L. Petre's *Napoleon at Bay, 1814* (1914), pp 68-72. Also see Henry Houssaye, *1814* (1888), and David' G. Chandler's *The Campaigns of Napoleon* (1966), Vol. 1.

French Order of Battle  
**NAPOLEON**  
 VI CORPS & IMPERIAL GUARD

**NAPOLEON** army ldr

**MARMONT** VI Corps ldr

Legrange C 7/5/3 line  
 Ricard R 5/4/3 Sk line  
 Leval C 8/6/4 line  
 Light Foot Artillery #1 & 2

**GROUCHY** I & II Cav. Corps ldr

**Bordesolle** 1st Cav. Div. ldr

Merlin R 4/3/2 LC chasseurs  
 Thiry R 4/3/2 HC cuirassiers

**St. Germain** 2nd Cav. Div. ldr

Birkheim R 4/3/2 LC chasseurs  
 Blancarde R 4/3/2 HC cuirassiers

Light Horse Artillery Reserve #3

**Mortier** Old Guard div. ldr

Friant E 6/-/2 Sk grenadiers  
 Michel E 6/-/2 Sk grenadiers

**Ney** Young Guard div. ldr

Meunier R 8/5/3 Sk light  
 Curial R 5/3/2 Sk light

Desnouettes E 5/-/2 LC guard chasseurs  
 Laferriere E 5/-/2 HC guard dragoons  
 Guard Heavy Foot Artillery #4  
 Guard Light Horse Artillery #5

Prussian Order of Battle  
**BLUCHER**  
 Elements of the ARMY OF SILESIA

**BLUCHER** army ldr

**KLEIST** II Corps ldr

**Ziethen** 11th Division ldr

1st Silesian Inf. R 7/4/3 line  
 1st Reserve Inf. C 6/4/3 landwehr  
 Silesian Cav. R 4/3/2 LC landwehr  
 Light Foot Artillery #1

von Pirch R 12/9/6 line  
 Prinz August R 9/7/5 line  
 von Hacke R 7/5/3 LC uhlands  
 von Roder E 6/3/2 HC cuirassiers

Light Foot Artillery #2  
 Light Horse Artillery #3  
 Heavy Foot Artillery #4 & 5

**KAPSEVICH** X Corps ldr

**Urusov** 8th Division ldr

Schenschen R 5/3/2 line  
 Suthof R 4/3/2 Sk jägers

**Turtschaninov** 22nd Division ldr

Schapskoy R 5/3/2 line  
 Vassiltschikov R 4/3/2 Sk jägers

Light Foot Artillery Reserve #6 & 7

(converged remnants of the 8th Div.)  
 Udom II R -/5/2 line

## MAP & DEPLOYMENT

