

La Bataille de Leipzig 1813©

These scenarios have been provided to allow players to explore the actual historical events as well as some variations or what might have been. Most scenarios can be played in one day by two players. The *Southern Battle* is a large, multi-player conflict. If you have the space, the layout the entire battle will be for 36.3 square feet! **Updated March 2014**



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Scenario One – The Southern Battle

This scenario represents the entire battle for the southern—and larger-- sector of the Leipzig battlefield. Many reserves from both sides are expected to arrive, but the entry times and availability of those new forces is never certain. You will need extensive time to complete this scenario. Multiple players are recommended for both the Coalition and the French.

This scenario starts with the 9:00 am turn and ends at the conclusion of the 6:00 pm turn

Use Maps 4, 5, 6 & 7

You may include the Dölitz Scenario as part of this battle. If you do not use the Dölitz scenario observe the following boundaries: Coalition forces may not move within 3 hexes of Dölitz; and may only cross the Pleisse at Markleeberg and Krustewitz. The boundary hexes are considered out of play.

Entry and victory conditions are provided by area, to facilitate ease of play.

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Starting locations and arrival times for the French Army

Markkleeberg

9:00 am in position

Within 3 hexes of Markkleeberg – Vistula Legion; 1ere; 8e; and 16e Polska infantry regiments; 5e Polska Batterie a Pied; 6e Polska Batterie a Pied; Krakus Cavalry Regiment, 27e Legere Cavalrie Brigade, IV Cavalrie Corps d'Armee; Poniatowski and staff.

Within 2 hexes of Dosen -51 e Division, IX Corps d'Armee.

Within 10 hexes of Dosen, north of the stream – 17e Brigade, Sukolnicki's 7e Legere Cavalrie Division, IV Cavalrie Corps d'Armee.

Within 5 hexes of Probstheida – 1ere Division de la Juene Garde

Within 3 hexes of Probstheida - 1ere Cavalrie Division de la Garde

Roll one die for the following units. 1 or 2, the units may move on time. 3 or 4, 20 minutes late. 5, 40 minutes late. 6 roll again next turn.

12:00 pm (Variable)

Enters North Edge road from Leipzig– 52e Division, IX Corps d'Armee; 8e Legere Cavalrie Division, IV Cavalrie Corps d'Armee; Augereau and staff

2:20 pm (Variable)

Probstheida – 8^e Division, III Corps d'Armee – Enters on *level two*

3:00 pm (Variable)

Probstheida – 11^e Division, III Corps d'Armee – enters on *level two*

Wachau

9:00 am

No closer than 3 hexes north of Wachau- 5e Division, II Corps d'Armee; 3e;4e; 5e; and 6e Artillerie de la Garde.

No closer than 6 hexes north of Wachau - 6e Division, II Corps d'Armee

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No closer than 9 hexes north of Wachau – 4e Division, II Corps d'Armee; Victor and staff.

No closer than 12 hexes north of Wachau - 2e Legere Cavalrie Division, II Cavalrie Corps d'Armee

Probstheida – 2e Infanterie Division de la Vieille Garde

Roll one die for each of the following units. 1, 2, 3 the units arrive on time. 4, 20 minutes late. 5, 40 minutes late. 6, roll again next turn.

10:40 am (Variable)

Probstheida - 3e Cavalrie Division de la Garde; Nansouty and staff

11:20 am (Variable)

Probstheida - 3e Infanterie Division de le Juene Garde; Oudinot and staff,

11: 40 am

Probstheida - 1ere Cavalrie Corps d'Armee (except horse artillery); and 2e Grosse Cavalrie Division, II Cavalrie Corps d'Armee; Murat and staff

12: 00 pm

Probstheida - 2e Infanterie Division de le Juene Garde

Roll one die for each of the following units. 1, 2, 3 the units arrive on time. 4, 20 minutes late. 5, 40 minutes late. 6, roll again next turn.

12:20 pm (Variable)

Probstheida – 1ere Infanterie Division de la Veille Garde; remaining Artillerie de la Garde (not with Victor's II Corps d'Armee); Napoleon and staff

1:20 pm

Probstheida - I Cavalrie Corps d'Armee horse artillery; V Cavalrie Corps d'Armee horse artillery

2:00 pm

Probstheida – 5e Grosse Cavalrie Division; 6e Grosse Cavalrie Division

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Liebertwolkwitz

Within 2 hexes of Liebertwolkwitz – 16e Infanterie Division; 6e Legere Cavalrie Brigade; artillerie of the V Corps d'Armee; Lauriston and staff

Within 2 hexes of Naunhofer – 4e Legere Cavalrie Division, II Cavalrie Corps d'Armee; Sebastiani and staff

Within 3 hexes of Zuckelhausen – 19e Infanterie Division, V Corps d'Armee

Within 2 hexes of Probstheida – 10e Infanterie Division, V Corps d'Armee

Within 2 hexes of Bebel Siedlung – 9e Legere Cavalrie Division, V Cavalrie Corps d'Armee; Pajol and staff

Roll one die for each of the following units. 1, 2, 3 the units arrive on time. 4, 20 minutes late. 5, 40 minutes late. 6 roll again next turn.

10:00 am (Variable)

North Road to Probstheida – 4e Infanterie Division de la Jeune Garde; Mortier and staff

10:20 am (Variable)

North Road to Probstheida - 2e Cavalrie Division de le Garde.

11:40 am

North Road to Naunhofer – 28e Cavalrie Brigade, XI Corps d'Armee

Roll one die for each of the following units. 1, 2, 3 the units arrive on time. 4, 20 minutes late. 5, 40 minutes late, 6 roll again next turn.

12:00 am (Variable)

Northern Edge at Zuckelhausen - 36e Infanterie Division, XI Corps d'Armee

1:00 pm (Variable)

Enters road from Holzhausen – 31e Infanterie Division, XI Corps d'Armee

-- enters on *level one*. Separate roll for the IX Corps d'Armee artillerie and MacDonald.

2:00 pm (Variable)

Enters road from Holzhausen – 35e Infanterie Division, XI Corps d'Armee

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-- its entry lowers French Victory level by one.

3:00 pm (Variable)

Enters road from Holzhausen – 39e Infanterie Division, XI Corps d'Armee on *level two*

Starting locations and arrival times for the Sixth Coalition Army of Bohemia

Markkleeberg

9:00 am in position

Within one hex of village (Manor House), west side of the Pleisse, opposite Markkleeberg – Merveldt's Kaunitz Nr. 20 Austrian Infantry, 1st Battalion

Crossroads to Markkleeberg / Krustewitz – Merveldt's 2nd Army Abteilung, Kaunitz Nr. 20 Austrian Infantry Regiment, 2nd Battalion; and 3rd Battalion 2nd Army Abteilung, Kaunitz Nr. 20 Austrian Infantry Regiment

Crossroads Markkleeberg / Gautsch– Merveldt's 2nd Army Abteilung, Stauch Nr. 24 Austrian Infantry

Within 9 hexes of Krustewitz– Phalen's Loubny Hussar Regiment; Grekov; Illowaiski; and Rodinov Cossagues

Within 8 hexes of Krustewitz - 1st Battalion, 11. Reserve Infanterie von Preußen's 12. Infanterie Brigade; 2nd battalion 11. Reserve Infanterie von Preußen's 12. Infanterie Brigade

Within 7 hexes of Krustewitz– von Helfreich's 14th Division; I Russian Corps Artillery Brigade – Position Battery #3

Within 5 hexes of Krustewitz– von Preußen's 12. Brigade, Preußes II Armeekorps (remaining units)

Within 3 hexes of Krustewitz- Lewaschoff's Staroduoub Cuirassier Regiment, 3rd Russian Cuirassier Division; Novgorod Cuirassier Regiment, 3rd Russian Cuirassier Division

1:00 pm

Enters any hex on the southwest edge, Map 7 –remainder of 3rd Russian Cuirassier Division

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Enters south edge road to Krustewitz – Bianchi 2nd Division, Reserve Army Abteilung; Schwarzenberg and staff

Roll one die for each of the following units. 1 or 2, the units arrive on time. 3 or 4, 20 minutes late. 5 or 6, 40 minutes late.

1:20 pm (Variable)

Enters southwest edge road to Krustewitz -Austrian Reserve Army Artillery and reserves, Hessen-Homburg and staff

1:20 pm (Variable)

Civalert Kuirassier Division; Nositz and staff

2:00 pm (Variable)

Enters off southwest map 7 edge road to Krustewitz – Weissenwolf 1st Division

2:20 pm (Variable)

Enters off southwest map 7 edge road to Krustewitz – Klebelsberg Kuirassier Division

Wachau

9:00 am

Within 9 hexes of Guldengossa – Pahlen; Grodno; Soum; and Tchougouiev Hussar Regiments

Within 7 hexes Guldengossa – II Russian Corps; Eugene of Württemberg and staff

Within 5 hexes of Goehren – von Klüx's 9. Brigade, Preußes II Armeekorps

11:00 am

Enters southwest map edge within 11 of Krustewitz –Russian Imperial Guard Light Cavalry Division.

11:20 am

Placed on the Tsar hex on the height in front of Guldengossa. – Alexander I; Francis I; Frederick Wilhelm III; assorted hangers-on and wastrels. Within two hexes of the Tsar: Guard and Escort, 1st Russian Cuirassier Division – If the Tsar moves any time before the end of this scenario, the Coalition victory level is reduced by one.

11:40 am

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Enters southwest map edge within 11 of Krustewitz – 1st Russian Grenadier Division; de Tolly and staff

12:00 pm

Enters southwest map edge within 11 of Krustewitz--2nd Russian Grenadier Division; III Grenadier Corps Artillery Brigade; Wittgenstein and staff; Raevsky and staff,

Roll one die for each of the following units. 1 or 2 the units arrive on time. 3, 20 minutes late. 4 or 5, 40 minutes late, or 6, roll again

1:40 pm (Variable)

Enters any hex on the southwest edge, Map 7 - 2nd Russian Cuirassier Division; Russian Reserve Artillery; Gallitzin and staff.

3:00 pm (Variable)

Enters any hex on the southwest edge, Map 6– 1st Russian Guard Division; 2nd Russian Guard Division; Imperial Guard Artillery Brigade; Yermalov and staff; Konstantin and staff

Victory Conditions

Coalition Decisive- capture all town hexes of Wachau and hold by the end of the scenario.

Coalition Substantial – hold all hexes of Guldengossa and Auenhain Farm hex by the end of the scenario.

Coalition Marginal – hold all hexes of Guldengossa by the end of scenario.

Draw – any result which is not a victory for either side

French Marginal – hold one hex of Guldengossa and the Auenhain Farm hex by the end of scenario

French Substantial – hold all hexes of Guldengossa and the Auenhain Farm hex by the end of scenario

French Decisive – Exit 25 increments of any type off the South edge of the map

If the Tsar is killed, wounded or captured, the French victory level is improved by two. If the Tsar moves from the *Tsar* hex, the victory level is reduced by one. This effect can be cumulative.

If the Coalition fails to occupy one town hex of Wachau for three turns, reduce Coalition victory level by one.

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Liebertwolkwitz

Within 8 hexes from Gross Posna –5th Division; I Russian Corps Artillery – Light Batteries #6 & #7; Grotshakoff and staff,

Within 5 hexes of Gross Posna – 7 Schlesisches Landwehr Kavalerie Regiment; 8 Schlesisches Landwehr Kavalerie Regiment; 7 & 8 Batterie reitende Artillerie

Within 6 hexes from Gross Posna - von Pirch's 10. Preußische Brigade, Preußes II Armeekorps

Within 15 hexes from Seifershain–von Mohr's 1st Division, IV Army Abteilung

Roll one die for each of the following units. 1 or 2, the units arrive on time. 3 or 4, 20 minutes late. 5, 40 minutes late. 6, roll again next turn.

9:00 am (Variable)

Enter at road to Gross Posna - Hohenlohe- Bartenstein's Division, IV Army Abteilung

Enters at road to Seifertshain – Mayer von Heldensfeld's Division, IV Army Abteilung

Enters southeast edge of map, no closer than 10 hexes of Leibertwolkwitz - Rebreyev; Schaltanovka; Illowaiski; and Grekov Cossagues.

9:40 am (Variable)

(1,2,3) Enters on the southwest road to Seifertshain or (4,5,6) enters on the southwest road to Gross Posna – IV Army Abteilung reserve artillery; Klenau and staff

12:00 pm (Variable)

Enter southwest road to Gross Posna – von Ziethen's 11. Preußische Brigade

Enter at southwest road Seifertshain – Ost. P., Schles Kuirassier-Regiments; Brandenburg Kuirassier-Regiments; Roeder

1:00 pm (Variable)

Enter southwest road Seifertshain or southwest road to Gross Posna-- II Preußes Armeekorps Reserve Artillery; von Kleist and staff

Enter southwest road to Gross Posna – Preußische Garde Infanterie Brigade; Preußische Garde Kavalerie Brigade

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Roll one die for each of the following units. 1, the units arrive on time. 2 or 3, 20 minutes late. 4, 40 minutes late, 5 or 6 roll again next turn.

2:00 pm (Variable)

Enters southeast edge of map, no closer than 10 hexes of Liebertwolkwitz - Rebrejev; Schaltanovka; Illovaiski; and Grekov Cossagues; I Corps Russian Artillery Brigade
Light Battery #6 and #7 are with the 5th Division - Liebertwolkwitz - Scenarios 1e, 5e
Position Battery #3 is with the 14th Division - Markleeberg - Scenarios 1

Victory Conditions

Coalition Decisive- hold all town hexes of Liebertwolkwitz and hold by the end of the scenario

Coalition Substantial - hold all hexes of Gross Posna by the end of scenario

Coalition Marginal - Place Lauriston's V Corps d'Armee on *level two*

Draw – any result which is not a victory for either side

French Marginal – Place Klenau's Austrian IV Army Abteilung on *level two*

French Substantial - hold one hexes of Gross Posna and one hex of Seifertshain by the end of the scenario

French Decisive – hold all hexes of Gross Posna and Seifertshain by the end of scenario

If the Coalition fails to occupy one town hex of Liebertwolkwitz for three turns, reduce Coalition Victory level by one.

Historical Perspective 1813

Von Blücher's was born in Mecklenburg and started service as a Swedish Hussar, fighting against Prussia. Later in the Seven Years war he was also a Hussar now fighting for Prussia. Upon accepting von Blücher's resignation after being passed over for promotion, Frederick the Great said "Captain von Blücher can go to the Devil"

Von Gnesenau was born in Saxony. He started his career in the Austrian Army, Later, von Gnesenau fought as a lieutenant in the American Revolutionary war with a regiment from Bayreuth-Ansbach in the pay of the British.

Graf Yorck was born in Pomerania and entered the Prussian Army in 1772. After seven years' service he was cashiered for disobedience. Entering the Army of Holland he served as a captain and fought in the East Indies. He was one of the first to train skirmishers. He changed his name to appear more English.

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German Romantic Classical Landscape Painter Johann Christian Reinhart creates *Blick auf Tivoli*. His styles, themes and patterns revitalize heroic landscape.

In December 1813 Van Beethoven's 7th Symphony premieres as a benefit for Austrian and Bavarian soldiers injured at the Battle of Hanau.

Author Jane Austin first publishes the novel *Pride and Prejudice*. This release follows the success of her earlier novel *Sense and Sensibility*.

The Iron Cross was introduced by King Frederick William III on March 10, 1813. It was first awarded in Breslau.

The Spanish Royalist Army is defeated by the Republican Army of the North at the Battle of Rosillo Creek in Texas.



Despite the efforts of newly elected President James Madison, British soldiers and their native allies invade the United States seizing Fort Niagara and eventually burning Buffalo, New York. Fort Detroit, Michigan also surrenders. However, at the Battle of the Thames October 1813, William Henry Harrison defeats the British and the Shawnee Prophet Tecumseh is killed.



Scenario Two – Murat Reaches for the Tsar



Emperor Napoleon decides the time is right to break the Coalition and directs Murat, the King of Naples, to drive on the Tsar. With the Coalition troops battered from the morning assaults, the Emperor sends his mounted reserve directly at the center of this reactionary alliance and the bee hive of sycophants that make up the Tsar's advisers. This is Murat's last great battle.

This scenario starts at 3:00 pm and ends at the conclusion of the 5:20 pm turn.

Boundaries - see scenario map, Maps 5 and 6. The cross hex is for the Tsar

Starting locations and arrival times for the French Army

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3:00 pm

Within 2 hexes of Wachau- 4e Division, II Corps d'Armee--on *level two* (for the whole scenario); Victor and staff

Within 4 to 5 hexes north of Wachau – 1ere; 2e; and 3e Gardes d' Honour; Mamelucs; Empress Dragoons de la Vielle Garde; and Walther

Within 1 hex of Wachau – 5th Grosse Cavalrie Division; I Cavalrie Corps Batterie a Cheval; V Cavalrie Corps d' Armee Batterie a' Cheval; Murat and staff; Matheiu; Pajol

Within two hex south of Wachau -- 1ere Grosse Cavalrie Division; 3e Grosse Cavalrie Division

Within 3 to hexes south of Wachau – 3e Legere Cavalrie Division; 6e Grosse Cavalrie Division

Within 4 to 5 hexes south of Wachau – 1ere Legere Cavalrie Division; and 9e Legere Cavalrie Division

Starting locations and arrival times for the Sixth Coalition

3:00 pm

Within 4 to 5 hexes north of Auenhain Farm - II Russian Corps on *level three* – may not start the scenario in *carre* (distribute five (5) increment losses to infantry formations); Eugene of Württemberg and staff

Within 5 to 6 hexes north of Golden Gussa -9. Brigade, Preußes II Armeekorps on *level two* – may not start scenario in *carre*. (allocate five (5) increment losses to infantry formations). Cavalrie is *tired*.

Within 2 to 3 hexes of Golden Gussa- Pahlen; Soum;and Tchougouiev Hussar Regiments--all are *exhausted*.

Within 6 hexes of Crobern - Russian Imperial Guard Light Cavalry Division – the entire division is *tired*

Within 2 hexes of the Tsar – 1st Cuirassier Division and Escort

Tsar Hex – Alexander I; Francis I; Frederick Wilhelm III and assorted hangers-on and wastrels

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Roll one die for each of the following units. 1 or 2 the units arrive on time. 3 or 4, 20 minutes late. 5 or 6, 40 minutes late.

3:00 pm (Variable)

Enters any hex on the southern edge, within the boundaries – 2nd Russian Cuirassier Division; Russian Reserve Artillery – Horse Batteries only; Gallitzin and staff

4:00 pm (Variable)

Southern Edge of the map-Klebersberg Kuirassier Division

Victory Conditions at the end of the Scenario

Coalition Decisive- capture one town hex of Wachau

Coalition Substantial – hold all the ridge hexes on the heights where the *Tsar* hex is located by the end of the scenario

Coalition Marginal – hold the Auenhain Farm by the end of the scenario

Draw – any result which is not a victory for either side

French Marginal – Leader casualty *Check* on the *Tsar*

French Substantial – if the *Tsar* leaves the *Tsar* hex

French Decisive – kill, capture or wound the *Tsar*

French victory level is increased by one if either Francis I or Frederick Wilhelm III is killed, captured or wounded. Two levels for both. They must remain stacked with the *Tsar*.

The Position of the Tsar and his Staff

If at any time the *Tsar* moves from the *Tsar* hex, the morale value of every Russian unit is increased by 6, immediately and for the next hour. If Russian units are within a radius of 4 hexes of the *Tsar* when he initially moves, these units' morale values are permanently increased by 12, immediately.



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Scenario Three – Markkleeberg: The Desperate Crossing



A combined assault by Austrians; Prussians; and Russians is planned to capture Markkleeberg. Unfortunately for the Coalition, the various forces' arrivals are not coordinated, and the French have time to react. The bridge at Markkleeberg is not destroyed.

This scenario has two parts, Teil A (9:00 am until 12:00 pm) and Teil B (12:20 pm until 6:00 pm)

Boundaries: See Scenario Map, Maps 4; 6 & 7

Augereau's IX Corps d'Armee; Bianchi's 2nd Division and Wiessenwolf's 1st Division are counted for morale purposes.

Coalition forces may not move within 3 hexes of Dölitz. They may only cross the Pleisse at Markkleeberg and Krustewitz. Meerveldt and von Klüx are not present in the scenario, but some of their troops are.

Teil A

Starting locations and for the French Army

9:00 am in position

Within 3 hexes of Markkleeberg – Vistula Legion; 1ere; 8e; and 16e Polska infantry regiments; 5e Polska Batterie a Pied; 6e Polska Batterie a Pied; Krakus Cavalry Regiment; 27e Legere Cavalrie Brigade, IV Cavalrie Corps d'Armee; Poniatowski and staff.

Within 2 hexes of Dosen -51 e Division, IX Corps d'Armee.

Within 10 hexes of Dosen, north of the stream – 17^e Brigade, Sukolnicki's 7e Legere Cavalrie Division, IV Cavalrie Corps d'Armee.

Within 5 hexes of Probstheida – 1ere Division de la Juene Garde

Within 1 hex of Probstheida – 2e Cavalrie Division de le Garde – *movement of this division before noon lowers the French Victory by one level.*

Starting locations and arrival times for the Sixth Coalition Army

9:00 am in position

Within one hex of village (Manor House), west side of the Pleisse, opposite Markkleeberg – Merveldt's Kaunitz Nr. 20 Austrian Infantry, 1st Battalion

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Crossroads to Markkleeberg/Krustewitz – Merveldt's Kaunitz Nr. 20 Austrian Infantry Regiment, 2nd Battalion; and 3rd battalion.

Crossroads Markkleeberg/Gautsch– Merveldt's Stauch Nr. 24 Austrian Infantry Regiment

Within 9 hexes of Krustewitz– Phalen's Lubno Hussar Regiment; Grekov; Illowaiski; and Rodinov Cossagues

Within 8 hexes of Krustewitz- von Preussen's 11th Reserve Infanterie, 1st Battallion; 2nd battalion

Within 7 hexes of Krustewitz– von Helfreich's 14th Division; I Russian Corps Artillery Brigade – Position Battery #3

Within 5 hexes of Krustewitz– von Preussen's 12th Brigade, 2nd Prussian Corps

Within 3 hexes of Krustewitz- Lewaschoff's Staroduboff Regiment; Novgorod Cuirassier Regiment, both of the 3rd Cuirassier Division

Victory Conditions at the end of the 12:00 pm turn

Coalition Decisive- capture all town hexes of Markkleeberg and the road hex to within 4 hexes of Dölitz

Coalition Substantial - capture all town hexes of Markkleeberg, hold by the end of Teil A

Coalition Marginal – capture one hex of Markkleeberg, hold by the end of Teil A

Draw – any result which is not a victory for either side

French Marginal – hold any two town hexes of Markkleeberg , by the end of Teil A

French Substantial - hold all town hexes of Markkleeberg, by the end of Teil A

French Decisive – hold all town hexes of Markkleeberg and the road hex to within 4 hexes of Dölitz by the end of Teil A

Teil B

Starting with the 12:20 pm turn, the game ends at the conclusion of the 6:00 PM

Continue play from the Teil A positions and troop strengths

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Starting and arrival times for the French

12:20 pm

Within 1 hex of Probstheida - 2e Cavalrie Division de le Garde, move without penalty. *If used in this scenario, may not be used in Liebertwolkwitz Scenario.*

Within 3 hexes of Probstheida - 1ere Cavalrie Division de la Garde

Roll one die for each of the following units. 1, 2, 3 the units arrive on time. 4, 20 minutes late. 5, 40 minutes late. 6, roll again next turn

12:20 pm (Variable)

(Option)- Within 2 hexes of Probstheida – 3eInfantry Division de le Juene Garde; Oudinot and Staff – *if Oudinot and 3e Infantry Division used here, then may not be used for Wachau Scenario*; 8e Legere Cavalrie Division, VI Cavalrie Corps d'Armee

Within 7 hexes of Probstheida – 52e Division, IX Corps d'Armee; Augereau and staff

2:20 pm (Variable)

Probstheida – 8^e Division, III Corps d'Armee

3:00 pm (Variable)

Probstheida – 11^e Division, III Corps d'Armee

Starting and arrival times for the Sixth Coalition Army Reserves

12:20 pm

(Option) Enter east map edge within 5 hexes of Krustewitz – Russian Imperial Guard Light Cavalry Division. *If used here may not be used in Wachau Scenario.*

1:00 pm

Enters any hex on the southern edge, within the boundaries –remainder of Russian 3rd Cuirassier Division

Enters south edge road to Krustewitz – Bianchi 2nd Division, Reserve Army Abteilung; Schwarzenberg and staff

Roll one die for each of the following units. 1 or 2 the units arrive on time. 3 or 4, 20 minutes late. 5 or 6, 40 minutes late.

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1:20 pm (Variable)

Enters off southwest map 7 edge road to Krustewitz -Austrian Reserve Army Artillery Abteilung; Hessen-Homburg and staff

1:200 pm (Variable)

Enters off southwest map 7 edge road to Krustewitz – Civalert Kuirassier Division; Nositz and staff

1400 pm

Enters off southwest map 7 edge road to Krustewitz – Weissenwolf 1st Division

2:20 pm (Variable)

Enters off southwest map 7 edge road to Krustewitz – Klebelsberg Kuirassier Division

Victory Conditions at the end of the 6:00 pm turn

Coalition Decisive- capture all town hexes of Markkleeberg and Dosen as well as the road hex to within 4 hexes of Dölitz by the end of Teil B

Coalition Substantial - capture all town hexes of Markkleeberg and hold by the end of Teil B

Coalition Marginal – capture one hex of Markkleeberg, hold by the end of Teil B

Draw – any result which is not a victory for either side

French Marginal – hold any two town hexes of Markkleeberg , by the end of Teil B

French Substantial - hold all town hexes of Markkleeberg, by the end of Teil B

French Decisive – hold all town hexes of Markkleeberg and a bridge hex at Krustewitz by the end of Teil B.

Use the results of both Teil A and Teil B on the Victory Calculation Sheet if you are deciding the entire battle.

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Scenario Four – The Wachau Cauldron



The Russian II Corps of Eugene of Württemberg has been directed to seize the village of Wachau and its nearby heights. This morning assault is supported by von Klüx's 9. Brigade. The vital sector of the French position is held by Marshal Victor's II Corps d' Armee, which is more than ready to stop the Russian advance.

In the afternoon, Napoleon visualizes an opportunity for a decisive blow, and launches a major attack hoping to break both the Coalition center and the heart of the Coalition resolve.

This scenario has two parts, Teil A (9:00 am until 12:00 pm) and Teil B (12:20 pm until 6:00 pm)

Boundaries – see scenario map, Maps 4, 5, 6 & 7

Victor's II Corps d' Armee; I Corps de Armee de la Jeune Garde; III Grenadier Corps; and the II Russian Corps are counted for morale levels.

Teil A

Starting locations and arrival times for the French Army

9:00 am

No closer than 3 hexes north of Wachau- 5e Division, II Corps d'Armee; 3e; 4e; 5e; and 6e Artillerie de la Garde.

No closer than 6 hexes north of Wachau -- 6e Division, II Corps d'Armee

No closer than 9 hexes north of Wachau – 4e Division, II Corps d'Armee; Victor and staff.

No closer than 12 hexes north of Wachau - 2e Legere Cavalrie Division, II Cavalrie Corps d'Armee

Within 2 hexes of Probstheida – 2e Infanterie Division de la Vieille Garde--*movement of this division before noon lowers the French Victory by one level.*

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Starting locations and arrival times for the Sixth Coalition

9:00 am

Within 9 hexes of Guldengossa – Pahlen; Grodno; Soum and Tchougouiev Hussar Regiments

Within 7 hexes Guldengossa -II Russian Corps; Eugene of Württemberg and staff;

Within 5 hexes of Goehren -9. Brigade, Preußes II Armeekorps

Victory Conditions at the end of the 12:00 pm turn for Teil A

Coalition Decisive- capture all town hexes of Wachau and the village heights northeast of Wachau by the end of the Teil A

Coalition Substantial - capture all town hexes of Wachau and hold by the end of the Teil A

Coalition Marginal – capture one hex of Wachau, hold by the end of Teil A

Draw – any result which is not a victory for either side

French Marginal – hold any two town hexes of Wachau, by the end of Teil A

French Substantial – place II Russian Corps on *level two* at the end of Teil A

French Decisive – hold any hex of Guldengossa, by the end of Teil A

Teil B

Starting with the 12:20 pm turn, the game ends at the conclusion of the 6:00 PM

Continue play from the Teil A positions and troop strengths

Starting and arrival times for the French

12:20 pm

With 4 hexes of Dosen - 2e Infanterie Division de le Juene Garde

(Option)- Within 10 hexes of Wachau – 3e Infanterie Division de le Juene Garde; Oudinot and Staff – *if any used here, may not be used for Markleeberg Scenario.*

Roll one die for each of the following units. 1, 2, 3 the units arrive on time. 4, 20 minutes late. 5, 40 minutes late. 6, roll again next turn.

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12:20 pm (Variable)

No closer than 10 hexes North of Wachau – 1ere Infanterie Division de la Vieille Garde; remaining Artillerie de la Garde (not with Victor's II Corps d'Armee on map); Napoleon and staff.

No closer than 8 hexes North of Wachau -3e Cavalrie Division de la Garde; Nansouty and staff

1:20 pm

No closer than 8 hexes North of Wachau -5e Grosse Cavalrie Division; 6e Grosse Cavalrie Division

2:00 pm (Variable)

No closer than 10 hexes North of Wachau – 2e Infanterie Division de la Vieille Garde – may move without penalty;

2:20 pm

No closer than 10 hexes North of Wachau – 1ere Cavalrie Corps d'Armee; 2e Grosse Cavalrie Division, II Cavalrie Corps d'Armee; Murat and staff

No closer than 10 hexes North of Wachau

Starting locations and arrival times for the Sixth Coalition

12:20 pm

Placed on the Tsar hex on the height in front of Guldengossa – Alexander I; Francis I; Frederick Wilhelm III; associated staff. Headquarters Guard and Escort, 1st Russian Cuirassier Division within two hexes of the Tsar hex – If the Tsar moves any time before the end of the this scenario, the Coalition victory level is reduced by one,

(Option) Enter east map edge within 11 of Krustewitz – Russian Imperial Guard Light Cavalry Division. *If used here, then it may not be used in Markleeberg Scenario*

Within two hexes of Auenhain Farm – 1st Russian Grenadier Division; de Tolly and staff

Roll one die for each of the following units. 1 or 2, the units arrive on time. 3 or 4, 20 minutes late. 5 or 6, 40 minutes late.

1:00pm (Variable)

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Enters any hex on the southern edge, within the boundaries – 2nd Russian Grenadier Division; III Grenadier Corps Artillery Brigade; Wittgenstein and staff; Raevsky and staff;

2:00 pm (Variable)

Enters any hex on the southern edge, within the boundaries – 2nd Russian Cuirassier Division; Russian Reserve Artillery; Gallitzin and staff

3:00 pm (Variable)

Enters any hex on the southern edge, within the boundaries – 1st Russian Guard Division; 2nd Russian Guard Division; 5th Imperial Guard Artillery Brigade; Yermalov and staff; Konstantin and staff;

Victory Conditions at the end of the 6:00 pm turn for Teil B

Coalition Decisive- capture all town hexes of Wachau and hold by the end of the Teil B

Coalition Substantial – hold all hexes of Guldengossa and Auenhain Farm hex by the end of Teil B

Coalition Marginal – hold all hexes of Guldengossa by the end of Teil B

Draw – any result which is not a victory for either side

French Marginal – hold one hex of Guldengossa and the Auenhain Farm hex by the end of Teil B

French Substantial - hold all hexes of Guldengossa and the Auenhain Farm hex by the end of Teil B

French Decisive – Exit 25 increments off the Southwest edge of the map

If the Tsar is killed, wounded or captured, the French victory level is improved by two. If the Tsar moves from the *Tsar* hex, the victory level is reduced by one. This effect can be cumulative. Use the results of both Teil A and Teil B on the Victory Calculation Sheet if you are deciding the entire battle.

Scenario Five – Liebertwolkwitz--Lauriston's Last Line

Jacques Lauriston, a former aide-de-camp to Napoleon; diplomat; and artillery expert, was assigned the task of holding the town of Liebertwolkwitz with his V Corps. This town anchors the entire French left and is the only significant defense east of Leipzig for the French. Holding the town is crucial if the French are to have any chance in surviving the impending arrivals of both the Coalition's Army of the North and the Army of Poland.

While Grotshakoff's 5th Division, I Russian Corps, with a Prussian Brigade supporting, frontally assaults Liebertwolkwitz; Klenau's Division IV Army Abteilung will try to maneuver to the east of the village and force Lauriston to retire. The Emperor, realizing the importance of holding Liebertwolkwitz, has also made MacDonald's XI Corps d' Armee available to support Lauriston.

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MacDonald can allocate one or two divisions to maintain the Liebertwolkwitz position. Given the political situation, the 39e Division may be reluctant to close with the Coalition forces.

Starting with the 9:00 am turn, the game ends at the conclusion of the 12:00 PM turn

Boundaries – See scenario map, Use Map 6

Lauriston's V Corps d' Armee and the IV Army Abteilung Divisions of Hohenlohe and Mayer are counted for morale levels.

Teil A

Starting locations and arrival times for the French Army

9:00 am

Within 2 hexes of Liebertwolkwitz – 16e Infanterie Division; 6e Legere Cavalrie Brigade; V Corps Artillerie; Lauriston and staff;

Within 2 hexes of Naunhofer – 4e Cavalrie Division, II Cavalrie Corps d'Armee; Sebastiani and staff.

Within 3 hexes of Zuckelhausen – 19e Infanterie Division, V Corps d'Armee

Within 2 hexes of Probstheida – 10e Infanterie Division, V Corps d'Armee

Within 2 hexes of Bebel Siedlung – 9e Legere Cavalrie Division, V Cavalrie Corps d'Armee; Pajol and staff

Roll one die for each of the following units. 1 or 2 the units arrive on time. 3 or 4, 20 minutes late. 5, 40 minutes late. 6, roll again next turn.

10:00 am (Variable)

Probstheida – 4e Infanterie Division de la Jeune Garde; Mortier and staff

Starting locations and arrival times for the Sixth Coalition

9:00 am

Within 8 hexes from Gross Posna --5th Division; I Russian Corps Artillery – Light batteries #6 & #7; Grotshakoff and staff

Within 5 hexes of Gross Posna – 7 Schlesisches Landwehr Kavalrie Regiment; 8 Schlesisches Landwehr Kavalrie Regiment; 7 & 8 Batterie reitende Artillerie

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Within 6 hexes from Gross Posna - von Pirch's 10. Preußische Brigade Preußes II Armeekorps

Within 15 hexes from Seifertshain –von Mohr's 1st Division, IV Army Abteilung

Roll one die for each of the following units. 1 or 2 the units arrive on time. 3 or 4, 20 minutes late. 5 or 6, 40 minutes late.

9:00 am (Variable)

Enter road to Gross Posna - Hohenlohe-Bartenstein's Division, IV Army Abteilung

Enters road to Seifertshain – Mayer von Heldensfeld's Division, IV Army Abteilung

Enters southeast edge of map, no closer than 10 hexes of Liebertwolkwitz - Rebreyev; Schaltanovka; Illowaiski; and Grekov Cossagues.

9:40 am - *Roll one die. A roll of...*

(1,2,3) Enters on the road to Seifertshain or (4,5,6) enters on the road to Gross Posna - IV Army Abteilung cavalry brigade; IV Army Abteilung reserve artillery; Klenau and staff

Victory Conditions

Coalition Decisive- capture all town hexes of Liebertwolkwitz and put V Corps d' Armee on *level two*, by the end of the Teil A

Coalition Substantial - capture all town hexes of Liebertwolkwitz, hold by the end of the Teil A

Coalition Marginal – capture one hex of Liebertwolkwitz, hold by the end of Teil A

Draw – any result which is not a victory for either side

French Marginal – hold any two town hexes of Liebertwolkwitz , by the end of the Teil A

French Substantial - hold all town hexes of Liebertwolkwitz by the end of the Teil A and put one of the divisions of the IV Army Abteilung on *level two*, at any time.

French Decisive – hold all town hexes of Liebertwolkwitz and the road hex to Seifertshain and put both divisions of the IV Army Abteilung on *level two*, by the of the Teil A

Teil B

Starting with the 12:20 pm turn, the game ends at the conclusion of the 6:00 PM

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Continue play from the Teil A positions and troop strengths

Starting and arrival times for the French

12:20 am

Within 1 hex of Probstheida - 2e Cavalrie Division de le Garde. *If used here may not be used in Markleeberg Scenario*

Within 2 hexes of Naunhofer – 28e Cavalrie Brigade

Within 3 hexes of Zuckelhausen 36e Infanterie Division, XI Corps d'Armee

Roll one die for each of the following units. 1, the units arrive on time. 2 or 3, 20 minutes late. 4, 40 minutes late. 5 or 6, roll again next turn.

12:20 am (Variable)

Northern Edge at Zuckelhausen - 39e Infanterie Division, XI Corps d'Armee

1:00 pm (Variable)

Enters road from Holzhausen – 31e Infanterie Division, XI Corps d'Armee

-- enters on *level one*. Separate roll for the IX Corps d'Armee artillerie and MacDonald.

2:00 pm (Variable)

Enters road from Holzhausen – 35e Infanterie Division, XI Corps d'Armee

-- *its entry lowers French Victory level by one.*

Starting locations and arrival times for the Sixth Coalition

12:20 pm

Enter road to Gross Posna – 11 Prussische Brigade

Enter at Seifertshain – Ost. P., Schles Kuirassier-Regiments; Brandenburg Kuirassier-Regiments; Roeder

Roll one die for each of the following units. 1, the units arrive on time. 2 or 3, 20 minutes late. 4, 40 minutes late, 5 or 6 roll again next turn

1:00 pm (Variable)

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Enter road to Gross Posna – Preussische Garde Infanterie Brigade

Enter Southwest Edge – Preussische Garde Kavalrie Brigade

Enter southwest road Seifertshain or southwest road to Gross Posna-- II Preußische Armee Korps Reserve Artillery; von Kleist and staff

2:00 pm (Variable)

Victory Conditions at the end of the 6:00 pm turn for Teil B

Coalition Decisive- hold all town hexes of Liebertwolkwitz and hold by the end of the Teil B

Coalition Substantial – hold all hexes of Gross Posna by the end of Teil B

Coalition Marginal - Place Lauriston's V Corps d' Armee on *level two*

Draw – any result which is not a victory for either side

French Marginal – Place Klenau's Austrian IV Army Abteilung on *level two*

French Substantial - hold one hexes of Gross Posna and one hex of Seifertshain the by the end of Teil B

French Decisive – hold all hexes of Gross Posna and Seifertshain by the end of Teil B

Scenario Six - Dölitz

61 – Largely Historical



Starting with the 9:40 am turn, the game ends at the conclusion of the 4:00 PM turn

Use Maps 4& 7. No crossing available at Markkleeberg or Krustewitz

Starting locations and arrival times for the French Army

9:40 am

Within 5 hexes of Dölitz or 3 hexes of Chateau - 12e; 14e; and 15e Infanterie Regiments,

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26^e Division, VIII Corps d'Armee

Within 5 hexes of Connewitz - Lefol Infantry Division

On any hexes east of the Pleisse on the road between Connewitz and Dölitz - 27^e Legere Cavalrie Brigade: either 14^e Polska Kuirassier Regiment or Krakus Kavalrie Regiment

On any hexes east of the Pleisse from Connewitz to three hexes past Dölitz -2^e; 3^e; and 4^e Polska Artillerie Batteries, VIII Corps Artillery

1:00 pm (Option)

Within 5 hexes of Dölitz -The remainder of VIII Corps d'Armee 26^e Division cavalry; artillery; Poniatowski and staff. *If the French decide to place these troops on the map, victory will be adjusted by one level in favor of the Austrians.*

Starting locations and arrival times for the Sixth Coalition Army of Bohemia

9:40 am

Within 6 hexes South of Gautzsch - Vogelsang Infantry Regiment; Vogelsang Landwehr Infantry; Reuss Greitz Infantry Regiment; Erzherzog Rainer Landwehr; 6pdr Brigade Battery; Feldmarschal-lieutenant Furst Liechtenstein

Within 3 hexes North of Gautzsch, road to Connewitz - Graf Bellegarde Infantry Regiment; (2) 6pdr Brigade Batteries; Ledener. *(Stauch IR has been sent to Markleeberg and is not a part of this game.)*

Within 5 hexes Northeast of Gautzsch, road to Dölitz -W. Colloredo Infantry Regiment; 1st battalion, Kaunitz Infantry Regiment; and 6pdr Brigade Battery

10:40 am

Entering on the road at the southwest edge of map 7 - Gradiscaner Grenz; Erzherzog Johann Dragoon Regiment; Pontoon; Pioneers; General der Kavallerie Graf Merveldt and staff.

12:20 pm

Entering on the road at the southwest edge of map 7 - Kienmeyer Hussar Regiment; 2nd Army Abteilung Reserve Artillery

Victory Conditions

Coalition Decisive- capture all town hexes of Connewitz and Dölitz, at any time

Coalition Substantial - capture all town hexes of Connewitz or Dölitz, by the end of the game

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Coalition Marginal – capture the Manor House at Dölitz, by the end of the game

Draw – any result which is not a victory for either side

French Marginal – Place the 2nd Army Abteilung on *level two* at any time.

French Substantial - Place the 2nd Army Abteilung on *level three* at any time.

French Decisive – Hold the Manor House, all hexes of Dölitz and Connewitz, by the end of the game.

62 – Schwarzenberg's Plan



Radetzky and Schwarzenberg dismiss the Tsar's request and continue with their original plan. They will break through at the river crossing and turn the French right.

Starting with the 9:40 am turn, the game ends at the conclusion of the 4:00 PM turn

Use Map 4 & 7 No crossing available at Markkleeberg or Krustewitz

Troop placements as per scenario 61.

1:00 pm

Within 5 hexes of Dölitz east of the Pleisse - The Remainder of VIII Corps d'Armee, 26^e Infanterie Division, cavalry, artillery and Poniatowski . No penalty for using these troops.

Entering the map 7 on the road to Gauztsch - Grenadier Division Weissenwolf with Artillery

In a larger sense, if these troops are used against Dölitz, the grenadiers would not be available for use later at Markkleeberg for the entire battle. However for this scenario you have the opportunity to prove Schwarzenberg was correct.

Victory Conditions are the same as scenario 61.

63 – Retake Dölitz!

Part of Lichtenstein's 2nd Division has been successful and occupied Dölitz, eliminating the Polish troops defending the town and bridge. Napoleon orders Fontanelli's 15^e Italien Division

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(see Lindenau) to retake the town as Austrian reinforcements will outflank the entire French attack. Secure the town and bridge quickly as Austrian reinforcements are marching on Dölitz.

Starting with the 2:00 pm turn, the game ends at the conclusion of the 5:00 PM turn.

Use only Maps 4 and 7. The only place for any troops to cross the Pleisses is at Dölitz

No morale levels

Starting Locations

2:00 pm

For the French Army

At or North of Lossnig: the 15e Italien Division including its artillery; 24e Legere Cavalrie Brigade (Lindenau)

For the Coalition

2:00 pm

Within 1 hex of Dölitz -Vogelsang Infantry Regiment;Vogelsang Landwehr Infantry; Reuss Greitz Infantry Regiment; Erzherzog Rainer Landwehr; 6 pdr Brigade Battery. Each battalion has lost one increment.

Entry road at the southwest edge of map 7 - the Grenadier Division Weissenwolf with Artillery and Kienmeyer Hussar Regiment (*If the bridge or road is blocked, the battalions may enter on any map edge west of the Pleisse. The cavalry and artillery must enter on the road*).

Victory Conditions

Coalition Decisive- hold all hexes of Dölitz and the Manor, by the end of the game

Coalition Substantial – hold three hexes of Dölitz, by the end of the game

Coalition Marginal – hold one hex of Dölitz, by the end of the game

Draw – any result which is not a victory for either side

French Marginal – Capture three hexes of Dölitz, by the of the game

French Substantial – Capture all hexes of Dölitz, by the of the game

French Decisive – Capture all hexes of Dölitz and the Manor, by the end of the game

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Capture = hold at the end of the game

Scenario Seven - Lindenau

71 – Largely Historical

Starting with the 10:00 am turn, the game ends at the conclusion of the 2:40 PM turn

Use Map 3

Gyulai must draw the maximum number of French troops across the river to defend Lindenau and the bridges. It would be a real plus if the Austrians could capture some of earthworks and part of the villages and towns. The French will commit troops to stop this. Gyulai has combined some formations and sent out others to make contact with adjacent armies.

Starting locations and arrival times for the French Army

10:00 am

Start anywhere within five hexes of either Lindenau, Plagwitz or Leutzsch--Leipzig Garrison; 29e Legere Cavalrie Brigade with batterie a cheval; Margeron and staff

The 3 Fixe batteries are *unlimbered* and in the each of the 3 earthworks. Personalities must start with a combat formation of their command.

10:20 am

At the second bridge heading west out of Leipzig towards Lindenau, in *road march*.

24e Legere Cavalrie Brigade, IV French Corps d'Armee

10:40 am

First bridge heading west out of Leipzig on the road to Lindenau in *road march*--16e Dragoon; 17e Dragoon; 21er; 13 e Cuir. from 4e Grosse Cavalrie Division, (attached to IV French Corps d'Armee)

11:00 am

The entire Corps infantry and artillery is at the first bridge heading west out of Leipzig, in *road march*.

12e Infanterie Division; 15e Italien Division; 38e Württemberg Division; IV Corps d'Armee artillery; Bertrand and staff

Starting locations and arrival times for the Sixth Coalition Army of Bohemia

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10:00 am within 3 hexes of Gross Zschocher - (Right Wing) 1st Division; Streifkorps von Thielemann; all batteries of the 1st Division; Feldmarschal-lieutenant Crenneville; GM Thielemann

10:00 am entering the map on the road to Schonau:(Center) Feldzeugmeister Graf I. Gyulai and staff; Feldmarschal-lieutenant Murray and the 2nd Division less the Hungarian Brigade; Feldmarschal-lieutenant Prinz von Hessen-Homburg and the 3rd Division less Kollowrath and Frohlich Regiments; All batteries of the 1st Light Division, the 2nd Division and the 3rd Division

10:20 am enter from the edge of the map directly in line with mp edge, five hexes from Barneck:

(Left Wing) Feldmarschal - lieutenant Fürst Moritz Liechtenstein and the 1st Light Division. Mariassy Hungarian Infantry Regiment and the Ignatz Gyulai Hungarian Infantry Regiment Oberst Graf Mensdorf-Pouilly and the Streifkorps Mensdorf *(No artillery is included.) Kollowrath and Frohlich Regiments are not employed in the battle, Frohlich has been ordered to make contact with the Armee of Bohemia to the South. Kollowrath has been ordered to make contact with the Army of Silesia.*

Coalition Morale Levels for this Scenario

Austria (By Wings)

Right Wing - No Morale Levels

Center Morale Levels

Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	6 battalions lost or routed	minus 9 to all morale rolls

Left Wing Morale Levels

Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	5 battalions lost or routed	minus 9 to all morale rolls

Troop Commitments and Victory Conditions

If the French commit any of the 15e Italien Division: – reduce one French victory level

Committing the 38e Württemberg Division with does not reduce the French victory level. The division is released and crosses the river on *level one* . It may not be committed until the 12:00 turn.

If the French commit the any of the 12e Division – reduce two victory levels. If all remaining elements of the 12e Division move back to the east of the same river by 2pm, one victory level will be gained back. *"Commit " is defined as crossing the bridge west of Leipzig and having combat of some type with the enemy.*

Victory Conditions

Coalition Decisive- capture all town hexes of Lindenau and Plagwitz, as well as the 3 French *earthworks* prior to the end of the scenario.

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Coalition Substantial - capture all town hexes of Plagwitz and the 3 French *earthworks* prior to the end of the scenario.

Coalition Marginal – Place the IV Corps d'Armee on *level one* or higher

Draw – any result which is not a victory for either side

French Marginal – Place the Center or Left Wing on *level one* at the end of the game.

French Substantial - Place the Center and Left Wing of Gyulai on *level two* at the end of the game.

French Decisive – Place the Center and Left Wing of Gyulai on *level three* at the end of the Game

72 – Schwarzenberg's Caution

Gyulai was cautioned not to lose his troops in an all-out assault of Lindenau. His orders were to draw as many French troops across the river as possible. To accomplish this, Gyulai has recalled all of his regiments and brought them back into their organizations. He will need to keep close watch on each division's fighting condition, resting them if the division's regiments begin to waiver. This Corps must be preserved for future fighting, yet still seducing the French out into combat.

Starting with the 10:00 am turn, the game ends at the conclusion of the 2:40 PM turn
Use Map 3

Starting locations and arrival times for the French Army

10:00 am in position

All personalities and combat formations start anywhere within five hexes of either Lindenau, Plagwitz or Leutzsch--Leipzig Garrison; 29e Legere Cavalrie Brigade with Batterie a cheval .The 3 *Fixe* batteries are *unlimbered* and in the each of the 3 *earthworks*. Personalities must start with a combat formation of their command.

At the second bridge heading west out of Leipzig, in Road March--24e Legere Cavalrie Brigade

12:00 noon

At the first bridge heading west out of Leipzig, in Road March-- IV French Corps d'Armee; Bertrand and staff

Starting locations and arrival times for the Sixth Coalition Army of Bohemia
Please note the divisions have been reunited and form a wing

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10:00 am

Within 3 hexes of Gross Zschocher -Feldmarschal-lieutenant Crenneville and the 1st entire Division (Right Wing) GM Thielemann and Streifkorps von Thielemann; all batteries of the 1st Division

10:00 am

Entering the map on the road to Schonau -Feldzeugmeister Graf I. Gyulai and staff (Center);Feldmarschal-lieutenant Murray and the entire 2nd Division; Feldmarschal-lieutenant Prinz von Hessen-Homburg and the entire 3rd Division ; all batteries of the 2nd Division and the 3rd Division

10:20 am

Enter from the edge of the map directly in line with mp edge, five hexes from Barneck -1st Eintheilung Feldmarschal-lieutenant Fürst Moritz Liechtenstein and the 1st Light Division (Left Wing); Oberst Graf Mensdorf-Pouilly and the Streifkorps Mensdorf
The Cossacks are not used as they are sent to contact the other armies.

Starting with the 10:00 am turn the Coalition player may only move two of the wings or wing and center to closer than 25 hexes of any hex of Lindenau. If the Left Wing, Right Wing or Center goes on *Morale level one*, the Coalition Player may move the remaining wing or center to closer than 25 hexes; then it is "committed".

If the Coalition Player commits this third "wing", the French player may move the designated elements (as outlined in Scenario 71) of the 4e Grosse Cavalerie Division across the river and it is committed to attack the enemy when it arrives at 10:40 am turn.

Troop Commitments and Victory Conditions

The French may commit other divisions of Bertrand's IV Corps d'Armee, but the release of each division has game impacts as follows:

Committing the 12^e Division reduces the French Victory Level by two. A unit of the 12^e Division crosses the river and has combat with the Coalition.

If all the remaining elements of the 12^e Division move back to the east of the same river by 2 pm, one victory level will be gained back

Committing the 15^e Italien Division reduces the French Victory Level by one. A unit of the 15^e Italien Division crosses the river and has combat with the Coalition.

Committing the 38^e Württemberg Division does not reduce the French Victory Level.

The division is released and crosses the river on *level one*. It may not be released until the 12:00 turn, however.

Coalition Morale Levels

Austria (By Division in this Scenario)

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1st Eintheilung – No Morale Levels

3rd Army Abteilung

1st Division (Advance Guard) – No Divisional Morale Levels

2nd Division

Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	6 battalions lost or routed	minus 9 to all morale rolls

3rd Division

Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	6 battalions lost or routed	minus 9 to all morale rolls

Victory Conditions

Coalition Decisive- capture all town hexes of Lindenau and Plagwitz, as well as the 3 French *earthworks* prior to the end of the scenario.

Coalition Substantial - capture all town hexes of Plagwitz and the 3 French *earthworks* prior to the end of the scenario.

Coalition Marginal – Place the IV Corps d'Armee on *level one* or higher

Draw – any result which is not a victory for either side

French Marginal – Place the Center or Left Wing on *level one* at the end of the game.

French Substantial - Place the Center and Left Wing of Gyulai on *level two* at the end of the game.

French Decisive – Place the Center and Left Wing of Gyulai on *level three* at the end of the game

73 – Screening Action



Both sides have sent the majority of their forces to provide additional strength to the attacks at Wachau and Lieberwolkwitz. This battle becomes a much more fluid action with cavalry and light troops. Napoleon has also found another use for the *Fixe* position guns.

Starting with the 10:00 am turn, the game ends at the conclusion of the 2:40 PM turn. Use Map 3

Starting locations and arrival times for the French Army

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10:00 am in position - Leipzig Garrison; 29e Legere Cavalrie Brigade with batterie a'cheval; 24e Legere Cavalrie Brigade at the second bridge heading west out of Leipzig, in *Road March*. The *Fixe* batteries are not used. *All units may move on 10:00 am turn.*

All personalities and combat formations start anywhere within five hexes of Lindenau, Plagwitz or Leutzsch. Personalities must start with a combat formation of their command.

10:40 noon

At the first bridge heading west out of Leipzig, in *Road March*--16e Dragoon; 17e Dragoon; 21er Dragoon; 13e Cuirassier, all regiments of 4e Grosse Cavalrie Division (attached to IV French Corps d'Armee)

Starting locations and arrival times for the Sixth Coalition Army of Bohemia

10:00 am

within 3 hexes of Gross Zschocher-Feldmarschal-lieutenant Crenneville and the 1st Division; GM Thielemann and Streifkorps von Thielemann

10:20 am

enter from the edge of the map directly in line with map edge, five hexes from Barneck - 1st Eintheilung Feldmarschal-lieutenant Fürst Moritz Liechtenstein; 1st Light Division; Mariassy Hungarian Infantry Regiment; Ignatz Gyulai Hungarian Infantry Regiment; Oberst Graf Mensdorf-Pouilly; Streifkorps Mensdorf

There are no Morale Levels for the coalition. There are Morale Levels for the Leipzig Garrison

Victory Conditions

Coalition Decisive – Be the last to occupy all hexes of Lindenau, and both sides of the bridges just east of Lindenau

Coalition Substantial – Be the last to occupy all hexes of Lindenau

Coalition Marginal – be the last to occupy one hex of Lindenau

French Decisive – Be the last to occupy all hexes of Lindenau, and both sides of the bridges just east of Lindenau

French Substantial – Be the last to occupy both hexes of both of the bridges

French Marginal – Be the last to occupy both hexes of one of the bridges

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74 – Napoleon Breaks Out



Starting with the 10:00 am turn, the game ends at the conclusion of the 4:40 PM turn

Use Map 3

Napoleon has decided that the position of Leipzig cannot be held with all the Coalition Troops converging on his army. He commands MdE Ney to assemble GdD Bertrand's IV Corps d' Armee and the 27e Polish Division and 9e Infanterie Division to crush Gyulai's 3rd Army Abteilung. Gyulai must go on the defense fighting to hold the roads leading off of the battle field. He sends a message for help.

Use the appropriate troops and their tables and charts from the Möckern and Wiederitzsch scenarios (Prussians and Poles)

Starting locations and arrival times for the French Army

10:00 am in position

Leipzig Garrison and all personalities and combat formations start anywhere within five hexes of Lindenau, Plagwitz or Leutzsch.

The 3 *Fixe* batteries are *unlimbered* and in the each of the 3 *earthworks*. Personalities must start with a combat formation of their command.

10:20 am

At the second bridge heading west out of Leipzig, in Road March--16e Dragoon; 17e Dragoon; 21er Dragoon; 13e Cuirassier, of the 4e Grosse Cavalerie Division, IV French Corps d'Armee; 24e Legere Cavalerie Brigade; 29e Legere Cavalry Brigade with batterie a cheval;

10:40 am

At the first bridge heading west out of Leipzig, in Road March--15e Italien Division, IV French Corps d'Armee

11:00 am

At the first bridge heading west out of Leipzig, in Road March--12e Infanterie Division, IV French Corps d'Armee

11:20 am

At the first bridge heading west out of Leipzig, in Road March--IV Corps d'Armee artillery; Bertrand and staff; Ney and staff

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11:40 am

At the first bridge heading west out of Leipzig, in Road March--38e Württemberg Division

12:20 am

At the first bridge heading west out of Leipzig, in Road March-- 27e Polish Division; 9e Infanterie Division

**Starting locations and arrival times for the Sixth Coalition Army of Bohemia
Please note the divisions have been reunited and form a wing**

10:00 am

Within 3 hexes of Gross Zschocher - Feldmarschal-lieutenant Crenneville and the 1st Division (Right Wing); GM Thielemann; Streifkorps von Thielemann; all batteries of the 1st Division

Entering the map on the road to Schonau - Feldzeugmeister Graf I. Gyulai and staff; (Center) Feldmarschal-lieutenant Murray; 2nd Division; Feldmarschal-lieutenant Prinz von Hessen-Homburg; 3rd Division; all batteries of the 2nd Division and the 3rd Division

10:20 am

Entering the map at Barneck - 1st Eintheilung
Feldmarschal-lieutenant Fürst Moritz Liechtenstein; 1st Light Division (Left Wing),
Oberst Graf Mensdorf-Pouilly; Streifkorps Mensdorf

Reinforcements

Starting with the 11:00 turn roll for reinforcement by the Preußes I Armeekorps

Avant Garde and Kavalerie Reserve. Roll for each to enter the map (11-26 – 11:20 am, 31-46 – 11:40 am or 51-66 – 12:00). They enter at Barneck. The Coalition may delay their entry. Do not reveal the arrival times until the Prussians arrive on the map.

Coalition Morale Levels

Austria (By Division in this Scenario)

1st Eintheilung – No Morale Levels

3rd Army Abteilung

1st Division (Advance Guard) – No Divisional Morale Levels

2nd Division

Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	6 battalions lost or routed	minus 9 to all morale rolls

3rd Division

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Level 1	2 battalions lost or routed	minus 3 to all morale rolls
Level 2	4 battalions lost or routed	minus 6 to all morale rolls
Level 3	6 battalions lost or routed	minus 9 to all morale rolls

Preußes I Armeekorps Avant Garde has no morale levels.

27^e Polska Infanterie Division and 9^e French Division combined, 19 battalions

Level 1	4 battalions lost or routed	minus 3 to all morale rolls (French only)
Level 2	8 battalions lost or routed	minus 7 to all morale rolls
Level 3	12 battalions lost or routed	minus 11 to all morale rolls

Note: An interesting variation is for the French Player to choose either Scenario 2 or 4 at the beginning but not reveal it to the Coalition Player. As soon as any French troops cross the river the scenario is revealed.

Victory Conditions

Coalition Decisive- Hold one town of each Barneck, Grunau, Luetsch, Schonau, and hold the two roads hexes leading off the north and west edge of the map at the end of the game

Coalition Substantial - Hold one town of three each of Barneck, Grunau, Luetsch, Schonau, and hold the two roads hexes leading off the north and west edge of the map at the end of the game.

Coalition Marginal – Hold one town of two each of Barneck, Grunau, Luetsch, Schonau ,and hold the two roads hexes leading off the north and west edge of the map at the end of the game.

Draw – any result which is not a victory for either side

French Marginal – Place all of Gyulai's 2nd or 3rd Division on *level two*.

French Substantial - Place the Center and Left Wing of Gyulai on *level two* at the end of the game.

French Decisive – Place Gyulai's 2nd and 3rd Divisions on *level two* at the end of the Game. Hold all hexes of Barneck, Grunau, Luetsch, Schonau, and hold the two road hexes leading off the north and west edge of the map, at the end of the game

Historical Commentary

Lindenau passed to the Kingdom of Prussia from Saxony according to the Final Act of the 1815 Congress of Vienna. The Sixth Coalition did not keep their treaties with their so-called *German Brothers*.

Feldzeugmeister Graf I. Gyulai von Maros-Nemeth und Nadaska commanded units in the 1, 2, 3, 5 and 6 Coalitions against France . His 3rd Army Abteilung suffered serious loses at Dresden ,

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August 26 & 27 1813 and was reorganized. This is one of the explanations for the 3rd Army Abteilung's rather brittle morale and low numbers of infantry.

General de Division Bertrand's IV Corps d' Armee is also rebuilding after having suffered a defeat at Gross Beeren August 23, 2012 and Dennewitz September 6 & 7, 1813, where it lead the assault. Some of the reinforcements are not yet seasoned troops.

Scenario Eight - Wiederitzsch

81 – Largely Historical



Starting with the 4:00 pm turn, the game ends at the conclusion of the 7:40 turn

Use Map: 1 No unit may cross the Reitschke Stream except at Bridge 1,2 Or 3

Initial Set-up Polish

27e Polish Division (no artillery as it is detached to Poniatowski) within 6 hexes of Gross Wiederitzsch .

18e Cavalrie Brigade within 8 hexes of Klein or Gross Wiederitzsch.

Initial Set-up Russian

8th Division within 3 of R8, 22ND Division within 3 hexes of R22,

X Corps Leaders with Artillery within 3 hexes of R10

Corps Cavalry within 3 hexes of RKor

The Sixth Coalition had a policy of avoiding combat with Napoleon directly. Since the Emperor was fighting on interior lines, the Sixth Coalition Commanders did not know where Napoleon would emerge with his reserves. The Russian IX Corps therefore will be held back until Langeron is able to identify the cavalry and infantry moving toward Wiederitzsch.

On the 4:00pm turn the French player decides to start the baseline appearance of the 23e Confederation Cavalrie followed by the 9th Infantry division or delay this baseline appearance. If the French player decides to delay the baseline appearance, it has the following effect on the Coalition Baseline Appearance.

Baseline Appearance

French

4:00 pm the 23e Confederation Cavalrie enters East edge of Map 7

4:20 pm 9e Infanterie Division enters East edge of Map 7

Coalition

4:00 pm the 9th Infantry Division enters on the East edge on Road, Map 1

4:20 pm the 15th Russian Division enters on the East edge on Road, Map 1

4:40 pm the IX Corps Leaders and Artillery enter on the East edge on Road, Map 1

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French Delay of Baseline Appearance

Until 4:20 pm add 6 to Coalition Die Roll

Until 4:40 pm add 9 to the Coalition Die Roll

Until 5:00 pm add 12 to the Coalition Die Roll

Until 5:20 pm add 15 to the Coalition Die Roll

Coalition Delay of Baseline Appearance (roll two dice at the 4:00 pm turn)

11-16 no Change

21-36 plus 20 minutes

41-56 plus 40 minutes

61-66 plus 60 minutes

Victory Conditions

Calculated at the end of the 7:40 pm turn

French Decisive

XI Corps and X Corps on *level two*; hold any 2 hexes of Wiederitzsch and hold all hexes of bridges 1, 2, & 3 by the end of the 7:40 pm turn.

French Substantial

XI Corps and X Corps on *level one*; hold 1 hex of Wiederitzsch; and hold any hexes of bridge 1 & 2 across by the end of the 7:40 pm turn.

French Marginal

Hold any hexes of bridge 3 at the end of the 7:40 pm turn.

Coalition Decisive

27e Polish Division and 9^e Division on *level two* and hold all hexes of bridges 1, 2 & 3 by the end of the 7:40 pm turn.

Coalition Substantial

27e Polish Division and 9^e Division on *level two* and hold all hexes of bridges 1 & 2 or 2 & 3 by the end of the 7:40 pm turn.

Coalition Marginal

Hold all hexes of bridge 2 by the end of the 7:40 pm turn.

82 – Attack on Wiederitzsch

Starting with the 4:00 pm turn, the game ends at the conclusion of the 7:40 turn

Use Map 1 No unit may cross the Reitschke Stream except at Bridge 1, 2 or 3

This scenario is a short conflict between the 27e Polish Division and 18e Legere Cavalrie Brigade defending Wiederitzsch and the Coalition 8th and the 22nd Divisions of the X Corps with the Corp's leadership and artillery.

Initial Set-up Polish

27e Polish Division within 6 hexes of Gross Wiederitzsch

18e Cavalrie Brigade within 8 hexes of Klein or Gross Wiederitzsch.

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Initial Set-up Russian

8th Division within 3 of R8, 22ND Division within 3 hexes of R22, X Corps Leaders with Artillery within 3 hexes of R10

Corps Cavalry within 3 hexes of RKor

Victory Conditions

Calculated at the end of the 7:40 pm turn

The French win if they hold one hex of either Klein or Gross Wiederitzsch

The Coalition wins if they can capture and hold all hexes of Klein or Gross Wiederitzsch

83 –Wiederitzsch and Möckern

Starting with the 1:00 pm turn, the game ends at the conclusion of the 7:40 turn

Use Map 1, 2

Set-up and reinforcements per Möckern Largely Historical with

27e Polish Division within 6 hexes of Gross Wiederitzsch

18e Cavalrie Brigade within 8 hexes of Klein or Gross Wiederitzsch.

The Sixth Coalition had a policy of avoiding combat with Napoleon directly.

Since the Emperor was fighting on interior lines, the Sixth Coalition Commanders did not know where Napoleon would emerge with his reserves. The Russian 9th Corps therefore will be held back until Langeron is able to identify the cavalry and infantry moving toward Wiederitzsch.

On the 4:00pm turn the French player decides to start the baseline appearance of the 23e Confederation Cavalrie followed by the 9th Infantry Division or delay this baseline appearance. If the French player decides to delay the baseline appearance, it has the following effect on the Coalition Baseline Appearance.

Baseline Appearance

French

4:00 pm the 23e Confederation Cavalrie enters East edge of Map 1

4:20 pm 9e Infantry Division enters East edge of Map 1

Coalition

3:00 pm 8th Russian Division enters eastern edge of map one in line with R-22, R-10

3:20 pm 22nd Russian Division enters eastern edge of map one in line with R-22, R-10

3:40 pm X Corps Leaders and Artillery enters eastern edge of map one in line with R-22, R-10

4:00 pm the 9th Infantry Division enters on the East edge on Road, Map 1

4:20 pm the 15th Russian Division enters on the East edge on Road, Map 1

4:40 pm the IXCorps Leaders and Artillery enter on the East edge on Road, Map 1

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French Delay of Baseline Appearance

Until 4:20 pm add 6 to Coalition Die Roll

Until 4:40 pm add 9 to the Coalition Die Roll

Until 5:00 pm add 12 to the Coalition Die Roll

Until 5:20 pm add 15 to the Coalition Die Roll

Coalition Delay of Baseline Appearance (roll two dice at the 4:00 pm turn)

11-16 no Change

21-36 plus 20 minutes

41-56 plus 40 minutes

61-66 plus 60 minutes

Revised Victory Conditions

Calculated at the end of the 7:40 pm turn

Coalition Decisive- capture all town hexes of Möckern, Gohlis, Eurteritzsch and hold both hexes of bridges 1, 2, & 3

Coalition Substantial - capture all town hexes of Möckern and hold both hexes of bridges 1 & 2.

Coalition Marginal – Place the VI Corps d'Armee on *level one* and hold both hexes of bridge 2

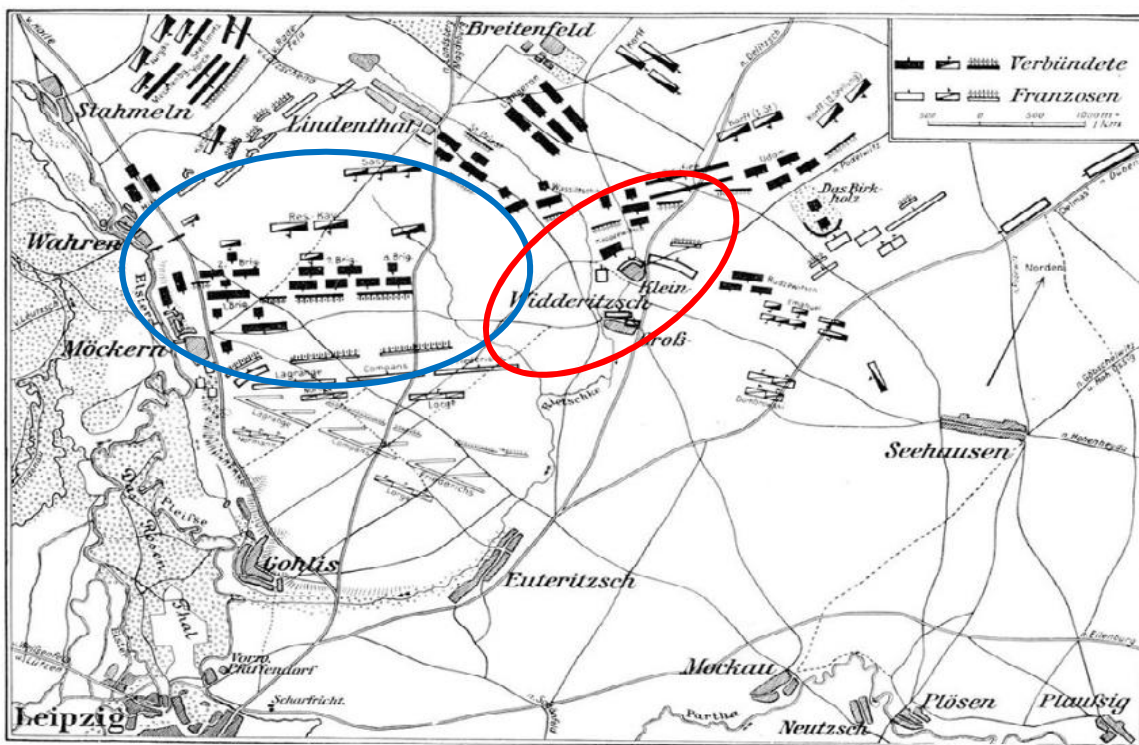
French Marginal – Place any two of the Prussian I Armeekorps or the Russian 8th Corps or the Russian XI or Russian X Corps on *level one*. Hold all hexes of Gohlis, Eurteritzsch and both hexes bridge 2

French Substantial - Place any three of the Prussian I Armeekorps or the Russian VIII Corps or the Russian XI Corps or Russian X Corps on *level one*. Hold all hexes of Gohlis, Eurteritzsch and both hexes of bridges 1 & 3

French Decisive - Place any two of the Prussian I Armeekorps or the Russian VIII Corps or the Russian XI Corps or Russian X Corps on *level two*. Hold all hexes of Gohlis, Euteritzsch and both hexes of Bridges 1, 2 & 3

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Möckern and Wiederitzsch



Plan zur Schlacht bei Möckern am 16. Oktober 1813.

Historical Perspective in 1813

In September Commander Oliver H. Perry defeats British Navy in Battle of Lake Erie. Nine vessels of the United States Navy defeated and captured six vessels of Great Britain's Royal Navy.

Franz Schubert finishes his Symphony 1 in D Major when he was just 16 years old.

The Treaty of Ried of 8 October 1813 was signed between Bavaria and Austria. By this treachery, Bavaria deserted the Confederation of the Rhine and agreed to join the Sixth Coalition against

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Napoleon in exchange for a "guarantee" of her continued sovereign and independent status. On 14 October, Bavaria made a formal declaration of war against French. The treaty was passionately backed by the Crown Prince Louis and by General von Wrede. Von Wrede tried to block the Emperor's retreat to France and the Bavarian Army was routed at Hanau.

Scenario Nine - Möckern

91 – Largely Historical



Starting with the 1:00 pm turn, the game ends at the conclusion of the 7:40 turn

Use Maps 1, 2

Starting locations of the French Army at 1:00 pm

MdE Ney and Staff within 15 hexes Euteritzsch

VI Army Corps d'Armee

20^e Infanterie Division with Compans within 6 hexes of F20
22^e Infanterie Division with Friedrichs, within 4 hexes of the

crossroads hamlet on the road from Moeckern to Wiederitzsch

21^e Infanterie Division with Lagrange, within 6 hexes of F21

Cavalry Reserve with Normann, within 5 hexes of letter F25

Artillery Reserve with Foucher, within 4 hexes of F20 and/or F21

Marmont and staff may be adjacent to any French General

III Cavalrie Corps d'Armee

5^e Legere Cavalrie Division and Lorge within 6 hexes of the bridge 3

6^e Legere Cavalrie Division with Fournier within 3 hexes F6L

4^e Dragoon; 5^e Dragoon; 12^e Dragoon; 16^e Dragoon; 16^e Dragoons 4^e Grosse Cavalrie Division within 3 hexes of F4D. Arrighi and DeFrance are placed with any regiment of the 4^e Grosse.

Starting locations and arrival times for the Sixth Coalition Army of Silesia

1:00 pm in position

Avant Garde with Katzeler, within 1 hex of Wahren
2^e Prussian Brigade with Mecklenberg – Strelitz within 1 hex of Stahmeln.

3rd Dragoon with Uschakov within 4 hexes of Lindenthal

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2nd Hussar Division with Lanskoï within 3 hexes of R2H

Vassil'shikovas may be placed on any divisional general of the 2nd or 3rd .

1:00pm

1. Prussian Brigade with v. Steinmetz and v. Yorck with staff, enter at Stahmeln

Roll one die for each of the following units. 1, the units arrive on time. 2 or 3, 20 minutes late. 4, 40 minutes late, 5 or 6 roll again next turn

1:20 pm (Variable)

11th Division with Gourialov and de St. Priest with staff enter at Lindenthal

1:40 pm

7. Prussian Brigade with v. Horn and von Blücker with staff, enter at Stahmeln

2:00 pm

8. Prussian Brigade with v. Hünerbein, enter at Stahelm

Roll one die for each of the following units. 1, the units arrive on time. 2 or 3, 20 minutes late. 4, 40 minutes late, 5 or 6 roll again next turn

2:00 pm (Variable) Russian VIII Corps Artillery and the 17th Division enter at Lindenthal

2:40 pm

Prussian Artillery Reserve with v. Schmidt North enter at Stahelm

3:00 pm

Prussian Reserve Kavalerie with Jürgass, North enter at Stahelm

Victory Conditions

Coalition Decisive- capture all town hexes of Möckern, Gohlis and Eurteritzsch

Coalition Substantial - capture all town hexes of Möckern

Coalition Marginal – Place the VI Corps d'Armee on *level one*

French Marginal – Place either the Russian VIII Corps or the Prussian I Armeekorps on *level one*. Hold all hexes of Gohlis and Eurteritzsch

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French Substantial - Place either the Russian VIII Corps or the Prussian I Armeekorps on *level two*. Hold all hexes of Gohlis and Eurteritzsch

French Decisive - Place either the Russian VIII Corps or the Prussian I Armeekorps on *level two*. Hold all hexes of Möckern, Gohlis and Eurteritzsch

92 – Optional Reinforcements and French Free Deployment



DL de St. Priest convinces Langeron and GLVasilchirov to commit Karpov II's Cossack Division to attack Arrighi's III Cavalrie Corps d'Armee. MdE Marmont has had 48 hours to review and position his defense. Coalition cavalry has not done a good job of identifying the French positions. Von Blücher arrives at 1:00pm with the Dragons to get a view for himself.

Use Map 1, 2

Starting with the 1:00 pm turn, the game ends at the conclusion of the 7:40 turn

Cossack Special Rules - See Special Unit Types and Formations

Note: the casualty figures by regiment for Borodino and Leipzig indicate the Cossacks lost very few troops

Starting locations of the French Army at 1:00

MdE Ney and staff within 15 hexes Euteritzsch

VI Corps d'Armee with Marmont and staff located anywhere south of a line drawn from the first hex of Möckern to Klein Widderitzsch.

III Cavalrie Corps d'Armee (Arrighi) as follows

5^e Legere Cavalrie Division and Lorge Lorge within 6 hexes of the bridge 3

6^e Legere Cavalrie Division with Fournier within 3 hexes F6L

4^e Dragoon; 5^e Dragoon; 12^e Dragoon;, all regiments, 4^e Grosse Calvarie Division within 3 hexes of F4D. Arrighi and DeFrance are placed with any regiment of the 4^e.

Starting locations and arrival times for the Sixth Coalition Army of Silesia

The same as Scenario 91 but includes:

Cossack Division with Karpov II within 4 hexes of "RKa" in place at 1:00pm

Von Blücher with the Lithuanian Dragoon and 1. West Prussian Landwehr in any hex of Lindenthal in place at 1:00 pm. Von Gnesenau and Graf von der Goltz are per Scenario 91.

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Victory Condition

Calculated at the end of the game

Coalition Decisive- capture all town hexes of Möckern, Gohlis and Eurteritzsch

Coalition Substantial - capture all town hexes of Möckern

Coalition Marginal – Place the VI Corps d'Armee on *level one*

French Marginal – Place either the Russian VIII Corps or the Prussian I Armeekorps on *level one*. Hold all hexes of Gohlis and Eurteritzsch

French Substantial - Place either the Russian VIII Corps or the Prussian I Armeekorps on *level two*. Hold all hexes of Gohlis and Eurteritzsch.

French Decisive - Place either the Russian VIII Corps or the Prussian I Armeekorps on *level two*. Hold all hexes of Möckern, Gohlis and Eurteritzsch. Alternate kill von Blücher

93 - Cavalry Battles in Saxony



Although the cavalry regiments of 1813 were depleted, they still had the movement and shock effect feared by the infantry. In this scenario a Russian Cavalry Corps engages a French Cavalrie Corps d'Armee on the open plains of Saxony. With such a battle, von Blücker can't wait to get in on the action also. Marmont detaches Normann and the Cossacks arrive.

Use map 1, 2

Starting with the 1:00 pm turn, the game ends at the conclusion of the 5:40 turn

Starting locations of the French Army at 1:00 pm

III Cavalrie Corps d'Armee (Arrighi) as follows

5^e Legere Cavalrie Division with Lorge within 6 hexes of the bridge 3

6^e Legere Cavalrie Division with Fournier within 3 hexes F6L

4^e Dragoon; 5^e Dragoon; 12^e Dragoon; 4^e Grosse Cavalrie Division within 3 hexes of F4D with Arrighi and DeFrance

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25^e Legere Cavalrie Brigade with Normann within 2 hexes of F25

Starting locations and arrival times for the Sixth Coalition Army of Silesia

Russian Cavalry Corps of GL Vassil'shikovas follows

3rd Dragoon Division with Uschakov within 3 hexes of R3D

2nd Hussar Division with Lanskoi within 3 hexes of R2H

Cossack Division with Karpov II within 4 hexes of RKa

Von Blücher with the Lithuanian Dragoon and 1. West Prussian Landwehr in any hex of Lindenthal

Cossack Special Rules – see Special Unit Types and Formations Command

Victory Condition

Calculated at the end of the game

Coalition Decisive- French Cavalrie has 20 increments either killed and/or routed and capture objectives Kreis Hamlet and both bridge hexes of the bridge 5 hexes southwest of Gros Widderitzsch

Coalition Substantial – French Cavalrie has 15 increments either killed and/or routed and capture the objectives Kreis Hamlet or both bridge hexes of the bridge 5 hexes southwest of Gros Widderitzsch

Coalition Marginal – French Cavalrie has 10 increments either killed and/or routed

French Marginal – Russian Cavalry Corps and Prussian Cavalrie have 15 increments either killed and/or routed.

French Substantial - Russian Cavalry Corps and Prussian Cavalrie have 15 increments either killed and/or routed; and hold objectives Kreis Hamlet and both bridge hexes.

French Decisive – Russian Cavalry Corps and Prussian Cavalrie has 20 increments either killed and/or routed; and hold objectives Kreis Hamlet and the both bridge hexes or, as an alternate, kill von Blücher (he won't be captured).

94-von Blücher Vorwärts!!!

Historically von Blücher was very concerned about his left flank on the morning of the 16th of October. He spent most of the morning with Lageron and the Russians and played no part in

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supervising Yorck's advance on Möckern. This scenario assumes von Blücher stayed with Yorck and decided upon a rapid advance on Möckern. Seize the towns and village or lose!

Use maps 1 and 2

Starting with the 11:00 pm turn, the game ends at the conclusion of the 3:00 turn

VI Army Corps d'Armee

20^e Infanterie Division with Compans within 6 hexes of F20

22^e Infanterie Division with Friedrichs, within 4 hexes of the crossroads hamlet on the road from Moeckern to Wiederitzsch

21^e Infanterie Division with Lagrange, within 6 hexes of F21

Cavalry Reserve with Normann, within 5 hexes of letter F25

Artillery Reserve with Foucher, within 4 hexes of F20 and/or F21

Marmont and staff may be adjacent to any French General

III Cavalrie Corps d'Armee (Arrighi)

5^e Legere Cavalrie Division and Lorge within 6 hexes of the bridge 3

6^e Legere Cavalrie Division with Fournier within 3 hexes F6L

4e Dragoon; 5e Dragoon; 12e Dragoon; 4^e Grosse Cavalrie Division within 3 hexes of F4D.

Arrighi and DeFrance are placed with any regiment of the 4e Grosse.

Starting locations and arrival times for the Sixth Coalition Army of Silesia

11:00 am in position

Avant Garde with Katzeler, within 1 hex of Wahren

2^e Prussian Brigade with Mecklenberg – Strelitz within one hex of Stahmeln

3rd Dragoon Division with Uschakov within 3 hexes of R3D. 2nd Hussar Division with Lanskoï within 3 hexes of R2H. Vassil'shikovas may be placed with either Uschakov or Lanskoï

Roll one die for each of the following units. 1, the units arrive on time. 2 or 3, 20 minutes late; 4, 40 minutes late; 5 or 6 roll again next turn

11:00 am (Variable)

1. Prussian Brigade with v. Steinmetz and v. Yorck with staff enter at Stahmeln

11:20 am (Variable)

11th Division with Gourialov and de St. Priest with staff a enter at Lindenthal

11:20 am

7. Prussian Brigade with v. Horn and von Blücher with staff, enter at Stahmeln

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12:00 pm

8. Prussian Brigade with v. Hünerbein, North edge enter at Stahmeln

Roll one die for each of the following units. 1, the units arrive on time. 2 or 3, 20 minutes late. 4, 40 minutes late, 5 or 6 roll again next turn

12:40 pm (Variable) Russian VII Corps Artillery, enter at Lindenthal

12:40 pm Prussian Artillery Reserve with v. Schmidt enter at Stahmeln

1:00 pm Prussian Reserve Cavalry with Jürgass, North edge at Stahmeln

Normann

As the battle progresses Norman is reviewing his options. Starting with the 1:00 pm turn, roll one die. If the result is a 1, Norman and his brigade is removed from play.

Von Blücher Escort

Von Blücher must always be stacked with one Prussian Cavalry Unit as an escort, at the conclusion of movement. Any turn that von Blücher is not stacked with a Prussian Cavalry Unit, he is potentially disabled (having fallen off his horse from too much drink). This includes the escort unit being eliminated during a fire phase. Roll for a leader casualty using the table to define the length of time he is incapacitated.

An der Vorderseite

Von Blücher must remain within 7 hexes of an enemy unit. The Russians, while foreign, do not count.

Immer Vorwärts! Immer ein Husar

Every turn beginning with the 1:00pm turn, the Coalition player must roll one six sided dice. If a 6 is rolled and there are enemy units within movement range, the escort cavalry unit and any other infantry or cavalry units adjacent to von Blücher **must** assault during the melee phase, the closest (determined by movement points) enemy unit(s). Cavalry units may charge but must melee if possible during the melee phase. Von Blücher is required to move with the escort cavalry unit he is stacked with if it is forced to melee. The unit(s) stacked with or adjacent to him add an additional to all morale Prussian morale rolls. That is in addition to any other modifiers on his leader counter or melee calculations.

Von Blücher' Fate

If at any time von Blücher is killed, all Prussian units check morale adding 12 to their base morale. Gott sei dank Von Gnesenau is directing the army.

If anytime von Blücher is wounded all Prussian units check morale adding 6 to their base morale

If anytime von Blücher survives the leader casualty table without any loss to his person (wounds/death), the entire Prussian I Korps' morale improves by two at the next hour.

Victory Conditions

Coalition Decisive- capture all town hexes of Möckern, Gohlis and Eurteritzsch and VI Corps on level three

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Coalition Substantial - capture all town hexes of Möckern and Eurteritzsch and VI Corps on *level two*

French Substantial - Place either the Russian VIII Corps or the Prussian 1. Armeekorps on *level one*. Hold all hexes of either Gohlis or Möckern

French Decisive - Place either the Russian VIII Corps or the Prussian 1. Armeekorps on *level two*. Hold all hexes of any two of the following Möckern, Gohlis and Eurteritzsch

French can also win a decisive victory if von Blücher is killed and all Prussian brigades are on *level two*

Scenario Ein Hundert - La Grand Bataille

The entire game can be played in manageable scenarios by two players!

Use these scenarios, in any order, to achieve an overall result. Play each historical scenario. At the conclusion of a Teil or a whole scenario, note the level of victory of each side. Mark this down on the victory calculation sheet to realize an overall result for the entire battle. See the essay below along with the victory calculation sheet—the Victory Matrix—to determine a victor in the overall battle.

Use these scenarios:

3A, 3B, 4A, 4B, 5A,5B, 61, 71, 81 and 91

Victory Conditions Overview

Napoleon needed to accomplish two tasks at the Battle of Leipzig. First, he must try to soundly defeat Prince Schwarzenbeg's Army of Bohemia with the hope of knocking Austria out of the Coalition and the war. Second, failing that, Napoleon needed to extricate his army out of the increasing tight vice the Coalition had placed around the French forces and be able to have a clear and open road from Saxony back to the Rhine and France.

The French had defeated the Allies at Dresden just less than two months earlier in what a wargamer might call a tactical victory. Napoleon had certainly defeated Schwarzenberg soundly, but not enough to keep the Austrians from participating further in the Coalition. The victory was lessened somewhat shortly after Dresden, when the French forces pursuing the Army of Bohemia were defeated at Kulm with the capture of General Vandamme.

However, the Austrian position was still tentative. While the Austrians had the largest contingent in the Coalition, they had literally scraped together their last army to face the French. They were both financially and demographically exhausted. Several defeats to Napoleon over the years had drained the Hapsburgs of both manpower and territory.

The resurgence of Prussia and the presence of Russia in Central Europe did not make the Austrians any more comfortable with their overall strategic situation. The Austrians may have considered Napoleon to be less of a problem than their Coalition partners. Finally, there was also

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the familial consideration that Emperor Francis' son-in-law, and father of his grandson, was the French emperor.

Napoleon was hopeful that he could defeat Schwartzenberg's Army of Bohemia in detail while keeping Blucher's Army of Silesia at bay and before the arrival of Bernadotte's Army of the North and Bulow's Army of Poland could consolidate the Coalition convergence to provide them with overwhelming superiority on the battlefield.

In addition, Napoleon was aware of the impending Coalition unification of their various armies. He also knew that if he dallied too long, his road back to France could be blocked and his forces surrounded. So he needed to maintain his path of escape out of Saxony through Leipzig back through western Germany to the Rhine.

The Coalition path to victory continued to be what had gotten them to their advantageous position in Saxony in mid-October. They must avoid fighting Napoleon directly, but still act to surround his main forces with no way to go back to France. The Austrians needed to be careful not to overextend their forces and keep their large army relatively free of losses prior to a big battle.

Leipzig is really not just one big battle, but rather it is a collection of seven distinct contests which are fought individually with little to do with the other battles. The Coalition won some of these battles (Möckern and Wiederritzsch), but then the French won others like Lindenau. The key is which side can win the sum of the battles to bring it closer to its overall goal. The Victory Matrix we present here is a recreation of this consideration.

The designers realize that the entire battle can be fought at one sitting. However, the stars may not align to make such event likelihood for many players. To properly play La Grande Bataille, not only will the players need 36.3 square feet of playing surface, not including enough room for charts and other players' aids, but 10-12 people would provide the optimum to play the games. The designers to bring all of this together realize that to do all this may be difficult to accomplish. So we have come up with some alternatives. The players can either fight one large battle—La Grande Bataille—or fight several smaller ones and then use the Victory Matrix to determine who will win the overall battle. We think a likely occurrence will be that the Coalition wins some battles and the French will win others. We encourage the players to do the historical scenarios for the best use of the Victory Matrix. We believe either playing La Grand Bataille or to play several smaller battles and use the Victory Matrix will be a good experience. We hope you will keep us posted as to what works best for you.

Scenario # 101 The Other Alternative

If you have a large table there is also the opportunity to lay out the entire battle by using scenarios 1, 6, 7 and 83. We recommend playing these battles in separate rooms and passing messages via aides from one room to the other. Probably 5 to 6 players per side are required.

Table of Timed Moves

In the Premier Rules, command difficulties are abstracted by fixing a limited time to move units. This accomplishes two goals: eliminating the perfect move; and expediting play. Timing moves also forces the players to plan their move while the other player is moving, and then in their turn, execute those plans.

Please use these as a guide:

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1ere...Southern Battle

This really depends on the number of players. Usually 10 minutes for a Corps or equivalent for the French; and 8 to 9 minutes for Coalition Korps as the troops are largely Austrian; Prussians and or Russians

2e...Murat Reaches For The Tsar

French 10 minute moves, Coalition 9 minutes

3e...Markkleeberg: The Desperate Crossing (A, B)

French 10 minute moves, Coalition 9 minutes

4e... The Wachau Cauldron (A, B)

French 10 minute moves, Coalition 9 minutes

5e... Liebertwolkwitz: Lauriston's Last Line (A, B)

French 10 minute moves, Coalition 8 minutes

6e... Dölitz - Largely Historical and other scenarios

French 10 minute moves, Coalition 8 minutes – all scenarios

7e... Lindenau - Largely Historical and other scenarios

French 10 minute moves, Coalition 8 minutes – all scenarios

8e... Wiedertizsch - Largely Historical and other scenarios

French 10 minute moves, Coalition 8 minutes – all scenarios

9e... Möckern -Largely Historical and other scenarios

Largely Historic -Two Players - French 15 minute moves, Coalition 12 minutes

Largely Historic -Four Players - French 10 minute moves, Coalition 9 minutes

93 - French 10 minute moves, Coalition 9 minutes

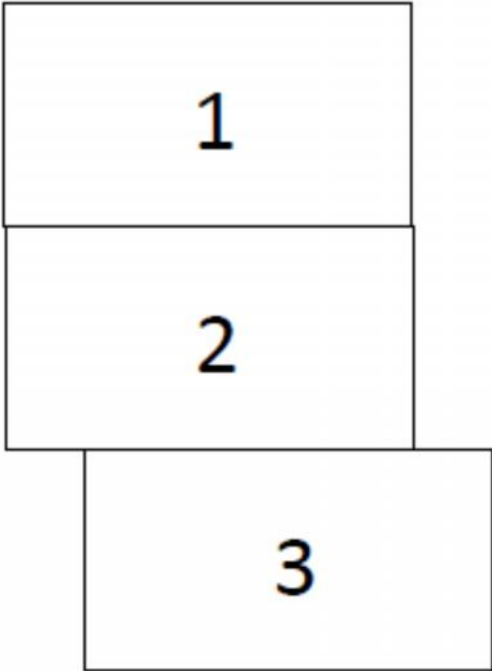
100e...La Grand Bataille

This really depends on the number of players. Usually 10 minutes for a Corps or equivalent.

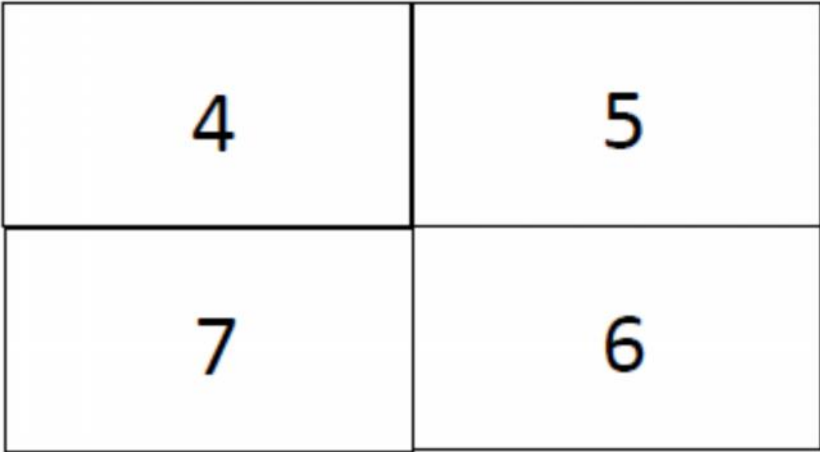
101e... The Other Alternative (same as 100e)

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MAP Layout



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Map Layout



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Abenddämmerung zum Nacht

On October 16, 1813 the sun set at 5:10 pm Leipzig time.

- Starting with the **5:20 pm** turn the specific fire values of artillery are reduced by $\frac{1}{3}$ and there is not a four hex range for forming square during a charge. During the charge phase the range for caree is only three. This continues through the end of the scenarios.
- Starting with the **6:20 pm** turn the specific values for artillery are reduced by $\frac{1}{2}$, there is not a three or four hex range for forming square during a charge . During the charge phase the range for caree is only two. Skirmisher range is reduced to one. Also starting with the **6:20 pm** turn, infantry and foot artillery movement is reduced by 2, cavalry and horse artillery movement.



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La Bataille ME Befreiungskriege Glossary for 1813

Since this is a War of so-called German People's Liberation, more German terms were included. Most military terms however, were derived from a nation of culture, France. Russian terms are a combination of several languages.

Glossary

Auf Deutsch	En français	In English
Batterie Fußartillerie	Batterie á Pied	Foot Battery
Brandenburgisches		Brandenburg
Dragoner	Dragoons	Dragoons
Husaren		Hussars
Kavallerie	Cavalerie	Cavalry
Lichte	Legere	Light
Lichte Batterie Fußartillerie		Light Foot Battery
Linie	Ligne	Line
Littauisches		Lithuanian
Neumärkisches		Area in North Eastern Prussia
Ostpreussisches		East Prussian
Plünderer	Pilleur	Looter
Provisorisch	Provisoire	Provisional
reitende Artillerie	Batterie á Cheval	Horse Artillery
Schlesisches		Silesian
Schwere	Grosse	Heavy
Verbesserte		Improved
Westpreussisches		West Prussian
	Marin	Sailor

