

conscription class of 1813 (November), virtually none of those conscripted saw service as desertion; hiding in the hills; and French administrative systems starting to fail, dramatically decreased the numbers of those that would serve. Few of the participants at the Battle of Vauchamps were recent recruits in the army...the small French army at Vauchamps were mainly troops that had been in the army when Napoleon started his defense of France.

The Prussian forces had had their forces increase dramatically in the last year. What had led to this ballooning of the Prussian army. The Prussians benefitted from several years of the *Krumpersystem* having been in effect. The *Krumpersystem* came about after the failure of Prussia in 1806. The French had imposed a limit of 42,000 soldiers in the Prussian army. What the Prussians did to circumvent the spirit of this restriction by keeping troops in the army for short periods—long enough to be trained, but not long enough to violate the troop limits. This allowed Prussia to train 250,000 troops by the time the Prussians declared war on France in 1813. These troops would quickly fill out regular and reserve regiments in time to fight at Lutzen and Bautzen. In addition, the Prussians designed the *Landwehr*, which were, in effect, the Prussian National Guard to supplement the Prussian army.

Between the start of the armistice in June 1813 and when it ended in August, the *Landwehr* increased the size of the Prussian army from 150,000 to 272,000. This army, filled with tens of thousands of infantry troops and cavalry, would generally fight more than well enough to defeat less than inspired French satellite troops at all the major battles except at Dresden.

The French, on the other hand, were poorly served by both the French conscripts and the levies from the French allies. The French themselves, saw their *Marie-Louise* troops melt away in the hot German sun. With the exception of the tragic Poles, virtually none of the French allies performed well.

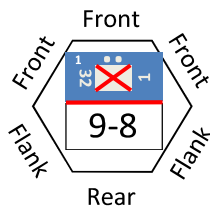
While the *Landwehr* would gradually lose their effectiveness the deeper into France they marched, there is no question that in August and September they had fought bravely and with purpose.

Was this a matter of French exhaustion after 20 plus years of constant war and *l'empire* needing to rest its war-weary people and economy? Or was it because the Germans were involved in their War of Liberation? Those are the questions to consider. But the resolution was a close thing.

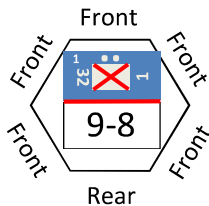
La Bataille Premier

Formation and Orientation

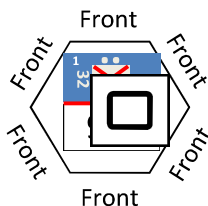
Column



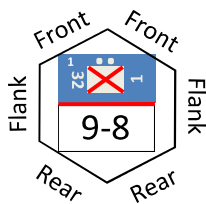
General Order



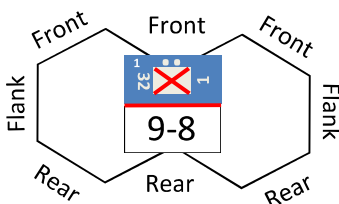
Square



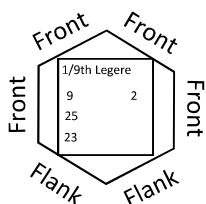
Line



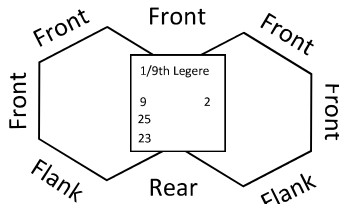
2 Hex Line



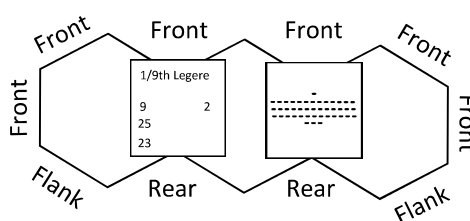
Skirmish



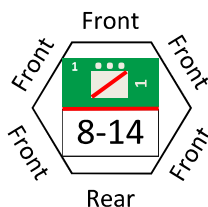
2 Hex Skirmish



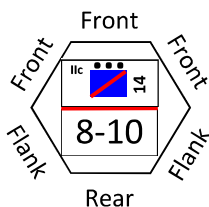
3 Hex Skirmish



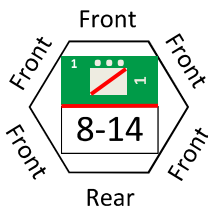
Lt Cav Column



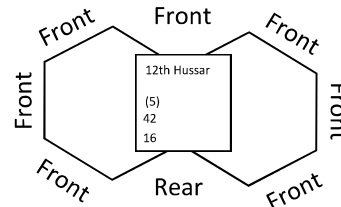
Hy Cav Column



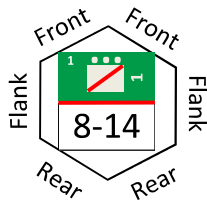
General Order



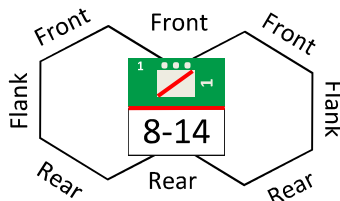
Cavalry Skirmish



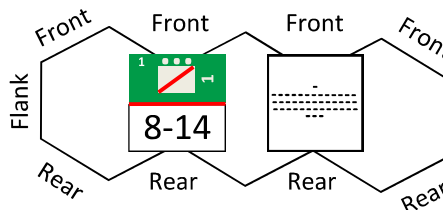
Line



2 Hex Line



3 Hex Line



Infantry Formation Changes +1 to movement cost

Artillery Formation Changes +2 to movement cost

Cavalry Formation Changes +3 to movement cost

La Bataille Premier

Counter Value Summary

Corps Organization

R



0-8

Regiment Battalion Company Battery

1



51

1



51

1



1



2

2



WI

16-8 8-8 3-9 2-8

Corps Organization

Regiment Number

Division Organization

Battalion Number

1



32

28



1

18-8 9-8

Increments Movement

Infantry

Combat Unit

1/8 Legere

9 2

21

16

Fire Value

Melee Value

Morale Value

Fire Range

Infantry

Combat Unit

1/8 Ligne

8

23

24

Fire Value

Melee Value

Morale Value

Light Cavalry

Combat Unit

5 Hussar

(4)

34

16

Skirmish Fire Value

Melee Value

Morale Value

Heavy Cavalry

Combat Unit

22 Dragoon

32

31

Melee Value

Morale Value

Lance Armed Cavalry

Combat Unit

9 Lancer

35

24

+4

Melee Value

Morale Value

Lance Bonus

Artillery

Combat Unit

1/7 a Pied

18 9

12 2

6 16

Short Range Value

Medium Range Value

Long Range Value

Fire Range

Melee Value

Morale Value

Leaders

Bernadotte

5/9 4

2 5

Melee Bonus

Att / Def

Cavalry Bonus

Artillery Bonus

Morale Bonus

The Battles For Gross Beeren August 23, 1813

What a difference two months would make in 1813, the crucial year in the resolution of the Napoleonic Wars. On June 4, 1813, the Coalition and the French Imperial forces under Napoleon had agreed to the Truce of Pläswitz, which would stop the bloody hostilities occurring in Saxony at Lutzen and Bautzen in May. Those battles and others in the Spring of 1812, had bled both sides thoroughly since the fighting had returned to Germany following Napoleon's disastrous Russian campaign in 1812.

Despite his victories at Lutzen and Bautzen, Napoleon was unable to achieve a decisive victory and he needed to rest his young army. The truce would allow him to attempt to restore his anemic cavalry arm to some semblance of effective strength. He also hoped to placate the Austrians to at least stay neutral in any future conflict. The truce would be extended by another 30 days in July, but by August, the parties were more than willing to resume hostilities, and on August 10, 1813, the truce ended. On August 12, the Austrians declared war on the French. The war was on.

Napoleon now faced a large and dangerous foe on his strategic southeastern flank. He believed his main hope lie in knocking Prussia out of the Sixth Coalition. To do this, he believed if his army captured Berlin, then the Prussians would be compelled to drop out. However, he decided to use a portion of his army to achieve this task—and that portion of the army would not be commanded by Napoleon. Marshal St. Cyr, commanding a corps at Dresden argued against this plan. But other French marshals were supportive of this plan. Research has shown that the plan itself was well thought out.

However, there was one major problem with the French plan. The main player in the drama would be missing. Napoleon would remain with the main army near Bautzen in Saxony where he could watch both Blucher and his Army of Silesia and the new commander of the Army of Bohemia, Schwartzenburg.

Oudinot Did Not Want The Assignment

Napoleon chose Marshal Nicolas Oudinot, the Duc de Reggio, to lead this new Army of Berlin. While personally brave (see article on Oudinot in Book), the oft-wounded marshal was still recovering from multiple wounds received in the Russian campaign and had not commanded a multi-corps entity prior to this assignment. He simply did not want Napoleon's assignment. His wariness would prove to be justified.

Also complicating the task for Oudinot was his lack of staff. Oudinot was already commanding the XII Corps, but now he would also be commanding Bertrand's IV Corps and Reynier's VII Corps as an army commander. He would not receive any additional

staff to coordinate his efforts. As pointed out in the monogram by USN Commander John Kuehn about the 1813 campaign, Oudinot would need to do his staff coordination with just his corps staff and not the scores or even hundreds that Napoleon might use as an army commander.

The plan had its complications. Marshal Davout was designated to take a corps out of Hamburg and move towards Berlin. General Girard, commander of the Magdeberg garrison would take a division there and move towards Berlin. However, Oudinot would only have direct control of the three corps noted above as well as a reserve cavalry corps (III Reserve Cavalry under Arrighi) for his direct move on Berlin. Also, Oudinot quickly



Graf von Tauentzien, Commander of the Prussians at Blankenfelde

discovered that the way to Berlin from the southwest was congested by forests and many rivers and swamps, making the direct route to Berlin difficult for his army to traverse. He would need to split the army up into three separate groups once he started forward.

He began his advance on August 18 and scored some minor successes. However, heavy rains started on August 19 and made it difficult to move the guns. As Oudinot's army split up, the Coalition leaders made a command decision. Initially, the overall commander, Swedish Crown Prince Charles John (Bernadotte) wanted to abandon Berlin and defend the Spee River. However, one of the senior Prussian commanders, von Bulow thought Berlin should be defended and convinced Charles John to hold fast just south of Berlin in Brandenburg.

As the morning of August 23 began, Oudinot's trinity of corps went north towards Berlin in mainly rugged terrain. Bulow would defend the area around Gross Beeren with his III Corps, which had some very good regular and reserve troops. Gross Beeren is just a few miles from the center of Berlin. To Bulow's left, defending the town of Blankenfelde, was von Tauentzien and his IV Corps which had mainly Landwehr troops, and was assisted by five Russian Cossack regiments.

Bertrand Just Stops

On the right around 11 am, Bertrand moved towards Tauentzien's troops in Blankenfelde; Reynier's Saxons moved, without Bertrand's support, towards Gross Beeren; and Oudinot's own corps moved to the left of Reynier. Bertrand's lack of effort—he appeared to have just stopped his activity--would end up dooming Reynier. While Bulow's subsequent attacks on Reynier were not artful, his clumsy attacks on the Saxon center eventually wore it down, and by the end of day, the Saxons were starting to fall apart. The Saxons lost some guns and prisoners. The battle was ended at 8 pm with a cavalry battle in the dark.

The battle was the first time the French had been defeated by the Prussians acting only on their own (Russian involvement in the battle was minimal), in the Napoleonic wars, and was a huge lift for the Prussian morale, as well as giving much credence to the German War of Liberation generally.

There were other effects. The defeat at Gross Beeren forced Davout to withdraw his corps back to Hamburg. Girard was left hanging by himself, and his command was shortly defeated at Hagelberg. Oudinot, sullen in defeat, was replaced by Ney, while Oudinot would prove to be less than enthusiastic serving under the Prince of the Moscowa, setting up another defeat at Dennewitz.



The Battle of Dennewitz

Where the Battles for Gross Beeren were a series of uncoordinated French columns colliding independently with inspired Prussian troops in wooded and watery terrain; the Battle of Dennewitz showed a rigid French army plodding along a single road seeking to connect with Napoleon, but confused by storms of dust clouds coming off of dry plains and the French lacking the ability to improvise to the conditions as presented.

Dennewitz would be just two weeks removed from Gross Beeren; but much would change before the next battle. Napoleon demoted the defeated Marshal Nicolas Oudinot and replaced him with the always pugnacious Marshal Michael Ney. Ney had mainly failed in his previous assignments of independent army command at Lutzen and Bautzen in May of 1813. But Napoleon had his best independent commander, Marshal Davout, tied down keeping the important Hanseatic city of Hamburg in French hands; and other independent commanders tied down in Spain and Italy.



Michael Ney Who Was Expecting Napoleon At Dennewitz

However, the Prince of the Moscowa was a fighter if nothing else. Ney believed one of his early tasks was to restore the morale of the Berlin army after its Gross Beeren defeat. Ney had taken over the army on September 2, 1813. He then felt compelled to spend a whole day reviewing his entire day in a parade. He was ready to move the entire army towards Berlin. The army was placed so it was set it all up along one road---strung out for miles, one division after another, quite unlike the disjointed set-up before Gross Beeren. Another problem for Ney would be his lack of staff. Oudinot took almost all the staff with him back to his corps. Ney tended to fight in battles more than he should, so this lack of staff would be especially felt.

Ney Expected Napoleon At Dennewitz

Ney believed his plan was in alignment with Napoleon, who was planning on joining Ney for the march on Berlin with the large parts of the rest of the French army. Ney received a letter from Marshal Berthier stating "The emperor instructed me to inform you that everything here is preparing to move to Hoyerswerda where His Majesty will have his headquarters on the 4th. Thus, it is necessary for you to start your march on the 4th so that you are at Baruth on the 6th." These locations would put Napoleon and his forces very close to Ney and on the way to Berlin.

Ney made his dispositions with the understanding he would be joining a French march to Berlin. However what Ney did not know was that Marshal McDonald had badly lost the Battle of Katzbach, and Napoleon had to go to that front to restore the French position. Ney, unknowingly, would be going it alone on the way to Berlin.

As September 6, 1813 dawned, Ney had his forces spread out upon the road through Dennewitz on its way to Berlin, division behind division. Bertrand was first on the scene with Fontenelli's Italians leading the way. They started the day's battles by attacking Tauentzien's mainly Landwehr IV Prussian Corp fighting to hold the area around Rohrbeck. Then Morand's French division began pressing forward. The Prussians would have been overwhelmed, but Bulow's corps started to arrive and were able to push Bertrand back.

So it went all day long. One side would get an advantage, only to have the other side come back. Each side would throw its reinforcements into the battle as soon as they came into the area. Durette's division recaptured the Windmill Hill, while the Saxons came in to save Bertrand's left. Both sides made ample use of cavalry charges to gain a temporary advantage.

However, despite the desperate fighting by Bertrand and Reynier, Oudinot held back and did not move to the sound of the battle. The arrival of the Russians and the Swedes late in the afternoon, lifted the Prussians and they were able to start wearing down the Saxons. The Saxons started to break, and when they did so, they also carried one of Oudinot's French divisions with them. A charge by the Prussian Death's Head Hussar regiment broke two of Morand's battalions, seemingly bringing a resolution to that part of the battlefield. Rohrbeck also fell to Russian guns and Landwehr, while on the other

side of the battle line, Russian Jagers and two Hussar regiments recaptured Wolmsdorf. For the French, it seemed as if the whole front collapsed at once. The Bavarian division never made it into the battle.

While casualties were heavy on both sides, the French lost much more in terms of men lost or captured; and many—over 50—French guns were captured. The loss at Dennewitz led to Bavaria changing sides. The Saxons continued their shaky position, eventually switching sides at Leipzig. Oudinot's Corps was broken up and he became a Young Guard Corps commander—quite a drop for the former army commander. Ney and Oudinot continued their rift till the end of the war. Dennewitz set the stage for Leipzig and the collapse of the French Empire.



La Bataille de Berlin 1813



Scenario / Game Descriptions

Game One – La Bataille de Gross Beeren (Blankenfelde) 1813 (2 maps)
The opening moves of this first attempt to capture Berlin focusing on the engagement of Bertrand's attack through Blankenfelde

Game Two – La Bataille de Gross Beeren (Neu Beeren) 1813 (2 maps)
The main engagement featuring the majority of the French Allied forces and the Prussian Korps of von Bulow.

Game Three – La Bataille de Gross Beeren 1813 (4 maps)
Combine Blankenfelde and Neu Beeren into the grand battle

Game Four – La Bataille de Hagelberg 1813 (1 map)

A small engagement of the Magdeburg Garrison commanded by Girard and Landwehr commanded by von Hirschfeldt. The French are attempting to join Ney for the Dennewitz battle.

Game Five – La Bataille de Dennewitz 1813 (3 maps)

- Scenario One – En route por Berlin 11:00 to 14:00 (1 1/2 maps)
- Scenario Two - Le grand assaut de Ney 14:20 to 19:00 (1 1/2 maps)
- Scenario Three –Grand Battle (3 maps)

La Bataille de Berlin 1813 (Campagne)

- Play each of these games in chronological order to determine if Prussia withdraws from the Coalition.
 1. Blankenfelde
 2. Neu Beeren
 3. Hagelberg
 4. Dennewtiz –Scenario One
 5. Dennewitz - Scenario Two
 6. or Dennewitz Grand Battle – Scenario Three
- Losses and results of the Hagelberg battle could have an impact on Dennewitz.
- See the *Tableau des résultats de la campagne* for the results of the campaign
- Decisive results in early battles could conclude the campaign in your favor.
- Please note, not all unit counters provided are used in every game or scenario.
- Individual games and scenarios have been configured for solo, one on one or team play



La Bataille de Gross Beeren 1813

Blankenfelde

23 Aout 1813
 Maps A and B
 Start : 11:00
 Finish: at the end of the 18:40 turn

Starts on map

Enters map at time shown



Description	Debut / Arrivee	Remarques
IV. Armee-Korps		
GL Graf von Tauentzien	11:00	within 8 hexes of Blankenfelde
Stabchef - Major von Rothenburg	11:00	within 8 hexes of Blankenfelde
1. Brigade - GM von Dobschütz	11:00	within 8 hexes of Diedersdorf or within 13 hexes of Blankenfelde (ganze Brigade)
3. Reserve Infanterie Regiment Reg.		
1. Kurmärk Landwehr Infanterie Reg.		
2. Neumärk Landwehr Kavallerie Reg.		
3. Ost Preuss. Landwehr Kavallerie Reg.		
2. Brigade – Oberst Graf von Lindenau	11:00	within 9 hexes of Blankenfelde (ganze Brigade)
5. Kurmärk Landwehr Infanterie Reg.		
2. Neumärk Landwehr Infanterie Reg.		
1. Schlelische Landwehr Infanterie Reg.		
1. Kurmärk Landwehr Kavallerie Reg.		
3. Pommer. Landwehr Kavallerie Reg.		
7. Kurmärk Landwehr Kavallerie Reg.		
IV Korps Reserve Artillerie	11:00	within 4 hexes of Blankenfelde
17. Batterie zu Fuss	11:00	within 4 hexes of Blankenfelde
27. Batterie zu Fuss	11:00	within 4 hexes of Blankenfelde
11. Batterie Reitende	11:00	mit Dobschütz
20. Batterie zu Fuss	11:00	mit Dobschütz
Cossacks		
	11:00	within 14 hexes of Diedersdorf (all)
General Chernyshyov		
Grekhov Cossack Regiment		
Sisoiev Cossack Regiment		
Rebreiev Cossack Regiment		
Pantelev Cossack Regiment		
Vlasov Cossack Regiment		

Description	Debut / Arrivee	Remarques
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III Korps

5. Brigade -GM von Borstell

12:20

Enter at Gernshagen. Cannot be used if already used for Neu Beeren

1. Pommersches Infanterie Reg.

IV/ Pomm. Grenadiers

2. Reserve Infanterie Regiment

2. Kurmärk Landwehr Infanterie Regiment

5. Pommersches Husaren

West Preussisches Uhlan Regiment

Abgetrennt Korps - Oder / Spree

GM von Wobeser

1. West Preussisches Landwehr Regiment

2. West Preussisches Landwehr Regiment

3. West Preussisches Landwehr Regiment

IV/1. Ost Preussisches Landwehr Battalion

22. Batterie zu Fuss Wegner

Wobeser is released when the French are three hexes from Blankenfelde or are within 10 hexes of Muhlon

Enters on the road to Muhlon

Oberst von Jeanneret

11:00

Enters on the road to Muhlon

1. West Preuss. Landwehr Kavallerie Regiment

2. West Preuss. Landwehr Kavallerie Regiment

3. West Preuss. Landwehr Kavallerie Regiment

Armée française de Berlin

IV Corps

Général de division Comte Bertrand

11:00

Juhnsdorf

Général de brigade Delort

11:00

Juhnsdorf

12e Division

11:00

6 hexes from Juhnsdorf
(Division entiere)

Général de Division Morand

1, 2, 3, 4, 6 /13e Ligne Regiment

2, 4 /8e Légère Regiment

1, 2, 4, 6 / 23e Ligne Regiment

1/2e Batterie à Pied

3/2e Batterie à Pied

Description	Debut / Arrivee	Remarques
15e Division Général de Division Fontanelli 1, 2, 3, 4 / 1ere Italian Legere Reg. 3, 4/1ere Italian Ligne Regiment 2, 3, 4 /4e Italian Ligne Regiment 3, 4/6e Italian Ligne Regiment 1/Milan Garde Battalion 2, 3, 4/ 7e Italian Ligne Regiment	11:00	15 hexes from Juhnsdorf (Division entiere) 
1ere Italian Batterie à Pied 13e Italian Batterie à Pied	11:00	8 hexes from Juhnsdorf
38e Division Generallieutenant Graf von Franquemont 1/9. Württemberg Leicht Battalion 1/10. Württemberg Leicht Battalion 1,2 7. Württemberg Linie Battalions 1,2/1. Württemberg Linie Battalions 1,2/2. Württemberg Linie Battalions 1,2/4. Württemberg Linie Battalions 1,2/6. Württemberg Linie Battalions	11:20	Roll one die to enter at Juhnsdorf. (1 or 2) on time, (3 or 4) plus 1 turn, (5) plus 2 turns, (6) roll again next turn (Division entiere)
1. Württemberg Batterie zu Fuss	11:20	avec 38e
1. Württemberg Batterie zu Fuss Schwer	11:20	avec 38e
24e Légère Cavalerie Brigade: Generalmajor Jett 1. Württemberg Chevaulegers Reg. 3. Württemberg Chevaulegers Reg. 1. Württemberg Batterie à Cheval	12:00	Roll one die to enter at Juhnsdorf. (1 or 2) on time, (3 or 4) plus 1 turn, (5) plus two turns, (6) roll again next turn (Division entiere)
24/2e Batterie à Pied	11:00	12e Division
26/2e Batterie à Pied	11:00	15e Division
26/4e Batterie à Pied	11:00	15e Division
8/ 4e Batterie à Cheval	11:00	12e Division

Description	Debut / Arrivee	Remarques
VII Corps	(Detached)	
32e Division	11:20	Enters at Gernshagen This division may not be used if already employed in the Neu Beeren game
Général de Division Durutte		
1,2,4/35e Légère Regiment		
1,2,4/36e Légère Regiment		
1,3,4/131e Ligne Regiment		
1,2, 3,4/132e Ligne Regiment		
3,4/133e Ligne Regiment		
2, 3/Würzburg Batt.		
12/1 Artillerie a' Pied		avec 32e
13/8 Artillerie a Pied		avec 32e

Victory Conditions

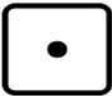
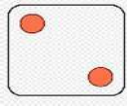
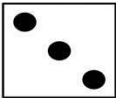
French Decisive	Hold all the hexes of Blankenfeld, Birkholz and Muhlon. Place one unit in Diedersdorf. Exit 15 battalions on any road to Berlin off the northern edge.
French Substantial	Capture and hold all the hexes of Blankenfeld and Muhlon. Place one unit in Diedersdorf
French Marginal	Capture and hold all the hexes of Blankenfeld. Place one unit in Diedersdorf
Coalition Marginal	Prevent 15 battalions from exiting on any road to Berlin off the northern edge.
Coalition Substantial	Hold all the hexes of Muhlon and Birkholz.
Coalition Decisive	Hold all the hexes of Blankenfeld, Birkholz and Muhlon. Prevent 15 battalions from exiting on any road to Berlin off the northern edge.

(Hold means being the last player to occupy all the hexes of a village before the end of the game.)

Wettertabelle



Roll at the hour for weather effects, on the French Turn Starting at 1:00
Weather effects last for the entire hour

Die Roll	Condition	Effects
	Heavy Rain	Cavalry Movement -4 MP, No offensive cavalry charges, Reaction or Opportunity charges - 4 MP, Artillery fire 50% , Infantry fire 25%.
	Rain	Cavalry movement or any charge - 2 MP , Artillery fire 75% , Infantry fire 50%
	Mud*	Cavalry Movement - 5 MP, Other Movement - 4 MP , no cavalry charges
	Clear	No effects

*Special Mud Considerations:

Mud is applicable only if there has been Rain /Hvy Rain in the last hour. If not, treat mud as rain.

Artillery may limber or unlimber in Mud but may not move in addition to this formation change

Road bonus applies but is subject to all weather

Weather movement penalties are not cumulative with other restrictions, apply the worst possible outcome.

Units routing are subject to weather penalties.
Units disordering are not subject to weather penalties
MP = Movement Points

Map Notes

Muhlon is the French Spelling (Mahlow)

La Bataille de Gross Beeren 1813

Neu Beeren

23 Aout 1813
 Maps C and D
 Start : 11:00
 Finish: at the end of the 18:40 turn

Starts on map

Enters map at time shown



Description	Debut / Arrivee	Remarques
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Preußisches Armee Korps

III. Armee-Korps

GL Freiherr von Bülow	13:00	Enter Road to Gross Beeren
Stabchef - Oberst von Boyen	11:40	Enter at Ruhlsdorf
3. Brigade - GM Prinz von Hessen-Homburg	14:00	Enter edge of map at Ruhlsdorf (ganze Brigade)
II/Ost Preussisches Grenadier		
3. Ost Preussisches Infanterie Reg.		
4. Reserve Infanterie Regiment		
3. Ost Preussisches Landwehr Reg.		
1. Lieb Husaren (Totenkopf) Reg.		
5. Batterie zu Fuss		
4. Brigade - GM von Thümen	13:00	Enter Road to Gross Beeren
4. Infanterie Regiment		
II/ Ost Preussisches Jäger Battalion		
Elbe Infanterie Regiment		
5. Reserve Infanterie Regiment		
Pommersches Landwehr Kav. Regiment	11:00	10 hexes S.E. of Gross Beeren
6. Batterie zu Fuss		
5. Brigade -GM von Borstell	12:20	Enter east map edge within 8 hexes of Rohrbeck (ganze Brigade) This brigade may not be used if already employed in the Blankenfelde game*
1. Pommersches Infanterie Reg.		
IV/ Pomm. Grenadiers		
2. Reserve Infanterie Regiment		
2. Kurmärk Landwehr Infanterie Regiment		
5. Pommersches Husaren Regiment		
1. West Preussisches Uhlán Regiment		
10. Batterie zu Fuss		

Description	Debut / Arrivee	Remarques
6. Brigade - GM von Kraft	12:00	Enter Road to Gross Beeren
10. Kolberg Infanterie Regiment		
Attached Jäger Battalion (10.)	11:00	Gross Beeren
9. Reserve Infanterie Regiment		
1. Neumärk Landwehr Infanterie Regiment		
1. Pommer. Landwehr Kavallerie Regiment	11:00	Neu Beeren
16. Batterie zu Fuss		
Reserve Kavallerie	12:20	Enter edge of map at Ruhlsdorf (ganze Brigade)
GM von Oppen		
1. Königen Dragoner Regiment		
2. West Preussisches Dragoner Regiment		
5. Brandenburg Dragoner Regiment		
2. Kurmärk Landwehr Kavallerie Regiment		
4. Kurmärk Landwehr Kavallerie Regiment		
2. Schlesiische Husaren Regiment		
5. Batterie Reitende		
6. Batterie Reitende		
III Korps Reserve Artillerie		
19. Batterie zu Fuss	11:40	Enter at road to Gross Beeren
4. Schwer Batterie zu Fuss	12:00	Enter at road to Ruhlsdorf
5. Schwer Batterie zu Fuss	12:00	Enter at road to Ruhlsdorf
7. Russische Schwer Batterie	11:40	Enter at road to Ruhlsdorf
21. Russische Schwer Batterie	11:40	Enter at road to Ruhlsdorf
Schwedische Kavallerie-Brigade		
General Mörner	15:00	Enters at Ruhlsdorf (hela brigade)
7. Mörnerska Svenska Hussars		
Hästartilleribatteri		
Russische Avante Gard		
44 th Jaeger Regiment	15:00	Enters at Ruhlsdorf
Izoum Hussars Regiment	15:00	Enters at Ruhlsdorf
Converged Hussars Regiment	15:00	Enters at Ruhlsdorf



Description	Debut / Arrivee	Remarques
Überwachung Korps	Optional	Roll one die for entry of the whole Korps starting (1 or 2) on time,(3 or 4) plus 1 turn, (5 or 6) plus 2 turns. Lower Coalition victory by one level if these reinforcements are used. Also see Hagelberg Effect for campaign game Enters at Ruhlsdorf
GL von Hirschfeldt	13:00	
1. Reserve Infanterie Regiment	13:00	
1. Reserve Fusilier Battalion	13:00	
Elbe Infanterie battalion (Detached)	13:00	
3. Kurmärk Landwehr Regiment	13:40	
4. Kurmärk Landwehr Regiment	13:40	
6. Kurmärk Landwehr Regiment	13:40	
7. Kurmärk Landwehr Regiment	13:40	
Oberst von Bismarck	14:00	
3. Kurmärk Landwehr Kavallerie Regiment	14:00	
5. Kurmärk Landwehr Kavallerie Regiment	14:00	
6. Kurmärk Landwehr Kavallerie Regiment	14:00	
26th Russian Light Battery	14:20	



Armée française de Berlin

Maréchal d'Empire Oudinot
General de Brigade Lejeune

See XII Corps
See XII Corps

VII Corps

Général de Division Reynier
Général de Brigade Gressot

11:40

Road to Neu Beeren south map edge
avec Reynier

11:00

24e Sächsisch Division

11:00

Road to Neu Beeren south map edge
(Division entiere)

Général de Division Le Coq
1,2/1. Leicht Battalions
Maximilian Infanterie Batt.
Garde Grenadier Batt.
v. Rechten Infanterie Battalion
Spiegel Converged Grenadier Batt.
1.2/Prinz Frederick August Infanterie Reg.
1,2/v. Steindel Infanterie Reg.



Description	Debut / Arrivee	Remarques
1. Sächsisch Batterie zu Fuss		avec 24e
2. Sächsisch Batterie zu Fuss		avec 24e
25e Sächsisch Division	12:00	Road to Neu Beeren south map edge (Division entiere)
Général de Division von Sahr		
Sperl Grenadier Batt.		
1.3/2. Leicht Battalions		
König Infanterie Batt.		
Niesemenschel Infanterie Batt.		
1,2/Prinz Anton Infanterie Regiment		
1,2/v. Low Infanterie Regiment		
3. Sächsisch Batterie zu Fuss		avec 25e
4. Sächsisch Batterie zu Fuss		avec 25e
26e Legere Cavalerie Brigade	11:00	Road to Neu Beeren south map edge, 10 hexes from the edge (Brigade entiere)
General de Brigade Gablenz		
Sächsisch Hussaren Reg.		
Sächsisch Prinz Clemens Chevauleger Reg.		
1ere Sächsisch Batterie a Cheval		
2e Sächsisch Batterie a Cheval		
Sächsisch Reserve		
Sächsisch Schwer Batterie zu Fuss 5.		avec 25e
32e Division	11:20	Enters at southeast corner of the map (Division entiere)
Général de Division Durutte		
1,2,4/35e Légère Regiment		This division may not be used if already employed in the Blankenfelde game
1,2,4/36e Légère Regiment		
1,3,4/131e Ligne Regiment		
1,2,3,4/132e Ligne Regiment		
3,4/133e Ligne Regiment		
2, 3/Würzburg Batt.		
12/1 Artillerie a' Pied		avec 32e
13/8 Artillerie a Pied		avec 32e



Description	Debut / Arrivee	Remarques
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XII Corps

Maréchal d'Empire Oudinot

13:40

Enter on road to Neu Beeren south map edge. Oudinot decides order of appearance. Each division follows at 1 hour intervals starting at 13:00 with Beaumont

Général de Brigade Lejeune

13:00

13e Division

Général de Division Pacthod

????

Oudinot decides order

4/1ere Légère Battalion

3, 4/7e Ligne Regiment

4/42e Ligne Battalion

3, 4/67e Ligne Regiment

2,3,4/101e Ligne Regiment

4/4e Batterie à Pied

avec 13e

20/4e Batterie à Pied

avec 13e

14e Division

Général de Division Guilleminot

????

Oudinot decides order
(Division entiere)

2, 6 / 18e Legere Reg.

3, 4 / 52e Ligne Reg.

1, 2, 3 / 137e Ligne Reg.

1, 2, 3 / 156e Ligne Reg.

Illyrian Infanterie Battalion

Illyrian Chasseurs

avec 14e

2/4e Batterie à Pied

avec 14e

1/8e Batterie à Pied

avec 14e



Description	Debut / Arrivee	Remarques
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29e Division Bavarois

14:40

Roll one die to enter Road to Neu Beeren. (1) on time, (2 or 3) plus 1 turn, (4) plus two turns (5 or 6) roll again next turn
(Division entiere)

Generallieutenant Raglovich

1/ Leicht Batt.

2/Prinz Karl 3. Bavarois Infanterie Batt.

1 / 13. Bavarois Infanterie Batt.

1/Isenburg 4. Bavarois Infanterie Batt.

2/Herzog Pius 8. Bavarois Infanterie Batt.

2/ Leicht Batt.

2/Preysing 5. Bavarois Infanterie Batt.

2 / 7. Bavarois Infanterie Batt.

2/9. Bavarois Infanterie Batt.

2/Junker 10. Bavarois Infanterie Batt.



1. Bavarois Batterie zu Fuss

2. Bavarois Batterie zu Fuss

Bavarois Reserve Batterie zu Fuss

avec 29e

avec 29e

avec 29e

Cavalry Brigade –Gd'D Beaumont

Westphalian Cheveauxlegers - Lancers

Hessian Cheveauxlegers Reg.

Bavarois Cheveauxlegers Reg.

13:00

Enter on road to Neu Beeren south map edge.

13:00

13:00

13:00

III Cavalrie Corps

Général de Division Arrighi duc de Padua

Général de Brigade Salei

15:20

15:00

Enter on road to Neu Beeren south map edge.

5e Légère Cavalrie Division

Général de division Lorge

5e Chasseur à Cheval Reg.

10e Chasseur à Cheval Reg.

13e Chasseur à Cheval Reg.

15e Chasseur à Cheval Reg.

21e Chasseur à Cheval Reg.

22e Chasseur à Cheval Reg.

15:00

(Division entiere)



Description	Debut / Arrivee	Remarques
6e Légère Cavalerie Division Général de Division Fournier 29e Chasseur à Cheval Reg. 31e Chasseur à Cheval Reg. 1ere Hussar Reg. 2e Hussar Reg. 4e Hussar Reg. 12e Hussar Reg.	15:20	Enter on road to Neu Beeren south map edge. (Division entiere)
4e Grosse Cavalerie Division Général de Division DeFrance 4e Dragoon Reg. 5e Dragoon Reg. 12e Dragoon Reg. 14e /24e Dragoon Reg. (combined) 16e Dragoon Reg. 17e Dragoon Reg. 21e Dragoon Reg. 26e /27e Dragoon Reg. (combined) 13e Cuirassier Reg.	15:40	Enter on road to Neu Beeren south map edge. (Division entiere)
		
	15:00	avec Salei
1/5e Batterie à Cheval 5/5e Batterie à Cheval 2/1ere Batterie à Cheval 4/6e Batterie à Cheval		avec 5e avec 6e avec 4e G avec 4e G

*Due to the small size of some Dragoon "regiments", they have been combined
Not all units present at Gross Beeren appear at Dennewitz*

The whole battle may be played by simply combining Scenarios One and Two

*Rohrbeck is not on the Neu Beeren / Gross Beeren map but on the Blankenfelde Map. Use Blankenfelde map to locate the entry point. This is not an issue when playing with all four maps.

Victory Conditions

French Decisive

Capture and hold Gross Beeren at the end of the game and place the Prussian III Korps on Level Two or Exit 50 increments off the North edge of the board within 4 hexes of the Gross Beeren Road. This is in the direction of Berlin.

French Substantial

Capture and hold Gross Beeren and place III Korps on Level One at the end of the game

French Marginal

Capture and hold Gross Beeren at the end of the game

Coalition Marginal

Capture and hold Gross Beeren at the end of the game or put (2) French Corps on Morale Level 1

Coalition Substantial

Capture and hold Gross Beeren , and Ruhlsdorf at the end of the game and place (1) corps on Morale Level one at the end of the game

Coalition Decisive

Capture and hold Gross Beeren and Ruhlsdorf at the end of the game and place (2) corps on Morale Level One at any time.

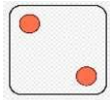
(Hold means being the last player to occupy all the hexes of a village before the end of the game.)



Weather Table

Roll at the hour for weather effects, on the French Turn Starting at 13:00
Weather effects last for the entire hour



Die Roll	Condition	Effects
	Heavy Rain	Cavalry Movement -4 MP, No offensive cavalry charges. Opportunity charges - 4 MP, Artillery fire 50% , Infantry fire 25%.
	Rain	Cavalry movement or any charge - 2 MP , Artillery fire 75% , Infantry fire 50%
	Mud*	Cavalry Movement - 5 MP, Other Movement - 4 MP , no cavalry charges
	Clear	No effects

****Special Mud Considerations:***

Mud is applicable only if there has been Rain /Hvy Rain in the last hour. If not, treat mud as rain.

Mud or Heavy Rain movement penalties do not apply in forest, heather or villages.
Treat as rain for movement

Artillery may limber or unlimber in Mud but may not move in addition to this formation change

Road bonus applies but is subject to all weather

Weather movement penalties are not cumulative with other restrictions, apply the worst possible outcome.

Units routing are subject to weather penalties.

Units disordering are not subject to weather penalties

MP = Movement Points

La Bataille de Hagelberg 1813

August 27, 1813
Special Two Map Set
Start : 6:00
Finish: at the end of the 11:00 turn

Starts on map
Enters map at time shown



Description	Debut / Arrivee	Remarques
Preußisches Überwachung Korps		
GL von Hirschfeldt	9:20	Enter within 4 hexes road to Lubnitz
Oberst Jenerette	6:40	Enter within 4 hexes road to Lubnitz
1. Reserve Infanterie Regiment (1,2,3 battalion)	6:40	Enter within 4 hexes road to Lubnitz
1. Reserve Fusiler (4) Battalion	9:20	Enter within 4 hexes road to Lubnitz
Elbe Infanterie Regiment (1 battalion)	9:20	Enter within 4 hexes road to Lubnitz
3. Kurmärk Landwehr Regiment	6:20	Enter within 4 hexes road to Lubnitz
4. Kurmärk Landwehr Regiment	7:00	Enter within 4 hexes road to Lubnitz
6. Kurmärk Landwehr Regiment	8:00	Enter within 4 hexes road to Lubnitz
7. Kurmärk Landwehr Regiment	8:40	Enter within 4 hexes road to Lubnitz
Oberst von Bismarck	9:00	Enter within 4 hexes road to Lubnitz
3. Kurmärk Landwehr Kavallerie Regiment	9:00	Enter within 4 hexes road to Lubnitz
5. Kurmärk Landwehr Kavallerie Regiment	6:00	Enter within 4 hexes road to Lubnitz
6. Kurmärk Landwehr Kavallerie Regiment	6:00	Enter within 4 hexes road to Lubnitz
26th Light Battery	6:40	Enter within 4 hexes road to Lubnitz

Description	Debut / Arrivee	Remarques
General Chernyshyov	10:00	13 hexes north of Vio Grutzdorf on the east edge
Vlasov Cossack Regiment	10:00	Same
Rebreiev Cossack Regiment	10:00	Same
Pantelev Cossack Regiment	10:20	Same
Grekhov Cossack Regiment	10:20	Same
Sisoiev Cossack Regiment	10:20	Same

Magdeburg Garrison

General de Division Girard	6:00	Within 6 hexes of Hagelberg
III Battalion of 24e Legere Infanterie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 26e Legere Infanterie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 18e Ligne Infanterie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 19e Ligne Infanterie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 56e Ligne Infanterie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 72e Ligne Infanterie Regiment	6:00	Within 4 hexesLubnitz
III and VI Battalion of 134e Ligne Infantry Regiment	6:00	Lubnitz
2e Saxon Jaeger- replacement	6:00	Klein Glien
5e Westphalian Ligne Battalion	6:00	Klein Glien
7e Saxon Ligne Battalion – replacement	6:00	Within 6 hexes of Hagelberg
13e Hussar Regiment	6:00	Enter wintin 4 hexes road to Lubnitz
28e Chasseur a' Cheval - combined	6:00	Enter wintin 4 hexes road to Lubnitz
8/11e Art. a Pied	6:00	Within 6 hexes of Hagelberg
7/11e Art. A Pied	6:00	Within 6 hexes of Hagelberg
10/11e Art. A Pied	6:00	Within 6 hexes of Hagelberg



Special Rules

Prussian units that rout off the board may recover off map.

French units that rout off the map do not return

Hagelberg Garden Wall

This is a village garden wall defined by a line across several hex rows

Plus two mp to cross the wall for infantry

Plus three to pre-melee morale (defender) check across the wall

Fire defense across wall is 14. Artillery may not fire across the wall hexside

Troops behind the wall do not perform a pre-melee morale check.

Only one battalion may attack across a wall hexside

Any unit *forced* to retreat across the wall is *PGD*

If the attacker fails pre-melee morale check, the unit disorders in place

Cavalry or artillery may not move across the wall hexside

If defender vacates the hex behind the wall hexside as a result of melee,
the attacker must occupy the hex (over the wall)

Victory Conditions

French Substantial

Hold all hexes of Hagelberg and
Klein Glien

French Marginal

Hold all hexes of Klein Glien

Coalition Marginal

Hold all hexes of Lubnitz and
Hagelberg

Coalition Substantial

Hold all hexes of Lubnitz,
Hagelberg and Klein Glien

(Hold means being the last player to occupy all the hexes of a village
before the end of the game.)

See the Tableau des Resultats de la campagne for further information.

Road to Lubnitz



La Bataille de Dennewitz 1813

En Route pour Berlin - Scenario One

September 6, 1813

Use maps A & B

Start : 11.00

Finish: at the end of the 19:00 turn

Boundary is 10 hexes south of Dennewitz

Starts on map

Enters map at time shown



Description	Debut / Arrivee	Remarques
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Preußisches Armee Korps

III. Armee-Korps

GL Freiherr von Bülow

Stabchef - Oberst von Boyen

3. Brigade - GM Prinz von Hessen-Homburg

11:40

With Hesse-Homburg
With Hesse-Homburg
Western edge opposite Nieder-Gorsdorf (Ganze Brigade)

II/Ost Preussisches Grenadier, Battalion

3. Ost Preussisches Infanterie Regiment

4. Reserve Infanterie Regiment

3. Ost Preussisches Landwehr Regiment

1. Lieb Husaren (Totenkopf) Regiment

5. Batterie zu Fuss

4. Brigade - GM von Thümen

11:00

No closer than thirteen hexes west of Nieder-Gorsdorf (ganze Brigade)

4. Infanterie Regiment

2. Ost Preussisches Jäger Battalion

Elbe Infanterie Regiment

5. Reserve Infanterie Regiment

5. Brandenburg Dragoner Regiment

6. Batterie zu Fuss

12. Batterie zu Fuss



III Korps Reserve Artillerie

19. Batterie zu Fuss

11:40

4. Schwer Batterie zu Fuss

11:40

5. Schwer Batterie zu Fuss

11:40

With Hesse-Homburg
With Hesse-Homburg
With Hesse-Homburg

Description	Debut / Arrivee	Remarques
7. Russische Schwer Batterie	12:00	Road to Kaltenborn
21. Russische Schwer Batterie	12:00	Road to Kaltenborn
IV. Armee-Korps		
GL Graf von Tauentzien	11:00	With Reserve Artillery
Stabchef - Major von Rothenburg	11:00	Forested Area North of Rohrbeck
1. Brigade - GM von Dobschütz	11:00	Twelve hexes from the Northern map edge
3. Reserve Infanterie Regiment	11:00	
1. Kurmärk Landwehr Infanterie Regiment	11:00	
2. Neumärk Landwehr Kavallerie Regiment	11:00	
3. Ost Preuss. Landwehr Kavallerie Regiment	11:00	
2. Brigade – Oberst Graf von Lindenau	11:00	Twelve hexes from the Northern map edge (ganze Brigade)
5. Kurmärk Landwehr Infanterie Regiment		
2. Neumärk Landwehr Infanterie Regiment		
1. Schlesiische Landwehr Infanterie Regiment		
1. Kurmärk Landwehr Kavallerie Regiment		
3. Pommer. Landwehr Kavallerie Regiment		
7. Kurmärk Landwehr Kavallerie Regiment		
IV Korps Reserve Artillerie	11:00	Twelve hexes from the Northern map edge (ganze Brigade)
17. Batterie zu Fuss		
27. Batterie zu Fuss		
11. Batterie Reitende		
20. Batterie zu Fuss	11:00	
General Chernyshyov	11:00	Within six hexes of Rohrbeck
Grekhov Cossack Regiment		
Sisoiev Cossack Regiment		
Rebreiev Cossack Regiment		
Pantelev Cossack Regiment		
Vlasov Cossack Regiment		

Description	Debut / Arrivee	Remarques
Abgetrennt Korps - Oder / Spree		(Part of IV Korps)
GM von Wobeser		Enters on the East edge 10 hexes north of Rohrbeck to the northern edge . Roll an even number with one die every turn starting with the 12:00 turn

1. West Preussisches Landwehr Regiment
 2. West Preussisches Landwehr Regiment
 3. West Preussisches Landwehr Regiment
 IV/1. Ost Preussisches Landwehr

11:00

Rohrbeck

22. Batterie zu fuss "Wegner"



Oberst von Jeanneret

1. West Preussisches Landwehr Kavallerie Regiment
 2. West Preussisches Landwehr Kavallerie Regiment
 3. West Preussisches Landwehr Kavallerie Regiment

Armée française de Berlin

IV Corps

Général de division Comte Bertrand

11::00

Général de brigade Delort

11::00

Bertrand and staff may be with any of the divisions

12e Division

Général de Division Morand

2, 3, 4, 6 /13e Ligne Regiment

2, 4 /8e Légère Battalions

1, 2, 4, 6 / 23e Ligne Regiment

11::00

Within five hexes of Dennewitz
 (Division entiere)
 Reduce Regimental counter

1/2e Batterie à Pied

3/2e Batterie à Pied

15e Division

Général de Division Fontanelli

2, 3, 4 / 1ere Italian Legere Regiment

3, 4/1ere Italian Ligne Battalions

2, 3, 4 /4e Italian Ligne Regiment

3, 4/6e Italian Ligne Battalions

1/Milan Garde Battalion

2, 3, 4/ 7e Italian Ligne

11::00

Up to 10 hexes from Dennewitz
 (Division entiere)

1ere Italian Batterie à Pied

13e Italian Batterie à Pied

Description	Debut / Arrivee	Remarques
27e Infanterie Division		Within seven hexes West of Dennewitz
General de Division Drabrowski	11::00	(Division entiere)
1.2.3/Polish 2e Infanterie Regiment		
1.2/ Polish 4e Infanterie Regiment		
Polish 2e Uhlans		
Polish 4e Chasseurs a' Cheval		
38e Division	12::00	Scenario boundary, road to Dennewitz (Division entiere)
Generallieutenant Graf von Franquemont		
1/9. Württemberg Leicht Battalion		
1/10. Württemberg Leicht Battalion		
1.2/7. Württemberg Linie Battalions		
1.2/1. Württemberg Linie Battalions		
1,2/2. Württemberg Linie Battalions		
1 /4. Württemberg Linie Battalion		
2/6. Württemberg Linie Battalion		
1. Württemberg Batterie zu Fuss		
1. Württemberg Batterie zu Fuss Schwer		
24e Légère Cavalerie Brigade:	11::00	Six hexes south of Dennewitz (Brigade entiere)
Generalmajor Jett		
1. Württemberg Chevaulegers		
3. Württemberg Chevaulegers		
1. Württemberg Batterie à Cheval		
24/2e Batterie à Pied	11::20	Scenario boundary, road to Dennewitz
26/2e Batterie à Pied	11::20	Scenario boundary, road to Dennewitz
26/4e Batterie à Pied	11::20	Scenario boundary, road to Dennewitz
8/ 4e Batterie à Cheval	11::00	Scenario boundary, road to Dennewitz
26e Legere Cavalerie Brigade	12:40	East Map edge opposite Dennewitz, behind stream (Brigade entiere)
General de Brigade Gablenz		
Sächsisch Hussaren		
Sächsisch Prinz Clemens Ulhan		
1ere Sächsisch Batterie a Cheval		



Description	Debut / Arrivee	Remarques
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III Cavalrie Corps

5e Légère Cavalerie Division

11:40

Scenario Boundary, road to
Dennewitz
(Division entiere)

Général de division Lorge

5e Chasseur à Cheval

10e Chasseur à Cheval

13e Chasseur à Cheval

15e Chasseur à Cheval

21e Chasseur à Cheval

22e Chasseur à Cheval

Victory Conditions

At the end of the scenario

French Decisive

Hold Dennewitz, Nieder-Gorsdorf,
Rohrbeck and place 14 battalions
within 7 hexes of the road to Berlin
at northern edge

French Substantial

Hold Dennewitz, Nieder - Gorsdorf
and Rohrbeck

French Marginal

Hold Dennewitz and Rohrbeck

Coalition Marginal

Hold Nieder-Gorsdorf

Coalition Substantial

Hold Nieder-Gorsdorf and
Rohrbeck, and prevent 14 battalions
within 7 hexes of the road to Berlin
at northern edge

Coalition Decisive

Hold Nieder-Gorsdorf, Rohrbeck
and Dennewitz, and prevent 14
battalions within 7 hexes of the road
to Berlin

(Hold means being the last player to occupy all the hexes of a village
before the end of the game / scenario.)

Troops may not cross into the Scenario Two map area during this scenario

14 battalion victory condition measured at the end of the scenario.

Tableau météo

Roll at each turn starting with the 13:00 hour for weather effects, on the French Turn.



Die Roll	Condition	Effects
	Heavy Dust	Artillery range short only, Carre formation at one hex
	Dust	Artillery range short or medium only, Carre range 2 hexes
   	Clear	No effect



La Bataille de Dennewitz 1813

Le grand assaut de Ney - Scenario Two

September 6, 1813
 Maps B and C
 Start : 14.20
 Finish: at the end of the 19:00 turn
 Boundary 10 hexes South of Dennewitz

Starts on map
 Enters map at time shown



Description	Debut / Arrivee	Remarques
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Preußisches Armee Korps

The Prussians may include additional reinforcements. However this effects the victory conditions

III. Armee-Korps

GL Freiherr von Bülow	15:00	Western edge 6 hexes south of scenario Northern boundary
Stabchef - Oberst von Boyen	15:00	Western edge 16 hexes south of scenario Northern boundary
3. Brigade - GM Prinz von Hessen-Homburg	14:40	Western edge 6 hexes south of scenario Northern boundary (Ganze Brigade)
II/Ost Preussisches Grenadier, Battalion		
3. Ost Preussisches Infanterie Regiment		
4. Reserve Infanterie Regiment		Minus two increments
3. Ost Preussisches Landwehr Regiment		Minus two increments
1. Lieb Husaren (Totenkopf) Regiment		
5. Batterie zu Fuss		
5. Brigade -GM von Borstell	14:20	Within five hexes west of Gohlsdorf (ganze Brigade)
1. Pommersches Infanterie Regiment		
2. Reserve Infanterie Regiment		
2. Kurmärk Landwehr Infanterie Regiment		
5. Pommersches Husaren Regiment		
10. Batterie zu Fuss		



Description	Debut / Arrivee	Remarques
6. Brigade - GM von Kraft	14:20	20 hexes from western edge 8 hexes from Nieder-Gorsdorf
10. Kolberg Infanterie Regiment Attached Jäger Battalion (10.) 9. Reserve Infanterie Regiment 1. Neumärk Landwehr Infanterie Regiment 2. West Preussisches Dragoner Regiment 1. Pommer. Landwehr Kavallrie Regiment		
16. Batterie zu Fuss		
Reserve Kavallrie		
GM von Oppen	14:20	16 hexes south of Gohlsdorf within two hexes of the road
1. Königen Dragoner Regiment 2. West Preussisches Dragoner Regiment 2. Kurmärk Landwehr Kavallerie Regiment 4. Kurmärk Landwehr Kavallerie Regiment Pommersches Landwehr Kavallerie Regiment 2. Schlesiache Husaren Regiment		
5. Batterie Reitende		
6. Batterie Reitende		
III Korps Reserve Artillerie	14:20	Wolmsdorf
19. Batterie zu Fuss 4. Schwer Batterie zu Fuss 5. Schwer Batterie zu Fuss 7. Russische Schwer Batterie 21. Russische Schwer Batterie		
Schwedische Kavallerie-Brigade General Mörner 7. Mörnerska Svenska Hussars Hästartilleribatteri	14:20	Wolmsdorf
Russische Avante Guard 44 th Jaeger Regiment Izoum Hussars Regiment Converged Hussars Regiment	14:20	Wolmsdorf

Description	Debut / Arrivee	Remarques
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Armée française de Berlin

Maréchal d'Empire Ney
General de Brigade Lejeune

avec 6e Cavalerie Division
avec 6e Cavalerie Division

VII Corps

Général de Division Reynier

14:20

avec Durutte

Général de Brigade Gressot

14:20

avec Reynier

24e Sächsisch Division

14:20

10 Hexes east of Gohlsdorf
(Division entiere)

Général de Division Le Coq

1. Leicht Battalions 1 und 2

Maximilian Infanterie Battalion

Garde Grenadier Battalion

v. Rechten Infanterie Battalion

Spiegel Grenadier Battalion

Prinz Frederick August Infanterie 1 und 2

v. Steindel Infanterie Battalion

1. Sächsisch Batterie zu Fuss

2. Sächsisch Batterie zu Fuss

25e Sächsisch Division

14:40

enters eastern edge opposite Gohlsdorf
(Division entiere)

Général de Division von Sahr

Sperl Grenadier

2. Leicht Battalions 1 und 3

Koenig Infanterie Battalion

Niesemenschel Infanterie Battalion

Prinz Anton Infanterie 1 und 2

v. Low Infanterie 1 und 2

3. Sächsisch Batterie zu Fuss

4. Sächsisch Batterie zu Fuss

5. Sächsisch Schwer Batterie zu Fuss
(only one increment)



Description	Debut / Arrivee	Remarques
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32e Division

14:20

Fifteen hexes south of Dennewitz and fifteen hexes from the eastern edge

Général de Division Durutte

1,2,4 36e Légère Regiment

1,2,4 35e Légère Regiment

1,3,4 131e Ligne Regiment

1,2,3,4 132e Ligne Regiment

2,3/Würzburg Regiment

3,4 133e Ligne Regiment

12/1 Artillerie a' Pied

13/8 Artillerie a' Pied



XII Corps

Maréchal d'Empire Oudinot

16:00

avec 14e

Général de Brigade Lejeune

16:00

avec 14e

13e Division

Général de Division Pachtod

17:00

Road to Ochna
(Division entiere)

4/1ere Légère Battalion

3, 4/7e Ligne Regiment

4/42e Ligne Regiment

3, 4/67e Ligne Regiment

2,3,4/101e Ligne Regiment

4/4e Batterie à Pied

avec 13e

20/4e Batterie à Pied

avec 13e

14e Division

Général de Division Guilleminot

16:20

Road to Ochna
(Division entiere)

2, 6 / 18e Légère Regiment

3, 4 / 52e Ligne Regiment

1, 2, 3 / 137e Ligne Regiment

1, 2, 3 / 156e Ligne Regiment



2/4e Batterie à Pied

1/8e Batterie à Pied

Description	Debut / Arrivee	Remarques
4e Grosse Cavalerie Division	14:40	Enters eastern edge in line with Durutte's starting position. Includes all the artillery of the IIIC
Général de Division DeFrance		(Division entiere)
4e Dragoon		
5e Dragoon		
12e Dragoon		
16e Dragoon		
17e Dragoon		
21e Dragoon		
24e Dragoon / 14e Dragoon		
27e Dragoon/ 26e Dragoon		
1/5e Batterie à Cheval		
5/5e Batterie à Cheval		
2/1ere Batterie à Cheval		



Not all units present at Gross Beeren appear at Dennewitz

Due to the small size of some Dragoon "regiments", they have been combined



Victory Conditions	At the end of the scenario
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French Decisive

Hold Gohlsdorf and place III Korps on *Morale Level One* all by 16:40.

French Substantial

Hold Gohlsdorf and place III Korps on *Morale Level One* .

French Marginal

Hold Gohlsdorf.

Coalition Marginal

Hold Gohlsdorf and Wolmsdorf.

Coalition Substantial

Hold Gohlsdorf and Wolmsdorf. Place one French Corps on *Morale Level One* .

Coalition Decisive

Hold Gohlsdorf and Wolmsdorf. Place two French Corps on *Morale Level One*.

(Hold means being the last player to occupy all the hexes of a village before the end of the game.)

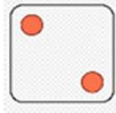
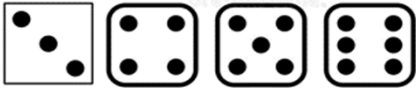
See pdf of Dennewitz Scenarios to establish approximate location and entry points of troops.
Dennewitz Map B is divided at the boundary of the two scenarios.

If only playing Scenario Two, troops must remain within scenario boundary.

Weather Table

Roll at each turn for weather effects, on the French Turn.



Die Roll	Condition	Effects
	Heavy Dust	Artillery range short only, Carre formation at one hex
	Dust	Artillery range short or medium only, Carre range 2 hexes
	Clear	No effect

La Bataille de Dennewitz 1813

Grand Battle - Scenario Three

September 6, 1813

Use maps A, B & C

Start : 11.00

Finish: at the end of the 19:00 turn

Starts on map
Enters map at time shown



Description	Debut / Arrivee	Remarques
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Preußisches Armee Korps

III. Armee-Korps

GL Freiherr von Bülow

Stabchef - Oberst von Boyen

15:00

15:00

With Kraft

With Kraft

3. Brigade - GM Prinz von Hessen-Homburg

11:40

Western edge opposite Nieder-Gorsdorf (Ganze Brigade)

II/Ost Preussisches Grenadier, Battalion

3. Ost Preussisches Infanterie Regiment

4. Reserve Infanterie Regiment

3. Ost Preussisches Landwehr Regiment

1. Lieb Husaren (Totenkopf) Regiment

5. Batterie zu Fuss

4. Brigade - GM von Thümen

11:00

No closer than thirteen hexes west of Nieder-Gohrsdorf (ganze Brigade)

4. Infanterie Regiment

2. Ost Preussisches Jäger Battalion

Elbe Infanterie Regiment

5. Reserve Infanterie Regiment

5. Brandenburg Dragoner Regiment

6. Batterie zu Fuss

12. Batterie zu Fuss



7. Russische Schwer Batterie

12:00

Road to Kaltenborn

21. Russische Schwer Batterie

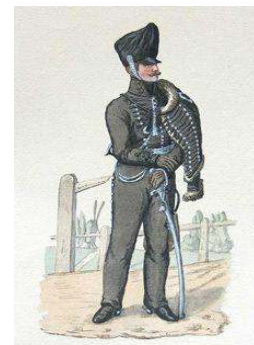
12:00

Road to Kaltenborn

Description	Debut / Arrivee	Remarques
5. Brigade -GM von Borstell 1. Pommersches Infanterie Regiment 2. Reserve Infanterie Regiment 2. Kurmärk Landwehr Infanterie Regiment 5. Pommersches Husaren Regiment 10. Batterie zu Fuss	12:40	Enter road to Wolmsdorf, west edge
6. Brigade - GM von Kraft 10. Kolberg Infanterie Regiment Attached Jäger Battalion (10.) 9. Reserve Infanterie Regiment 1. Neumärk Landwehr Infanterie Regiment 2. West Preussisches Dragoner Regiment 1. Pommer. Landwehr Kavallerie Regiment 16. Batterie zu Fuss Reserve Kavallrie GM von Oppen 1. Königen Dragoner Regiment 2. West Preussisches Dragoner Regiment 2. Kurmärk Landwehr Kavallerie Regiment 4. Kurmärk Landwehr Kavallerie Regiment Pommersches Landwehr Kavallerie Regiment 2. Schlelische Husaren Regiment 5. Batterie Reitende 6. Batterie Reitende	13:00	Western edge from Wolmsdorf to Nieder-Gohrsdorf
	12:00	Enter road to Wolmsdorf, west edge



Description	Debut / Arrivee	Remarques
III Korps Reserve Artillerie		
19. Batterie zu Fuss	11:40	With Hesse-Homburg
4. Schwer Batterie zu Fuss	11:40	With Hesse-Homburg
5. Schwer Batterie zu Fuss	11:40	With Hesse-Homburg
7. Russische Schwer Batterie	12:00	Road to Kaltenborn
21. Russische Schwer Batterie	12:00	Road to Kaltenborn
Schwedische Kavallerie-Brigade	14:00	Enter road to Wolmsdorf, west map edge
General Mörner		
7. Mörnerska Svenska Hussars		
Hästartilleribatteri		
Russische Avante Guard	14:00	Enter road to Wolmsdorf, west map edge
44 th Jaeger Regiment		
Izoum Hussars Regiment		
Converged Hussars Regiment		
IV. Armee-Korps		
GL Graf von Tautentzien	11:00	With Korps Reserve Artillery
Stabchef - Major von Rothenburg	11:00	Forested Area North of Rohrbeck
1. Brigade - GM von Dobschütz	11:00	Twelve hexes from the Northern map edge
3. Reserve Infanterie Regiment	11:00	
1. Kurmärk Landwehr Infanterie Regiment	11:00	
2. Neumärk Landwehr Kavallerie Regiment	11:00	
3. Ost Preuss. Landwehr Kavallerie Regiment	11:00	
2. Brigade – Oberst Graf von Lindenau	11:00	Twelve hexes from the Northern map edge (ganze Brigade)
5. Kurmärk Landwehr Infanterie Regiment		
2. Neumärk Landwehr Infanterie Regiment		
1. Schlelische Landwehr Infanterie Regiment		
1. Kurmärk Landwehr Kavallerie Regiment		
3. Pommer. Landwehr Kavallerie Regiment		
7. Kurmärk Landwehr Kavallerie Regiment		



Description	Debut / Arrivee	Remarques
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Abgetrennt Korps - Oder / Spree

(Part of IV Korps)

GM von Wobeser

12:00

Enters on the East edge 10 hexes north of Rohrbeck to the Northern Edge . Roll an even number with one die every turn starting with the 12:00 turn

1. West Preussisches Landwehr Regiment
2. West Preussisches Landwehr Regiment
3. West Preussisches Landwehr Regiment
- IV/1. Ost Preussisches Landwehr

11:00

Rohrbeck

22. Batterie zu fuss "Wegner"

Oberst von Jeanneret

1. West Preussisches Landwehr Kavallerie Regiment
2. West Preussisches Landwehr Kavallerie Regiment
3. West Preussisches Landwehr Kavallerie Regiment



IV Korps Reserve Artillerie

11:00

Twelve hexes from the Northern map edge (ganze Brigade)

17. Batterie zu Fuss
27. Batterie zu Fuss
11. Batterie Reitende
20. Batterie zu Fuss

11:00

General Chernyshyov

Grekhov Cossack Regiment

Sisoiev Cossack Regiment

Rebreiev Cossack Regiment

Pantelev Cossack Regiment

Vlasov Cossack Regiment

11:00

Within six hexes of Rohrbeck



Description	Debut / Arrivee	Remarques
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Armée française de Berlin



Maréchal d'Empire Ney
General de Brigade Lejeune

avec 6e Cavalerie Division
avec 6e Cavalerie Division

IV Corps

Général de division Comte Bertrand

11::00

Bertrand and staff may be with any
of the divisions

Général de brigade Delort

11::00

Bertrand and staff may be with any
of the divisions

12e Division

Général de Division Morand

11::00

Within five hexes of Dennewitz
(Division entiere)
Reduce Regimental counter,
battalion missing

2, 3, 4, 6 / 13e Ligne Regiment

2, 4 / 8e Légère Battalions

1, 2, 4, 6 / 23e Ligne Regiment

1/2e Batterie à Pied

3/2e Batterie à Pied

15e Division

11::00

Up to 10 hexes from Dennewitz
(Division entiere)

Général de Division Fontanelli

2, 3, 4 / 1ere Italian Legere Regiment

3, 4/1ere Italian Ligne Battalions

2, 3, 4 / 4e Italian Ligne Regiment

3, 4/6e Italian Ligne Battalions

1/Milan Garde Battalion

2, 3, 4/ 7e Italian Ligne

1ere Italian Batterie à Pied

13e Italian Batterie à Pied



Description	Debut / Arrivee	Remarques
27e Infanterie Division		Within seven hexes West of Dennewitz
General de Division Drabrowski	11::00	(Division entiere)
1.2.3/Polish 2e Infanterie Regiment		
1.2/ Polish 4e Infanterie Regiment		
Polish 2e Uhlans		
Polish 4e Chasseurs a' Cheval		
38e Division	11:00	Starting 15 hexes south of Dennewitz on the eastern road (Division entiere)
Generallieutenant Graf von Franquemont		
1/9. Württemberg Leicht Battalion		
1/10. Württemberg Leicht Battalion		
1.2/7. Württemberg Linie Battalions		
1.2/1. Württemberg Linie Battalions		
1,2/2. Württemberg Linie Battalions		
1 /4. Württemberg Linie Battalion		
2/6. Württemberg Linie Battalion		
1. Württemberg Batterie zu Fuss		
1. Württemberg Batterie zu Fuss Schwer		
24e Légère Cavalerie Brigade:	11::00	Six hexes south of Dennewitz (Brigade entiere)
Generalmajor Jett		
1. Württemberg Chevaulegers		
3. Württemberg Chevaulegers		
1. Württemberg Batterie à Cheval		
24/2e Batterie à Pied	11::20	Starting 10 hexes south of Dennewitz on the eastern road
26/2e Batterie à Pied	11::20	Starting 10 hexes south of Dennewitz on the eastern road
26/4e Batterie à Pied	11::20	Starting 10 hexes south of Dennewitz on the eastern road
8/ 4e Batterie à Cheval	11::00	Starting 10 hexes south of Dennewitz on the eastern road
26e Legere Cavalerie Brigade	12:40	East Map edge opposite Dennewitz, behind stream (Brigade entiere)
General de Brigade Gablenz		
Sächsisch Hussaren		
Sächsisch Prinz Clemens Ulhan		
1ere Sächsisch Batterie a Cheval		



Description	Debut / Arrivee	Remarques
VII Corps		
Général de Division Reynier	14:20	avec Durutte
Général de Brigade Gressot	14:20	avec Reynier
24e Sächsisch Division	14:00	enters eastern edge opposite Gohlsdorf (Division entiere)
Général de Division Le Coq		
1. Leicht Battalions 1 und 2		
Maximilian Infanterie Battalion		
Garde Grenadier Battalion		
v. Rechten Infanterie Battalion		
Spiegel Grenadier Battalion		
Prinz Frederich August Infanterie 1 und 2		
v. Steindel Infanterie Battalion		
1. Sächsisch Batterie zu Fuss		
2. Sächsisch Batterie zu Fuss		
25e Sächsisch Division	14:40	enters eastern edge opposite Gohlsdorf (Division entiere)
Général de Division von Sahr		
Sperl Grenadier		
2. Leicht Battalions 1 und 3		
Koenig Infanterie Battalion		
Niesemenschel Infanterie Battalion		
Prinz Anton Infanterie 1 und 2		
v. Low Infanterie 1 und 2		
3. Sächsisch Batterie zu Fuss		
4. Sächsisch Batterie zu Fuss		
5. Sächsisch Schwer Batterie zu Fuss (only one increment)		
32e Division	13:00	enters eastern edge 5 hexes south of Nieder-Gors. (Division entiere)
Général de Division Durutte		
1,2,4 36e Légère Regiment		
1,2,4 35e Légère Regiment		
1,3,4 131e Ligne Regiment		
1,2,3,4 132e Ligne Regiment		
2,3/Würzburg Regiment		
3,4 133e Ligne Regiment		
12/1 Artillerie a' Pied		
13/8 Artillerie a' Pied		



Description	Debut / Arrivee	Remarques
XII Corps		
Maréchal d'Empire Oudinot	16:00	avec 14e
Général de Brigade Lejeune	16:00	avec 14e
13e Division		
Général de Division Pacthod	17:00	Road to Ochna (Division entiere)
4/1ere Légère Battalion		
3, 4/7e Ligne Regiment		
4/42e Ligne Regiment		
3, 4/67e Ligne Regiment		
2,3,4/101e Ligne Regiment		
4/4e Batterie à Pied		avec 13e
20/4e Batterie à Pied		avec 13e
14e Division	16:20	Road to Ochna (Division entiere)
Général de Division Guillemot		
2, 6 / 18e Legere Regiment		
3, 4 / 52e Ligne Regiment		
1, 2, 3 / 137e Ligne Regiment		
1, 2, 3 / 156e Ligne Regiment		
2/4e Batterie à Pied		
1/8e Batterie à Pied		
29e Division Bavaois	17:20	Road to Ochna. Must roll even number with one die for unit to arrive (Division entiere)
Generallieutenant Raglovich		
1/ Leicht Batt.		
2/Prinz Karl 3. Bavaois Infanterie Batt.		
1 / 13. Bavaois Infanterie Batt.		
1/Isenburg 4. Bavaois Infanterie Batt.		
2/Herzog Pius 8. Bavaois Infanterie Batt.		
2/ Leicht Batt.		
2/Preysing 5. Bavaois Infanterie Batt.		
2 / 7. Bavaois Infanterie Batt.		
2/9. Bavaois Infanterie Batt.		
2/Junker 10. Bavaois Infanterie Batt.		
1. Bavaois Batterie zu Fuss		avec 29e
2. Bavaois Batterie zu Fuss		avec 29e
Bavaois Reserve Batterie zu Fuss (1)		avec 29e
Bavaois Reserve Batterie zu Fuss (1)		avec 29e
(only one increment)		



Description	Debut / Arrivee	Remarques
Cavalry Brigade –GdD Beaumont Westphalian Cheveauxlegers - Lancers Hessian Cheveauxlegers	17:20	avec 29e
III Cavalrie Corps		
Général de Division Arrighi duc de Padua Général de Brigade Salei	14:40 14:40	avec 4e GC Division avec Arrighi
5e Légère Cavalrie Division Général de division Lorge 5e Chasseur à Cheval 10e Chasseur à Cheval 13e Chasseur à Cheval 15e Chasseur à Cheval 21e Chasseur à Cheval 22e Chasseur à Cheval	11:40	Scenario Boundary, road to Dennewitz (Division entiere)
6e Légère Cavalrie Division Général de Division Fournier 29e Chasseur à Cheval 31e Chasseur à Cheval 1ere Hussar 2e Hussar 4e Hussar 12e Hussar	15:40	Enters eastern edge opposite Gohlsdorf. (Division entiere)
4e Grosse Cavalrie Division Général de Division DeFrance 4e Dragoon 5e Dragoon 12e Dragoon 16e Dragoon 17e Dragoon 21e Dragoon 24e Dragoon / 14e Dragoon 27e Dragoon/ 26e Dragoon 1/5e Batterie à Cheval 5/5e Batterie à Cheval 2/1ere Batterie à Cheval	14:40	Enters eastern edge in line with Durutte's starting position. Includes all the artillery of the IIIC (Division entiere)



Not all units present at Gross Beeren appear at Dennewitz

Due to the small size of some Dragoon "regiments", they have been combined

Victory Conditions

At the end of the 14:00 turn

French Decisive

Hold Dennewitz, Nieder-Gorsdorf, Rohrbeck and place 14 battalions within 7 hexes of the road to Berlin at northern edge.

French Substantial

Hold Dennewitz, Nieder - Gorsdorf, and Rohrbeck

French Marginal

Hold Dennewitz and Rohrbeck

Coalition Marginal

Hold Nieder-Gorsdorf

Coalition Substantial

Hold Nieder-Gorsdorf and Rohrbeck, and prevent 14 battalions within 7 hexes of the road to Berlin at northern edge

Coalition Decisive

Hold Nieder-Gorsdorf, Rohrbeck and Dennewitz, and prevent 14 battalions within 7 hexes of the road to Berlin

14 battalion victory condition measured at end of 14:00 turn



Victory Conditions

At the end of the 19:00 turn

French Decisive

Hold Dennewitz, Nieder-Gorsdorf, Wolmsdorf, Rohrbeck and Korps III on *Morale Level Two* at the end of the game.

French Substantial

Hold Gohlsdorf, Rohrbeck and place III Korps on *Morale Level One* at the end of game .

French Marginal

Hold Gohlsdorf

Coalition Marginal

Hold Gohlsdorf, Nieder-Gorsdorf and Wolmsdorf.

Coalition Substantial

Hold Gohlsdorf, Nieder-G. and Wolmsdorf. Place one French Corps on *Morale Level One* .

Coalition Decisive

Hold Gohlsdorf, Nieder-G. and Wolmsdorf. Place two French Corps on *Morale Level One*



(Hold means being the last player to occupy all the hexes of a village before the end of the game / scenario.)

The Victory Conditions are checked at two different times during this battle, 14:00 and 19:00.

Thus, the morning may have different objectives than the afternoon/evening.

You could win or lose a double victory in just one day.

Historically, the French had a Substantial Victory in the morning and the Coalition had a Decisive Victory in the afternoon scenario

Tableau météo

Roll at each turn starting with the 13:00 hour for weather effects, on the French Turn.



Die Roll	Condition	Effects
	Heavy Dust	Artillery range short only, Carre formation at one hex
	Dust	Artillery range short or medium only, Carre range 2 hexes
   	Clear	No effect



Dennewitz Denkmal