

La Bataille de Gross Beeren 1813


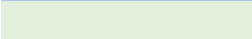
Blankenfelde

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
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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. Schlesiische 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
III Korps		
5. Brigade -GM von Borstell	12:20	Enter on road Map A. 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		Wobeser is released when the French are three hexes from Blankenfelde or are within 10 hexes of Muhlon Enters on the road to Muhlon
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		
Oberst von Jeanneret 1. West Preuss. Landwehr Kavallerie Regiment 2. West Preuss. Landwehr Kavallerie Regiment 3. West Preuss. Landwehr Kavallerie Regiment	11:00	Enters on the road to Muhlon
Armée française de Berlin		
IV Corps		
Général de division Comte Bertrand	11:00	Juhnsdorf
Général de brigade Delort	11:00	Juhnsdorf
12e Division Général de Division Morand 1, 2, 3, 4, 6 /13e Ligne Regiment 2, 4 /8e Légère Regiment 1, 2, 4, 6 / 23e Ligne Regiment	11:00	6 hexes from Juhnsdorf (Division entiere)
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 Genshagen 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


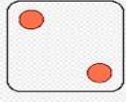
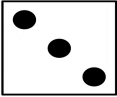

French Decisive	Hold all the hexes of Blankenfeld, Birkholz and Muhlon. Place one unit in Diedersdorf. Exit 15 battalions on any road to Berlin off the northern edge.
French Substantial	Capture and hold all the hexes of Blankenfeld and Muhlon. Place one unit in Diedersdorf
French Marginal	Capture and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