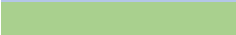# La Bataille de Hagelberg 1813

August 27, 1813
Special Two Map Set (East and West)
Start : 6:00
Finish: at the end of the 11:00 turn

Please see photo for troops set-ups and entry hexes

Starts on map	
Enters map at time shown	

Description	Debut / Arrivee	Remarques
Preußisches Uberwachung 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 Infantrie Regiment (1,2,3 battalion)	6:40	Enter within 4 hexes road to Lubnitz
1. Reserve Fusilier (4) Battalion	9:20	Enter within 4 hexes road to Lubnitz
Elbe Infantrie Regiment (1 battalion)	9:20	Enter within 4 hexes road to Lubnitz
3. Kurmärk Landwehr Regiment (4)	6:20	Enter within 4 hexes road to Lubnitz
4. Kurmärk Landwehr Regiment (3)	7:00	Enter within 4 hexes road to Lubnitz
6. Kurmärk Landwehr Regiment (4)	8:00	Enter within 4 hexes road to Lubnitz
7. Kurmärk Landwehr Regiment (3)	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

Description	Debut / Arrivee	Remarques
General de Division Girard	6:00	Within 6 hexes of Hagelberg
III Battalion of 24e Legere Infantrie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 26e Legere Infantrie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 18e Ligne Infantrie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 19e Ligne Infantrie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 56e Ligne Infantrie Regiment	6:00	Within 6 hexes of Hagelberg
III Battalion of 72e Ligne Infantrie Regiment	6:00	Within 4 hexes of Lubnitz
III and IV Battalion of 134e Ligne Infantry Regiment	6:00	Lubnitz
2e Saxon Jaeger- replacement	6:00	Klein Glien
5e Westphalian Ligne	6:00	Klein Glien
7e Saxon Ligne battalion – replacement	6:00	Within 6 hexes of Hagelberg
13e Hussar Regiment	6:00	Enter within 4 hexes road to Lubnitz
28e Chasseur a' Cheval - combined	6:00	Enter within 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

Landwehr Infantrie und Kavallrie

Any Prussian Landwehr that loses an increment to artillery fire in the French turn, must roll an even number with one die to move closer to the French in the next Prussian turn. This is in addition to any morale roll.

Prussian Landwehr Cavalry must roll over their morale value to charge, in the Prussian turn.
Landwehr may not form Carre in resonse to a charge.
Carre could be formed in the Prussian turn.
 Prussian units that rout off the board may recover off map.
   Prussian units would return to the map the turn after they recover.
   The recovered Prussian Units would lose one increment when it returns.
French units that rout off the map do not return

Hagelberg Wall

This is a village garden wall defined by a line across several hex rows
Plus two movement points to cross the wall for infantry.
Cavalry or artillery may not move across the wall hexside
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
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 one hex of Hagelberg and two full hexes of Klein Glien
French Marginal	Hold the two full hexes of Klein Glien
Coalition Marginal	Hold all hexes of Lubnitz and Hagelberg
Coalition Substantial	Hold all hexes of Lubnitz, Hagelberg and two full hexes of Klein Glien

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