

Vive l'Empereur !

Leipzig

October 14th-19th, 1813

Scenarios and specific rules



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Historical summary

The battle of Leipzig was the largest battle of the Napoleonic wars and the largest battle in Europe until the First World War easily ranking as one of the largest battles in History. Napoleon, on the defensive after the disastrous Russian campaign of 1812 was forced to fight this decisive battle which involved five armies and nearly half a million men. In the aftermath of the 1812 campaign many of Napoleon's allies had deserted him, his cavalry had been decimated and he was forced to field an army mainly made up of raw but enthusiastic recruits to face a huge allied army of Austrians, Prussians, Russians and Swedes numbering around 300,000 including within the Swedish contingent a unit of British Congreve Rockets. The Swedish forces were commanded by one of Napoleons former Marshals, Jean Bernadotte who the French not surprisingly viewed as a traitor but who was to survive the Napoleonic Wars and found the Swedish Royal family. The campaign of 1813 started with two battles at Lutzen and then Bautzen but despite French victories they were unable to make anything of their success because they were too weak, especially in cavalry. During the summer, an armistice allowed both armies to recover, but Austria joined the Allies' side and tilted the balance of power. While resuming their fight against Napoleon, the Allies applied a new strategy; avoid the Emperor and hit his lieutenants, a strategy largely dictated by officers having fought before for the other side, Moreau, Jomini and Bernadotte. The Autumn campaign will thereafter look very different. Although rich in events and inconclusive victories like Dresden, Napoleon's lieutenants were repeatedly beaten where the Emperor was not: Katzbach, Dennewitz, Kulm, Gross-Beeren. More and more outnumbered, Napoleon was on the defensive but needed to attack to regain the initiative and choose which of the three allied armies he should attack first. His plan although good had a fatal flaw; it would require skilled commanders who could act independently. Napoleon's autocratic leadership style and massive ego would

tolerate no competition and he had very few Marshals with the independent ability he needed for his plan to work. Davout was in Hamburg, Soult in southern France, Massena retired, Lannes dead. Those in charge of whole armies, although good leaders, proved to be overwhelmed by the task; Ney, Oudinot, MacDonald, Murat, were always beaten.

Finally, Napoleon had to abandon his main supply base of Dresden and regroup his army in the plain of Leipzig. Always with the hope of turning the tide he left behind a lot of experienced troops: St Cyr and Mouton at Dresden, Rapp at Danzig, and many garrisons.

Leipzig was a huge battle, as the battlefield is more than 15 km wide, and a very long battle, as the events spread over 6 days between October 14th and October 19th. The French eventually gathered around 190,000 men, against 350,000. It was a succession of ferocious and quite independent battles. The Allied plan, although inelegant, proved to be successful as the odds allowed them to attack everywhere and keep the advantage. Even though using the interior lines, Napoleon was rarely in a position to take a serious strategic advantage while winning almost every of these battles because a 1:2 odd could not lead to a decisive victory against determined enemies.

The first clash occurred in Liebertwollwitz on the 14th, which turned to be the greatest cavalry battle in History. Murat held his ground but lost a lot of good cavalry. On the 15th, both armies assembled, and the main series of battles occurred the next day: Mockern, Wachau, Lindenau, Connewitz. The French are engaged on three sides of the battlefield. By the 18th, the Allies received 150,000 more troops while the French only received 15,000. The massive attacks resumed and more bloody battles are fought; Golitz, Schonfeld, Probstheyda.

On the evening of the 18th, Napoleon with no reserves and running low on ammunition has no choice but to withdraw. History ends and the legend begins: Saxons changing side in the middle of the battle (they were thereafter easy to blame for the defeat but this did not change anything to the battle),

the bridge on the Elster blowing up too soon trapping 20,000 men on the other side, Prince Poniatowski drowned in the river the day after he was made Marshall, ferocious city fights in the city.

Overall losses were awful on both sides. The French lost probably 38,000 killed and wounded. The Allies captured 15,000 able-bodied Frenchmen, 21,000 wounded or sick, 325 cannon and 28 eagles, standards or colours, and had received the men of the deserting Saxony divisions. The Allies suffered approximately 54,000 casualties. Schwarzenberg's Bohemian Army lost 34,000, Blücher's Silesian Army lost 12,000, while Bernadotte's Army of North and Bennigsen's Army of Poland lost about 4,000 each.

The retreat through Germany would not be easy, including a desperate fight at Hanau against former allies, the Bavarians. But this is another story, and we will tell it one day...

SCENARIOS

This battle, long and complex, can be sliced both in time and space. We propose 15 scenarios simulating the various battles, as well as a master scenario to cover the 6 days of fighting.

As a learning curve, it is proposed to start with scenario 7, Göhlis, then 5, Lindenau, then 4, Connewitz, as these are scenarios with few units, then move to scenario 2, Mockern. The art of cavalry is best assessed in scenario 1, Liebertwollwicz. Larger battles will thereafter look easier.

Note on the set-ups: When it is stated "at half distance of X and Y", draw a line between these two points, spot the hex located in the middle, and use a two hex range area around this hex as a set up zone.

Note on the scenarios data: Typically a scenario needs to be tested 5 times to be robust and flawless. No need to say that we could not do 75 games and 5 campaigns, as some scenarios are very long. We know that all work well, but they may not be perfect. We

are counting on you to point out minor discrepancies and bizarre situations. We will regularly update the rules based on your comments on our website.

Note on the map: Some elements are purely decorative (isolated trees, trees along the roads, mill).

The slopes separate three levels, from the lowest to the highest: light yellow, light brown + dots, medium brown. When there is a doubt, the sense of the slope symbol indicates what is high and what is low. Typically the streams and the villages are low. The green church in Leipzig is St Thomas, in memoriam of Johann Sebastian Bach who worked and died there.

1- Oct 14-Liebertwollwicz.

On October 14th, Murat is deployed south of Leipzig and is waiting for the rest of the army under Napoleon to join him. His orders are to avoid any substantial fight while holding his ground. At the same time, the army of Bohemia under Schwarzenberg approaches the area and set up a "Reconnaissance in Force" of the French army.

Maps: Maps 4, 5, 9 and 10 are used. Due to the presence of other corps not involved in this scenario, no unit can move north of the Nieder Holz.

Length: The game starts at 9:00 and ends at the end of the 17:30 turn. This scenario therefore lasts 18 turns.

The **French** player set up first.

The **Allied** player starts all the turns first.

French setup:

- II Corps of Victor between Mark-Kleeberg and Wachau, included.

- V Corps of Lauriston between Wachau and Liebertwollwicz, the latter included.

- West of the Galgenberg: The V Cavalry Corps of Pajol, the IV Cavalry Corps of Kellerman, and the 1 light division of the I Cavalry Corps (units 216 to 218).

- IX Corps of Augereau within 3 hexes around Zuckelhausen.
- The other corps present were not engaged that day.
- Murat is stacked with any unit.

Allied setup:

- The cavalry (only) of the II Prussian Corps of Kleist within 3 hexes around Cröbern.
- Russians corps of Gortchakov and Wurtemberg under Wittgenstein and Russian cavalry under Pahlen within 3 hexes around Gulden Gossa.
- 3 hexes around Gross Possnau: the Austrian IV Corps under Klenau.

Reinforcements:

None

Victory:

Curiously, a draw was acceptable for both sides as none really wanted to engage seriously. However, if the three villages (Mark-Kleeberg, Wachau and Liebertwollwicz) are still totally held by the French, it is a French victory. Otherwise it is an Allied victory.

Special rules for this scenario in addition to the rules exposed below

- The French infantry cannot move toward the enemy before an enemy unit comes within 3 hexes of a French unit. The French cavalry is free to move at start.

Variations:

If things turn bad for the French early, the VIII Corps of Poniatowski can be deployed between Mark-Kleeberg and Connewitz.

If things turn bad for the Allies, the Prussian infantry of Kleist is deployed at Crobern.

Both parties must of course agree; it just makes the game more interesting.

Aftermath:

Things slowly escalated during the day, but except for the cavalry no serious body of Russians, Prussians or Austrians were engaged. Liebertwollwicz saw some fierce fighting but the Austrians were not really

supported. The battle ended as a draw late in the day.

2- Oct 16-Mockern.

The fight opposing Marmont and Blucher is one of the most renowned episodes of the battle.

Maps: 1, 2 and 6 are used.

Length: The game starts at 11:00 and ends at the end of the 17:30 pm turn. This scenario therefore lasts 14 turns but it includes a predeployment as described below.

The **French** player sets up first.

The **Allies** player starts all the turns first.

French setup:

- VI Corps of Marmont in a triangle between Wahren, Lindenthal and Klein Widderritzch including these three villages.

- Dombrowski detachment from the VIII Corps (units 167, 168, 173 and 174) are on the road east of Lindenthal between this village and the edge.

Allied setup:

None. The whole Army of Silesia enters as reinforcements. A pre-game deployment is performed by the Allied player during the turns 07:00 to 11:00. He enters the reinforcements as below and performs only movements. No unit can come closer to 3 hexes of a French unit during this pre-game phase. Also, no fire is allowed by either side. After the pre-game, the game starts by the 11:00 turn and the normal rules apply.

Allied reinforcements:

07:00: Prussian I Corps of York by the road from Halle map 1

09:00: Langeron Russian Corps by the road from Magdebourg map 1

11:00: Sacken Russian Corps by the road from Magdebourg map 1

15:00: St Priest Russian Corps by the road from Halle map 1

French reinforcements

- Delmas division from the French III Corps (units 77 to 80, artilleries 19 and 21) enters at 12:00 by the road from Duben. Cavalry units 92 to 94 are included.

Victory:

- If no French unit remains west of the Partha river at the end of the game, it is a great Allied victory.
- If the Allies control all the villages west of the Partha at the end of the game, it is an Allied victory.
- Any other result is a French victory.

Special rules for this scenario in addition to the rules exposed below

Due to the presence of other troops not covered in this scenario, no Allied unit can enter the city of Leipzig.

Variations:

Marmont had very specific orders from Napoleon NOT to be there at that time, as he was supposed to join the large attack the Emperor had planned south of Leipzig. But when Marmont saw all the Army of Silesia under Blucher coming, he chose to stay and fight. In this variation, the VI Corps of Marmont is replaced by the IV Corps of Bertrand, and Souham's III Corps enters as described in the master reinforcement schedule of the campaign game (scenario 16).

Aftermath:

Blucher eventually engaged all his army and the odds at the end of the day were close to 3:1. Marmont, Dombrowski and Delmas did their best but were eventually repulsed. As night came, the French could cross the Partha for safety, and the Poles occupied the suburbs of Leipzig. This is a clear Allied victory, but the Prussian I Corps lost a third of his men and did not play a significant role the following days.

3- Oct 16-Wachau.

Maps: Maps 4, 5, 9 and 10 are used. Map 8 can be added if the French are repulsed from Mark-Kleeberg, as the events around Connewitz are covered in scenario 4.

Length: The game starts at 08:00 and ends at the end of the 17:30 pm turn. This scenario therefore lasts 20 turns.

The **Allied** players set up first.

The **French** player starts all the turns first.

French setup:

- The 26th division of the VIII Corps of Poniatowski (units 163 to 166, units 172 and 175) are in Mark-Kleeberg.
- II Corps of Victor is between Mark-Kleeberg and Wachau.
- V Corps of Lauriston is between the Galgenberg included and Liebertwollwicz.
- I Young Guard and II Young Guard under Oudinot and Mortier respectively are between Liebertwollwicz and Zuckelhausen.
- I Cavalry Corps and V Cavalry Corps are between Zuckelhausen and Holzhausen.
- IX Corps of Augereau is around Zuckelhausen.

Allied setup:

- Gortchakov (Russian units from Wittgenstein group 106-112) and Pirch's Prussian brigades (units 180-182) set up 3 hexes around Göhren.
- Eugen of Wurttemberg Russians (units 113-121) and Prussian brigade Klux (units 177-179) set up 2 hexes around Gulden-Gossa.
- Klenau and the Austrian IV Corps, as well as Ziethen Prussian brigade (units 183-185) are within 3 hexes around Gross Possnau.
- The rest of the Prussian II Corps under Kleist is at 2 hexes around Cröbern.
- Pahlen's cavalry is two hexes around Stormthal.

Reinforcements:

- 09:00 : Kellerman IV Cavalry Corps enters the map at Mark-Kleeberg. The Guard cavalry

and the old Guard enter by the road west of Liebertwollwicz.

- 09:30: the XI Corps of MacDonald and II Cavalry Corps of Sebastiani enter by the west edge of map 4 north of Baalsdorf.

- 11:00: Gallitzin Guard cavalry and the Grenadier Russian Corps (units 150 to 157) are available at 2 hexes around Göhren.

- 12:00: the Russian Guard, Prussian Guard and the Russian artillery reserve under Constantin are available at 5 hexes around Göhren.

- 16:00: The Austrian reserve under Hesse-Homburg enters by the road To Altenburg.

Victory:

If at the end of the day no Allied unit in good order remains on maps 4 and 9 north of the Pleisse river, then the French win a major victory.

If at the end of the day they occupy all the villages they occupy at the beginning of the scenario, it is a French victory.

If any of these villages is held by the Allies it is an Allied victory.

Special rules for this scenario in addition to the rules below

- If a French unit enters an area 2 hexes around Gohren before the 11:00 turn, the Russian units normally activated at 11:00 are deployed and used normally. This event also activates the units normally available at 12:00, which are then deployed within 3 hexes around Dechwitz.

Variations:

Marmont may have been involved as described in scenario 2.

On the other side, the Austrian reserve was deployed on the wrong bank of the Pleisse river and could have been engaged before.

If the players decide to give an advantage to the Allied side, the Austrian reserve enters at noon by the road from Altenburg.

Aftermath:

This is the main battle of this critical day. First attacked by the Allies with insufficient forces, the Emperor counterattacked later on during the day and the Russian Guards and

Austrian Reserves had to plug a lot of holes to contain the “Furia Franchese”... Night arrived without a major victory on either side. This is the crucial moment where the whole battle could have been won by the French.

4- Oct 16-Connewitz.

Maps: Only map 8 is used

Length: The game starts at 08:00 and ends at the end of the 17:30 turn. This scenario therefore lasts 20 turns.

The **Allied** players set up first.

The **French** player starts all the turns first.

French setup:

- Lefol’s division (units 213 and 214) is at Connewitz.

- Poniatowski VIII Corps units 169, 170, 171 and 176 are spread between Dolitz and Lossnig.

Allied setup:

- Units from the Austrian II Corps of Meerveldt. Units 33, 36, 37, 38, 39, 43 and 44 are deployed at Zöbicker. The rest of the corps was in reserve that day and was not engaged.

Reinforcements:

- 11:00: French units 8 and 9 (2nd brigade of the 2nd division of the Old Guard) are available at the Mill.

Victory:

At the end of the day, it is an Allied victory if they hold all of Connewitz, Lossnig and Dolitz. It is a French victory if the three villages are all held. Any other result is a draw.

Special rules for this scenario in addition to the rules exposed below

None, but pay attention to the rules on marshes in the special rules.

Variations:

- The rest of the Austrian II Corps enters by the road to Pegau (map 9) at noon.

Aftermath:

Meervelt quickly realized that the terrain was so awful that nothing could really be achieved. He fought all day to try to conquer any of these villages, mainly as they are on an important road and could outflank the French center.

5- Oct 16-Lindenau.

Maps: Mostly map 7. Map 6 can be added for fun.

Length: The game starts at 08:00 and ends at the end of the 17:30 turn. This scenario therefore lasts 20 turns.

The **Allied** players set up first.
The **French** player starts all the turns first.

French setup:

- Margaron division (units 209 to 212 and 215) at Lindenau, Plagwitz and Leutzsch, as well as the hexes between these villages.
- Cavalry Quinette (unit 104 from the IV Corps) is at Lindenau.

Allied setup:

All the troops begin off map. They can enter through the road to Erfurt starting turn 1, at the player's convenience.

Some troops, at the player's choice, can enter starting at 10:00 by the road to Knauthayn at Winndorf.

- Most of the III Austrian Corps of Gyulai (units 47 to 50 and 53 to 61).
- The whole I Light Austrian Corps under Lieschenstein (units 1 to 7).
- The free corps 63 and Theiman's free corps (Russian unit with no number).

Reinforcements:

- 10:00: Bertrand IV Corps 12th division and 38th division, art 23 and 24.
- 11:00: Bertrand 15th division, art 25.

Victory:

Bertrand must keep control of the bridges over the Elster, Lindenau, and the road to Erfurt. If the Allies come adjacent anytime to the bridge of Lindenau, it is a major Allied victory. If the French keep Lindenau it is a minor French victory. If the road to Erfurt is clear of enemy units, it is a great French victory.

Special rules for this scenario in addition to the rules exposed below

None.

Variations:

Some units from the III Corps were detached all day. These are units 51, 52 and 62. They can be added for balance.

Aftermath:

The Austrian attack eventually pushed Margaron out of Lindenau at the precise moment Bertrand was coming to reinforce him. Bertrand could counterattack and free this important point, Gyulai retreated south of the road. A more aggressive role of the Allies is explored in scenario 9.

6- Oct 16-The Grand Battle.

Maps: All ten maps are used.

Length: The game starts at 06:00 and ends at the end of the 17:30 turn. This scenario therefore lasts 24 turns.

The **Allied** players set up first.
The **French** player starts all the turns first.

The set ups are the combined scenarios 2 to 6 with the following modifications.

- The rest of the Austrian II Corps enters by the road to Pegau (map 8) at 12:00.
- The rest of the Austrian III Corps enters at 13:00 by the road from Erfurt.
- Bertrand IV Corps starts in Leipzig.
- The IV Cavalry Corps of Kellerman starts between Mark-Kleeberg and Dolitz.
- Macdonald XI Corps and Sebastiani II Cavalry Corps start at Somerfeld (north of map 3).

Reinforcements:

French:

09:00: III Corps of Souham except Delmas division (9th division, units 77 to 80 + unit 87) as well as Ney by the road from Eilenburg map 2.

11:00 Delmas division of III Corps (units 77 to 80 + unit 87) by the road from Duben Map 1.

Allies:

Use the reinforcements for the scenarios 2 to 6 (including the release of the Guards).

Notes on the losses:

No loss has been implemented for the battle of the 14th. Two days have passed since, and most units recovered part of their wounded and stragglers. Leibertwollwicz was not a bloody battle, the losses can be ignored for simplicity.

Victory:

Use the victory conditions of scenario 3, Wachau. In fact, all the rest could be seen as secondary to the victory over the main threat, the Army of Bohemia.

Special rules for this scenario in addition to the rules exposed below

In this scenario, Blucher can of course enter Leipzig, and there is no limitation to any movement.

Variations:

Alexander was reluctant in committing his precious Guard, this is why it is available only later in the day.

Aftermath:

This is the high tide of the battle. The day ends with minor victories for the French in some places (Lindenau, Connewitz), minor victories for the Allies elsewhere (Mockern) but no decisive advantage at Wachau. The initiative passes to the Allied hands.

7- Oct 17-Gohlis.

Maps: Map 2 is used

Length: The game starts at 10:00 and ends at the end of the 12:30 turn. This short scenario therefore lasts 6 turns.

The **French** player set up first.

The **Allies** player starts all the turns first.

French setup:

- Delmas division from III Corps (9th Division, units 77-80 and 87) and the cavalries 92 to 94 are between Gohlis and Euterizsch.

- Dombrowski division (units 167, 168, 173, 174) with 3 losses is at Pfaffendorf.

- Marmont corps with 20 losses is east of the Partha from Leipzig to Naundorf.

Allied setup:

- Sacken XI Corps (units 230 to 246) is entering the map by the road from Halle on turn 1.

- Langeron IX and X Corps (units 247 to 269) with 5 losses is entering turn 1 by the two roads from Duben and Delizsch.

Reinforcements:

None.

Victory:

The Allies must take both Gohlis and Euterizsch and hold them at the end of the game.

Special rules for this scenario in addition to the rules exposed below

None

Aftermath:

Blucher did not know that the whole day was supposed to be a recovery day for everybody, and he started his attack without orders. Finally he received at noon the order to stop the attack from Schwarzenberg. This short fight had no consequences on the battle.

8- Oct 18-Battle for Leipzig

Maps: All ten maps are used

Length: The game starts at 09:00 and ends at the end of the 17:30 pm turn. This scenario therefore lasts 18 turns.

The **French** player set up first.

The **Allies** player starts all the turns first.

French setup:

- On a line from Connewitz to Probstheyda: the VIII (with 5 losses), II (with 15 losses) and IX (with 5 losses) corps.

- In a triangle formed by the two villages above and Leipzig, the I Young Guard, Old Guard and Guard Cavalry. The cavalry corps I, IV and V (with a total of 5 losses).

- Between Zuckelhausen and Zweynaundorf: XI Corps, V Corps (with 15 losses) and II Cavalry Corps.

- Between Shonfeld and Melckau: VI (with 20 losses), VII and III Corps (Delmas division from III has 3 losses).

- Dombrowski (with 4 losses), Margaron (with 3 losses) and Lorge cavalry are in Leipzig and Pfaffendorf. The II Young Guard Corps is in Leipzig.

- Lindenau: IV Corps with 4 losses.

Allied setup:

- The II Austrian Corps with 13 losses is between the Pleisse and the Elster, at 5 hexes around Raschnitz.

- The I Austrian Corps and the Austrian Reserve Corps with 7 losses are between Mark-Kleeberg and Crostewitz, included.

- Kleist (II Prussian Corps) with 20 losses and Wittgenstein (including Pahlen) with 20 losses are between Wachau and Leibertwollwicz. The Russo-Prussian Guard under Constantin and Raiewski Grenadiers Corps with 10 losses are at 5 hexes around Gulden-Gossa.

- Benningsen and the army of Poland, the II Light Austrian Corps, the IV Austrian Corps with 13 losses are in an area of 5 hexes around Fuchshayn.

- Langeron (with 5 losses) and St Priest Corps are east of the Partha river, in an area 4 hexes around Mockau.

- The rest of the army of Silesia is within 3 hexes around Euterizsch. York has 25 losses.

- Gyulai III Austrian Corps (with 7 losses) and the I Light Corps are within 3 hexes around Winndorf on map 5.

Notes on the losses:

The losses are spread as equally as possible among the units involved in the battle of the 16.

Reinforcements:

09:00: Bulow's III Prussian Corps by the road from Taucha map 3.

10:00: Winzigerode Russian Corps by the road from Taucha map 3.

11:00: Steindgk Corps and Bernadotte by the road from Taucha map 3.

Victory:

If the French control every hex of the city of Leipzig at the end of the day, it is considered a French victory (for the scenario, not for the battle).

Variations:

Major variations are covered by the what-ifs (scenarios 13 to 15).

Aftermath:

Napoleon could not decide to retreat on the 17th. He chose to make a fighting withdrawal, but the odds were now 1:2 as the Allied had received all the rest of their armies. The French fought all day but were slowly pushed back everywhere (or voluntarily retreated) as the outcome of the battle was not make in any doubt at that time.

9- Oct 18-The road to the Rhine

This scenario focuses on a more aggressive role of Gyulai at blocking the line of retreat of the French army. Gyulai had clear orders from Schwarzenberg not to engage seriously or to try to block the main road from retreat, and

retreated to Winndorf. Here he chooses to stand and fight.

Maps: Maps 6 and 7 are used

Length: The game starts at noon and ends at the end of the 17:30 turn. This scenario therefore lasts 12 turns.

The **Allied** players set up first.

The **French** player starts all the turns first.

French setup:

- Mortier's II Young Guard Corps is in Leipzig.

- Lindenau or behind the walls of the area : Margaron's division with 3 losses. Bertrand's IV Corps with 4 losses.

Allied setup:

- Gyulai III Austrian Corps and the I Light Corps with a total of 7 losses are within 3 hexes around Shonau on map 7.

Reinforcements:

None.

Victory:

For the French to win, no enemy must be present on any hex of road between Leipzig and the road to Erfurt exit at the end of the game. Any other condition is an Allied victory.

10- Oct 19-Under the walls

Maps: Maps 2, 3, 7 and 8 are used.

Length: The game starts at 12:00 and ends at the end of the 17:30 turn. This scenario therefore lasts 12 turns.

The **Allied** players set up first.

The **Allied** player starts all the turns first.

French setup:

- Dombrowski with 5 losses is at Pfaffendorf.

- Reynier (with 5 losses and without the Saxons) is in the suburbs north of Leipzig.

- Macdonald with 5 losses is in the suburbs east of the city and at Flossgraben.

- The rest of Poniatowski with 10 losses is in Leipzig.

Allied setup:

- Sacken XI Corps (units 230 to 246) with 5 losses is within 2 hexes of Gohlis.

- Langeron IX and X Corps (units 247 to 269) with 10 losses and St Priest VIII Corps with 5 losses are in Schonfeld and hexes adjacent to this village.

- Bulow (Prussian III Corps) with 5 losses is within 2 hexes of Reudnitz.

- Benningsen army (code P) with 10 losses is within 3 hexes of Thornberg.

Reinforcements:

None.

Victory:

If an allied unit in good order starts a turn adjacent to any of the two main bridges over the Elster, the bridge immediately blows and the Allies win. If the bridge does not blow, it is a French victory. The only possible draw is if the French do not have a single unit left on the Leipzig bank when the bridge blows.

Special rules for this scenario in addition to the rules exposed below

None, but see the rules on the bridges and the walls in the special rules section below.

Aftermath:

The story is part of the legend. Some ferocious city fight, a bridge blown too early, a Polish Marshal drowned in the river, Marmont safe on the other side weeping as his soldiers were trapped, The days ends with 15,000 French prisoners, and as many wounded abandoned in the city. But the Allied had to pay a hard price for this.

11- Oct 16-18-Battle of Leipzig

This scenario starts with the scenario 6 set up and uses the master reinforcement chart of the campaign games. The night special rules are in effect.

Maps: All maps are used.

Length: The game starts the 16th at 08:00 and ends on the 18th at 17:30. Including the night turns, it therefore lasts 76 turns.

The **French** player sets up first.
The **French** player starts all the turns first.

Victory:

If the army of Bohemia is destroyed on the 16th, this will be a French victory, but you can keep playing. If it is not destroyed, then whoever controls the city on the evening of the 18th wins the game.

Variations:

None, the battle is too complex for this. Use the what-ifs, or the strategic deployment in case you get bored with this fantastic battle as it was really fought!

12- Oct 18 For “Panache”: counterattack at Zweynaundorf

Maps: Map 3 is used

Length: The game starts at 16:00 and ends at the end of the 17:30 turn. This scenario therefore lasts 4 turns.

The **Allied** players set up first.
The **French** player starts all the turns first.

French setup:

At 2 hexes around Stotteritz: Drouot, the units 1 and 2, 52 and 53 (Horse Grenadiers and Dragoons), the artilleries 1 and 11 (units 5 and 44) and the 1 Carabiniers and 1 Cuirassiers (units 233 and 234).

Allied setup:

- Between Stuntz and Melkau: Bulow’s units 303 to 306 and 318.
- Between Melkau and Zweynaundorf: Bubna’s Austrian II Light Corps, units 8 to 15.

Reinforcements:

None.

Victory:

The French must control the three villages at any moment to win. All the rest is “for Panache”.

Aftermath: This is just for fun, engaging several of the best French units ever. This was a real counterattack, not decisive though, but gave enough time to deploy other troops to plug the hole left by the Saxon defection.

13- What if 1- Mouton and St Cyr

Before leaving Dresden for the last time, Napoléon chose to leave a strong corps behind under St Cyr. Thus, 35,000 men remained trapped in Dresden while the main battle was being fought at Leipzig. This explores the evacuation of Dresden and its various depots. The following changes are implemented:

- St Cyr XIV Corps and Mouton I Corps enter the map by the road from Dresden on October 14th, starting at 2 pm. Mouton’s corps includes here two Westphalian units which were the main garrison of the city.
- The garrison also included 800 sappers from the engineer corps also present at Dresden. In order to use them, the French player can create new bridges in addition to the variation exposed in scenario 15.
- A large infantry depot was also at Dresden. The evacuation would probably have concerned them also, and a similar depot created at Leipzig. To reflect this, when units recover losses at night as explained in the special rules, an additional 5 infantry losses, 3 Polish losses (all arms) and 3 Guard losses (all arms) can be recovered. This includes totally eliminated units.
- Tolstoi militia, which was in charge of watching Dresden, is now available. It enters as part of the army of Poland under Benningsen.
- It can be extrapolated from this what-if that Benningsen with the corps of Doctorov, Bubna and Tolstoi will be available on the 16th instead, as he did not have to watch Dresden. They enter starting at 06:00 by the road from Dresden.

14- What if 2- The Crown Prince of Sweden

The behavior of the former Marshal Bernadotte during this campaign has been criticized for two centuries. Scared to death to be attacked by his former Master, overprotecting “his” Swedes (who took only 300 losses at Leipzig), unable to decide with energy, he could have been responsible of a major disaster if the odds had not been that bad for the French.

In case the players decide to implement some variations favoring the French, we suggest to give more energy to the army of the North and make it enter the battlefield one day earlier, at noon on the 17th, closely following Reynier.

15- What if 3- Oct 17-Running away

Another debate involves the decision from Napoleon to stay after his stalemate of the 16th. With some hindsight it is clear that a retreat prepared during the night 16-17 and fully done on the 17 may have given a different result to the campaign.

Use the set up of the 18 (scenario 8) but the game starts on the 17th at 18:00 (first turn of night).

The French wins by saving the army west of the Elster, delaying the enemy in Leipzig and finally exiting the map with as many people as possible.

Variations: new bridges: another critique of this campaign involves the lack of an order to construct extra bridges. Napoleon should have and could have created other bridges and causeways during the days prior to the battle.

The French players choose 5 marsh hexes (7 if the what-if 1 is played), one hex over the Elster and create a road linking all of them. These must clearly help the passage from Leipzig to the plain of Lindenau.

16- Campaign game: Oct 14-19 –Six days of legend

Maps: All maps are used.

Length: The game starts at 09:00 on October 14th, and ends on October 19th at the end of the 17:30 turn. This campaign therefore lasts 152 turns (I think...).

The **French** player sets up first.

The **French** player starts all the turns first.

French setup:

- II Corps of Victor between Mark-Kleeberg and Wachau, included.

- V Corps of Lauriston between Wachau and Liebertwollwicz, the later included.

- West of the Galgenberg: The V Cavalry Corps of Pajol, the IV Cavalry Corps of Kellerman, and the 1 light division of the I Cavalry Corps (units 216 to 218).

- IX Corps of Augereau within 3 hexes around Zuckelhausen.

- VIII Corps of Poniatowski: between Mark-Kleeberg and Connewitz.

- Lefol division (units 213 and 214) at Connewitz.

- Margaron division (units 209 to 212) and Quinette dragons brigade 104 at Leipzig and Lindenau. These units are commanded by Arrighi.

- Murat is stacked with any unit.

Allied setup:

- The II Prussian Corps of Kleist within 3 hexes around Cröbern.

- Russians Corps of Gortchakov and Wurtemberg under Wittgenstein and Russian cavalry under Pahlen within 3 hexes around Gulden Gossa.

- 3 hexes around Gross Possnau: the Austrian IV Corps under Klenau.

- Barclay, the King of Prussia, the Tsar, Shwarzenberg and the Emperor of Austria set up anywhere.

Reinforcements:

French

October 14:

10:00: Napoleon and the Gendarmes by the road from Duben map 1.

11:00: VI Corps of Marmont, road from Delitzsch map 1.

14:00: II Young Guard Corps of Mortier by road from Taucha map 3.

16:00: Old Guard of Drouot by road from Taucha map 3.

17:00: I Young Guard Corps of Oudinot by road from Taucha map 3.

October 15

09:00: Guard Cavalry of Nansouty by the road from Taucha map 3.

14:00: I Cavalry Corps of Latour-Maubourg by the road from Eilenburg map 2.

15:00: IV Corps of Bertrand by the road from Duben map 1.

17:00: XI Corps of MacDonald by the road from Taucha map 3.

18:00: Dombrowski detachment from the VIII Corps (units 167, 168, 173 and 174) by the road from Eilenburg map 2.

21:00: II Cavalry Corps of Sebastiani by the road from Taucha map 3.

October 16

09:00: III Corps of Souham except Delmas division (units 77 to 80 + unit 87) as well as Ney by the road from Eilenburg map 2.

11:00: Delmas division of III Corps (units 77 to 80 + unit 87) by the road from Duben map 1.

October 17

09:00: VII Corps of Reynier by the road from Taucha map 3.

October 18

None.

Allies

October 14

None.

October 15

16:00: Austrian Reserve Corps by the road from Pegau (east of the Elster river) map 8.

17:00: Russian and Prussian Guards by the road from Pegau (east of the Elster river) map 8.

October 16

03:00: Raiewski Russian Grenadiers (units 150 to 157) by the road from Altenburg map 10.

06:00: Austrian III Corps, I Light Corps by the road from Erfurt map 7.

06:00: Austrian II Corps by the road to Pegau on map 8.

06:00: Prussian I Corps of York by the road from Halle map 1.

09:00: Langeron Russian Corps by the road from Magdebourg map 1.

11:00: Sacken Russian Corps by the road from Magdebourg map 1.

15:00: St Priest Russian Corps by the road from Halle map 1.

October 17

09:00: Colloredo Austrian I Corps by the road from Altenburg map 10.

October 18

03:00: Army of Poland of Benningsen and the II Light Austrian Corps of Bubna from the road from Dresden map 5.

09:00: Bulow's III Prussian Corps by the road from Taucha map 3.

10:00: Winzigerode Russian Corps by the road from Taucha map 3.

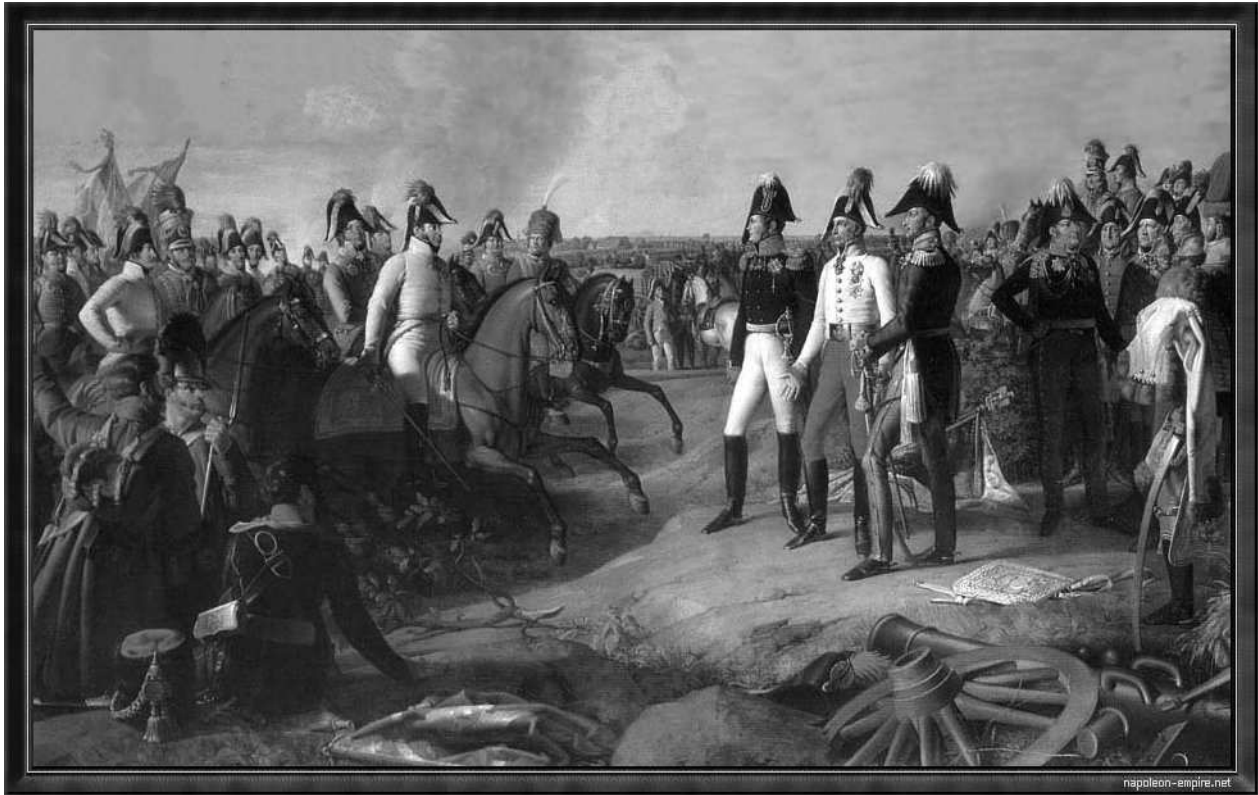
11:00: Steindgk Corps and Bernadotte by the road from Taucha map 3.

Victory:

Both sides have the same goal, destroy the enemy army.

Note:

The discrepancy in the arrival of Benningsen is explained by the fact that he actually arrived at Fuchshayn on the 17 around 4 pm, but with troops so exhausted that he informed Schwartzberg of his will not to fight before the next day.



SPECIAL RULES FOR ALL THE SCENARIOS

1- Lines of communication:

The unique fixed French line of communication is the road to Erfurt, south of the Map 8. In addition, each road where a French corps enters the map is a line of communication as long as an enemy army does not enter the map by the same road.

Each Allied army has its own line of communication. This is the road (s) where the army enters the map.

2-Night turns.

Night falls at the end of the 17:30 turn, remember we are at the end of October. The night is divided in 4 turns: 18:00-21:00, 21:00-24:00, 24:00-03:00 and 03:00-06:00
The following rules apply during the night:

- Movement is normal
- There are no cavalry charges
- There is no fire of any kind.

- Infantry can engage in melee if it starts the turn adjacent to the target.
- Rally is normal.

Losses recovery. Units that do not move at all during the four turns of night recover one step of losses at the end of the fourth turn. This does not involve totally eliminated units, that cannot be recovered.

Rally: Units that do not move at all during the four turns of night automatically rally at the end of the fourth turn. These units do not recover any loss.

3- Blowing bridges.

Starting on October 19th, 06:00, the two main bridges over the Elster are mined and ready to blow. If an enemy unit, in good order, enters in any of the two hexes of the bridge, the bridge blows except if a French leader is present in the hex of the other side of the bridge. His presence, whoever he is, should prevent the foolish gesture of the NCO in charge of blowing the bridge.

-Fortifications and walls.

Leipzig is surrounded by an old wall, which present some defensive benefit. However this is not a very strong fortification. Some farms and field works also add some benefit to the defense. The effects are summarized on the terrain chart. In addition, a flank of a unit behind a wall is protected is the wall borders the flank of the unit.

5- The marshes.

The ground around Leipzig is known in the rainy season to be a nightmare of swampy areas, deep woods, multiple rivers and streams, very difficult to cross without a bridge.

Most of the small bridges over the Elster, the Pleisse, the Partha and the Luppe were destroyed by the French. Therefore the marshes are a strong defensive position. The terrain effect chart summarizes its effects on movement. In addition, marshes do not block the line of sight.

If a unit becomes disorganized upon entering a marsh, a counter with the previous turn number is set but the unit remains in place. There is no retreat move in that particular case, and it can rally the following turn. For all the rest it acts as a disordered unit.

Units in tirailleurs formation do not become disorganized upon entering marshes or moving through marshes. They simply pay the 3 MP penalty.

6- Special leadership rules:

The organization of the Allied armies was somewhat complex, and multiple nations added even more complexity. To simulate this, and a staff performance often lower than the French (although this is debated), fewer leaders were provided for the Allied armies. Also, their corps were often smaller and were regrouped (Langeron, Wittgenstein).

7- The three-step artilleries.

Several artillery units have three loss steps. They represent the elite Guard artillery reserves. As compared to other artillery units, they behave as follows:

- First step loss: their value is now 6 as fire value, 1 for melee, and 2 steps (as a normal unit).

- Second step loss: as a normal unit with one loss: fire value 3, melee value 1.

All the other issues are identical to other artillery units.

8- The Cossacks.

The Cossacks, except the Russian Guard cavalry Cossacks, must check morale before each charge (and also before each countercharge). If it misses the morale check it cannot move during its movement phase.

9- Saxon Loyalty

Only the Saxon units of VII Reynier's corps are involved in this rule. This rule does not involve the Saxon Guard (included in the Rothenburg brigade) nor the cuirassiers from II Cavalry Corps, and their losses are not computed in this rule.

When the total losses of the Saxon units reaches 10 (out of 19), all Saxon disorganized units are removed from play. All non disorganized units are immediately disorganized where they are. They can rally normally, but a new disorganization permanently removes them from play.

10- Army morale.

For this battle, the armies are not demoralized as a whole but by corps.

Consequently, at the beginning of each turn, the players check if the total losses taken by each corps and Allied division reach their demoralization threshold. If this is the case, the demoralization rules apply for this corps only. The other parts are not affected until they reach their own demoralization level. Remember that the effects of demoralization are dramatic, no surprise that the levels are proportional to their average morale. These levels are:

-French player:

Corps	Steps	Average morale	Demoralization level
Old Guard	42	11	None
I Young G	45	10	41
II Young G	42	10	38
Guard Cav.	37	11	None
II	60	8	44
III	72	8	52
IV	41	7.5	28
V	46	8	33
VI	69	8.5	53
VII	50	7.5	34
VIII	31	8	23
IX	36	8	26
XI	75	8	55
I Cav	34	9	28
II Cav	25	9	20
IV Cav	12	9	10
V Cav	19	9	15
Leipzig Gar.	26	8	19

-Allied player:

Corps	Steps	Average Morale	Demoralization level
Austr I	84	7	53
Austr II	56	7	36
Austr III	75	7	48
Austr IV	85	7	54
Austr 1 light	21	8	15
Austr 2 light	27	8	20
Austr Res.	87	7.5	59
Pruss I	89	8	65
Pruss II	85	8	62
Pruss III	92	8	67
Pruss Guard	25	10	23

Swedes	74	8	54
Wittgenstein incl. Pahlen	90	8	65
Constantin	99	10	90
St Priest	36	8	26
Osten-Sacken	48	8	35
Langeron	70	8	51
Winzigerode	93	8	68
Benningsen	126	8	92

11- Options table and events table:

We think that this battle is so dense and so rich that the options are covered in the various what-ifs and scenarios.

The small events are not included in this battle. Players are free to use a set of counters from a previous game, or numerical markers, and use this rule.

12- Strategic deployment (Advanced rule XVIII).

If the players wish to use this optional rule as explained in the advanced rules, they proceed as follows.

For this game every map is divided horizontally in 2 equal parts, north and south,

Players can start a strategic game on the 14, 15, 16 or 17. Depending on the day, they start with the leaders already deployed.

The French can deploy in the south half part of the maps 2 to 4, and the north half of the maps 7 to 9. The Allied player uses the other halves of the maps as well as maps 1, 5, 6 and 10.

The deployment proceeds as described in the rules.

13- Game timing and penalties (advanced rule XIX).

If this rule is used, each player has three minutes to play a corps.

14- Initiative and leader obedience (advanced rule XVII).

If this rule is used, the values of the different leaders are indicated on their back side. The top value is initiative and the bottom is obedience. All the rest obeys the advanced rules. Army leaders are Napoleon, Ney and Murat on the French side, Schwartzenberg, Blucher, Benningsen and Bernadotte on the Allies side. All the other leaders are corps leaders. The three Allied sovereigns do not command anything.

15- Various notes.

- French Guard cavalry organization

The three divisions of the Guard were complex, including squadrons from the same regiment in different divisions. We choose to simplify by regrouping in single regiments.

- Old Guard morale

The Old Guard infantry units morale does not decrease with losses (for units 1 to 4) or decrease slower (for unit 9)

- Regroupement of small units except the Gendarmes

Leipzig was fought at the end of a long campaign. A lot of units were very small at that time, and to avoid counters with only one or two steps, some units were regrouped. This often involves small cavalry regiments.

The only exception is the Gendarmes unit, with only 1 step. This is Napoleon staff escort.

- Austrian morale

Except for a few good Grenadiers units, as well as some good cavalry, the average morale of the Austrian infantry was not very good: raw units, newcomers in the campaign, this was reflected by the average performance of the Austrian army during this part of the campaign.

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- Google Earth for some details on rivers and towns.

Counters

The blazons were largely found on the internet (mostly on http://www.heraldique-europeenne.org/Index_General/index.html),

we could find 46 out of 50 leaders, sorry we could not find Souham, Klenau, Gyulai and Meerveldt. We used instead pretty counters of illustrious French and Austrian families. The others are likely to be exact.

Credits

*Original Research and Design: Didier ROUY
Playtesting : Xavier Jacus, Pierre Forget,
Jean Forget, Pascal Loas, Patrick Boré.*

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