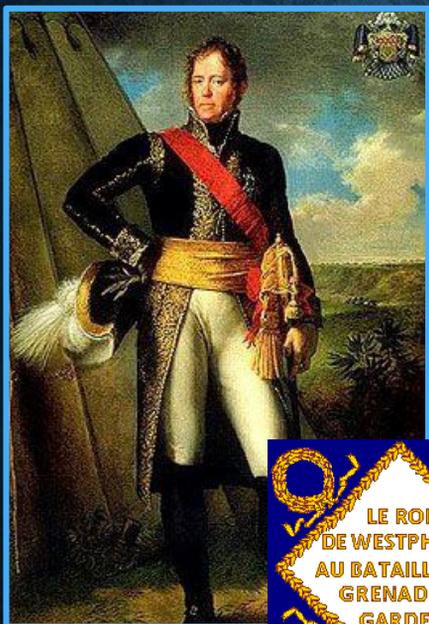


La Bataille de Berlin 1813



Includes: Gross Beeren, Hagelberg and Dennewitz

**THESE GAMES AND SCENARIOS
REPRESENT NAPOLEON'S ATTEMPT
TO CAPTURE BERLIN AND FORCE
PRUSSIA FROM THE WAR**



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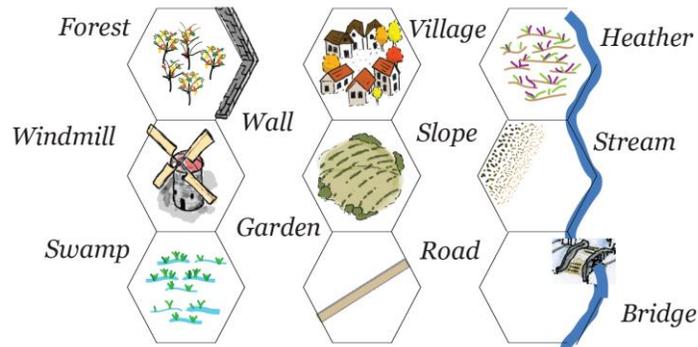


Game Specific Rules

- Special Rules
- Special Unit Types and Formations
- Morale Levels and Charts (See Marshal Enterprises Website)



La Bataille de Berlin 1813 - Spécial Rules



TERRAIN EFFECTS

Clear
 Hamlet /Village *
 Swamp**
 Woods*
 Garden*
 Heather
 Garden Wall
 Slope (Up or Down)
 Road
 Streams
 Bridge (Stream)
 Ford

MOVEMENT

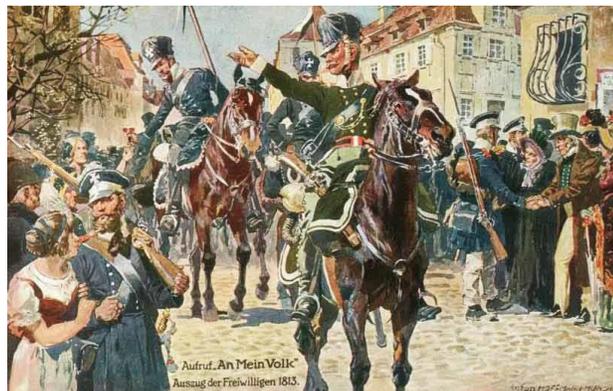
1
 3
 4 Inf / Artillery and Cav. Prohibited
 4 Inf / 5 Cav / Artillery Prohibited
 2 Inf / 2 Cav / 4 Art
 2 Inf, 2 Cav, 3 Art
 Inf +2 cross, Cav. Art. Prohibited
 Inf +2/ Cav +3 / Art +4
 1/2 when in *Road March* formation
 Inf +3 / Cav +5 / Artillery +4
 Inf +2 / Cav +4 / Artillery +2 in *Road March* formation
 Inf +3 / Cav +4 / Art. +4

*Infantry / Cavalry forms general order in this terrain. Units with a *Skirmish* Ability may *Skirmish* in these hexes if they so elect.

** Only Infantry in *Skirmish Order* may enter a Swamp

Road March through a Hamlet or Village is 2 movement points per hex. (vs. 3 movement points normal)

Any road that crosses a stream or river without a bridge is considered a ford.



La Bataille de Berlin 1813 - Spécial Rules

STACKING

Clear / Heather	1 Infantry Regiment or 18 Infantry Increments or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Hamlet /Village Garden	1 Infantry Battalion or 6 increments of Infantry 4 Artillery Increments or 1 Infantry Battalion & 1 Battery 1 Cav. Regiment
Swamp	1 Infantry Battalion in <i>Skirmish</i> Order
Woods	1 Infantry Battalion or 1 Cavalry Regiment Artillery may not enter
Road / Bridge	4 Increments in <i>Road March</i>

In Clear terrain, no more than 3 Infantry Battalions may be stacked together regardless of total
In Clear terrain, no more than 3 Cavalry Regiments may be stacked together regardless of total
(This means you may stack 3 x 6 increment Cavalry Regiments in a clear hex but not 4 x 4
increment Regiments.)

INFANTRY UNIT FIRE VALUES (All Disordered formations fire at half strength)

French (Based on Unit Movement)

	Ligne (6)	Légère (7)	Ligne (7)	Légère (8)
Column	Printed	Printed	Printed	Printed
Line	X 2	X 2	X3	X3
<i>Carre</i>	X 2	X 2	X3	X3
General Order	Printed	Printed	Printed	Printed
Skirmish –if noted		X 2		X3

French Allies and Garrison

	Italien	Rheinbund	Foreign	Polish	Magd. Garrison
Column	Printed	Printed	Printed	Printed	Printed
Line	X 2	X 2	X 2	X3	X2
<i>Carre</i>	X 2	X 2	X 2	X3	X2
General Order	Printed	Printed	Printed	Printed	Printed
Skirmish – if noted	X2	X3	X2		X2

La Bataille de Berlin 1813 - Spécial Rules

Russian

Jaeger

Column	Printed
Line	X 3
<i>Carre</i>	X 2
General Order	Printed
Skirmish	X3

Prussian

	Reg, Infanterie	Jäger	Reg. Fusiler	Reserve	Reserve Fus.
Column	Printed				
Line	X 3	X 3	X 3	X3	X3
<i>Carre</i>	X 3	X 2	X 3	X3	X3
General Order	Printed	Printed	Printed	Printed	Printed
Skirmish– if noted		X4*	X4		X3

Prussian Landwehr, Schützen und Elbe

	Landwehr	Schützen	Elbe	Grenadier
Column	Printed	Printed	Printed	Printed
Line	NA	X3	X3	X3
<i>Carre</i>	X 2	X2	X3	X 3.5
General Order	Printed	Printed	Printed	Printed
Skirmish– if noted	X2	X4*	X2	

*Schützen /Jägers are rifle armed and fire X4 adjacent, X3 at 2 hexes, and X2 at 3 hex range

Landwehr infanterie may not form line. Landwehr may form *Carre* during their movement only.



La Bataille de Berlin 1813 - Spécial Rules

TERRAIN FIRE DEFENCE VALUES

	Column	Line	Carre	General	Skirmish	Disorder/Rout	Artillery
Clear / Heather	6	9	4		12	14	6/8*
Swamp					12	14	
Garden				10	12	16	6/8*
Garden Wall (across)				14			
Hamlet				10	12	16	6/8*
Village				10	14	16	7/9*
Woods				10	12	16	

*Artillery Fire Defenses are Limbered / Unlimbered

- If a hex has infantry and artillery present, the Fire Defense is 2 less than for infantry alone unless the infantry formation is in *Carre* (*consider terrain*)
- Formations fired upon thru the flank have a fire defense of 6
- Formations fired upon thru a rear are normal
- Formations add 1 to the Fire Attack die roll for every increment in a target hex, over 9.
- Formations in *Road March* have a fire defense of 4.
- Across the wall and other terrain are not cumulative

FIRE ATTACK MORALE CHECKS

French

Ligne Infanterie will check with every even-numbered increment loss
Légère Infanterie will check with every even-numbered increment loss
Polish Infanterie will check with every even-numbered increment loss
Cavalerie Formations will check with every increment loss
Artillerie Formations will check with every increment loss

French Allied

Italian will check with every even-numbered increment loss
Rheinbund and French Foreign Infanterie will check with odd-numbered increment loss
Cavalerie Formations will check with every increment loss
Artillerie Formations will check with every increment loss

La Bataille de Berlin 1813 - Spécial Rules

Russia / Swedish

Linie Infanterie and Jaeger formations will check with every even-numbered increment loss
 Cavalerie formations will check with every increment loss
 Artillerie formations will check with every increment loss

Prussia

Infanterie, Elbe, Grenadiers, and Jägers formations will check with every even-numbered increment loss.
 Reserve, Fusiliers, Schützen and Landwehr will check with every odd-numbered increment loss
 Kavallerie formations will check with every increment loss
 Artillerie formations will check with every increment loss

CARRE REALIZATION TABLE

French, Polish

	CARRE	DISORDER	ROUT
When forming from Column			
4 Movement Points	11-62	63-66	
3 Movement Points	11-56	61-66	
2 Movement Points	11-33	34-54	55-66
1 Movement Point	1-21	22-51	52-66
When forming from Line			
4 Movement Points	11-53	54-65	66
3 Movement Points	11-36	41-54	55-66
2 Movement Points	11-22	23-52	53-66
1 Movement Point	11-15	16-44	45-66

When forming from Column

	CARRE	DISORDER	ROUT
4 Movement Points	11-62	63-66	
3 Movement Points	11-56	61-66	
2 Movement Points	11-33	34-54	55-66
1 Movement Point	1-21	22-51	52-66

When forming from Line

	CARRE	DISORDER	ROUT
4 Movement Points	11-53	54-65	66
3 Movement Points	11-36	41-54	55-66
2 Movement Points	11-22	23-52	53-66
1 Movement Point	11-15	16-44	45-66

French Allied, Rheinbund

	CARRE	DISORDER	ROUT
When forming from Column / Line			
4 Movement Points	11-52	53-61	62-66
3 Movement Points	11-46	51-55	56-66
2 Movement Points	11-35	36-52	53-66
1 Movement Point	1-22	23-45	46-66

When forming from Column / Line

	CARRE	DISORDER	ROUT
4 Movement Points	11-52	53-61	62-66
3 Movement Points	11-46	51-55	56-66
2 Movement Points	11-35	36-52	53-66
1 Movement Point	1-22	23-45	46-66

Personalities MINUS their Infantry melee (def) value from the die roll, if present in the hex

If Cavalry is Light ADD three to the die roll

If Cavalry is Lance Armed ADD six to die roll

If the defender is on a morale level ADD three to the die roll for each level

Line of sight of cavalry on a Carre starts in the next hex when the cavalry leaves the Carre

Additions are not cumulative.

La Bataille de Berlin 1813 - Spécial Rules

Russian	CARRE	DISORDER	ROUT
---------	-------	----------	------

When forming from *column*

4 Movement Points	11-52	53-65	66
3 Movement Points	11-41	42-56	61-66
2 Movement Points	11-26	31-46	51-66
1 Movement Point	11-15	16-36	41-66

When forming from *line*

4 Movement Points	11-64	65	66
3 Movement Points	11-62	63-64	65-66
2 Movement Points	11-32	33-55	56-66
1 Movement Point	11-31	32-45	46-66

Personalities MINUS their Infantry melee (def) value from the die roll, if present in the hex
 If Cavalry is Light ADD three to the die roll
 If Cavalry is Lance Armed ADD six to die roll
 If defender is on a morale level ADD three to the die roll for each level
 Line of sight of cavalry on a *Carre* starts in the next hex when the cavalry leaves the *Carre*.
 Additions are not cumulative.

Prussian	CARRE	DISORDER	ROUT
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When forming from *column*

4 Movement Points	11-63	64-65	66
3 Movement Points	11-45	46-55	56-66
2 Movement Points	11-35	36-55	56-66
1 Movement Point	11-25	26-45	46-66

When forming from *Line*

4 Movement Points	11-64	65	66
3 Movement Points	11-52	53-61	62-66
2 Movement Points	11-32	33-53	54-66
1 Movement Point	11-22	23-44	45-66

Personalities MINUS their Infantry melee (def) value from the die roll, if present in the hex
 Jägers ADD two to the die roll
 Landwehr may only form *Carre* in their turn
 If Cavalry is Light ADD three to the die roll
 If Cavalry is Lance Armed ADD six to die roll
 If defender is on a morale level ADD three to the die roll for each level
 Line of sight of cavalry on a *Carre* starts in the next hex when the cavalry leaves the *Carre*

La Bataille de Berlin 1813 - Spécial Rules

CAVALRY RECALL

FRENCH	2-6 successfully recalls
SAXON	2-6 successfully recalls
RHEINBUND	4-6 successfully recalls
ITALIAN	4-6 successfully recalls
RUSSIAN Light Cavalry	3-6 successfully recalls
PRUSSIAN Light Cavalry	2-6 successfully recalls
PRUSSIAN Hussars	2-6 successfully recalls
PRUSSIAN Heavy Cavalry	3-6 successfully recalls
RUSSIAN Cossacks	5-6 successfully recalls
RUSSIAN Cavalry	2-6 successfully recalls
SWEDISH Cavalry	3-6 successfully recalls
POLISH Cavalry	2-6 successfully recalls

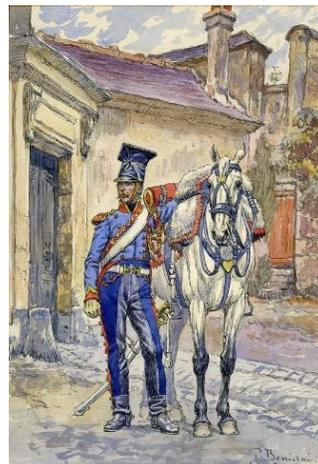
Personalities who have a cavalry modifier and are commanders of the unit, add one to the die roll.

CAVALRY CHARGE MORALE MODIFIERS

Condition	Defending Infantry/Artillery
Charged in flank	minus 12 to die roll
Charged in rear	minus 6 to die roll
In skirmish order	minus 12 to die roll
In Line	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state	unit suffers pursuit loss
In <i>carre</i>	plus 6 to die roll
If charged by Lancers	minus 6 to die roll
If charged by Heavy Cavalry	minus 3 to die roll
Charge across a Slope Hexside	plus 3 to the die roll
Charge into town, woods or swamp	
interdit	

PRE MELEE MORALE CHECK MODIFIERS

Odds	Attacker	Defender
1/2	minus 6	plus 6
1/1	minus 3	plus 3
2/1		
3/1	plus 3	minus 3
4/1	plus 6	minus 6
5/1 & over	plus 9	minus 9



La Bataille de Berlin 1813 - Spécial Rules

INFANTRY MELEE MORALE MODIFIERS:

Condition	Modification to the Die Roll:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank		Minus 12
Defender is assaulted in rear		Minus 6
Defender is in Skirmish order	No check	Minus 6
Defender is in Line		Minus 3
Defender is in Square		Plus 6
Defender is Disordered		Minus 3
Defender is Routed (PGD)		Minus 6
Attacker is assaulting up a slope	Minus 2	Plus 2
Attacker is assaulting across a stream, w/ ford or bridge	Minus 6	Plus 6
Attacker is assaulting across a stream	Minus 6	Plus 6
Attacker lost an increment due to defensive fire	Minus 3 for each loss	
Elite Infantry..... Morale of 15 or 16		Minus 6
Morale of 13 or 14		Minus 9
Morale of 11 or 12		Minus 12

MELEE VALUE MODIFIERS Summary:

Condition	Modification to the Melee Value:	
	<u>Attacker</u>	<u>Defender</u>
Assaulting in flank	X 2	
Assaulting in rear	X 1.5	
Disordered (Infantry / Artillery)	X .5	X .5
Road March		X .25
Infantry in Skirmish order		X .5
Infantry Attackers vs. Defender in Carre	X 1.5	
Infantry Routing		X .33
Cavalry Charge 3 hexes straight	X 2	
Heavy Cavalry attacks Light Cavalry (front hexside)	X 2	
Heavy Cavalry in line	X .5	X .5
Cavalry is Tired	X .5	X .5
Cavalry is Exhausted	X .33	X .33
Cavalry elects to stay Fresh	X .33	X .33
Cavalry Attacker vs. Carre	X .33	
Cavalry in Skirmish Order	X .5	X .5

La Bataille de Berlin 1813 - Spécial Rules

Cavalry in General Order

X .33

X .33

ARTILLERY SPECIAL RULES

All batteries which wish to limber must roll one die to do so

A French Batterie á Pied may limber with a roll of 4, 5 or 6.

A French Batterie á Cheval may limber with a roll of 2, 3, 4, 5 or 6.

A French Allied or RB Batterie a Cheval may limber with a roll of 3, 4, 5 or 6.

A French Allied or RB Batterie a Pied may limber with a roll of 4, 5 or 6.

Prussian Batterie zu Fuß Artillerie may limber with a roll of 5 or 6

Prussian Batterie reitende Artillerie may limber with a roll of 4, 5 or 6.

Russian Battery may limber with a roll of 5 or 6.

Swedish Battery may limber with a roll of 5 or 6.

Leaders with an artillery bonus number add one to this roll.

Special Terrain Types and Notes

Villages /Hamlets

All hexes which contain buildings are considered Villages.

Any single building by itself is considered a Hamlet

Windmill / Churches

A windmill or church is placed on some of the maps for historical reference and is not a victory condition objective. The structure has no special defense. Churches are considered a village hex.

Units forced off of the map

All units forced off the map by combat must wait for two turns before re-entering. To re-enter, they may not be PGD. Therefore it may be necessary for PGD units to wait off the board until they are successful with their morale roll. They would re-enter within three hexes of their off map exit if the leader of the division or corps is sitting on the selected entry hex. In other words, the leader must accompany them back onto the map. Use a box to designate the location and so the units don't get misplaced.

City Wall

There is a stone wall on the east side of Hagelberg that runs a few hexes. Check scenario for specific rules.

La Bataille de Berlin 1813 - Spécial Rules



Charlottenburg Schloss, Berlin



La Bataille de Berlin 1813

Special Unit Types and Formations

Each of the national armies fighting in this campaign has a unique quality and tactical doctrine which is revealed in the rules and will necessarily change the perspective and play of the contestants.

Elite Infantry Troops

None are available at these battles. However, the quality of the French Army varied greatly from veterans to depot troops to recent conscripts. To simplify the division of ability some of the Linie infantry move 7 while some moves 6. Some of the Legere infantry moves 8 and some moves 7. The infantry with the higher movement factor, per class, will have a higher fire multiplier. Generally the better troops have a regimental organization intact. Consult the *Special Rules*.

Cavalry Recovery of Readiness

Cavalry may not recover a level of readiness if it is in an enemy zone of influence or is under fire as a target of an offensive or defensive attack (feu).

Combining Coalition Forces

Prussian, Swedish or Russian troops may not stack together in the same hex. If, as a result of movement (end of turn); combat, or morale recovery they are stacked; displace the affected unit(s) 2 hexes to the rear. Thus a nationality would remain and the others would be displaced. The unit(s) displaced may not move in your next turn.

Prussian leaders have no effect on Russian troops. Russian leaders have no effect on Prussian Troops. Swedish leaders only have an effect on the Swedish troops/

Artillery Leaders of “Special” Ability

Adjacent batteries may fire upon the same target hex only if there is a leader in one of the firing hexes, *and* the leader has an artillery bonus. If three hexes of artillery are to fire at the same target, then a leader of special ability must be present and adjacent to all three firing hexes. No Artillery Leaders of special ability are available for these battles. There may be some in future expansion kits.

All batteries which wish to limber must roll one die to do so. Ney, Bertrand, Oudinot, Reynier and von Bülow (Prussian only) add two.

Rheinbund Infantry

The infantry of Würzburg; Württemberg, and Saxony are still rooted in the linear tactics of warfare. Therefore when in line, subtract 2 from their printed morale value. In response to an enemy charge, they can only form *Carre* if already in line.

Bavarian; Italian; Polish and Croatian troops have the flexibility of the French for all formations and changes.



La Bataille de Berlin 1813

If Würzburg or Saxony troops fail to recover their morale, they lose an increment for each attempt during morale recovery.

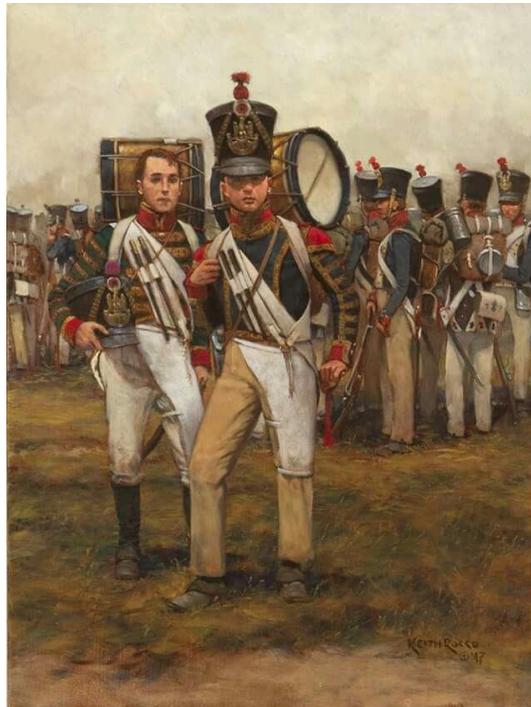
Reaction and Opportunity Charges (Revises Premier Rules for this battle)

The insufficiently trained French infantry was not accustomed to advancing on and changing formation in the face of charging cavalry. Thus any French infantry or artillery unit that reinforces a meeting that is the result of an opportunity or reaction charge, in the reacting or opportunity's Zd'I, must check morale, at the conclusion of movement. If any fail, they would rout (PGD). This infantry or artillery may not change formation in the Zd'I of the reacting or opportunity charging cavalry. The (defending) charging cavalry is not subject to recall as a result of the rout.

This situation typically occurs when the reacting / opportunity charging cavalry contacts the phasing player's unit. The phasing player then moves addition units into the friendly, contacted hex or adjacent hexes to add fire or melee factors.

Morale Levels

Consult the *Morale Levels Summary* contained in this electronic booklet as a *pdf*. The chart sets a threshold, at the hour, to check the condition of the organization based on the number of battalions PGD or eliminated. Cavalry and Artillery don't count against this total and are not affected. Usually those affected by morale levels are corps sized organizations



La Bataille de Berlin 1813

Order of Battles

The armies fighting at Gross Beeren and Dennewitz are primarily the same. Thus *La Bataille de Berlin 1813* offers different battlefield maps for the almost the same armies but there are differences. Some units have been added and while others have been removed or rearranged.

The Swedes contributed little to either battle and thus the majority of their units are not represented. Only a few Russian troops were engaged. The troops from La Bataille de Hagelberg 1813 may also be used for the other battles.

A future expansion kit may include all of the Swedes, Russians and the arrival of Napoleon. Originally Napoleon planned on moving north and directing operations himself. Of course he brings the Imperial Guard with him. Look for a future announcement.

Other Notable Troops

Russian Cossagues

The Russian Cossaque Regiments that are present in the game, in certain scenarios, are irregular cavalry. Based upon that premise, please apply the following series of adjustments to their use and interaction with other units within the structure of the game:

- The Cossagues will check morale whenever an infantry formation which is not disordered or an artillery unit fires at the Cossaque, unless the Cossaque is in the woods. It does not require the result of a casualty to force the morale check.
- The Cossaque in the woods would have to receive a casualty in order to check for morale. This is because the woods are much denser in this area.
- The Cossagues may not charge formed infantry or unlimbered artillery into a front hexside of the enemy.
- The most reasonable uses of the Cossagues are to work the edges of the battle and target disordered and routed elements as the morale challenged involuntarily move away from the main battle. Cossagues will also charge artillerie and infantrie from the rear or flank hexside.

Landwehr Infanterie und Kavallrie

While patriotic to the Vaterland, the Landwehr's performance could be very inconsistant on the battlefield. Thus, the following rules are to be used with the Landwehr :

- Any Prussian Landwehr infantry 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.
- Landwehr may not form *Carre* in response to a cavalry charge. *Carre* could be formed in the Prussian turn.
- Prussian Landwehr Cavalry must roll over their morale value to charge, in the Prussian turn. *Reaction* and *Opportunity* charges also require this roll.
- Only the Landwehr battalions that have a *range factor* of two, on the specific side of their counters, may enter skirmish formation.
- Prussian Landwehr which does not have a range factor on their specific counter face may not enter skirmish order.

La Bataille de Berlin 1813

- Prussian Landwehr does not have the option of forming into a line.

PGD Direction

All units rout in the direction of their entry. Primarily the French are moving from South to North. The Prussians are defending the North. (Berlin)

Troops Entering the Map

French and Prussian units entering the map for the first time may use *Road March* if there are no enemy cavalry within 10 hexes. Units that have recovered morale off-board may not use *Road March* to re-enter the map.

La Bataille de Berlin 1813 Orders of Battle



La Bataille de Gross Beeren 1813

- Coalition
- French



La Bataille de Hagelberg 1813

- All Troops

La Bataille de Dennewitz 1813

- Coalition
- French





Sechste Koalition

Armee des Nordens

23. August 1813

Für König und Vaterland

III. Armee-Korps

GL Freiherr von Bülow

Stabchef - Oberst von Boyen

3. Brigade - GM Prinz von Hessen-Homburg
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 "Glassenapp"

4. Brigade - GM von Thümen

4. Infanterie Regiment

2. Ost Preussisches Jäger Battalion
Elbe Infanterie Regiment

5. Reserve Infanterie Regiment

Pommer. National Landwehr Kav.

6. Batterie zu Fuss "Ludwig"

5. Brigade -GM von Borstell

1. Pommersches Infanterie Regiment

2. Reserve Infanterie Regiment

2. Kurmärk Landwehr Infanterie Regiment

5. Pommersches Husaren Regiment

1. West Preussisches Uhlanen Regiment

10. Batterie zu Fuss "Magenhofer"

6. Brigade - GM von Kraft

10. Kolberg Infanterie Regiment

Attached Jäger Battalion (10.)

9. Reserve Infanterie Regiment

1. Neumärk Landwehr Infanterie Regiment

1. Pommersches Landwehr Kavallerie Regiment

16. Batterie zu Fuss "Spreuth"





Für König und Vaterland

Reserve Kavallerie

GM von Oppen

1. Königen Dragoner Regiment
2. West Preussisches Dragoner Regiment
2. Kurmärk Landwehr Kavallerie Regiment
4. Kurmärk Landwehr Kavallerie Regiment
2. Schlesiische Husaren Regiment
5. Brandenburg Dragoon Regiment

5. Batterie Reitende "Neindorf"
6. Batterie Reitende "Steinwher"

III Korps Reserve Artillerie

19. Batterie zu Fuss "Baumgarten"
4. Schwer Batterie zu Fuss "Meyer"
5. Schwer Batterie zu Fuss "Condradi"
7. Russische Schwer Batterie "Dietrich"
21. Russische Schwer Batterie "Schluter"

IV. Armee-Korps

GL Graf von Tauentzien

Stabchef - Major von Rothenburg

1. Brigade - GM von Dobschütz
3. Reserve Infanterie Regiment
1. Kurmärk Landwehr Infanterie Regiment
2. Neumärk Landwehr Kavallerie Regiment
3. Ost Preussisches Landwehr Kavallerie Regiment

2. Brigade – Oberst Graf von Lindenau
5. Kurmärk Landwehr Infanterie Regiment
2. Neumärk Landwehr Infanterie Regiment
1. Schlesiische Landwehr Infanterie Regiment
1. Kurmärk Landwehr Kavallerie Regiment
3. Pommersches Landwehr Kavallerie Regiment
7. Kurmärk Landwehr Kavallerie Regiment

IV Korps Reserve Artillerie

17. Batterie zu Fuss "Gleim"
27. Batterie zu Fuss "Matthias"
11. Batterie Reitende "Borchard"
20. batterie zu Fuss "Papendick"





Für König und Vaterland

Überwachung Korps:
GL von Hirschfeldt

1. Reserve Infanterie Regiment
1. Reserve Fusilier Battalion
- Elbe Infanterie 2. Battalion (Detached from regiment, III Korps, 4. Brigade)

3. Kurmärk Landwehr Regiment
4. Kurmärk Landwehr Regiment
6. Kurmärk Landwehr Regiment
7. Kurmärk Landwehr Regiment

26. Russische Batterie ‘Chamborand’ (R)

- Oberst von Bismarck
3. Kurmärk Landwehr Kavallerie Regiment
 5. Kurmärk Landwehr Kavallerie Regiment
 6. Kurmärk Landwehr Kavallerie 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

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





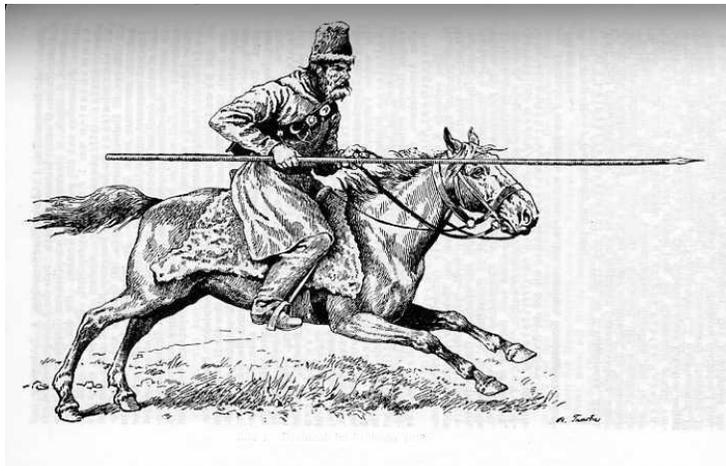
Für König und Vaterland

Misc. Formation

General Chernyshyov
Grekhov Cossack Regiment
Sisoiev Cossack Regiment
Rebreiev Cossack Regiment
Pantelev Cossack Regiment
Vlasov Cossack Regiment

Russische Avante Gard
44th Jaeger Regiment
Izoum Hussars Regiment
Converged Hussars Regiment

Schwedische Kavallerie-Brigade
General Mörner
7. Mörnerska Svenska Hussars
Hästartilleribatteri



Armée française de Berlin

23 Aout 1813

Maréchal d'Empire Oudinot
General de Brigade Lejeune



IV Corps

Général de division Comte Bertrand
Général de brigade Delort

12e Division

Général de Division Morand

- 1, 2, 3, 4, 6 / 13e Ligne Régiment
- 2, 4 / 8e Légère Battalions (AG)
- 1, 2, 4, 6 / 23e Ligne Régiment

- 1/2e Batterie à Pied
- 3/2e Batterie à Pied

15e Division

Général de Division Fontanelli

- 1, 2, 3, 4 / 1ere Italian Legere Régiment
- 3, 4/1ere Italian Ligne Battalions
- 2, 3, 4 / 4e Italian Ligne Régiment
- 3, 4/6e Italian Ligne Battalions
- 1ere Milan Garde Battalion
- 2, 3, 4/ 7e Italian Ligne Régiment

- 1ere Italian Batterie à Pied
- 13e Italian Batterie à Pied

38e Division

Generallieutenant Graf von Franquemont

- 1/9. Württemberg Leicht Battalion
- 1/10. Württemberg Leicht Battalion
- 1,2/7. Württemberg Linie
- 1,2/1. Württemberg Linie
- 1,2/2. Württemberg Linie
- 1,2 /4. Württemberg Linie
- 1.2 / 6. Württemberg Linie



1. Württemberg Batterie zu Fuss
1. Württemberg Batterie zu Fuss Schwer

24e Légère Cavalrie Brigade:

Generalmajor Jett

1. Württemberg Chevaulegers (Prinz Adam)
3. Württemberg Chevaulegers (Herzog Ludwig)
1. Württemberg Batterie à Cheval

24/2e Batterie à Pied

26/2e Batterie à Pied

26/4e Batterie à Pied

8/ 4e Batterie à Cheval

VII Corps

Général de Division Reynier

Général de Brigade Gressot

24e Sächsisch Division

Général de Division Le Coq

1. Leicht Battalions 1 und 2
- Maximilian Infanterie Battalion
- Garde Grenadier Battalion
- von Rechten Infanterie Battalion
- Spiegel Converged Grenadier Battalion
- Prinz Frederich August Infanterie Regiment 1 und 2
- von Steindel Infanterie Regiment 1 und 2

1. Sächsisch Batterie zu Fuss ‘Dietrich’
2. Sächsisch Batterie zu Fuss “Zandt”

25e Sächsisch Division

Général de Division von Sahr

- Sperl Converged Grenadier Battalion
2. Leicht Battalions ‘von Sahr’ 1 und 3
 - König Infanterie Battalion
 - Niesemenschel Infanterie Battalion
 - Prinz Anton Infanterie Regiment 1 und 2
 - von Low Infanterie Regiment 1 und 2



3. Sächsisch Batterie zu Fuss 'Kuhnel'
4. Sächsisch Batterie zu Fuss 'Rouvroy II'

26e Legere Cavalerie Brigade
 General de Brigade Gablenz
 Sächsisch Hussaren
 Sächsisch Prinz Clemens Chevauxleger
 1ere Sächsisch Batterie à Cheval 'Birnbum'
 2e Sächsisch Batterie à Cheval 'Probsthayn'

Reserve Arillery
 5. Sächsisch Schwer Batterie 'Rouvroy I'

32^e División
 Général de Division Durutte
 1, 2, 4 /35^e Légère Régiment
 1, 2, 4 /36^e Légère Régiment
 1, 3, 4/131^e Ligne Régiment
 1, 2, 3, 4 / 132^e Ligne Regiment
 3, 4/133^e Ligne Régiment
 2, 3/Würzburg Régiment



Reserve Artillerie
 12/1 Artillerie a' Pied
 13/8 Artillerie a Pied

XII Corps
 Maréchal d'Empire Oudinot
 Général de Brigade Lacoste

13e Division
 Général de Division Pachtod
 4/1ere Légère Battalion
 3, 4/7e Ligne Battalions
 4/42e Ligne Battalion
 3, 4/67e Ligne Régiment
 2, 3, 4/101e Ligne Régiment

 4/4e Batterie à Pied
 20/4e Batterie à Pied



14e Division

Général de Division Guilleminot

- 2, 6 / 18^e Legere Régiment
- 1, 2, 3 / 156^e Ligne Régiment
- 3, 4 / 52^e Ligne Régiment
- 1, 2, 3 / 137^e Ligne Régiment
- 1/ 2^e Illyrian Regiment
- Illyrian Chasseurs

- 2/4^e Batterie à Pied
- 1/8^e Batterie à Pied

29e Division Bavarois

Generallieutenant Raglovich

- 1. Leicht Battalion
- 2/Prinz Karl 3. Bavarois Infanterie Battalion
- 1 / 13. Bavarois Infanterie Battalion
- 1/Isenburg 4. Bavarois Infanterie Battalion
- 2/Herzog Pius 8. Bavarois Infanterie Battalion
- 2. Leicht Battalion
- 2/Preysing 5. Bavarois Infanterie Battalion
- 2 /7. Bavarois Infanterie Battalion
- 2/9. Bavarois Infanterie Battalion
- 2/Junker #10. Bavarois Infanterie Battalion

- 1. Bavarois Batterie zu Fuss
- 2. Bavarois Batterie zu Fuss
- Bavarois Reserve Batterie zu Fuss

Cavalry Brigade –GdD Beaumont

- Westphalian Cheveauxlegers - Lancers
- Hessian Cheveauxlegers
- Bavarois Cheveauxlegers



III Cavalrie Corps

Général de Division Arrighi duc de Padua

Général de Brigade Salei

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



6e Légère Cavalrie Division

Général de Division Fournier

29e Chasseur à Cheval

31e Chasseur à Cheval

1ere Hussar

2e Hussar

4e Hussar

12e Hussar

4ere Grosse Cavalrie Division

Général de Division DeFrance

4e Dragoon

5e Dragoon

12e Dragoon

24e / (14e Dragoon)

16e Dragoon

17e Dragoon

21e Dragoon

27e / (26e Dragoon)

13e Cuirassier

1/5e Batterie à Cheval

5/5e Batterie à Cheval

2/1ere Batterie à Cheval

4/6e Batterie à Cheval



Dragoon regiments have been combined

La Bataille de Hagelberg 1813

27 August 1813

Überwachung Korps

GL von Hirschfeldt
Oberst Jeanerette

1. Reserve Infanterie Regiment
- Elbe Infanterie Regiment (1 battalion)
3. Kurmärk Landwehr Regiment
4. Kurmärk Landwehr Regiment
6. Kurmärk Landwehr Regiment
7. Kurmärk Landwehr Regiment

26. Russische Batterie

- Oberst von Bismarck
3. Kurmärk Landwehr Kavallerie Regiment
 5. Kurmärk Landwehr Kavallerie Regiment
 6. Kurmärk Landwehr Kavallerie Regiment

General Chernyshyov

Vlasov Cossack Regiment
Rebreiev Cossack Regiment
Pantelev Cossack Regiment
Grekhov Cossack Regiment
Sisoiev Cossack Regiment

Magdeburg Garrison

General de Division Girard
III Battalion of 24e Legere Infantry Regiment
III Battalion of 26e Legere Infantry Regiment
III Battalion of 18e Line Infantry Regiment
III Battalion of 19e Line Infantry Regiment
III Battalion of 56e Line Infantry Regiment
III Battalion of 72e Line Infantry Regiment
III un IV Battalion of 134th Line Infantry Regiment
2e Saxon Jaeger battalion
5e Westphalian Ligne - battalion
7e Saxon Ligne battalion –
13e Hussar Regiment (3 squadrons)
28e Chasseur a Cheval (combined)
8/11e Art. a Pied
7/11e Art. a Pied
10/11e Art. a Pied





Für König und Vaterland

Sechste Koalition

Armee des Nordens

23. August 1813

III. Armee-Korps

GL Freiherr von Bülow

Stabchef - Oberst von Boyen

- 3. Brigade - GM Prinz von Hessen-Homburg
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 "Glassenapp"

- 4. Brigade - GM von Thümen
- 4. Infanterie Regiment
- 2. Ost Preussisches Jäger Battalion
- Elbe Infanterie Regiment
- 5. Reserve Infanterie Regiment
- 5. Brandenburg Dragooner Regiment*

- 6. Batterie zu Fuss "Ludwig"
- 12. Batterie zu Fuss*

- 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 "Magenhofer"

- 6. Brigade - GM von Kraft
- 10. Kolberg Infanterie Regiment
- Attached Jäger Battalion (10.)
- 9. Reserve Infanterie Regiment
- 1. Neumärk Landwehr Infanterie Regiment
- West Preussisches Dragoner Regiment*
- 1. Pommersches Landwehr Kavallerie Regiment





Für König und Vaterland

16. Batterie zu Fuss "Spreuth"

Reserve Kavallerie

GM von Oppen

1. Königen Dragoner Regiment
2. West Preussisches Dragoner Regiment
2. Kurmärk Landwehr Kavallerie Regiment
4. Kurmärk Landwehr Kavallerie Regiment
2. Schlesiische Husaren Regiment
2. Pommersches Landwehr Kavallerie Regiment*

5. Batterie Reitende "Neindorf"

6. Batterie Reitende "Steinwehr"

III Korps Reserve Artillerie

19. Batterie zu Fuss "Baumgarten"
4. Schwer Batterie zu Fuss "Meyer"
5. Schwer Batterie zu Fuss "Condradi"
7. Russische Schwer Batterie "Dietrich"
21. Russische Schwer Batterie "Schluter"

IV. Armee-Korps

GL Graf von Tauentzien

Stabchef - Major von Rothenburg

1. Brigade - GM von Dobschütz
3. Reserve Infanterie Regiment
1. Kurmärk Landwehr Infanterie Regiment
2. Neumärk Landwehr Kavallerie Regiment
3. Ost Preussisches Landwehr Kavallerie Regiment

2. Brigade – Oberst Graf von Lindenau
5. Kurmärk Landwehr Infanterie Regiment
2. Neumärk Landwehr Infanterie Regiment
1. Schlesiische Landwehr Infanterie Regiment
1. Kurmärk Landwehr Kavallerie Regiment
3. Pommersches Landwehr Kavallerie Regiment
7. Kurmärk Landwehr Kavallerie Regiment





Für König und Vaterland

- IV Korps Reserve Artillerie
17. Batterie zu Fuss "Gleim"
20. Batterie zu Fuss "Matthias"
27. Batterie zu Fuss "Borchard"
11. Batterie Reitende "Papendick"

Überwachung Korps:

GL von Hirschfeldt

1. Reserve Infanterie Regiment
1. Reserve Fusilier Battalion
(Elbe Battalion returned to Regiment – v. Thümen)
3. Kurmärk Landwehr Regiment
4. Kurmärk Landwehr Regiment
6. Kurmärk Landwehr Regiment
7. Kurmärk Landwehr Regiment

26. Russische Batterie 'Chamborand' (R)

Oberst von Bismarck

3. Kurmärk Landwehr Kavallerie Regiment
5. Kurmärk Landwehr Kavallerie Regiment
6. Kurmärk Landwehr Kavallerie 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

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





Für König und Vaterland

Misc. Formation

General Chernyshyov
Grekhov Cossack Regiment
Sisoiev Cossack Regiment
Rebreiev Cossack Regiment
Pantelev Cossack Regiment
Vlasov Cossack Regiment

Russische Avante Gard
44th Jaeger Regiment
Izoum Hussars Regiment
Converged Hussars Regiment

Schwedische Kavallerie-Brigade
General Mörner
7. Mörnerska Svenska Hussars
Hästartilleribatteri

* Note Differences with Gross Beeren OB



Armée française de Berlin

6 Septembre 1813

Maréchal d'Empire Ney
Chef d'état-major General de Brigade de Cramayel

IV Corps

Général de Division Comte Bertrand
Général de Brigade Delort

12e Division

Général de Division Morand

- 2, 3, 4, 6 / 13e Ligne Regiment *
- 2, 4 / 8e Légère Battalions
- 1, 2, 4 / 23e Ligne Regiment
- 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

- 1ere Italian Batterie à Pied
- 13e Italian Batterie à Pied

38e Division

Generallieutenant Graf von Franquemont

- 1/9. Württemberg Leicht Battalion
- 1/10. Württemberg Leicht Battalion
- 1,2/7. Württemberg Linie Battalion
- 1,2/1. Württemberg Linie Battalion
- 1,2/2. Württemberg Linie Battalion
- 1 /4. Württemberg Linie* Battalion
- 2/6 Württemberg Linie* Battalion



1. Württemberg Batterie zu Fuss
1. Württemberg Batterie zu Fuss Schwer

24e Légère Cavalrie Brigade:
Generalmajor Jett

1. Württemberg Chevaulegers (Prinz Adam)
3. Württemberg Chevaulegers (Herzog Ludwig)
1. Württemberg Batterie à Cheval

24/2e Batterie à Pied
26/2e Batterie à Pied
26/4e Batterie à Pied
8/ 4e Batterie à Cheval

27e Infanterie Division

General de Division Drabrowski
1,2/Polish 2e Infanterie Regiment
1,2/Polish 4e Infanterie Regiment
Poilsh 2e Uhlans
Polish 4e Chasseurs a' Cheval



VII Corps

Général de Division Reynier
Général de Brigade Gressot

24e Sächsisch Division

Général de Division Le Coq

1. Leicht Maximilian Infanterie 1 und 2
- Garde Grenadier Battalion
- v. Rechten Infanterie Battalion
- Spiegel Grenadier Battalion
- Prinz Frederich August Infanterie Regiment, 1 und 2
- v. Steindel Infanterie Regiment, 1 und 2

1. Sächsisch Batterie zu fuss 'Dietrich'
2. Sächsisch Batterie zu fuss 'Zandt'



25e Sächsisch Division

Général de Division von Sahr

Sperl Grenadier Battalion

2. Leicht Regiment 1 und 3

Konig Infanterie Battalion

Niesemenschel Infanterie Battalion

Prinz Anton Infanterie Regiment , 1 und 2

v. Low Infanterie Regiment, 1 und 2

3. Sächsisch Batterie zu fuss 'Kuhnel'

4. Sächsisch Batterie zu fuss 'Rouvroy II)

26e Legere Cavalerie Brigade

General de Brigade Gablenz

Sächsisch Hussaren

Sächsisch Prinz Clemens Ulhan

1ere Sächsisch Batterie a Cheval

2e Sächsisch Batterie a Cheval

Reserve Artillerie

5. Sächsisch Schwer Batterie – one incrément reduced

32e Division

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 Regiment

Reserve Atillery

12/1 Artillerie a Pied

13/8 Artillerie a Pied

XII Corps

Maréchal d'Empire Oudinot

Général de Brigade Lajeune



13e Division

Général de Division Pachtod

- 4/1ere Légère Battalion
- 3, 4/7e Ligne Battalions
- 4/42e Ligne Battalion
- 3, 4/67e Ligne Regiment
- 2, 3 ,4/ 101e Ligne Regiment

- 4/4e Batterie à Pied
- 20/4e Batterie à Pied



14e Division

Général de Division Guilleminot

- 2, 6 / 18^e Legere Regiment
- 3, 4 / 52^e 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 Bavarois

Generallieutenant Raglovich

- 1. Liecht Battalion
- 2/Prinz Karl 3. Bavarois Infanterie Battalion
- 1 / 13. Bavarois Infanterie Battalion
- 1/Isenburg 4. Bavarois Infanterie Battalion
- 2/Herzog Pius 8. Bavarois Infanterie Battalion
- 2. Liecht Battalion
- 2/Preysing 5. Bavarois Infanterie Battalion
- 2 / 7. Bavarois Infanterie Battalion
- 2/9. Bavarois Infanterie Battalion
- 2/Junker #10 Bavarois Infanterie Battalion

- 1. Bavarois Batterie zu Fuss
- 2. Bavarois Batterie zu Fuss
- Bavarios Reserve Artillerie –one incrément (reduced)



Cavalry Brigade –GdD Beaumont

- Westphalian Cheveauxlegers - Lancers
- Hessian Cheveauxlegers
- Bavarios Cheveauxlegers

III Cavalerie Corps

Général de Division Arrighi duc de Padua

Général de brigade Salei

5e Légère Cavalerie 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



6e Légère Cavalerie Division

Général de Division Fournier

29e Chasseur à Cheval

31e Chasseur à Cheval

1ere Hussar

2e Hussar

4e Hussar

12e Hussar

4ere Grosse Cavalerie Division

Général de Division DeFrance

4e Dragoon

5e Dragoon

12e Dragoon

16e Dragoon

17e Dragoon

21e Dragoon

24e Dragoon / (14e Dragoon)

26e Dragoon

27e Dragoon / (26e Dragoon)

1/5e Batterie à Cheval

5/5e Batterie à Cheval

2/1ere Batterie à Cheval



*note revisions to French OB from Gross Beeren

Some battalions may be missing from regiments. Reduce regimental counter with incrément loss marker. Some artillerie is reduced to one incrément. Dragoon regiments are combined.

The Strategic Situation in Germany August 1813

During one of his many reflections upon his career during his imprisonment at St. Helena, Napoleon commented that his biggest mistake during all of his years in power was his decision to agree to the Armistice of Pläswitz on June 2, 1813. At the beginning of the truce, Napoleon had defeated the Russians and Prussians in two major battles (Lutzen and Bautzen) and had pushed the Coalition armies into Silesia and towards Poland. The Russians were seriously considering Germany and going back to Russia. The Prussians experiments with raising a national army using the Landwehr methods had not yet borne fruit, and there was no guarantee that the Austrians would enter the war on the Coalition's side. So what happened?

Napoleon, though winning his two pitched battles in May, believed he needed to rest his weary army of recruits, which had been plagued by both extensive straggling and desertion as well as very heavy casualties from the two battles. He also desperately needed to restore his cavalry arm, which had never recovered from the 1812 Campaign debacles. He also held on to the belief that he could keep Austria at neutral during the war. While he did much to restore his army's health and find enough mounts for his cavalry and artillery; he failed miserably to keep Austria out of the resumption of hostilities once the truce expired. That would prove to be his undoing.



Napoleon Meets Metternich In Dresden, June 1813

The Austrian Foreign Minister, Klemmons von Metternich traveled to Dresden, the capitol of Saxony, in June of 1813, to meet with Napoleon, to see if Austria and France could reach an accommodation. Metternich had decided to take a hard approach to Napoleon. Napoleon had always like Metternich, thinking he had been supportive of Napoleon's marriage to Marie-Louise in 1810. However, Metternich, always the master of *Realpolitik*, saw his meeting as an opportunity to make up for four Austrian defeats at the hands of Napoleon, and was probably looking for an excuse to go back to war with the French.

No Resolution of Austrian-French Differences After Eight Hours

Metternich and Napoleon met for over eight hours in the Saxon royal palace. There are differing accounts of what happened, but one thing is sure, the French and Austrians would not resolve their differences, and it would just be a matter of time before Austria would enter the Sixth Coalition.

When the truce began, the Russians were almost out of the war. Now they would have recovered their ascendent position. The Prussians would have additional time to build up their Landwehr, which would then perform so well in the August and September battles. Finally, the Austrians would declare war on France, and create a large army, the Army of Bohemia, which would, for all practical purposes, be behind the French central position in Saxony. Napoleon would start his campaign surrounded on three sides, and only maintain his lines of communication through Frankfurt and Hamburg.

Two other factors weighed heavily on the French situation as the armistice was ending. First, the Spanish situation had badly deteriorated badly. On June 21, The British, Portuguese and Spanish army defeated the French under Marshal Jourdan at Vittoria. This would, in effect, force the French out of Spain. Wellington would invade France in December of 1813.

The other factor which would dramatically affect the strategic situation were the very large sums of cash paid by the British crown to Prussia; Russia; and then Austria to support their war efforts. There would be no War of Liberation unless the British had played at a War of Cash Infusion.

As the armistice wore down in August, Napoleon found himself facing three independent armies. The original Army of Silesia under Blucher faced Napoleon in Saxony. A new army, Army of the North, under Swedish Crown Prince Charles John (Bernadotte) would be centered around Berlin; and finally, the newest army, which was also the largest army, was the mainly Austrian Army of Bohemia, which also included the entourages of the Russian Tsar; the Prussian King; and the Austrian Emperor. This army would threaten the French position in Saxony. Napoleon found himself outnumbered about three to two; and surrounded on three sides.

Another drawback to the French strategic situation was that the French had also been besieged in several German town such as Hamburg; Danzig; Magdeburg; and Mainz. For the most part, the French would control these towns until Napoleon's abdication in

1814; however, the French were unable to use these troops in the campaign, and they included some of the best French troops and commanders. Imagine Count Rapp at Leipzig rather than the Second Siege of Danzig.

As Napoleon would sadly discover, his only dependable independent commanders were Davout in Hamburg; Eugene in Italy; and Soult and Suchet in Spain. There would be no one in Germany to support his efforts. As a result, despite his best efforts and intentions, his commanding generals in Germany, would be utter failures. The Coalition had implemented the Trachenberg Plan, which purposefully avoided direct battle with Napoleon. The Coalition would be able to avoid, save at Dresden, direct battle with Napoleon. The Coalition would be able to rack up victory after victory in August and September against the French line-up of unworthy French commanders. Soon, the Coalition would be able to gather enough strength and courage to take Napoleon on directly at Leipzig in October. The result was not unexpected.



The Coalition Victory at Leipzig

Oudinot Like French Legend Bayard

The Oft-Wounded Marshal Oudinot

One of the greatest soldiers in French history is the Seigneur de Bayard, who served many French kings during the incessant wars of the Italian Renaissance. This legendary knight served as the French military ideal for both a soldierly attitude and behavioral ethic. He is called “Le Chevalier Sans Peur et Sans Reproche (fearless and beyond reproach) and his reputation only grew in the centuries which followed. Bayard was known to all in France and those who knew French history (like the young Romanov Tsar who faced Napoleon).

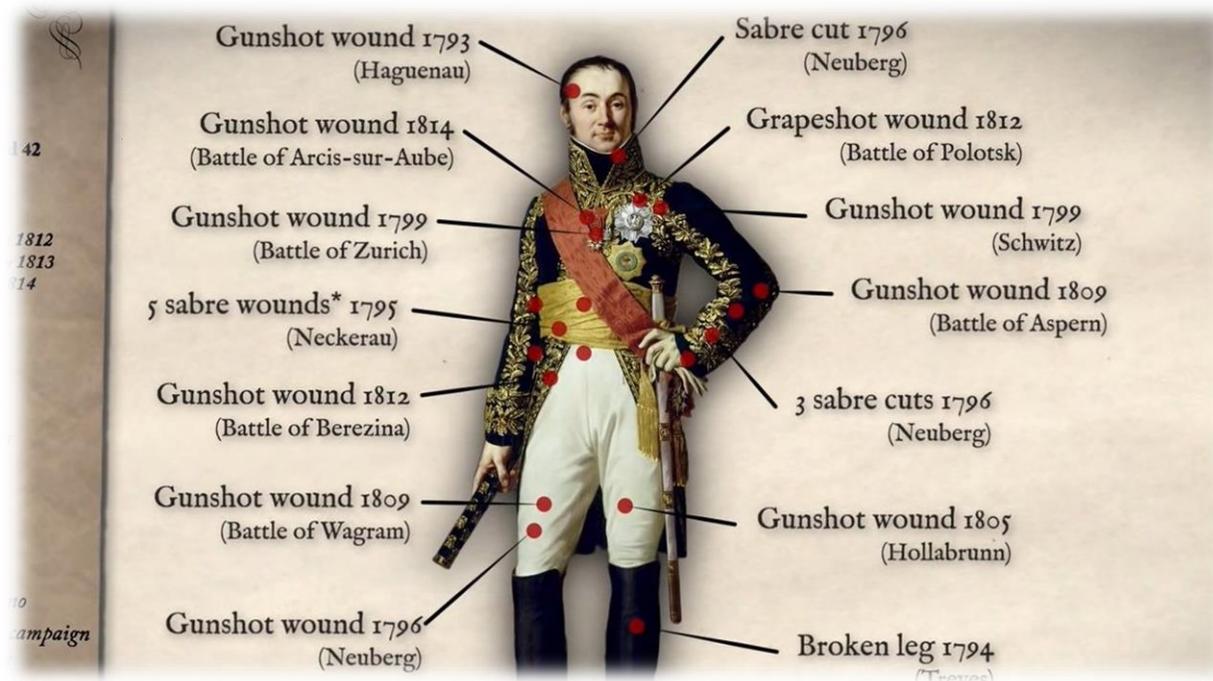
It was at Tilsit in 1807 when Napoleon introduced General Nicholas-Charles Oudinot, then commander of the French Grenadier Division, to the Russian Tsar Alexander as the modern-day Bayard of the French Army. Oudinot proved his mettle to the Russians first at Heilsberg and then at Friedland in the 1807 Spring campaign. Meant as the highest compliment, Alexander and the Russians already had had much contact with Oudinot and his fearlessness in 1805 at the Danube Bridges at Tabor; Schöngrabern (aka Hollabrunn); and then at Austerlitz (where Oudinot fought despite already being wounded); Heilsberg and Friedland would be only the most recent examples of the Bayard-like behavior the Russians experienced.

Oudinot would prove himself *sans reproche (beyond reproach)* on multiple occasions throughout his career. He was known as a stickler for not allowing his troops to do any looting and pillaging (a trait not universal in the French army). He was assigned to integrate the Kingdom of Holland into the Empire of the French in 1810. He did so with great tact and was greatly admired by the Dutch during this difficult time. When the Russian army was approaching his beloved Bar-le-Duc in 1814. Tsar Alexander had an honor guard placed around Oudinot’s estate

Oudinot was the son of a brewer and brandy distiller from what would have been called Lorraine. He entered the army as a private, and Oudinot was discharged before the revolution started.

Wounded More Than Any Other Napoleonic Marshal

After the Revolution began, Oudinot joined the National Guard, and within a year became the commander of the local unit. He then served in the Army of the Meuse. Oudinot would have a 21-year career of serving first the Republic; then the Consulate; and finally, the Empire. During that period, Oudinot would be wounded more times than any other Marshal. The estimates for his number of wounds range from a low of 22 times to a high of 36. His first injury was in 1793 with a shot to the head at Hagenau. More than 20 years later at Arcis-sur-Aube in March 1814, he suffered his final wound with a musket ball in his chest.



*The Wounds of Marshal Oudinot Outlined by Body Part and Battle
(Graphic As Viewed on Twitter 11-20)*

A recent Twitter posting in late 2020 wrote, “French Marshal Oudinot, was shot 36 times during his military career. A man who bathed with him and saw him naked remarked that he was little more than a colander.”

He suffered a broken leg twice, the second time, the leg was improperly set, so it had to be rebroken so it would heal properly. Another time, while fighting off Cossacks during the 1812 campaign, a final shot by a fleeing Cossack collapsed a ceiling beam in a hut where Oudinot was in, causing one of the roof’s timbers to hit him in the skull and cause a severe head injury.

Just in time for the Crossing at the Berezina

His second wife, who was back in France and had replaced his first wife who died in 1810, and new to her nuptials and taking care of his six children from his late first spouse—decided to make the thousand mile journey each way with an aged uncle driving a rickety wagon to retrieve her feisty husband and bring him home to Bar-le-Duc to make another one of his legendary quick recoveries. He was back in Russia in less than three months. Just in time for the Crossing at the Berezina.

No one could ever doubt the personal bravery of Oudinot as he fought with the upmost tenacity in any martial situation. He was a fine marshal, who had his moments of



Oudinot at Wagram being stitched up by the surgeon Capioment (Painting by Pils)

brilliance---both strategic and tactical. At Berezina, much of the French strategic success should be credited to the Duc de Reggio who found a way to get the French army across the swollen, icy-cold river and make Napoleon's escape from Russia possible. He also fought well at Leipzig, just one month away from the failure at Dennewitz, when his corps of 30,000 stopped the Allies from storming the city of Leipzig and cutting off the French retreat.

However, he clearly was not up to the challenges of independent army command. He failed as the overall commander at Gross Beeren; and then as the XII Corps Commander at Dennewitz, where his dallying and quibbles with Marshal Ney were much of the source for the failure of the overall battle plan for the French.

His most noteworthy leadership talent was in leading soldiers in a desperate situation; where his personal bravery, supplemented by his tenaciousness and fearlessness, could bring a brittle situation towards a French victory.

Despite his failures before Berlin in the late summer of 1813, Napoleon found a use for the Duc de Reggio at Leipzig. He was given command of a Young Guard Corps of two divisions, which fought well in defending the City of Leipzig, and subsequently acted as Napoleon's rear guard during his retreat back to Frankfort, even though a round of typhus was decimating the army. In fact, Oudinot himself became deathly ill and he was taken back to his estate in France, where his wife called a priest to perform the last rites.

1814: Ten Battles And Two Wounds in Two Months

However, Oudinot held on and recovered from his near-fatal fever. He returned to command his Corps in mid-January of 1814 in time for the defense of *le patrie*. In that intense but relatively short campaign, he fought 10 or so battles, was wounded twice, including at his final battle at Arcis-sur-Aube, where Oudinot was shot in the chest and saved from death when the musket ball hit his Legion of Honor medal.

Just two weeks later, Oudinot and McDonald convinced Napoleon to abdicate. Oudinot decided not to join Napoleon for the *Cent Jours*, but he wouldn't fight against Napoleon either.

Despite Oudinot's extensive history of injuries and illnesses, he lived a long and full life after Napoleon. He commanded a French corps in the 1823 invasion of Spain; was military governor of Madrid; and finally, was Inspector-General of the Paris National Guard before retiring to his estates in Bar-le-Duc. He had built a home there in 1805. He had 10 children there with his two wives. That home currently serves as the *hotel de ville* (city hall) in Bar-le-Duc and is located a block from Rue Oudinot. There is a statue reminding all of the oft-wounded marshal and he and his family's contribution to the community.

With the resurgence of Bonapartism in the 1840's, Oudinot was called out of retirement, and served as the Governor of Les Invalides. He died at the age of 80 in 1847 and is interned in the crypt at that sacred place (along with the heart of his beloved commander Lannes). At his death, of the marshals who had received their batons from the Emperor, he was only survived by the disgraced Marmont and by Soult.



Vernet's Painting of Napoleon Instructing Oudinot at Friedland

Trachenberg Plan, Ensnaring Napoleon, Had Roots At Small Silesian Town

Nowadays, it is not unusual for diplomatic groups to meet frequently—often annually—to get together and discuss subjects of mutual concern and to set the groundwork for working in concert over the foreseeable future. Headlines proclaiming “NATO Leaders To Plan For War At Toney Spanish Beach Resorts” or “Axis Of Evil Gather At Morder’s Mount Doom For Annual Mischief Planning” are not unusual, in fact, they are rather commonplace. This type of meeting was frequent enough during World War II at such places as Tehran and Yalta.

However, these diplomatic gatherings that are now commonplace were rare or non-existent until the crucial and critical Sixth Coalition meeting at Trachenberg July 9 through July 12, 1813. Trachenberg was a small Silesian town just north of Breslau in what was then Prussia. Today it is called Zmigrod and is part of the Wroclaw (Breslau) metropolitan area. Whether in German or Polish, its name means Dragon’s Castle, and there was a palace there where the conference was held. Called the Hatzfeld Palace, that



Ruins of Hatzfeld Palace Where Trachenberg Conference Was Held in 1813

palace survived until the very end of World War II, when it was destroyed in a battle between Soviet troops and the German garrison. Shortly afterwards, the German

Silesian population left the area and was replaced by Poles coming from Vilnius. The palace remains in ruins.

In mid-year 1813, the Sixth Coalition was a hodge-podge of anti-Napoleonic powers whose predecessor coalitions had failed to rein in the world-spirit on horseback that was Napoleon. The Austrians had not yet joined the Coalition when Napoleon conducted his Spring Campaign and defeated the Prussians and Russians at Lutzen and Bautzen. The Austrians, led by Count Radetzky, were preparing to enter the war and were in active preparation to do so. The Swedes were also ready to enter the war, but Swedish Crown Prince Charles John (Bernadotte) had become dissatisfied that the Prussians and Russians had not agreed to Sweden's terms for entering the war, and the Swedes were threatening to leave the Coalition before Sweden had fired its first shot.

Radetzky and Charles John decided all of the Coalition members should gather for a meeting to resolve the growing disagreements between the membership. The various Coalition members decided to accept the overall leadership of Austria (with the presence of Britain in the background). The main component of the Coalition force would be the Army of Bohemia, reinforced at the expense of the Prussian Army of Silesia. There had been a push by Tsar Alexander to name the Austrian Archduke Charles, brother of the Austrian emperor, and the only general to have defeated Napoleon in a field battle



Charles John, Crown Prince of Sweden

(Aspern-Essling), as the commander of the Army of Bohemia. Complicating this dynamic was the relationship Charles had with the Tsar's sister. However, the Austrian

emperor and his staff (Radetzky) pushed for Prince Schwarzenberg, who had commanded the Austrian contingent in the French invasion of Russia in 1812. Schwarzenberg's diplomatic tenor would prevail and he would guide the Coalition for the next year.

Charles John would be named commander of the Coalition Army of the North, and the Swedes got the rest of what they wanted so they stayed in the Coalition.

Radetzky at Leipzig 1813



The debate over who would actually lead the Coalition armies took up much of the conference time. Once that was resolved with the Austrians leading the Coalition overall, and their choice of Schwarzenberg as the leader of the Army of Bohemia, the discussion of strategies could then take place.

Ironically, it would be military heroes from the French Revolution who would determine how Napoleon could be beaten. The Tsar had brought back the former French Revolutionary Military hero General Jean Moreau from his exile in America. Moreau was in active communication with Swedish Crown Prince Charles John (Bernadotte), a former Napoleonic Marshal. Both Bernadotte and Moreau, along with the Swiss staff officer Baron Antoine-Henry Jomini, who had defected from the French side after Bautzen, had strongly counseled that direct battle with Napoleon should be avoided. Jomini had his own revolutionary background. All of them would lobby the Austrian chief of staff Radetzky that that should be the Coalition position moving forward.

Radetzky and the former French soldiers were further convinced of their position by the general lack of success by Napoleonic subordinates in both Russia in 1812 and in Spain

in 1812 and 1813 (France had just lost the Battle of Vittoria in Spain). Unless Napoleon was directly involved, the chances for French success were greatly reduced.

Thus, avoidance of Napoleon became the guiding principle of the Trachenberg conference. Now set in stone, for the first time in 20 years the Coalition had a strategy that had some meaning. Other than the specific failure of the Dresden battle plan, the Coalition would never seriously be in danger of losing to Napoleon again.

The gist of the Radetzky/Charles John plan was to avoid meeting Napoleon directly in battle. Rather the Coalition would chip away and defeat Napoleonic subordinates in detail before gathering enough strength to take on Napoleon. The one time, Napoleon was able to directly meet the Coalition in battle, he prevailed at Dresden, proving the worth of the Trachenberg Plan. The Trachenberg Plan led to major Coalition victories in August and September at Gross Beeren; Hagelberg; Kulm; Katzenbach; and Dennewitz. This led to the noose around Napoleon's army being tightened. Napoleon would be forced to fight at a significant numerical disadvantage at Leipzig in October.

The detailed discussions shaped by Radetzky and Charles John at Trachenberg in July laid the groundwork for the late-summer and fall victories. There would be relatively minor disputes among the Coalition leaders and their generals for the next several months.

The beauty of the Trachenberg Plan was that it worked out the problems in the Coalition dynamics before those problems could unravel a delicate set of relationships in the midst of the largest war in the history of the world till the 20th Century.



The Battle of Leipzig 1813

House of Bernadotte Turns New Page

Sweden Not Always A Neutral In War—Once Bully of the Baltic In Its Viking Past

Sweden has had a long history neutrality in world affairs and peace with her neighbors in Scandinavia and the rest of northern Europe. But it always wasn't that way. Perhaps due to its origins as a Viking nation; or it being surrounded by hostile neighbors; Sweden has had a long history of warfare and conflict with its neighboring states. In fact, truth be it known, one could say that Sweden, for several hundred years, could have been called the Bully of the Baltic.

What led the Swedes to be what they are today? The origins of this substantial change in national direction came about in a five-year period at the end of the Napoleonic period when Sweden decided to take on a French King...the family of the same person whose dynasty still rules Sweden today: the Bernadottes.



Sweden's past remains shrouded in fog...the stuff half of legend and half of dim memories arising out of Varangian legends. While Vikings coming out of Danish lands made western Europe and the Atlantic their focus of travel and conquest, Vikings coming out of what would be called later called Sweden, would spread eastward over the Baltic; into northern Germany; and upon the rivers of Russia (the word Russia come from the word *Rus* for "men who row," referring to the Vikings to had come all the way from Sweden, and eventually serving Byzantine Rome).

The Swedes consolidated into one state by the early 1500's under Gustav Vasa as a Protestant nation. According to the Official Swedish website, "...Swedish foreign policy had been aimed at gaining dominion over the Baltic Sea, leading to repeated wars with Denmark from the 1560s onward." Within a hundred years, the Swedes under Gustavus Adolphus, had become a military powerhouse and had intervened successfully in the 30 Years War. They were certainly the most important Protestant power in Germany.

By the 1700's, the Baltic was a Swedish lake and Denmark; Poland; and Russia were compelled to unite to defeat Sweden in the Great Northern War in 1700-1721. Swedish King Charles XII became the first invader to suffer defeat at the hands of Russia and its ally, General Winter.

The loss at Poltava began a long period of decline for Sweden over the next hundred years in which Sweden lost most of its non-Swedish territories to Russia; Denmark; and in 1812, Pomerania, to Napoleon's French Empire. The loss of Swedish Pomerania to the French Marshal Davout, the new Swedish Crown Prince Charles John's (Bernadotte) old French rival, was a significant spur to Sweden's change in foreign policy.

Bernadotte's Kindness Gives Him Swedish Crown

Bernadotte had suddenly and unexpectedly become crown prince of Sweden in 1810—primarily due to one Swedish nobleman, Baron Karl Otto Morner, and his independent campaign to make Bernadotte king, largely in response to Bernadotte's kindness to his uncle and his Swedish troops during French Siege of Lubeck in 1806.

Since Sweden's prospects looked none too good with an aged king in Charles John XIII, who had no offspring. Sweden had again been stuck in some losing wars, so Bernadotte with his impressive military and political resume appeared to be an answer to Sweden's run of bad fortune. Furthermore, Bernadotte's wife, Désirée Clary, had already given birth to Oscar, who would later become a Swedish King. Jean Bernadotte would take the name Charles John, convert to a Lutheran, and would quickly take his place as an important European leader.

While her husband was establishing his role as a leader of Sixth Coalition, Désirée preferred to stay in Paris, where she had long lived a life of intrigue and gossip, oft times with the likes of Talleyrand and Fouché. When she did become Queen of Sweden, her refusal to only speak French, and her unusual behaviors like taking solitary carriage rides through the streets of Stockholm at 4 am, would make her only tolerated by the Swedish people. However, her husband's behaviors made up for the Queen's actions.

Once made Sweden's Crown Prince, Charles John impressed his new nation with his fairness and independence. The French, in a heavy-handed move to enforce the Continental System, decided to occupy Swedish Pomerania. Once Marshal Davout, Bernadotte's old French rival, invaded Pomerania in 1812, Bernadotte actively lobbied both Russia and the United Kingdom and set-up the Sixth Coalition. It was primarily

through his perseverance, that the Coalition was maintained. Following the 1813 Armistice, the Allies followed Bernadotte's Trachenberg Plan and victories would come at Gross Beeren; Dennewitz and Leipzig.

For a time, after Leipzig, Russia and Charles John had campaigned to place Charles John on the throne of France, but Austria and the United Kingdom would not agree. Charles John returned to Sweden, and in one last war for Sweden in 1815, defeated Denmark and assumed to the throne in Norway. That was the last war for Sweden, and it remains neutral to this day. Charles John became King in 1818, he spent his reign making Sweden internally strong. Sweden was powerful, prosperous, and peaceful.



Charles John XIV & Desirée Meeting After Waterloo—No More Intrigues

A Meditation On Sources Of Manpower In 1813

From Valmy to Vauchamps is 22 years—1792 to 1814.

For 22 years, the French used the spirit of the citizen soldiers led by General Francois Kellerman at the Battle of Valmy, crying out "*Vive la Nation,*" and French citizen-soldiers singing "*La Marseillaise*" as they turned back the Prussian general, the Duke of Brunswick shortly before Paris, to save the Revolution and later, feed the fodder to Napoleon and his Empire of the French, as he conquered most of Europe.

The French had declared a *levée en masse* in 1793 and were able to use the hordes of well-fed—both ideologically and calorically—French to fill with soldiers their many armies in their many campaigns throughout Europe and even Egypt and Syria. In 1798, the French codified further their conscription laws with the Jourdan laws. With few changes, this kept Napoleon—both the republican and imperial personas—well-fed with fresh troops for all of his military adventures for 20 years.



French Troops Defending At Valmy (Vernet 1826)

By the time of the Battle of Vauchamps, the conscription fueling Napoleon's ambitious endeavors from the Tagus to the Moscova had mostly run its course. While legally still in effect, the Jourdan laws had become less efficient. For example, in the last

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.

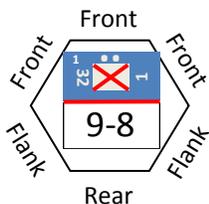
While the *Landwehr* would gradually lose their effectiveness the deeper into France they marched, there is no question that in August and September they had fought bravely and with purpose.

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.

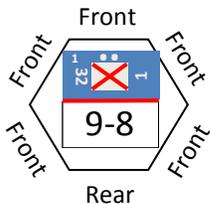
La Bataille Premier

Formation and Orientation

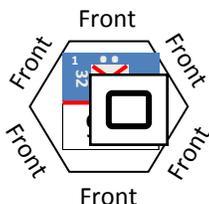
Column



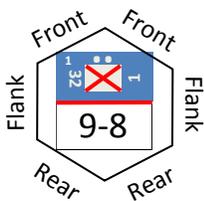
General Order



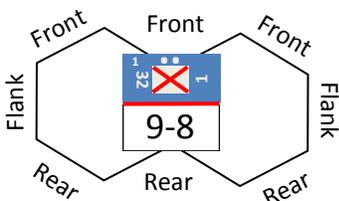
Square



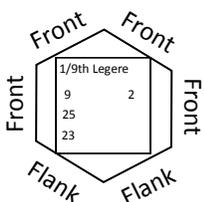
Line



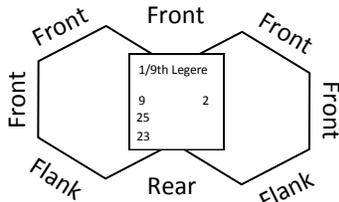
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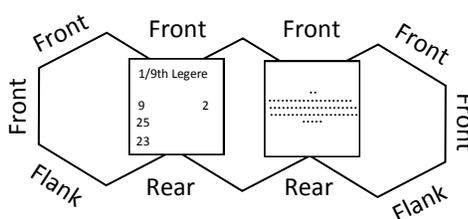
Skirmish



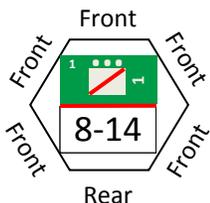
2 Hex Skirmish



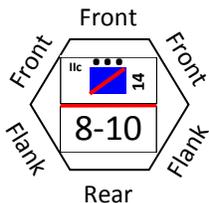
3 Hex Skirmish



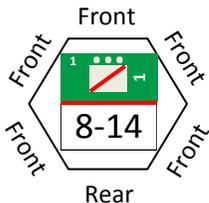
Lt Cav Column



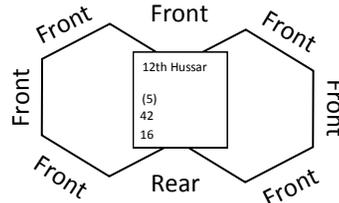
Hy Cav Column



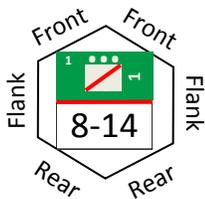
General Order



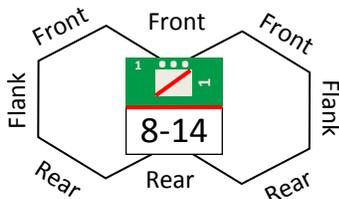
Cavalry Skirmish



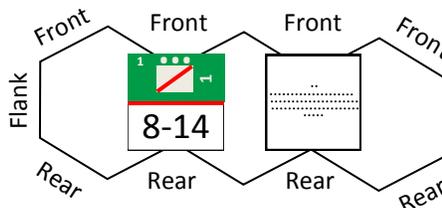
Line



2 Hex Line



3 Hex Line



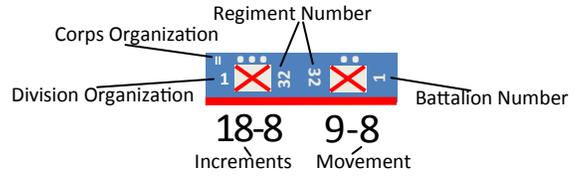
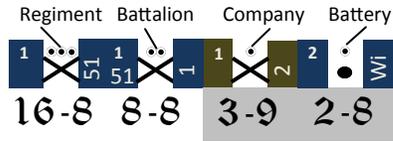
Infantry Formation Changes +1 to movement cost

Artillery Formation Changes +2 to movement cost

Cavalry Formation Changes +3 to movement cost

La Bataille Premier

Counter Value Summary



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	+4
24	

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 Tautentzien'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

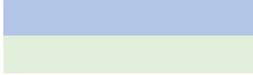
23 Aout 1813

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
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IV. Armee-Korps

GL Graf von Tauentzien

Stabchef - Major von Rothenburg

11:00

within 8 hexes of Blankenfelde

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

17. Batterie zu Fuss

27. Batterie zu Fuss

11. Batterie Reitende

20. Batterie zu Fuss

11:00

within 4 hexes of Blankenfelde

11:00

within 4 hexes of Blankenfelde

11:00

within 4 hexes of Blankenfelde

11:00

mit Dobschütz

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

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

Général de brigade Delort

11:00

Juhnsdorf

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
<p>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</p>	11:00	<p>15 hexes from Juhnsdorf (Division entiere)</p> 
<p>1ere Italian Batterie à Pied 13e Italian Batterie à Pied</p>	11:00	8 hexes from Juhnsdorf
<p>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</p>	11:20	<p>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)</p>
1. Württemberg Batterie zu Fuss	11:20	avec 38e
1. Württemberg Batterie zu Fuss Schwer	11:20	avec 38e
<p>24e Légère Cavalerie Brigade: Generalmajor Jett 1. Württemberg Chevaulegers Reg. 3. Württemberg Chevaulegers Reg. 1. Württemberg Batterie à Cheval</p>	12:00	<p>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)</p>
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

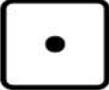
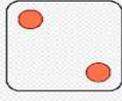
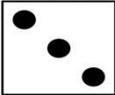
French Decisive	Hold all the hexes of Blankenfeld, Birkholz and Muhlon. Place one unit in Diedersdorf. Exit 15 battalions on any road to Berlin off the northern edge.
French Substantial	Capture and hold all the hexes of Blankenfeld and Muhlon. Place one unit in Diedersdorf
French Marginal	Capture and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

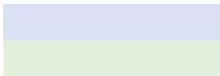
23 Aout 1813

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

Stabchef - Oberst von Boyen

3. Brigade - GM Prinz von Hessen-Homburg

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

13:00

11:40

14:00

Enter Road to Gross Beeren

Enter at Ruhlsdorf

Enter edge of map at Ruhlsdorf

(ganze Brigade)

4. Brigade - GM von Thümen

4. Infanterie Regiment

II/ Ost Preussisches Jäger Battalion

Elbe Infanterie Regiment

5. Reserve Infanterie Regiment

Pommersches Landwehr Kav. Regiment

6. Batterie zu Fuss

13:00

Enter Road to Gross Beeren

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 Uhlan Regiment

10. Batterie zu Fuss

Description	Debut / Arrivee	Remarques
6. Brigade - GM von Kraft 10. Kolberg Infanterie Regiment Attached Jäger Battalion (10.)	12:00	Enter Road to Gross Beeren
9. Reserve Infanterie Regiment 1. Neumärk Landwehr Infanterie Regiment 1. Pommer. Landwehr Kavallerie Regiment 16. Batterie zu Fuss	11:00	Gross Beeren
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 4. Schwer Batterie zu Fuss 5. Schwer Batterie zu Fuss 7. Russische Schwer Batterie 21. Russische Schwer Batterie	11:40 12:00 12:00 11:40 11:40	Enter at road to Gross Beeren Enter at road to Ruhlsdorf Enter at road to Ruhlsdorf Enter at road to Ruhlsdorf Enter at road to Ruhlsdorf
Schwedische Kavallerie-Brigade General Mörner 7. Mörnerska Svenska Hussars Hästartilleribatteri	15:00	Enters at Ruhlsdorf (hela brigade)
Russische Avante Gard 44 th Jaeger Regiment Izoum Hussars Regiment Converged Hussars Regiment	15:00 15:00 15:00	Enters at Ruhlsdorf Enters at Ruhlsdorf 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

11:40

Road to Neu Beeren south map edge
avec Reynier

Général de Brigade Gressot

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.

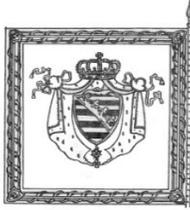
v. Rechten Infanterie Battalion

Spiegel Converged Grenadier Batt.

1,2/Prinz Frederich August Infanterie Reg.

1,2/v. Steindel Infanterie Reg.



Description	Debut / Arrivee	Remarques
1. Sächsisch Batterie zu Fuss 2. Sächsisch Batterie zu Fuss		avec 24e avec 24e
25e Sächsisch Division 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	12:00	Road to Neu Beeren south map edge (Division entiere)
		
3. Sächsisch Batterie zu Fuss 4. Sächsisch Batterie zu Fuss		avec 25e avec 25e
26e Legere Cavalrie Brigade General de Brigade Gablenz Sächsisch Hussaren Reg. Sächsisch Prinz Clemens Chevauleger Reg. 1ere Sächsisch Batterie a Cheval 2e Sächsisch Batterie a Cheval	11:00	Road to Neu Beeren south map edge, 10 hexes from the edge (Brigade entiere)
Sächsisch Reserve Sächsisch Schwer Batterie zu Fuss 5.		avec 25e
32e Division 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 13/8 Artillerie a Pied	11:20	Enters at southeast corner of the map (Division entiere) This division may not be used if already employed in the Blankenfelde game
		avec 32e avec 32e

n

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 Pachtod

????

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

????

Oudinot decides order
(Division entiere)

Général de Division Guilleminot

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)
1/5e Batterie à Cheval 5/5e Batterie à Cheval 2/1ere Batterie à Cheval 4/6e Batterie à Cheval	15:00	<div data-bbox="1052 768 1292 995" data-label="Image"> </div> avec Salei 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 combing 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.

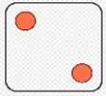
(Hold means being the last player to occupy all the hexes of a village before the end of the game.)



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

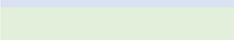
La Bataille de Hagelberg 1813

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 hexes Lubnitz
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

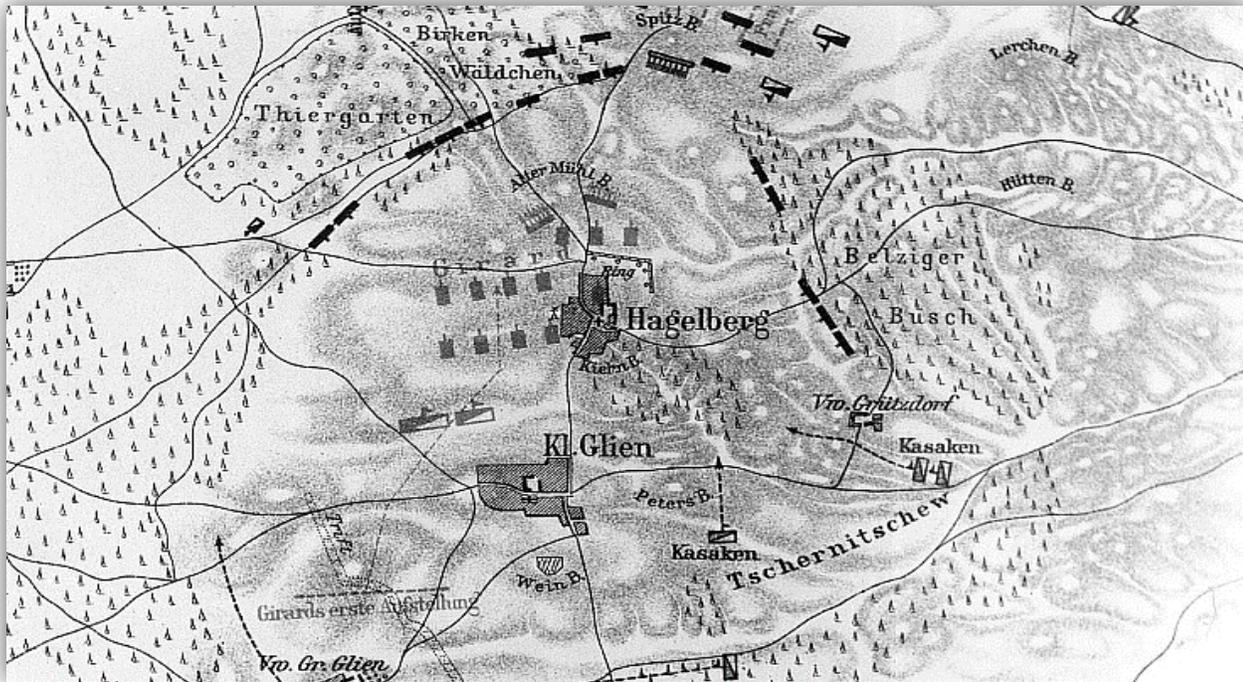
Coalition Substantial

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 closser 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 Tautenzien	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: Generalmajor Jett 1. Württemberg Chevaulegers 3. Württemberg Chevaulegers 1. Württemberg Batterie à Cheval	11::00	Six hexes south of Dennewitz (Brigade entiere)
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 Cavalrie 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.)

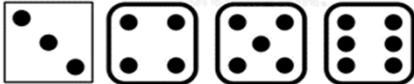
Troops may not cross into the Scenario Two map area during this scenario

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

3. Ost Preussisches Landwehr Regiment

1. Lieb Husaren (Totenkopf) Regiment

Minus two increments

Minus two increments

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



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
 Général de Brigade Lejeune

16:00

avec 14e

16:00

avec 14e

13e Division

Général de Division Pachtod
 4/1ere Légère Battalion
 3, 4/7e Ligne Regiment
 4/42e Ligne Regiment
 3, 4/67e Ligne Regiment
 2,3,4/101e Ligne Regiment

17:00

Road to Ochna
 (Division entiere)

4/4e Batterie à Pied
 20/4e Batterie à Pied

avec 13e

avec 13e

14e Division

Général de Division Guilleminot
 2, 6 / 18e Légère Regiment
 3, 4 / 52e Ligne Regiment
 1, 2, 3 / 137e Ligne Regiment
 1, 2, 3 / 156e Ligne Regiment

16:20

Road to Ochna
 (Division entiere)



2/4e Batterie à Pied
 1/8e Batterie à Pied

Description	Debut / Arrivee	Remarques
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 2. Bavaois Batterie zu Fuss		avec 29e avec 29e
Bavaois Reserve Batterie zu Fuss (1) (only one increment)		avec 29e
Cavalry Brigade –GdD Beaumont Westphalian Cheveauxlegers - Lancers Hessian Cheveauxlegers Bavaois Cheveauxlegers	17:20	avec 29e
III Cavalrie Corps		
Général de Division Arrighi duc de Padua	14:40	avec 4e GC Division
Général de Brigade Salei	14:40	avec Arrighi
6e Légère Cavalrie Division	15:40	Enters eastern edge opposite Gohlsdorf. (Division entiere)
Général de Division Fournier 29e Chasseur à Cheval 31e Chasseur à Cheval 1ere Hussar 2e Hussar 4e Hussar 12e Hussar		

Description	Debut / Arrivee	Remarques
4e Grosse Cavalerie 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 scenario

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
<p>5. Brigade -GM von Borstell</p> <p>1. Pommersches Infanterie Regiment 2. Reserve Infanterie Regiment 2. Kurmärk Landwehr Infanterie Regiment</p> <p>5. Pommersches Husaren Regiment</p> <p>10. Batterie zu Fuss</p>	12:40	Enter road to Wolmsdorf, west edge
<p>6. Brigade - GM von Kraft</p> <p>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</p> <p>16. Batterie zu Fuss</p>	13:00	Western edge from Wolmsdorf to Nieder-Gohrsdorf
<p>Reserve Kavallerie</p> <p>GM von Oppen</p> <p>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</p> <p>5. Batterie Reitende 6. Batterie Reitende</p>	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 Tauentzien	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. Schlesiische 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

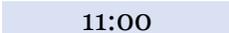
(Part of IV Korps)

GM von Wobeser



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



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

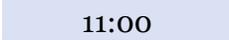


Twelve hexes from the Northern map edge (ganze Brigade)

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



- General Chernyshyov
- Grekhov Cossack Regiment
- Sisoiev Cossack Regiment
- Rebreiev Cossack Regiment
- Pantelev Cossack Regiment
- Vlasov Cossack Regiment



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: Generalmajor Jett 1. Württemberg Chevaulegers 3. Württemberg Chevaulegers 1. Württemberg Batterie à Cheval	11::00	Six hexes south of Dennewitz (Brigade entiere)
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 General de Brigade Gablenz Sächsisch Hussaren Sächsisch Prinz Clemens Ulhan 1ere Sächsisch Batterie a Cheval	12:40	East Map edge opposite Dennewitz, behind stream (Brigade entiere)

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 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	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) (only one increment)		avec 29e



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



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

Marshal Enterprises

La Bataille de Berlin 1813 - Campagne

By playing the the scenarios in sequence, the entire *campagne* can be completed. Depending on the level of victory for both sides, determine the appropriate points, then add up the scenario's points to determine the victor of the campaign.

Game Scenario Name	Results / Points						
	FD	FS	FM	D	CM	CS	CD
Blankenfelde	5	3	1	0	-1	-3	-5
Neu Beeren	5	3	1	0	-1	-3	-5
Hagelberg	NP	2	1	0	-1	-2	NP
Berlin	5	3	1	0	-1	-3	-5
Ney	5	3	1	0	-1	-3	-5
	20	14	5	0	-5	-14	-20
Overall	20 to 15	14 to 6	5 to 1	0	5 to 1	14 to 6	20 to 15

Blankenfelde / Neu Beeren
Blankenfelde / Neu Beeren

10 Points French win campaign and capture Berlin.
-10 Points Coalition wins campaign. Napoleon looks for other opportunities

Hagelberg (F. victory)
(Col. victory)

2 Points Girard joins Reynier's Army at Neu Beeren - Combine with Franquemont
-2 Points Hirschfeldt joins v. Bulow and starts at Rohrbeck

Girard or Hirschfeldt would return one increment for every three lost to use in the Dennewitz game



La Bataille de Hageberg Proves Prussian Landwehr Can More Than Match The French On The Battlefield

To save the revolution and defend the French homeland from foreign invasion, the French initiated the *Levée en masse* in 1793. This allowed a mass national conscription and put huge, enthusiastic armies into the field to defend the Frontiers of France.

The resultant sprawling armies took the French republic and subsequent empire, over the course of the next two decades, from Egypt to Moscow; and firmly ensconced French power throughout Europe. But what did the enemies of the revolution do to address the large armies put in the field by the French, and how would those moves affect the history of the period.



Von Hirschfeld, Hero Of Hageberg

What happened at the Battle of Hageberg was a demonstration of how the Prussians turned the tables on the French and then, in their own way, dominated the European scene militarily for the next 130 years. It had to do with the German Response To *Levée en Masse: The development of the Landwehr*.



The Austrians, under the leadership of Archduke Charles, and developed in the various Austrian realms by Archduke John, were able to raise national militias based upon the different Hapsburg territories in 1808 and 1809. The Archduke Charles was able to increase substantially the size of the Hapsburg armies, which were able to challenge Napoleon in the War of the Fifth Coalition till the Austrian debacle at Wagram.

The Prussians noted the partial Austrian success, and as part of a general social and military overhaul following the Jena-Auerstadt disasters of 1806, the Prussian military reforms by Generals Yorck and Scharnhorst included the development of a multi-tiered militia, called the *landwehr*, which dramatically and secretly increased the size of the Prussian army.

By the time, General Yorck switched sides in late 1812, the Prussian army had become the largest functional army in Central Europe. Frederick William III formally instituted the Landwehr by decree on March 17, 1813 but in reality, the Landwehr had started flowing to the Prussian field armies, and Prussian armies continued to grow and spread throughout Germany during the 1813 spring campaign and especially during the armistice between early June and late August.

When the armistice ended, Napoleon had wanted his northern army, under the command of Marshal Oudinot, to take Berlin. The Prussians were growing in size, in large part due to the major expansion of the Landwehr throughout Prussia. The French had hoped that the Magdeburg garrison, commanded by General Jean-Baptiste Gerard, could join Oudinot's army. Gerard's command was made up primarily of third battalions. On paper, it looked more impressive than it was, as the forces in the command were recent conscripts and he had only five squadrons of poor cavalry.

Landwehr From Kurmark

The Prussians, on the other hand, were comprised of *landwehr* from Kurmark in Brandenburg. These highly motivated soldiers from the heartland of Prussia near Berlin fought tenaciously. There was also the premier reserve formation, the 1st Reserve regiment, as part of the overall command of General Karl Friedrich von Hirschfeld. In addition, the Russian Cossack General Alexandr Chernyshev provided five cavalry regiments and several guns.

On August 27, von Hirschfeld ordered the Prussians and Russians to stop the Girard's French from uniting with Oudinot's larger force. At 1 am, he ordered the Prussian cavalry; Cossacks; and guns to bypass Lubnitz and attack Hagelberg.

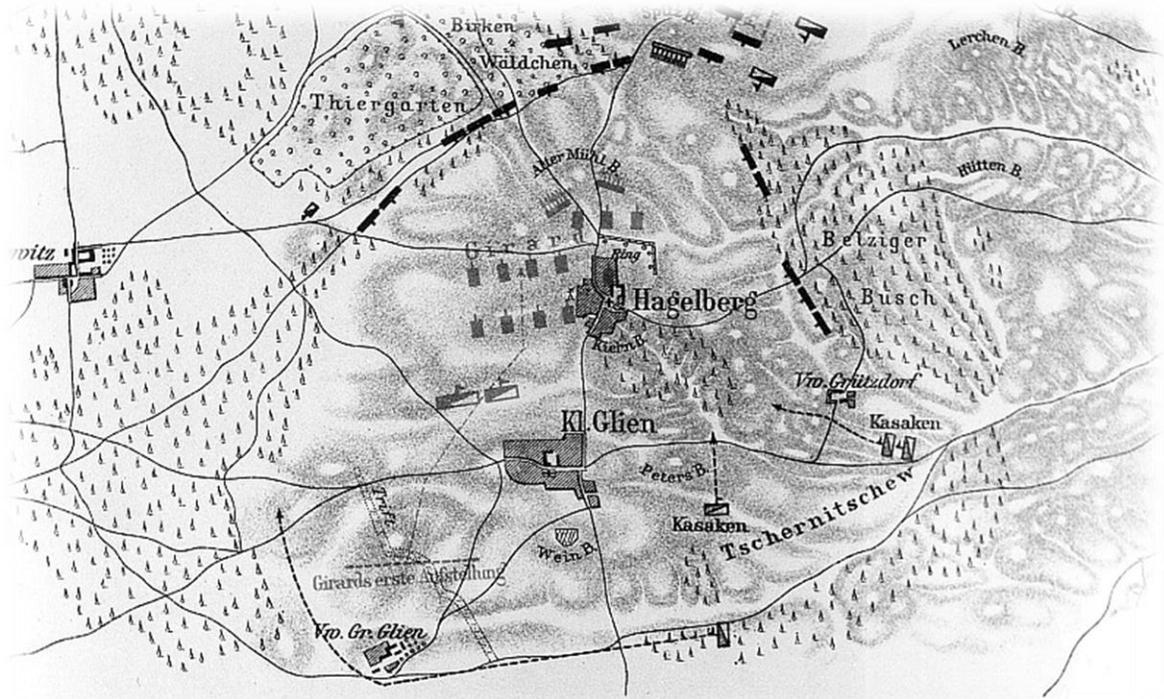
The small French cavalry force could not keep all the Prussian and Russian and horses away from the main French force that was now outside Hagelberg on a hill with a windmill. Prussian infantry had now come out of the woods north of Hagelberg and were able to capture the town. Cossack attacks further disrupted the overextended French lines. Individual French battalions were forced to surrender. The French were pushed back to Klein Glien and then forced to retreat the field, losing more than half their force.



General Jean-Baptiste Girard, French Commander at Hagelberg

While the overall quality of the Coalition forces was not strong, their persistence insured the French would be overwhelmed. Girard retreated his remaining forces into the Magdeburg fortress for the remainder of the war and the fall of Napoleon in 1814.

The key to the Coalition victory was steadfastness of the *landwehr*, who remained disciplined and focused on their task. The *landwehr's* performance at Hagelberg was a preview of how Prussia could use its military. Ironically, its democrat background was the source of its success. Both Coalition commanders were above average and would have respected careers after Hagelberg. Girard fought well at Ligny in 1815. Napoleon created Girard as a Duke, but he passed away from his battle wounds shortly after Ligny.



Quelle: Deutsche Fotothek

Battle of Hagelberg 1813

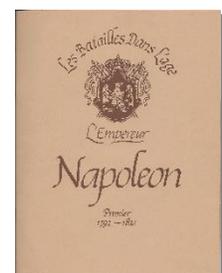
La Bataille Premier ME ©

Rules for Napoleonic Grand Tactical Warfare 1792-1815

“From the Marshal Enterprises Household to the Citizens of the Gaming World”



<https://www.labataille.me>



Premier Rules for La Bataille ME (July 2021)

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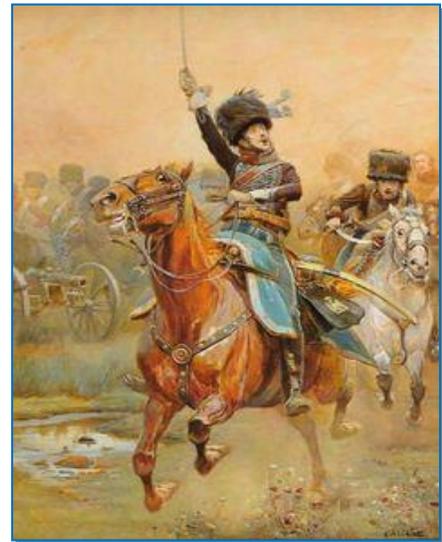
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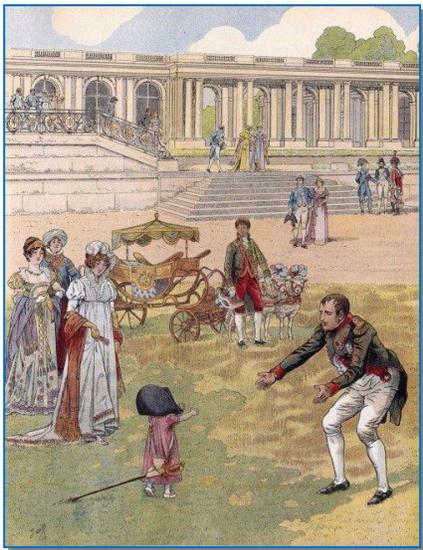
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Introduction (1)



This document has been provided for the use of all players who strive to enjoy the multiplayer effort of participating in the Age of Napoleon. Yet the rules are flexible enough to facilitate one-on-one play for smaller scenarios and battles—especially corps versus corps engagements.

The authors of this script believe this drama can best be played in the recreation of larger battles, like Austerlitz and Eylau, in which there are a number of commanders for each side. If you are playing with just one other player; or just trying to familiarize yourself with the system; or even playing solitaire, then try your hand with one of the smaller engagements like Neumärkt, Salle or Halle. As you gain more confidence with the system, then you may want to escalate to the larger multi-player games where you will be able to experience the intrigue and symphonic dynamics inherent to

La Bataille.

This is your script to become a character in a play and the theater is a battlefield in Europe during the early 19th Century. The emotions of tragedy and comedy; glory and humiliation; envy and self-sacrifice; and jealousy and compassion; are an important part of the politics and wars of the period. The authors passionately believe the interaction of human players is the only way to create this drama.

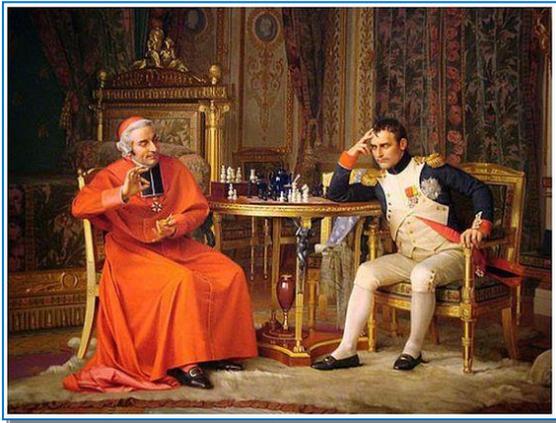
The *Bataille* system has existed and thrived for a period of years that has now exceeded the years that France enjoyed both the First Republic and First Empire. This is not an accident. Nor is it an accident that there are many souls who have differing opinions regarding the tactics of the period and the results caused by each. The system continues to flourish because it works. *La Bataille* is easy to play, and the players can come to a conclusion in a battle in a very reasonable period of time. If you find yourself struggling for hours to complete a turn, you are playing some major aspect of the game incorrectly—like a technician or bureaucrat. We suggest the player review the information again to discover where the error may lie. Perfection is not in

Premier Rules for La Bataille ME (July 2021)

achieving a mirror image of what someone perceives as an accurate replay of technical events. Perfection is achieving resolution on the battlefield.

The summary provided herein is not a legal document; a textbook; or an instruction manual for the assembly of a technologically advanced piece of equipment. It is merely a script to the director or dramatist of history who wishes to become a Corps or Army Commander for a day—competing for *la gloire* and recognition by his sovereign.

The Chronology of Battle (Le Chronologie de Bataille) (2)



The passage of time and the order of play make up the chronology of battle. Though the play is not simultaneous, this chronology will still capture the color and intensity of the era of Napoleon, and the ebb and flow of the events on the battlefield.

Although the following sequence may seem rigid, it is important to note that in every part of the chronology of battle there will be noteworthy events, which may result in dynamic changes to the action portrayed. Thus in a manner, the defensive fire of a unit may dramatically affect the momentum of a charge by cavalry and force a

major shift in tactics or strategy. Understanding the chronology of battle involves knowing when to make plans and when to change them.

The French and their allies, who have decided to join the revolution from the tyranny of the royal oppressors, will always move first, as was their custom. This relates to the French normally having the initiative on the battlefield. Occasionally, a special rule for a specific battle late in the era may provide for the Enemies of Enlightenment to have the initiative and consequently move first for that specific battle. All in all, do not let these minor facts trouble you, for after all, *c'est la guerre*.

COMMAND SEQUENCE

There is a mutual sequence to commence the turn where both sides check their individual movement duration allocation and identify reinforcements. Morale Levels are checked at the hour. When all of these actions have concluded, then move to the Imperial Sequence then the Coalition Sequence.

SEQUENCE FOR THE FRENCH AND FRENCH ALLIES

Charge a' Cheval

Movement

Defensive Fire by the Opponents of the Rights of Man

Premier Rules for La Bataille ME (July 2021)

French Offensive Fire

Melee Assault – a force of the people’s will

Morale Recovery

SEQUENCE FOR THE ENEMIES OF THE REVOLUTION

Charge a’ Cheval

Movement

Defensive Fire by the Liberators of the Oppressed

Allied Offensive Fire

Melee Assault

Morale Recovery

For every battle, this sequence is followed for every turn. After each side completes their portion in order and the time record is advanced. This is a summary of the chronology of battle and it will continue until the fates have determined the end of the conflagration and a victor is proclaimed.

The non-phasing player has options such as *opportunity* and *reaction charges* as well as *opportunity fire*.

Game Scale (3)

Each complete turn represents approximately 20 minutes of real time.

Each hex is approximately 100 meters across.

Each Infantry Increment is equal to 100 men

Each Cavalry Increment is equal to 50 men and their associated mounts.

Each Artillery Increment is equal to 4 cannon.

Markers of Play (4)

There are numerous counters associated with the game and used for many purposes during play. For the most part, there are three types, Combat Units, Leaders and Informational Markers.

The Combat units represent individual Regiments, Battalions, Companies, Squadrons and Batteries.

The Leaders are individual personalities; their associated Aides des Camp; and selected staff which leads the troops on the field.

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Informational Markers (5)

Informational Markers are just that, markers that identify specific facts about a unit or units in a hex. Those markers include, but are not limited to, information about the unit's state of morale; combat effectiveness; formation status; cavalry readiness; and whether a cavalry unit might be selected for a charge.

Increments Loss counters are the white counters with a number on each side. When a combat unit takes a loss, place an increment counter under the formation to reflect the loss suffered. If a 14 step regiment suffers two losses due to fire combat, place a "2" counter under the regiment to represent the new value as "12."

Other informational markers indicate specific formations such as infantry *Carre*, *Masse* or *Road March* order; and there are specific counters that denote morale status when a combat formation is disordered (*DD*) or routed (*PGD*). Further, cavalry that charges and melees will have a counter added to reflect the combat formations' state of readiness.

Combat Units (6)

Combat Units are counters, which represent Infantry, Cavalry and Artillery.

Combat Units are printed on both sides of the counter. The front side contains visual information regarding how the unit was uninformed, the higher organization to which the unit belonged, the unit type, and its size. It further contains specifics about how many men are in the unit and the movement points at its disposal for a turn. This face of the combat unit counter is the unit's general side.

The reverse of the counter is the unit's specific side. The information contained therein is again the organizational information related to the unit and the command to which it belongs. The specific combat values for the unit related to fire, melee and morale are shown here as well. In some cases, there is additional information on the specific side of the counter regarding range of fire or special abilities of the individual combat formation.

The general side of the counter provides the player with information of a bureaucratic view of the unit. The specific side provides a more detailed historical view of the combat ability of the unit. As a basic concept of the game opponents do not view the specific side of the combat units of the other side.

Infantry

Infantry units may be on the map either as a regiment; a series of battalions or in some cases, companies. If the regiment is on the map the associated battalions are held off the map on the organizational display. When and if a battalion deploys as companies, the battalion counter is placed upon the organizational display and is then replaced on the map with the companies that represent it.

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During the set-up of the game, review the order of battle carefully. In some cases regiments were not present on the field because of decisions made within that specific army. Occasionally a regiment did not have all of its battalions present, or the battalions were brigaded together in an organization, which was not based on the parent regiment.

A player may deploy his formations in any manner he wishes as long as it is consistent with the terrain restrictions, and losses to the unit, (a regiment which has suffered 50% losses or the value of a single battalion must break into battalions)

Cavalry

There are two types of cavalry: light and heavy. Heavy Cavalry has a movement rate of 12 or less. Light cavalry has a movement rate of 13 or more. There are no exceptions to this rule.

Cavalry never breaks down into a smaller formation. There are some individual combat formations, which are squadrons, but they do not assemble into regiments, and a regiment does not breakdown into its squadron equivalent.

If a light cavalry unit has a fire value in parentheses that specific regiment may skirmish. More information regarding the *tirailleur a' cheval* is located in that section of the rules. Some light cavalry has a second number and a plus sign next to their melee value of the specific side of the counter. This is a lance bonus. Additional Lancer rules are found under the specific cavalry rules.

Artillery

There are two types of artillery; foot and horse that are identified in the OB. When the general side of the counter is up, the battery is limbered. When the specific side of the counter is up, the battery is unlimbered. The specialized artillery rules follow under their own section.

Leaders and Aides des Camp (7)



These counters represent the injection of an important personality into the battle, at a specific point. The numbers found on the specific side of the counter are the modifiers to the die rolls made when using the leader to effect fire of artillery, melee of an enemy formation or improve the morale of friendly troops. Leaders may suffer casualties as a result of their use. Also, be aware some leaders have negative values. In these cases, the leader actually injures the effort, but it is only historical.

The leader artillery bonus never improves infantry fire unless the firing formation is conducting fire combat in conjunction with artillery. The leader, however, must be stacked with the artillery piece.

Leader casualties- A leader may be affected by the outcome of a combat result. During offensive or defensive fire, or during melee, there is a possibility of a leader casualty. During the fire

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phase; a natural die roll of “65” or “66” on the fire table will cause a leader casualty in the target hex if there is a leader present.

During the assault phase, if the attacker rolls a natural “11” or “12” in an attack lead by a leader, there is a casualty with the attacker. If the attacker rolls a natural “64”, “65” or “66” and there is a leader present with the defender, then the defender's hex suffers a casualty. In every case, a natural number implies an unmodified dice roll back to the original player.

Whenever there is a leader casualty, roll one die and consult the following chart for the casualty description:

1. Head wound. (Dead)
2. Chest wound (Dead)
3. Leg wound. (Roll two dice for the number of hours out of the battle. A “3” on each die would mean out for six hours.)
4. Arm wound. (Roll one die for the number of hours out)
5. Capture (the counter is removed from play). If casualty is from fire, roll again.
6. Flesh wound (no time out of battle)

If the leader is killed or wounded the units in the hex containing the leader checks morale at once, subtracting the leader’s bonus from the dice roll. Should a formation containing a leader be eliminated, the leader will move to the closest hex to the defeated group that is not in an enemy *zone of influence* unless:

1. The group is completely surrounded by enemy unit counters.
2. The formation surrendered.

In both of these cases, the leader is captured and removed from play.

Leaders may always retreat before melee if there is a path open to them. They may not retreat before a charge.

An unescorted leader is captured as soon as an enemy cavalry formation enters the hex, during either the movement or charge phase that the enemy leader occupies.

In the event there is more than one leader in a stack that suffers a leader casualty, randomly pick one of the leaders to take the result, if a leader is used in the combat to affect the roll, he will take the casualty 50 percent of the time, all others are randomized equally.

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Errors in Judgment (8)

It is a difficult task to reflect the errors in judgment, which surface during a major battle. This is part of the theater that goes on, and has been reported through the ages by historians of every society. Most of the blunders, or more politely, the errors in judgment, that fill the annals of war, happen because of too little or, too much time, being spent on a critical decision.

The fact is, if that decision is to form square or stand while cavalry is charging the last 300 yards to reach your formation, you have less than 30 seconds to pass the order. So that the players feel this drama, the movement phase for each side is a timed period. All movement for all units for a side will be completed during the time period assigned.

Machinations of Fate (9)

Like life itself, a certain amount of luck is built into the *Bataille* system. There are two major charts: *Fire* and *Melee*, as well as numerous other charts related to the play of the game. These charts are referenced following the cast of two different six-sided die. One of the die is always the “tens” digit, and the second die is always the “ones” digit. The two dice will yield a result between 11 and 66.

The system uses a base six numerical concept to reflect these events, and the two die provide for 36 numerically equal results. Therefore, when a player adds “4” to the die roll, as directed by the rules, he cast the dice and reads a “4” and a “3” as “43” plus the “4” to yield a “51” result for comparison to the chart or table.

Occasionally there are minuses to the die roll and you subtract them in the same manner as outlined above.

Increments (10)

Increments are the basic men, and their equipment including horses, in the cavalry and artillery. The area represented by the hexagon on the map has finite boundaries, and therefore there are limits to the quantity of men; horses and material, allowed in the hex. The stacking chart provides guidance as to the maximum stacking for infantry, cavalry and artillery in all available formations for each terrain type. If the limit provided on the stacking chart is exceeded, for any reason, all individual combat formations in the over-stacked hex must immediately make a morale check. Failing the morale check will cause the specific unit to disorder and retreat three hexes away from the enemy. If following the morale check, there still are more increments in the hex than permitted, the last units into the hex are displaced back to the hex they entered from until the stacking limit is no longer exceeded.

If cavalry units move through hexes which contain infantry in *line* or *column*, all combat formations must make a morale check, subtracting “6” from the die roll. If the infantry is in skirmish order or *Carre*, no check is required. If infantry in line or column enters a hex containing cavalry, the same check is required, minus “6.” If the cavalry is in skirmish order

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(tirailleur a' Cheval), there is no morale check. Horse artillery may be ignored for movement conflicts with cavalry, but may not end a movement phase stacked together with cavalry.

Formations in a single hex that have more than nine increments will have a penalty applied to them when they are fired upon. For every increment over nine, add "1" to the die roll result for a fire attack, when the dense formation is the target. Therefore, if a hex holds a regimental column of 24 increments when the unit is the target of a fire attack, add 15 to the dice when consulting the fire chart.

Incremental Losses (11)

Lost increments, due to fire or melee, do not specifically mean dead and or wounded. It means loss of effectiveness. Formations that are not as dense in manpower; or have a poorer grade of troops; or have fewer or lesser quality officers--both commissioned and non-commissioned--leading those troops, will lose more men than others.

Losses due to fire and or melee are always taken against the top unit in the hex. Multiple losses due to artillery fire will be taken equally against all units in the hex. For example, if there are four battalions in a hex and a fire loss of "3" due to artillery is suffered, then the top three battalions each take one a one increment loss.

If unlimbered artillery is in a hex with infantry and multiple losses are suffered the first loss is taken by the infantry and the next is suffered by the artillery. If more than 2 losses are taken the odd increments are suffered by the infantry and the even by the artillery.

Proportion of Increments Loses (12)

When a formation suffers a loss, all specific combat values are affected in one way or another. The specific values which are impacted first are the melee values. The melee value of the unit is proportioned downward in a direct relationship to the quantity of the loss. That is, if a five increment battalion with a melee value of 15 suffers an increment loss, the melee value goes down by 20%, from 15 to 12. The printed fire value of battalions is not modified until there is only one increment remaining and then the printed fire value is halved. When an infantry unit has sustained more than 50% losses, subtract 6 from all subsequent morale rolls

Artillery batteries suffer proportionate loss of fire and melee values with every loss suffered.

Cavalry suffers proportionate loss of melee value with every increment lost. Cavalry fire remains the same until 75% losses and then the fire value is halved. The Lance bonus listed on select cavalry units is also proportionally modified due to incremental losses.

It is the players' option to retain fractions which determining fire or melee odds. Come to an agreement prior to the start of hostilities with your opponent and play appropriately.

Orientation (13)

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Orientation is the direction a combat unit is facing. Only combat units have an orientation; leaders, aides and informational counters do not. If there is a question, always look at the top combat unit, nothing else matters.

Infantry: When an infantry unit is in either column or general order, the top of the counter faces a hex side. When in column, the unit has three front hex sides, two flank hex sides and one rear hex side. When an infantry unit is in general order, the formation has five front hex sides and one rear hex side.

When an infantry unit is in line formation in one hex, the top of the counter faces a hex vertex. When the combat unit is four increments or less, the unit occupies a single hex. When in a single hex the combat formation in line has two front sides, two flank and two rear hex sides.

When the line formation has five or more increments, is in line and extends into two hexes, use extended line markers to designate the hexes the formation's increments are in. When an infantry unit of more than five increments is in line in two hexes, the formation has four front, two flank and four rear hex sides.

When a single infantry battalion of five or more increments is in one hex, only four increments may fire.

Infantry line formations of seven or more increments in a hex have a fire defense of 6.

When an infantry unit has a fire range on the specific side of its counter, it may enter skirmish order. When in skirmish order, and having three increments or less, the unit occupies a single hex; faces a hex vertex; and is inverted to signify the unit is in skirmish order. When an infantry unit has four or more increments; has a fire range; and is placed on a hex side between two hexes with its specific side up, it is in skirmish order in two hexes. When in a single hex, the skirmisher has four front hex sides and two flank hex sides. Units deployed in two hexes in *tirailleur/skirmisher* order have six front hex sides; two flank sides; and two rear hex sides.

When an infantry combat unit is in *Carre*, it is signified by placing a square informational counter on top of the unit. Further, the *Carre* has six front hex sides.

Cavalry: When light cavalry is either in column or *general order*, the unit has five front hex sides and one rear hex side, a column of cavalry faces the top edge of the counter along a hex side.

When heavy cavalry is in column, the unit has three front, two flank and one rear hex sides. When heavy cavalry is in *general order*, the unit has five front hex sides and one rear hex side.

Cavalry regiments in line always face a hex vertex, they have two front, two flank and two rear hex sides. Multi-hex cavalry lines always have two flank hex sides, and an equal number of front and rear hex sides.

Artillery: When Artillery is limbered or unlimbered it faces a hex side.

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The formation has three front hexes, two flank and one rear hex sides. To signify the battery as limbered, the general side of the counter is face up. To illustrate that the battery is unlimbered, flip the counter over, and place it so the specific side of the counter is face up, and the top of the counter is placed along a hex side.

When, and or if, a combat formation is attacked through one of its flank hex sides; the defending unit subtracts “12” from its pre-melee morale check; and it has special fire defense, as per the fire effects chart. For the attacking unit, the pre-melee morale check roll is modified by plus “12”, and the melee value of the attacking unit is doubled.

When a combat unit is attacked through one of its rear hex sides, the pre-melee morale check for the defender is minus “6” from the dice roll. For the attacking unit, the pre-melee morale check has a modifier of plus “6”, and the melee combat value of the attacker is 150% of normal.

Zone d’Influence (14)



All combat units have a *zone of influence*. The zone is the area adjacent to their *front* hex sides. The zone is the area in front of the unit—the one hex-- that affects enemy movement; defensive fire; opportunity and *reaction charges*. The *Zone of Influence* presents the unit’s best defense orientation. When a combat unit enters a hex adjacent to a front hex side of an enemy combat formation, it is said to have entered the opposing unit’s *zone of influence*.

There is one exception to this rule, infantry in *Carre* does not exert a *zone of influence*, yet units moving adjacent to the *Carre* are subject to defensive fire as they exit the hex or make organizational, orientation or formation changes.

All units in an enemy *zone of influence* may receive defensive fire from his opponent during the defensive fire segment of the turn. Foot artillery and infantry must stop movement when they enter an enemy *zone of influence*. Artillery may expend movement points to unlimber if that is their choice at this time--assuming they have enough movement potential remaining to do so.

Foot artillery and infantry units may only exit an enemy *zone of influence* at the beginning of their movement phase, and to do so will provoke a defensive fire attack on them. Horse artillery and cavalry must stop movement when they enter a zone established by enemy cavalry. If the zone belongs to infantry and or artillery, the moving cavalry / Horse Art. may keep moving. When exiting an enemy *zone of influence* hex, the non-phasing player may make a defensive fire attack on the exiting combat unit. These defensive fire attacks are called *opportunity fires*.

Any time a combat unit expends movement points in a hex which has an enemy *zone of influence* the non-phasing player may make an *opportunity fire* attack upon the phasing combat unit. This includes facing and formation changes if there are movement points used.

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If a unit voluntarily leaves a *zone of influence*, the non-phasing player may have opportunity fire at the unit that exits. If the exiting unit decides to change formation (line to column) in the zone of influence and then leave, the non-phasing player may have two opportunity fire attacks.

Opportunity fire attacks are just like defensive fire attacks that happen in the defensive fire phase of the chronology of battle, including fire value calculation, column shifts, etc.

Whenever a combat formation exits an enemy *zone of influence* involuntarily as a result of a melee attack, the retreating formation will lose one increment for every hex it exits which has a *zone of influence* upon it. If it retreats through three *Zd'I* hexes, it surrenders. If the hex is occupied by a friendly combat formation, no loss is suffered.

Always consult the Assault á Melee - Matrice, cross-indexing the type of unit, condition and result.

Examples of Combat:

So if during an assault a combatant suffers a “*AD* or *DD*” result, the combat unit is disordered and must retreat three movement points or a minimum of one hex whichever is greater, the combat formation loses an increment for the first hex from which the unit retreats, and one increment for any other hex it retreats from that has an enemy *zone (s) of influence (Zd'I)* in which is not occupied by a friendly combat formation. It is possible to have multiple zones d’ influence on one hex but the result is a single increment loss per hex retreated through. If the disordered infantry moves through three *Zd'I* hexes, it surrenders. If it retreats disordered through a cavalry *Zd'I*, it routs.

Additionally, if during an assault a combatant suffers a “*AR* or *DR*” result, the combat unit is routed (Plus Grande Disorder) and must retreat it’s ten hexes, the combat formation loses an increment for the first hex from which the unit retreats, and one increment for any other hex it retreats from that has an enemy *zone of influence* in which is not occupied by a friendly combat formation. . See combat matrix for any special cases like *DR* to routed units.

When infantry or guns make an involuntary retreat through a hex, which has an enemy cavalry *zone of influence*, as a result of melee, the infantry or limbered artillery will become routed if they are not already. The rout move will not provoke an *opportunity charge* by the cavalry.

During movement, units that withdraw from a *Zd'I* may be subject to a opportunity fire. This movement would only result in one *combat a le feu*. There would not be multiple *combats* for re-facing as the unit moves away.

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Tactical Organizations (15)



During the age of Napoleon, a combat formation would assume different tactical organizations for different conflict situations. Rarely did men fight as a mob; rather, they fought with some preconceived notion of what they should do when a new situation arose. The essence of the battle tactics of the age can be summed by the following formations; each with its particular use.

Line: A combat formation that emphasized firepower.

Units deployed in a series of ranks, usually three but sometimes two.

Column: An organized mass of men which relied on weight and momentum. Used as a formation of maneuver or assault in critical situations.

Carre: A formation developed for infantry against cavalry onslaughts. The most temporary of all formations in that it was practically immobile and extremely susceptible to combined arms attacks.

General order: Basically, every man for himself. A formation employed when terrain made it difficult to direct or maneuver soldiers as a mass.

Skirmish: Infantry or cavalry deployed to make maximum use of terrain, or, as more often was the case, deployed in small groups which would not provide the easy target provided by the other combat formations. Used for screening friendly troops and harassing the enemy.

Road March: Used only on viable transportation routes when combat readiness was sacrificed for speed.

Tactical Organization Special Rules (16)

A hex may never have two types of formations, such as line, and column, deployed in it simultaneously except during movement of certain combinations of troops. Cavalry may not charge, or move into or through, other non-cavalry formations with the exception of infantry in *Carre*, tirailleurs, artillery in *Carre* or limbered artillery. Cavalry may not end a movement segment with friendly infantry in the same hex, regardless of the rules noted above. Infantry in *Carre* when moving one hex may not enter a hex containing enemy cavalry.

Infantry formation changes cost 1 movement point each, artillery formation changes cost 2 movement points each and cavalry formation changes cost 3 movement points each. Combat units do not pay for a formation change to enter or exit general order.

Infantry in Column - Infantry facing a hex side is assumed to be in column unless the terrain requires the adoption of *general order*. In clear terrain, the columnar stacking limit is one regiment, or 18 increments. *Vorsicht! Columns with more than nine increments are subject to very heavy fire losses!*

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General Order - The stacking limit for units in *general order* is given in the *Terrain Effects Chart* for each type of unit. Whether it is in column or *general order*, only the top unit in a hex may initiate fire combat. In column or *general order*, all increments are used for the attacker's pre-melee morale check. In column or *general order*, all units in a hex are counted for melee.

Infantry In Line - Infantry in line face a hex vertex and may deploy in two hexes as long as at least five increments remain in the counter. When entering into a line formation, an infantry unit pays one movement point in addition to any terrain cost. Units may enter line formation in one hex even if there is only one increment remaining in the unit. As many as 18 increments may be deployed in line formation in a single hex. Line formation may only be employed in clear terrain (remember to treat slopes as clear terrain). When infantry is in a formation other than line, and wishes to deploy into line in two hexes, another movement point is expended for a total of two.

Whenever infantry deployed in line in two hexes suffers casualties reducing the unit to four or fewer increments, it must reduce or shrink into a single-hex line formation as soon as the loss occurs. This change of deployment does not trigger *opportunity fire* and is an exception to the *opportunity fire* rule.

Movement in Line - Units deployed in line reduce two from their movement value at the beginning of the movement segment of the chronology of battle. This penalty applies throughout the movement segment regardless of the units' option to change their formation.

This movement reduction applies to cavalry as well as infantry formations.

The special rules for a particular battle may modify the exact movement in line formations. *Fire from Line* - Up to a maximum of four increments may fire from any hex where there are Infantry units deployed in line formation (even though there may be more than four increments in the unit). Additionally, a single battery may fire in consort with the 4 increments of the line, when the battery is present. See *Assault a la Feu*.

Fire Defense in Line - When there are seven or more increments deployed in a hex in line formation, the hex will have the fire defense of a column (see Fire Defense chart). A unit will have the fire defense of a line when there are six increments or less deployed in the hex in line formation. Artillery deployed with infantry in line formation orients itself for its *zone of influence* in the same manner as the infantry: it must therefore, have the same front, flank and rear as the infantry. If artillery is unlimbered with infantry in line then up to four increments of the infantry may fire in conjunction with the guns.

Assault from Line - A formation in line, conducting an assault, may only use up to a maximum of four increments for the pre-melee morale check even if there are more than four increments in the hex. In defense, however, the formation in line uses all increments in the hex for a pre-mêlée morale check. In conducting the actual assault, however, all melee values are used for both attack and defense.

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Multi-hex line assaults – Whenever a multi-hex unit moves to assault with one hex of the line, the other half of the unit is not stopped by enemy *Zd'I* as long as it is used as part of the assault. The unit moving through the *Zd'I* would suffer *opportunity fire* for each movement point expended.

Refused Flanks – for a unit in line formation, a flank hex is considered refused as long as it has a friendly zone of influence into the flank hex. This could be any unit including cavalry. Refused flanks are treated as front hexsides. Friendly cavalry would be able to *opportunity charge* enemy units that attempt to enter that zone.

Forming Carre - A *Carre* may only be formed in clear terrain and requires a minimum of three increments in the hex. The maximum stacking for a *Carre* is 18 increments or a regiment. A *Carre* does not exert a *zone of influence (Zd'I)* except in the hex where it actually rests. Units form *Carre* in their movement phase (square) by paying one movement point and placing a *Carre* informational counter on top of it. A *Carre* may also be formed in the enemies charge phase. A *Carre* has six front hex sides and orientation with every hex adjacent to it. Units may adopt *Carre* during their regular movement segment of the chronology of battle or during the enemies charge a' Cheval segment of the chronology of battle.

Units in *Carre* minus 6 to the unit's morale value

Firing from Carre - A *Carre* may fire into three non-contiguous adjacent hexes. The fire value of a *Carre* is one-third the increments of the square times the fire multiple (see Fire Effects chart). This fire value is constant regardless of the number of fire attacks it makes.

When an enemy cavalry formation is in the same hex as a *Carre*, the *Carre* has the fire value of the total number of infantry increments times the fire multiple.

When an enemy cavalry formation is in the same hex as a *Carre* and the *Carre* contains unlimbered artillery, the battery fire value is doubled and a column shift of the fire chart, for canister, is used.

Assault a Carre -

Infantry units which wish to assault a *Carre* move adjacent to the *Carre*. Infantry formations, which melee a *Carre*, do so with melee strength 50% greater than its printed value (or half-again as much). The assaulting infantry does not move on top of the *Carre* like cavalry

Infantry in *Carre* may not assault other formations.

Any time a *Carre* receives a *DD* result in melee, consult the Assault á Melee - Matrix

Example: The unit disorders like any infantry but does not remain in *Carre* but reverts to a column formation retreating three hexes.

Cavalry units wishing to *assault a Carre* must actually rest in the same hex as the *Carre* and have suffered defensive fire. Cavalry, which melees a *Carre*, does so at one-third normal melee

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strength. The cavalry and Carre occupy the same hex. If the combat result is An AR or AD the cavalry must retreat to an adjacent hex and will no longer occupy the same hex as the Carre

Carre Movement - A *Carre* has a movement value of one at the beginning of its movement phase, unless, the first action they perform is a change of formation, in which case they will have the remainder of their movement value to expend. A unit in *Carre* can always move one hex if it is moving from one clear terrain and or slope hex to another. A *Carre* would have to change formation to move into a *general order* hex.

One battery of guns may fire from a *Carre*, but the value of the battery's fire is one third when firing into any single hexside.

General Order - All combat formations in dwelling hexes, woods, and forests, are said to be in *general order* unless they are disordered or routed. All combat formations entering the specific hexes, as outlined in the special rules for *general order*, adopt said order when they enter that type of hex. For the most part, these are hexes with buildings; dwelling hexes; woods; and forests.

Units in *general order* fire at their printed value. Units defending in *general order* do not perform a pre-melee morale check. Cavalry in *general order* melees at one-third their printed melee strength. All other units' melee at full strength while in *general order*.

The stacking limits are given in the *Movement Charts* for each game for the different varieties of terrain in which a unit forms into *general order*.

Road March – Units in *Road March* have a movement rate of 1/2 a movement point for each road hex entered. (This specific rule may be modified by the special rules found in individual games). Up to four increments per hex may use *Road March*. To place a combat formation in *Road March* when it has more than four increments simply place an extended line informational counter behind the unit counter for each road hex needed. Thus, a unit with 11 increments would occupy three road hexes using the battalion counter and two extended line informational counters to do this. Here are some specific rules for *Road March*:

- Units in *Road March* must be broken down into their smallest organization (i.e. battalions for infantry) in order to enter Road March.
- Units in *Road March* have 1/4 of their melee value per hex and no fire value.
- Units in *Road March* have their morale values increased by 12 (for the worse)
- Whenever a road is intersected by a village or town hex, the road does not go through the town or village unless shown.

Artillery Tactical Organization

Artillery is either limbered (ready for movement) or unlimbered (ready to give fire). It costs two movement points to limber or unlimber a battery of guns.

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Artillery Formation Change - All batteries which wish to limber must roll one die to do so. (Specifics are within the Special Rules for each Battle.) Leaders with an artillery bonus number add one to this roll. Leaders of special ability add three.

Artillery may prolong by moving one hex in clear or slope terrain per movement phase. Certain types of very heavy artillery may not have this capability. See Special Rules

When unlimbered artillery is fired upon, losses are only taken if the result on the *Fire Chart* is an even number. *Example:* If a "4" was the result, the artillery would lose two increments, or, if a "3" were the result the artillery would lose one increment. A roll of "1" indicates no loss.

If infantry is stacked with unlimbered artillery, then the odd losses noted in the paragraph above are absorbed by the infantry. *Example:* A result of "5" on the Fire chart would have the infantry lose three increments and the artillery loses two, or, a result of "1" would just have the infantry take a loss. In the case of infantry fire then, these losses represent casualties among the gunners, rather than the actual destruction of guns, though the end result is the same.

Cavalry Tactical Organization

Cavalry units have a limited number of formations available to them:

- Column – a one hex only formation that may historically include a variety of configurations.
- Line – two or more hex linear formation designated by using a line extension markers and facing a hex vertex. There must be at least 4 increments in each hex of the line. Line may only be formed and move in clear terrain but may pass through slopes hexsides.
 - Cavalry lines moves at a rate equal to the slowest terrain any part of the line passes through (slope hexsides).
 - Lance armed cavalry (bonus on the information side of the counter) when in line formation have their lance bonus doubled and added to the melee value of each hex of the unit.
 - The melee value of the unit would be proportional to the increments in a hex which comes into contact with the enemy.
- *Tirailleur a' Cheval* – light cavalry in skirmish order signified by the counter being inverted. See Rule 20 for the details of this special formation
- *Road March* – a formation to use roads for accelerated movement. Typically cavalry units would be extended on a series of connected road hexes with only 4 increments in each hex. See Rule 15.
- *General order* – when cavalry is in towns, villages and other built-up areas, and forests. See the *Special Rules* for terrain types specific to each game

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- *PGD* – cavalry does not become disordered like infantry. Cavalry is either in good order or is routing.
- Other Cavalry Considerations
 - Limits of increment stacking are defined by the *Special Rules* in each game

Grand Tactical Command (17)



Timed Moves were a part of the original *La Bataille* series of games. Each side received 10 or less minutes to move. This was primarily done to facilitate play and eliminate the search for “the perfect move”. The Household feels strongly this is all that is necessary for so-called command control. A time limit for movement expedites the game and produces a real focus by the players. “What commander had all the time he wanted to review and execute his moves?”

Check the special rules to see if some of the Coalition Armies receive more or less time. The time allowed may also be adjusted for the number of players and their troop allotment. A player should be able to move a corps-sized force in 8 to 10 minutes. Timed moves are also a good way to handicap between an expert and novice.

Movement (18)

All combat formations may move through a number of hexagons up to the printed movement points on the general side of the counter with the following restrictions:

- Terrain restrictions (see Terrain Effects Chart in the *Special Rules*)
- Tactical organization restrictions (*Tactical Organization*).
- Units move through their front-facing hexsides.
- Changing Facing
 - Infantry and limbered artillery - 1 additional movement increment to change facing.
 - Prolonged (unlimbered) artillery may move in any direction, one hex only if permitted (see terrain rules). It may change only one hex facing when unlimbered. Artillery may not prolong and change facing in the same turn.
 - Cavalry changing formation during movement costs three additional movement points. See the *Charge à Cheval* Rule 37 for additional information

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- All formations which begin with either player's movement phase of the *Chronology of Battle* in line formation reduce their printed movement capabilities by two unless otherwise stated in the *Special Rules*.
- Cavalry may never stack with infantry or unlimbered artillery. Cavalry may freely move or charge through hexes containing friendly units in tirailleur/skirmish order, or all units in *Carre*, or friendly limbered artillery, or other friendly cavalry formations. Cavalry may pass through units in *Carre*, but may not end their movement in the same hex as a *Carre*, unless their intent is to have a melee with the *Carre*.
- Remember, stacking restrictions are in effect during the movement segment of the *Chronology of Battle* and *Charge a' Cheval Rule 37*.

Infantry Tirailleurs/Skirmishers (19)



All infantry battalions and companies which are given a tirailleur fire multiple on the *Fire Effects Chart* are considered to have an offensive fire range of two hexes and are permitted to enter tirailleur order. When in this formation the unit counter is inverted.

Units in tirailleur order with three or fewer increments have four front hex sides and two flank hex sides. Refer to the *Formation and Orientation Chart*.

Combat units with three or fewer increments adopt this formation in one hex and face a hex vertex. Combat formations with four or more increments must be deployed in two hexes with the increments to be divided as evenly as possible between the two hexes. If a unit in tirailleur order, deployed in two hexes, suffers sufficient losses mandating that it adopt this formation in one hex, it does so as soon as the casualty is taken. This change of deployment will not trigger *opportunity fire* and is an exception to the *opportunity fire* rule. In essence, the unit is not moving or changing formation, but is reduced to represent the remaining troops. There may be skirmisher battalions of seven or more and these may deploy into three hexes. (See the special rules).

Up to three increments may fire out of a hex containing a unit deployed in tirailleur order. In rare cases, a unit may have more than six increments and still be permitted to enter tirailleur order. In this case, the unit may exceed the stacking limit for tirailleur order but no more than three increments per hex may be used for fire purposes. The extra increment, or two, is there to absorb losses and add to the melee strength.

Units deployed in two hexes in tirailleur order have six front hex sides; two flank sides; and two rear hex side. In some games, these units have 9 increments and thus can be placed into three adjacent hexes.

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When units are deployed in tirailleur order, they have a range of two hexes for offensive fire. When firing at a target two hexes distant, the fire is halved. In order to initiate opportunity or defensive fire, enemy units must be adjacent to the *infantry tirailleur*. If adjacent to an enemy use 3 increments per hex and the fire multiple as defined in the Special Rules. Certain infantry like Jägers may have a range of three or more hexes. Consult the *Special Rules* for fire values.

Tirailleurs, which are the declared target of a cavalry charge, may retreat before the cavalry if they are adjacent to infantry in good order (not *DD* or *PGD*) or *general order* terrain. They must retreat into the aforementioned hexes, and do so without giving defensive fire or checking morale. (This is different than an *opportunity charge*.) When this option is taken, they stand at the bottom of the hex in column or general order. The tirailleurs do not participate in the defense fire nor are combined for melee. Tirailleurs would be subject to the melee results of the stack. This is not the same as a retreat before combat which will be dealt with later in the rules. At the end of the tirailleur's subsequent movement, they may not be stacked with a conflicting formation i.e. (col. /line) or be over stacked.

Tirailleurs may not attempt to stand or form square in the face of charging cavalry. They either retreat as described in the above case or rout (*PGD*) when the cavalry comes adjacent to them.

- The tirailleurs would rout if not adjacent to a friendly unit in good order or *general order* terrain.
- Before the tirailleurs move away, the charging cavalry could trample them at the rate of 2 increments per remaining movement points. This includes the additional 5 movement points cavalry gets for charging.
- Cavalry would not have to roll for recall in this case.
- When not acting as tirailleurs, the unit functions like regular infantry.

Combat formations in tirailleur order have their melee value halved. Therefore, if tirailleurs are deployed in two hexes, the tirailleurs would essentially have 1/4 of the printed melee value per hex.

Movement

Combat formations deployed as tirailleurs may move through or be moved through by any friendly type of formation without penalty to either set of units. Units may deploy into tirailleur order when in a hex with other friendly units of the same type (i.e. cavalry or infantry), but may never end their movement phase stacked with units in a conflicting formation i.e. line, or violate the maximum stacking limit for each hex. If they violate the formation or stacking rules, treat them as "Defender Disordered (*DD*)" in the combat phase.

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Cavalry Tirailleurs/skirmishers (20)

Certain types of light cavalry may perform as mounted skirmishers. Any light cavalry unit with a skirmish factor may act as cavalry tirailleurs/skirmishers.

Cavalry in tirailleur order is inverted and deployed in two hexes regardless of the number of increments in the unit.

Cavalry tirailleurs/skirmishers affect the movement of infantry or artillery as follows: entering or exiting a cavalry tirailleurs/skirmishers *zone of influence* will cost three additional movement points if the hex is adjacent to the Cavalry tirailleurs/skirmishers. All hexes two hexes away will cost the infantry or artillery two additional movement points to enter or exit.

When an enemy combat formation moves adjacent to cavalry tirailleurs/skirmishers, the tirailleur may fire and retreat before offensive fire if:

- The enemy unit is not an unlimbering artillery unit or a cavalry tirailleur. This retreat occurs after defensive fire by the tirailleurs, but before the offensive fire of the phasing player.

If the enemy moving adjacent unit is unlimbering enemy artillery, the Cavalry tirailleurs/skirmishers may fire before the artillery unit unlimbers (*opportunity fire*) and then remain to give defensive fire on the unlimbered artillery, then retreat one hex, but must face offensive fire due to the nature of artillery range.

The effects described (movement or retreat before combat) in the rule above are canceled by moving any enemy light cavalry formation, not necessarily in cavalry tirailleurs/skirmishers order, next to the enemy cavalry tirailleurs/skirmishers.

Cavalry tirailleurs may fire their total skirmish factor at all adjacent combat formations.

Example: Three enemy units occupy hexes adjacent to cavalry tirailleurs/skirmishers; two are in column in one hex each, while the third is deployed in two hexes in line. Four hexes are, therefore, occupied by enemy units. The cavalry tirailleurs/skirmishers formation may make three fire attacks. One each upon the units deployed in column, and one upon the unit deployed in line. In each fire attack, the cavalry tirailleurs/skirmishers fires its full skirmish fire value as indicated on the specific side.

Cavalry acting as cavalry tirailleurs/skirmishers may not charge; melee at half their printed value; and may only retreat before combat if there is a printed movement differential of two or more in their favor.

Combat a' la Feu (21)

Though the climax of battle in the Age of Napoleon was often during assault by melee, the effects of fire combat still went a long way in the final determination of the outcome. Fire combat, from either musket or cannon, was often the preliminary of the offensive assault, while defensive fire was used to blunt the attacking forces.

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Since marksmanship was an art that was more decorative than functional, given the accuracy of the musket, fire can best be imagined as an action against an area (a hex) rather than against a combat formation. A hex may be the designated target only once during a fire segment of the chronology of battle.

The fire defense value of a hex is determined by the tactical organization employed by the defender and the type of terrain where the defender is deployed. In addition, the human and horse density of the target may also affect the fire defense. To fire against a hex, simply total the eligible fire factors and compare this sum to the fire defense factor. Make sure to take into account the number of increments in the hex; the tactical organization; and the terrain. Establish the odds (round any fractions down); roll the dice, and find the result on the *Fire Combat Chart*. The result is the number of increments lost. Place the appropriate numeric informational counter under the unit to represent this loss, or adjust one that may already be there.

Example: Two batteries are firing at an infantry unit deployed in line and in clear terrain. The batteries are at four hexes distant from the infantry and therefore at medium range where they both fire 7. Their combined fire equals 14. The fire defense of a line formation with less than seven increments is 9 in clear terrain. This translates into 14 to 9 or 1 1/2 to 1 on the *Fire Combat Chart*. The dice are rolled with a result of 43. By cross-indexing the dice roll of 43 with the odds column, 1.5 – 1, we see that “1” is the result. The unit in the defending hex is now reduced by one increment.

Any combat formation with a fire factor may initiate an offensive fire attack as long as the range and line of sight provisions are not violated. All infantry, not in tirailleur/skirmisher order, have a range of one hex.

Whenever a modified dice roll falls below 11 on the *Fire Combat Chart*, the result of 11 will be applied.

Massed Targets (22)

Any time a target hex has more than nine increments; there is an addition to the fire attack dice roll. Add one to the die roll for each increment over nine. Example: A target hex with 15 increments, regardless of terrain or the units' formation, would modify the die roll by a plus six.

When a unit is in line formation and has seven or more increments present in the hex, it will have the fire defense of a column.

When an infantry unit is in *Carre*, or an infantry and artillery unit is in square the fire defense of the square is “4”. The die roll for the fire attack is also modified for the total number of increments as outlined above. Other formations may be defined in the *Special Rules*.

When a fire attack is made through the flank hex of a unit in line formation, the defender will have a fire defense of “5”.

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Line of Sight (23)

To say that a unit has a line of sight is to state that the firing unit can see its prospective target. (Line of Sight will also apply to Charge a' Cheval and *Carre* realization and will be dealt with in the appropriate headings).

A unit's line of sight may only pass through the units front hexsides, regardless of terrain or orientation of the unit. This specifically means units may not trace a line of sight thru their rear or flank hexsides.

To determine *Line of Sight*, either use a straight edge or stretch a piece of string from the center of the firing hex to the center of the target hex. If this line at any point intersects terrain which qualifies as blocking terrain, or units in good order, then the Line of Sight is incomplete, and the fire attack not permitted. If the line passes directly down a hex edge between two hexes, and either of the two hexes would be blocking, the line of site is blocked. The following block a Line of Sight:

- Village, city, town or other types of dwelling hexes regardless of elevation differences
- Any type of wooded hex unless otherwise stated in the *Terrain Effects Chart*.
- All non-routed combat formations (this does not include leaders or aides-de-camp, but does include disordered units).
- Slope hexes in some cases. Firing along a slope hex is not blocked. See *Elevation* below.
- Wall hexes as defined in the Special Rules
- Infantry would have a line of site on cavalry in the same hex as *Carre*, when the cavalry moves from the same hex as where the *Carre* and cavalry are together. Example: *Carre* is three hexes away from other infantry. The infantry could have line of site when the cavalry leaves the square, and that would be two hexes.

Elevation - Elevation will sometimes play a part when determining Line of Sight. Adjacent attacks are permitted regardless of elevation. Remember, a series of slope hexes represent the undulating rise and fall of the ground and not cliff sides or mountain barriers.

In general -If the intervening terrain or unit counter is closer to the firing unit than it is to the target hex, and the firing unit is on a higher elevation, then the fire attack is permitted. If the firing hex is on a lower elevation than the target hex, and the blocking unit or terrain is closer to the target hex, then the attack is also permitted, unless the blocking unit is adjacent to the target and is a friendly unit.

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Infantry Fire Rules (24)

- All infantry not acting as tirailleurs have a range of one hex.
- While in column, only the top unit (regardless of it being a regiment or battalion) may fire.
- While in line, only four increments may be used for fire per hex, times the fire multiple indicated on the *Fire Effects Chart*. *Example:* A French Légère battalion of 10 increments is in line and deployed in two hexes. The fire multiple on the Fire Effects chart shows that French Légère troops fire at X3. Because only four increments may fire from a hex if the unit is in line, this particular unit may use 8 since it is deployed in two hexes. It therefore has a fire value of 24 (8 X 3 = 24).
- Only three increments may fire from a hex while in tirailleur/skirmisher order.

Artillery Special Rules (25)

When artillery is unlimbered in clear terrain, all increments may fire up to the stacking limit of the hex. In all other terrain types, regardless of the number of increments, only the top battery may fire. Slopes not having any other terrain designation are considered clear terrain for this purpose only.

When artillery stands with an infantry formation in line in the same hex, artillery has the same orientation as the infantry. Up to four increments of infantry may fire in conjunction with one battery if they are in the same hex and fire at the same target. An infantry line deployed into two hexes would combine the fire of both hexes of the infantry with the artillery stacked with it.

In *Carre*, a battery may fire in conjunction with up to twelve increments of infantry.

When artillery and infantry are stacked together in column, only the top combat formation may fire.

Adjacent batteries may fire upon the same target hex only if there is a leader in one of the firing hexes, *and* the leader has an artillery bonus. If three hexes of artillery are to fire at the same target, then a leader of special ability must be present and adjacent to all three firing hexes. Artillery in different hexes may, however, always combine their fire if the target hex is adjacent to them both.

Artillery may not unlimber in a cavalry *Zd'I*.

Artillery Ranges (26)

There are three ranges for artillery fire. Short range is at one and two hexes. Medium range is from three to five hexes. Long range is anything six or more hexes distant.

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Canister (adjacent) - When firing artillery at point blank range--an enemy formation which is adjacent to the artillery's front hex sides--shift the calculated odds column one to the right to reflect the use of canister. *Example:* a "5 to 1" becomes a "6 to 1".

If artillery elects to fire, the battery must fire at the closest target, regardless of there being a better shot at a more distant range.

Defensive Fire (27)

Any combat formation with a fire factor that has an enemy combat formation adjacent to one of his front hex sides, may fire defensively in the appropriate segment of the *Chronology of Battle* at the enemy formation. Defensive fire differs from offensive fire only in that it must be made against adjacent targets and, therefore, has a range of one. Units may only give fire once during the defensive fire segment of the chronology of battle.

Opportunity Fire (28)

Any time a combat formation exits a *zone of influence* or changes formation in a *zone of influence*, his opponent may initiate *opportunity fire*. This may happen more than once per turn. If the unit gives fire to a unit changing formation in its *zone of influence*, the unit which receives the fire, does so in its former formation. In other words, artillery, which unlimbers in the *zone of influence* of a unit, is fired upon in its limbered state.

Opportunity fire only has a range of one hex. Although units in *Carre* formation do not have a *zone of influence* into adjacent hexes, units using movement points next to, or on the *Carre*, are subject to *opportunity fire*. This includes cavalry moving from adjacent hexes to the *Carre* hex and leaving to an adjacent hex.

Retreats Before Melee (29)

Certain combat formations may exercise an option to withdraw prior to melee combat. This retreat occurs before the pre-melee morale check, but after offensive fire. These combat formations include tirailleurs/skirmishers facing infantry; cavalry and limbered horse artillery with a printed movement differential of at least two greater than its attackers; cavalry before infantry regardless of it being tired or exhausted; and leaders or aides-de-camp. Cavalry acting as tirailleurs/skirmishers presents a specialized case for firing, and then retreating before combat, given their mobility. Please consult this specific rule. No unit may retreat before combat if there is not a path free of enemy zones of influence.

A unit exercising this option may retreat up to one-half of its movement rate, but it may not move any closer to the enemy. If a unit retreats more than one hex, at the end of its retreat movement a "blank" counter is placed on top of it to signify that the unit has expended its movement potential for the next friendly turn. This "blank" counter is removed immediately after the next friendly movement phase. There are no other ill effects.

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The attacker may always advance into the first vacated hex, following a retreat prior to melee and initiate one more melee assault. Units which are thus attacked may not give defensive fire, nor may they change formation unless so mentioned in the special rules.

Retreat before combat does not trigger *opportunity fire*.

Morale (30)



While fire and bayonet did real damage to the body of the Napoleonic Age soldier; the fear of death, dismemberment, and other indignities wrought havoc in the common mind of a combat formation. Morale, then, is of supreme importance. While looking death in the eye, the thoughts of glory drove some men to do the impossible.

When a combat formation has good morale, it can be expected to fight according to its capabilities. When the morale of a unit is poor, its behavior would be akin to a house of cards.

Infantry: infantry is either in order (good morale), disorder or routed (plus grande disorder). When infantry is in order, it is able to perform to the levels indicated on the printed counter.

When infantry is disordered, it has no organization. Disordered infantry only has half of its printed fire; melee and movement values. Furthermore, it must subtract “3” from the dice roll whenever there are subsequent morale checks until it recovers its good morale. Infantry combat formations remain disordered until the next friendly *Morale Recovery Segment* of the *Chronology of Battle*. During that segment, the formation will either recover its good morale or rout. If the unit recovers its good morale, the unit will either assume column organization or *general order*, depending on which terrain they are in at the time of the recovery.

Once infantry is (plus grande disorder) routed, the routed formation may not initiate fire combat; melees at one-third of its printed value for defense only; and has its movement factor up to ten (10) maximum during the *Morale Recovery Segment*. The unit does not move during the movement phase. In other words, it continues to flee the battlefield. When morale checks, in subsequent turns, subtract “6” from the dice roll until morale is finally restored.

Cavalry - Cavalry is either in order (good morale) or routed. Cavalry which rout, move at their printed movement rates. They may not fire and melee at one-quarter of their value. Whenever routed (*PGD*) cavalry check morale, subtract “6” from the dice roll.

Artillery - Unlimbered or Limbered artillery may be in good order, disorder or routed. For melee combat results see the combat results matrix. Disordered limbered artillery acts in the same manner as disordered infantry as noted above. In disorder, therefore, it will be reduced to one half value, but never below the strength of one.

Paths of retreat for all disordered or routed (*PGD*) formations:

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- As soon as any formation disorders, it moves away from enemy formations three movement points (three clear terrain hexes or less for terrain costs, a minimum of one hex, if possible). Terrain cannot be prohibited. (There are exceptions for artillery see the combat results matrix.)
- As soon as a unit routs it moves 10 hexes away and terrain is not considered for movement cost. Disordered or routed formations never move to place themselves closer to the enemy.
- They move through the most economical terrain possible—that is the terrain most suitable for rapid departure.
- They do not move through friendly units if there is another path, of equal terrain cost, which will not place them at any time closer to the enemy.
- They must end their movement further away from all enemy formations than when they began. As a preference the routed unit seeks a forest or built-up hex as its destination.
- Combat formations that are unable to make their full rout move, surrender to the enemy.

Remember that units in the rear ranks were often more dangerous to routing formations than the enemy. Units which rout amid enemy formations move in the direction least occupied by enemy zones of influence, as long as all the priorities given above are followed.

Units may not make a rout move in a direction which takes them behind enemy lines.

Each time, during the *Morale Recovery Segment*, that a combat unit fails to recover its morale, and it is not 15 hexes away from all enemy combat formations, it must continue to make its full rout move away from the enemy. When the routed unit starts the rout recovery phase more than 15 hexes away from the enemy the unit checks its morale and if it fails it moves to the nearest woods or dwelling hex which is also at least 15 hexes away from any enemy combat formation paragraph.

If the presence of enemy formations, force a plus grande disorder unit to move to the map edge and it has movement point remaining, the routed unit is considered to have routed off the map and is eliminated. (Some scenarios provide for off-map recovery. See the scenario rules.)

Cavalry units that recover good morale from Plus Grande Disorder are considered to be in an exhausted state at that time and subject to the recovery rules.

How to Check Morale (31)

When checking morale, simply roll two dice. The total must exceed (after all modifications) the printed morale value. When this is done the unit either maintains good order or has recovered good order. *Example:* A unit with morale of 32 must roll a 33 or better to be able to sustain good

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order. If the unit was in disorder it must toll a 36 to return to order and keep from going to rout. If the unit was in rout, there must be a roll of at least 43 in order to recover good order. When Combat Formations Check Morale:

- During the Recovery Segment of the Chronology of Battle, if the unit is in disorder or rout.
- Whenever a combat formation which is disordered or routed begins; ends; or moves through other units which are in good order. The units in good order must check their morale.
- When the limit of increments in a hex has been exceeded, all units in the hex check their morale with a single dice roll, if the roll exceeds a unit's morale value, then the unit stands. If the roll is equal to or less than the printed morale value, then the unit disorders. If the hex exceeds the stacking limit after the check, then the units must displace away from the enemy until the stacking limit is no longer exceeded.
- When a combat formation wishes to stand before a cavalry charge.
- When a defending formation faces assault in clear terrain. When an attacking formation wishes to assault.
- When a leader casualty is suffered in a hex. Units in that stack check morale minus the leader's morale value.
- When called for as a result in the *Melee Chart*. (*)
- When the results of the *Fire Combat Chart* dictate a check as directed by the *Special Rules* for each game. (I.e. French even loss, Austrian odd loss).
- Whenever the *Special Rules* call for a morale check.
- Whenever a formation attempts a force march.
- Whenever cavalry initiates an *opportunity* or *reaction charge*.
- If a unit in an existing stack fails morale, other units in that stack must check

Assault a' Melee (32)

Although there are times when the fire assault can break an opponent, it is the assault by melee that more often than not provided the dramatic denouement to the Napoleonic battle.

Here are some general rules when engaging in Assault by Melee:

- There is never fire during the melee assault phase.
- All fire must be concluded during its appropriate segment of the chronology of battle.

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- Attacking combat formations may only initiate melee through their front orientations.
- Units in column have all their increments included for the pre-melee morale check odds ratio calculation.
- Units in line combat formation use only their top four increments as the attacker for the pre-melee morale check odds ratio. The defending formation in line uses all increments in the hex for pre-mêlée morale check.
- Regardless of formation, all increments in hex total their melee values when defending.
- All attacking units which have passed their pre-melee morale check total their melee values.
- Combat formations may only assault the hex that they have fired upon. In other words, a unit may not fire upon one unit and melee another.
- Melee combat is never mandatory if units are in the zones of influence of one another. Theoretically, a player could have a melee assault in one hex, and then decide not to do a melee assault in the adjacent hex.
- Units cannot melee a hex that they are prohibited from entering
- Artillery with Infantry always suffers the same melee fate as the infantry when a result is rendered. Consult the melee matrix for the meaning of *DD*, *DR* or *DS*.
- Infantry and cavalry may not combine their melee factors in an assault

The Assault a' Melee Process (33)

Here is the *Assault a' Melee Process*:



comes adjacent to a defender, the defender makes a pre-melee morale check, with all appropriate modifications.

- Total the number of defending increments, and compare this to the number of assaulting increments, subject to the formations rules (line/column/skirmish, etc.). This will give

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the pre-melee morale check odds ratio. The defender checks first and applies any other morale modifiers given in the *Assault by Melee Morale Chart*.

- If the defender passes this check, the attacker must then check according to the same procedure. Remember units defending in *general order*, or Cavalry do not make a pre-melee morale check. Infantry in attack or defense with cavalry do not make a pre-melee morale check
- If either the Attacker or the Defender fails their pre melee morale check the unit disorders and retreats 3 MP but no less than 1 hex away from the enemy and adopts a disordered state. This applies to either the attacker or the defender whichever side has failed their check.
- If a defender vacates a hex due to a pre melee morale check, the attacker may occupy the hex.
- If both attacker and defender have good morale as a result of this check, then the melee odds are established using all the units' melee values.
- Find the appropriate column of the *Melee Assault Chart*; roll the dice, and apply the result.
- If the defender suffers a *DD*, *DR* or *DS* as a result of the melee roll, the attacker must advance at least one unit into the hex vacated by the defender. If the defender is eliminated, the attacker must advance into the "vacated" hex with a least one unit.
- Cavalry never makes a pre-melee morale check whether on attack or defense,
- Units which assault through the flank hex side of the defender have their melee value doubled (x2) for purposes of melee odds calculation.
- Units assaulting through the rear hex side of a defending formation have their melee strength increased by 50% (multiply existing strength by 1.5)
- See the *Special Rules* for each game, for any additional terrain or position advantages/disadvantages

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Assault à Melee Results (34)



See the Assault à Melee – a foldout is provided in each game. This foldout document provides an explanation of each result and simplifies the interactive combat results. It is reviewed for each new release and may be updated. This update would be applicable to earlier games (continuous improvement) and be available on the website. The foldout is a summary and does not modify but complements the rules which may have a more detailed explanation.

In general, when cross-indexing the odds column with the dice roll the user will notice one of the following results:

Blank - No or minor effects

AR or DR- the attacker or defender suffers a rout (*PGD*) with possible losses or surrender. They retreat 10 hexes

AD or DD - the attacker or defender suffer disorder with possible losses (*DD*) or Cavalry routs (*PGD*). *AD* or *DD* infantry units retreat 3 movement points.

DS - the defender surrenders and is removed from play.

#/# - Each side loses a specified number of increments, with possible morale checks *

Note: Leaving an enemy *Zd'I* due to melee reduces the “loser” by at least an increment

Cavalry (35)

The use of cavalry is a delicate art. When used properly, cavalry will have far more importance than its size would indicate, and will go a long way in pointing the player towards victory.

Cavalry introduces a dynamic element to the battle because it increases a soldier's mass; height; velocity; and speed compared to someone on foot. There are many specialized types of cavalry, and the rules governing its use are somewhat complex and require knowledge and patience.

Cavalry has the special ability to rout enemy units before the movement of other troops. It may also react to movement in its front hex sides and delay the movement of troops into a zone.

Cavalry may either charge; or cavalry may move. Cavalry cannot both charge and move during any single player turn of the *Chronology of Battle*.

Cavalry may charge during the charge phase; and melee during the melee phase of the same player turn. Cavalry may move in the movement phase; and then melee in the following melee phase if desired.

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See the *Cavalry Readiness* rules for further explanation.

Cavalry specific rules pertaining to combat / morale:

- Cavalry never makes a pre-melee morale check unless so specified in the *Special Rules*.
- All modifications for melee and morale made to cavalry combat formations are cumulative.
- While heavy cavalry engages light cavalry, in either attack or defense and through a heavy cavalry's front hex sides, the heavy cavalry melee value is doubled.
- When heavy cavalry is in line, its melee value is halved.
- Lancers add this lance bonus when they assault or counter charge, and are in good order. There is no lancer bonus if the lancers stand still and receive a charge. The *Special Rules* for each battle have the specific Lancer modifications for standing or forming *Carre*.
- Cavalry assaulting a *Carre* does so with one-third of its printed melee value. The lance bonus is never reduced by one-third when encountering a *Carre*. Cavalry assaults in the same hex as the square.
- Cavalry is never disordered; it goes from good morale to rout, when it fails a check.
- Combat results have been summarized in the *melee / feu* foldout with each game
- Other combat arms may not join into a cavalry on cavalry melee. Cavalry may not join in to the melee of other combat arms.

Cavalry Readiness (36)

Because cavalry relies on a rather fragile animal, the horse, cavalry will find itself almost useless without frequent periods of recovery. The recovery may require extended periods of inactivity. Since the simulation is based on alternating sequences it takes the French and Coalition Sequences to equal a 20-minute turn. In order to reflect this need to rest the equines properly, there are three states of readiness for cavalry formations: *Fresh, Tired and Exhausted*. This is how cavalry is affected by its readiness:

Fresh - Cavalry moves and melees at its printed values as shown on the counters.

Tired - Cavalry becomes tired whenever it melees (attacks, defends, or charges). When cavalry is tired, the melee value is halved. Tired cavalry may not charge in the *Charge a' Cheval* segment, but is allowed to do a *Reaction* or an *Opportunity Charge*.

Exhausted - Cavalry becomes exhausted after it has been involved in a melee while being tired; or, if it charges and melees as a result of the charge. Exhausted cavalry has one-third of its melee

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value, and may not initiate any kind of charge. Exhausted cavalry may not retreat before combat against fresh cavalry.

Cavalry may avoid being reduced in its readiness (that is, from normal-to-tired, or tired-to-exhausted) if cavalry melees and elects to employ only one third of its melee value. If it does so, then it will remain at the same level of readiness that it started its melee. Since combat effects are cumulative; if tired cavalry uses this option, it will be at one-third of the current one-third strength (for exhausted cavalry this would mean one-third of one-third of its melee value).

Example: If the melee value of unit is normally “18”, then one-third of one-third of that is “2”.

Readiness Recovery – A source of some confusion

The chronologie de bataille is based on phases constituting the Imperial Player Sequence and then the Coalition Player Sequence. These two phases constitute a **complete** turn or 20 minutes

Combat a la melee and its effects generally happen in the attacker’s combat phase. This is true for cav. vs. inf. or artillery. However defending cavalry has combat in the attacker’s phase also. This is true for cav. vs. cav. and *Opportunity Charges*. It is important to understand when the cavalry becomes tired or exhausted and how to then calculate a **complete** turn of rest.

In order to recover a step of readiness, that is to go from tired to fresh or exhausted to tired or both a cavalry unit must ‘rest’ in some fashion for a **complete** turn. Since combat reduces the cavalry unit’s readiness, it is in the Morale Recovery phase that readiness is achieved but this can be the case for both players.

Think of a turn like a 24 hour day. There is the AM as the Imperial phase and the PM as the Coalition phase. If you were to measure a whole day (turn) from combat in the Coalition phase, then 24 hours would include the remainder of the PM (Coalition turn) the AM (Imperial Turn) and then the PM through the end of the combat. Recovery is conveniently determined in the Recovery Phase;



Looking at it another way: The following is a readiness example after melee between an Imperial Attacker and Coalition defender:

Imperial (French) Attacker Recovery One Step

- Does not move more than half the unit’s movement points in the Imperial player’s next Movement phase
- Does not melee in the next Coalition or Imperial Melee phase
- Does not suffer an increment loss from combat a la feu during the Coalition or Imperial Player’s next Fire Phase
- Does improve one step at the Imperial Player’s following Morale Recovery phase, if the above conditions are met (one full turn)

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Coalition Defender Recovery One Step

- Does not move more than half the units movement points in the Coalition player's next Movement phase
- Does not Retreat before combat from cavalry in the next Imperial Melee Phase
- Does not suffer an increment loss from combat a la feu during the Coalition or Imperial Player's next Fire Phase
- Does improve one step at the Imperial Player's following Morale Recovery phase, if the above conditions are met (one full turn)

Notice the Coalition had to meet a number of requirements in its own phase and the Imperial Phase. Recovery is not just solely meeting the requirements in your own phase

Basic Readiness per turn

If Cavalry did not move more than half, no combat or fire losses, improve one level of readiness

If Cavalry did not move more at all, no combat or fire losses, did not retreat before combat, improve two levels of readiness

In order to track the events that lead to the reduction in readiness and therefore the sequence and phase of recovery, the tired and exhausted informational markers will be identified by Imperial or Coalition tired or exhausted. Existing markers can just be denoted with a blue or red highlight on the informational counter. This differentiation lets everyone know when the recovery period of a turn will end.

Murat the King of Naples was an expert at wine, women and how to recover cavalry in battle. With a little practice, it will become intuitive when the units have rested. Having the ability to recovery only in your phase would give a distinct advantage to one side and provide too much flexibility to the mounted troops. Thus a whole turn is required.

Charge à Cheval (37)

The penultimate use of cavalry in The Age of Napoleon is the *Charge a' Cheval*. The *Charge a' Cheval* can represent spectacular brilliance or tremendous folly. It often determined victory or defeat. The effects of hundreds of oncoming horsemen upon a unit's morale were extreme. Only the best drilled; or those with the most warning; or those with the greatest élan could overcome the initial impulse to flee. Although cavalry troopers would not break into a gallop until well within the two hex range; once a unit of cavalry took its first steps in a charge, an eerie stillness would come over the field. A great portion of the charge movement was spent building momentum and keeping order. After the charge finally did go in; this momentum carried the cavalry well beyond its own lines; where rout was often its only means of rescue.

Remember, that the time represented by the *Charge a' Cheval* segment is relative to the differences between soldiers slogging about on foot, and those mounted on horsebacks. Keep this in mind while reading the following rules:

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- Cavalry may either charge, in the charge sequence or move, in the movement sequence; it may not, however, do both.
- Only cavalry formations which are in a good morale state, and are not tired or exhausted, may charge. Tired units may *Opportunity Charge* or *Reaction Charge* an enemy.
- All cavalry formations which *charge a' cheval* increase their printed movement value by "5."
- Cavalry may charge as individual regiments, or as a group of regiments which are in the same hex. In order to charge a stack of cavalry regiments, a leader of the same nationality, who has a cavalry bonus, must be in the hex with the stack when the *Charge a' Cheval* phase begins. All cavalry regiments which begin in a single hex, and charge as a stack, must remain together throughout the charge segment unless separated by lack of movement points.
- Cavalry may change their formation at the beginning of the charge; but that formation change costs twice the normal cost for formation change—three normal is doubled to six. At no other point during the charge is the unit permitted to change its formation. This change may only occur in the first hex of the unit's charge movement.
- Cavalry may not charge into or through dwelling hexes; forest; woods; redoubts or any other terrain specified as restricted for charges in the individual battle *Special Rules*.
- Cavalry may charge other cavalry but there is no morale check to stand. The charging cavalry will have its assault value doubled if it has charged in a straight line for the last three hexes if the defender elects to stand. However if the defending cavalry successfully *Reaction Charges*, there is not doubling of melee factors for going in a three hex straight line. Some mutual understanding is important because of the hexagon grid.

The Charge Process (38)

Here is the process for the *Charge á Cheval* phase in the *Chronology of Battle*:

- At the beginning of the *Charge á Cheval*, designate each cavalry unit or stack of units that will charge. Not until *all* charges are declared and identified, may you proceed with the next step.
- Each individual charge is resolved separately.
- Select a cavalry unit or stack, and advance the charging unit one hex at a time, paying attention to facing; formation; and terrain costs. The first hex entered must be the one directly to the front center of the charging formation. A formation change is only permitted in the second hex. In the event of a line formation, the first hex may be either of the two front hexes.

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- Charging cavalry may change direction at a penalty of two additional points per hexside. Theoretically to change 360 degrees, it would take 12 movement points. However, light cavalry may change up to two hexsides per hex. Heavy cavalry may only change one hexside per hex.
- When charging cavalry comes within 4 hexes or an adjusted range (i.e. night), infantry may elect to change formation to *Carre*. There must be a line of sight to the cavalry for the infantry (front hexsides) to attempt to form *Carre*. See the appropriate *Carre table*.
- Whenever a charging cavalry formation is two hexes from any enemy formation for which the cavalry has a line of site, the charging cavalry formation must declare if that enemy formation is the target of the charge. The target must be in a straight line for these two movement points.
- If the enemy formation is not the target of the cavalry charge, the charging unit may continue its movement. However, it may not at any time during that player turn attack the specific unit it passed (not the target)
- Charging cavalry must move in a straight line for the last three hexes of its charge and directly face the infantry it wishes to charge, to obtain the charge bonus. If the straight line was not maintained for the last three hexes, it may melee the enemy formation, but without any charge benefits to melee or morale or detriments to the declared infantry target
- Infantry has only two options in the face of a cavalry charge (when declared the target):
 1. The infantry attempts to stand in its current order when contacted by the charging cavalry
 2. The infantry attempts to form *Carre* at a distance within two hexes it has line of sight to the cavalry.

Option #1 Elect to Stand

- If the infantry elects to stand in its current order, the cavalry completes the charge move, and ends that move adjacent to the infantry.
- At this point, the infantry makes a modified morale check. Any time an infantry formation is charged by cavalry, and the infantry does not elect to enter *Carre*, the infantry will have the following modifications made to its morale check:
 1. See the Cavalry Charge Morale Modifiers located in the *Special Rules* of each game
- If the infantry rolls over its morale, the cavalry charge is halted. Infantry in this case are considered to have passed their pre-melee morale check and things stop until the defensive fire phase.

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- If this infantry unit fails to pass the morale check it routs. Before the routing infantry leaves, the cavalry may attempt to trample the infantry.
- If the cavalry ends up adjacent to the routed infantry after the infantry's rout move, proceed to fire and melee.

Option #2 Form Carre

- If the infantry attempts to form *Carre*, the infantry must state its intent. This may happen at any time there is a charging enemy cavalry unit within four hexes of the infantry or it becomes a declared target
- An infantry formation may only attempt to form *Carre* once per charge sequence.
- The infantry may not attempt to form *Carre* if it does not have a line of sight to the cavalry, as defined in Line of Sight Rule 23
- When the infantry attempts to form *Carre*, the die roll is made and the *Carre Realization Table* in the *Special Rules* is consulted. If artillery is with the infantry, it always obtains the same result as the infantry.
- Infantry must have *Carre* as one of its possible formations. A few formations do not.

The results of the Carre Roll and options for the cavalry:

Infantry Formed Carre

- If it was not the declared target of a charge, the infantry forms a square. The cavalry may charge other units, move over the top of the *Carre* and through the *Carre*, move to another hex(s) (accepting defensive fire), move in another direction or halt.
- If the infantry was a declared target, the cavalry must advance until it is adjacent to the infantry *Carre*. Then the cavalry moves on top of the *Carre* and suffers defensive fire, and charge movement ends. Once in the hex with the *Carre*, cavalry must suffer defensive fire according to the defensive fire rules. After suffering any ill effects of the defensive fire, the cavalry must melee the defensive *Carre* in the melee phase.
- The melee result is identified in the Melee – Matrix foldout.

Infantry Disordered (DD)

If not the declared target of a charge. The infantry disorders. The cavalry may move adjacent or move to another location. The cavalry may not move on or through the disordered unit.

If the infantry was a declared target, the cavalry contacts the disordered infantry, if the cavalry has movement points available and it is possible. This ends the charge. Neither unit may move in the movement segment. Defensive fire and the cavalry melees the infantry, in the melee

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assault phase. (The cavalry could be out of movement points when four hexes from the infantry unit)

Charging Cavalry contacting disordered infantry may trample (destroy) one increment for every three movement point expended. (1:1)

Infantry Routed (PGD)

- If not the declared target of a charge. The infantry routs 10 hexes.
- The cavalry rolls to recall rather than follow the routing infantry that was the target of the charge. Cavalry may attempt to recall only once during the charge by rolling. See *Recall Chart* in the *Special Rules* for each game.
- If the cavalry recalls, it may move on or if movement permits follow the routed attempting to make contact.
- If the cavalry fails to recall, it must continue its move toward the routed infantry and attack the first enemy combat formation it encounters, if possible. When a cavalry unit fails to recall it may only expend a maximum of 5 more movement points from the hex vacated by the routing infantry.
- Charging cavalry contacting routed infantry may trample (destroy) one increment for every two movement points. (2:1)
- At the conclusion of movement, fire and melee the cavalry unit that did not recall is considered *PGD*
- At the conclusion of any charge and melee sequence, cavalry that charged and assaulted an enemy will be exhausted.

Cavalry, which charges, that could have contacted an enemy unit and fails to do so for melee, automatically routs in the final hex of its movement and stands in place; the unit does not move away from the enemy. It is possible an infantry unit routs and the cavalry is unable to reach them or any other unit, which would be a special case. The intent is not to have cavalry declaring charges and then maneuvering around but not attacking anything.

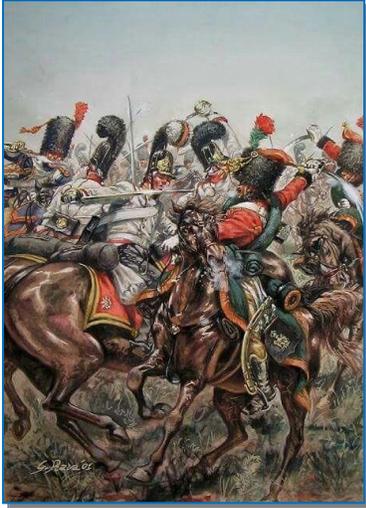
At this time, the charge phase for these units has ended, and both the infantry and cavalry are routed in place, additionally the cavalry is exhausted.

When charging combat formation in road advantage, the targets are always routed and any combat formation adjacent must check morale.

See Cavalry charges and Artillery Rule 41 for a combination of artillery and infantry

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Reaction Charge (39)



This is a reaction to charging cavalry. The non-phasing player has the option to stand and receive charging cavalry or counter-charge it. Each option has advantages /disadvantages.

All cavalry in good order have an extended *zone of influence* during the *Charge a' Cheval* segment of the *Chronology of Battle*. This zone is called the *reaction charge zone*.

- Light cavalry has a reaction zone of **four** hexes passing out of the unit's front 5 hex sides.
- Heavy cavalry has a reaction zone of **three** hexes, passing out of the unit's front 3 hex sides.

Only one *reaction charge* attempt is permitted per cavalry formation, per enemy charge segment, per turn of the *Chronology of Battle*. *Reaction charges* are only permitted within the reaction zones of the cavalry formation. This zone does not increase as the reacting unit moves forward.

Whenever an enemy cavalry formation charges into or within this *reaction charge zone*, the defending cavalry which has a *line of sight* (Rule 23) to the charging cavalry, may attempt a *reaction charge* as follows:

- The reacting cavalry must make a successful morale check using the unit's printed morale number.
 - If this check is successful (above the number), then the reacting heavy cavalry formation moves one hex forward and light cavalry moves two hexes initially, through its one of its front hexes. The enemy formation now moves one hex and the reacting cavalry moves one hex. They alternate moving.
 - Cavalry units which fail to pass their morale check in an attempt to *reaction charge* merely stand where they are, in good order. There is no loss in readiness. The defender may receive the charge of the phasing player if it were the target of the charge.
- Reacting cavalry may move up to **four** hexes if *light* and **three** hexes if *heavy*. They pay all facing movement costs of facing changes. (Rule 37).
- This process continues with the two cavalry units alternating hexes until they are adjacent to each other or not. Please use common sense and movement point costs in this sequence. The mutual moves will continue until either contact is made, or the phasing player evades the reacting cavalry.

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- If the two enemies come adjacent, all charge or *reaction charge* movement stops, and it is time to proceed with other charges, movement, melee, morale etc. *Reaction charges* are just part of the charge sequence.
- If the two enemies do not come adjacent and the reacting cavalry has expended all its movement increments, the phasing player continues the charge and the reacting cavalry halts and will be tired at the end of the phasing player's turn.
- Melee Assault between two contacted units is mandatory, and at the completion of the melee, both units are exhausted. The phasing player always remains the attacker. This simplifies the mechanics of combat.
- If the defending cavalry successfully *Reaction Charges*, there is not doubling of melee factors for going in a three hex straight line.
- There is no +5 movement bonus for a *reaction charge*. The reacting cavalry may not attack any other unit.
- The successfully reacting cavalry may not move in the next friendly movement phase.
- Artillery may not unlimber in the reaction charging cavalry's *Zd'I*.
- Infantry or artillery which then moves adjacent (after the above contact to support) to the reacting may not join into the combat.
 - If the artillery unit routs as a result there is no cavalry recall

Opportunity Charge (40)



An *opportunity charge* may occur whenever an enemy combat formation including enemy cavalry, during the movement phase, comes adjacent to the normal *zone of influence* of a cavalry formation in good order (two hexes away). The idea is that the cavalry would not just sit while the enemy moved into close proximity.

Only one opportunity charge attempt is permitted per cavalry formation, per enemy movement segment.

When the conditions are met, the defending cavalry may attempt an *opportunity charge* as follows:

- The charging cavalry (defender) must make a successful morale check.

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- If this check is successful, then the cavalry unit moves one hex forward so as to bring them adjacent to the enemy combat formation.
- Cavalry units which fail to pass their morale check in an attempt to opportunity charge merely stand in place. There is no loss of readiness.
- Infantry, cavalry and artillery may not attempt to change their organizational status when contacted by an *opportunity charge*. This means they may not elect to form *Carre* or *unlimber*, they must attempt to stand in their formation. The artillery may not unlimber in an opportunity cavalry *Zd'I*.
- The same process found in the regular charge sequence above is used for the infantry or artillery that attempts to stand. Make a morale check; if successful, then there is defensive fire and melee. If unsuccessful, the infantry or limbered artillery routs (losing an increment for leaving the *Zd'I*) and retreats away its remaining movement. No cavalry recall is necessary.
- Attacking player's cavalry units that move into the *opportunity charge* zone, once contacted, just stand in place with no morale check.
- Infantry and cavalry may not combine in an offensive melee.
- The phasing player always remains as the attacker.
- Melee Assault between the two units is mandatory. If the opportunity charging cavalry uses its full melee value the cavalry is exhausted. Cavalry Units that only use 1/3 melee are tired and not exhausted. At odds of less than 1 to 2, the attacker automatically routs (AR)
- Skirmisher only - If a skirmisher moves adjacent to the cavalry *Zd'I* and the cavalry *opportunity charges*, the rules as defined in ***Infantry Tirailleurs/Skirmishers Rule 19*** would apply except the skirmisher would have to check morale to retreat.
 - If the skirmisher passed the morale check it could retreat into an adjacent unit or *general order* terrain.
 - If it failed, the skirmisher would be routed (*PGD*) and the cavalry could trample increments at the rate of 2 movement points for each increment (2:1) using the cavalry's printed movement, minus one. Example (10-1=9) *Skirmisher loses 4 increments to the Cuirassier*.
- Skirmisher Only -If there was no *general order* terrain or formed unit adjacent, the skirmisher automatically routs in place and the cavalry could trample increments at the rate of 2 movement points for each increment using the cavalry's printed movement, minus one. Example (15-1 =14) Skirmisher loses 7 increments to the Hussar.

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- At the conclusion of the increment loss, the routed skirmisher retreats it full movement points. The cavalry occupies the hex vacated by the skirmisher and is tired
- Cavalry Units which fail to pass their morale check in an attempt to *opportunity charge* merely stand where they are, in good order. There is no loss in readiness.

Cavalry Charges and Artillery (41)

There are several states for artillery vs. cavalry to consider: Is the artillery unaccompanied in a hex or the artillery is accompanied with infantry? Is the artillery limbered or unlimbered? Is the cavalry facing the front of the guns or not?

When the artillery is in a hex:

- When cavalry charges **unaccompanied, limbered artillery**, the artillery is treated like infantry for the purposes of cavalry charge.
- When cavalry **unaccompanied, unlimbered**, bring the charging cavalry adjacent to the guns,
 - If it is a **front hex of the guns**, make a morale check with the artillery, and if the guns succeed in passing their check proceed to defensive fire then melee in the appropriate phase. If the guns fail their morale check, they are eliminated from play, and the charging cavalry may continue their charge and stop in the artillery hex. The cavalry would have met the requirement to contact a charging unit
 - If it is **not in front of the guns**, make a morale check with the artillery, and if the guns succeed in passing their check proceed to melee in the appropriate phase. If the guns fail their check, they are eliminated from play, and the charging cavalry may continue their charge
- When cavalry charges, **accompanied, unlimbered** artillery the infantry must check its morale and attempt to stand or form *Carre*.
 - If the infantry stands, proceed to defensive fire and combat
 - If the infantry disorders or routs *PGD*, the guns are said to be abandoned in place
 - When the guns have been abandoned by the infantry, the cavalry moves adjacent to the artillery
 - The artillery takes defensive fire if attacked from the front, at one hex range
 - The guns then check morale.
 - If the guns pass their morale check they are assaulted in the melee segment.
 - If they do not pass their morale they are eliminated.
- If the Artillery is in a hex with accompanying infantry, and is **limbered**, the guns accept the result of the infantry action, be it stand in place, attempt to form *Carre*, etc.

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- If the Charging Cavalry can actually come in contact with the routed (*PGD*) artillery that is alone, it may be trampled using to the ratio of two remaining movement points to reduce one increment of artillery.
- If the infantry is assaulted by melee the guns add their melee values to the attack, and accept the result of the melee as does the infantry.

Cavalry Recall (42)

As witnessed historically, cavalry could not always be controlled, especially when the enemy broke and ran. Cavalry recall is the recovery of control. If successful, the player may continue to control the cavalry. If unsuccessful the cavalry must follow a strict procedure to engage the enemy and at the conclusion of the melee find itself routed in place.

The phasing player that is charging, will encounter enemy infantry /artillery formations as the target of a charge that elects to stand or attempt to form *Carre*.

When infantry routs (*PGD*) as a result of Charge a' Cheval (except reaction or opportunity) that charging cavalry must roll for *recall*.

- If cavalry recalls (see *Cavalry Recall Chart* in the *Special Rules*) the cavalry may expend remaining movement points at the phasing player's discretion including moving adjacent to the routing infantry. The cavalry may have enough movement points left to trample (eliminate increments) – see Rule 38
- If cavalry does not recall, the cavalry must expend its remaining movement points to *make every effort* to move adjacent to the routing unit, and melee the first enemy unit the cavalry becomes adjacent to (even if that is not the target of the charge). The non-recalled cavalry modifiers their melee value by x.5 for the ensuing melee. Following the sequence of defensive and offensive fire, and melee apply results to both the attacker and defender. At the conclusion of all melees the cavalry that did not succeed in their recall will be routed (*PGD*) in place.

Morale Levels (43)



Morale on the grand scale plays a very important part in the manner in which an army reacted to the enemy in the ongoing battle. For the most part, the game utilizes the basic organization of the infantry battalion to reflect this. Depending upon how the army was organized at the time of the battle, each corps or large divisional organization will be the means to simulate these events. The *Special Rules* for each battle will establish the specific information for the levels and impact.

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There are four levels of morale that these grand tactical organizations may attain during the battle. Generally, the percentages for levels are listed below but check the *Special Rules*:

- Level Zero, where 0 to 19 percent of the battalions are ineffective.
- Level One where 20 to 39 percent are ineffective,
- Level Two where 40 to 59 percent are ineffective, and
- Level Three where more than 60 percent are ineffective.

A battalion is considered ineffective when it has either been eliminated from play by surrender, or loss of all increments due to fire or melee, or is in a state of plus grande disorder.

At the top of each hour, (8:00 am, 9:00 am, and 10:00 am etc.) count the eliminated and routed battalions. Compare the total number for each grand tactical organization with the chart within the *Special Rules*. The formation is considered to be on the calculated morale level for any and all morale checks during the entire hour of the calculation.

Therefore, if a Corps or Division is determined at the 14:00 to be on level two, every morale check made by any element of that corps is modified by the Level Two factor during the three turns that constitute the period in the game between 14:00 and 15:00. It is understood that a battalion which is in a routed state at 14:00 may recover at 14:20, but that fact will not alter the morale level that is determined and in play until the next hour (15:00).

The designers strongly suggest if you maintain fresh reserves at the Grand Tactical Organizational Level, (Corps and Divisions) this rule may impact a portion of your army but not all of it at the same time. A fresh Corps at an important time in the battle can be very effective when engaging an enemy that is on a higher morale level.

Infantry Force Marches (44)

Any infantry combat formation, which is in good order, and is currently on its strategic organization morale level of zero, may attempt to *force march*. The force march takes place during the movement phase of the *Chronology of Battle*. Simply designate the units you wish to *Force March* and follow the procedure listed below:

- The smallest organization you may attempt to *Force March* is a division.
- If an infantry battalion of a division attempts to *Force March*, all other infantry battalions of the division must also attempt to *Force March*. Regiment counters are not used.
- Select a unit and roll to check its morale, subtracting “6” from the die roll.
- If the roll is successful, and the unit remains in good morale, then it may move with double its printed movement allowance, in either column or road mode. If the roll fails, the unit stands in place, and may not move.

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- Units may not make a formation change while force marching, add 12 to their printed morale if charged by cavalry, and may not engage in fire or melee combat as the attacker in the turn they *Force March*.
- If the formation attempts to *Force March* a second turn in a row, the die roll modifier is minus 12, when checking to march. This modification is cumulative for every turn. (turn one, minus six; turn two, minus twelve; turn three, minus eighteen)

Artillery may attempt to *Force March* if the battery is attached to the division. Cavalry may not *Force March*.

Reinforcements (45)

The Scenario or Order of Battle will list any units that enter the game as reinforcements; their entry hex; and when they are to arrive.

If the entry hex is occupied by an enemy formation or an enemy *zone of influence*, then the reinforcement may enter five hexes either side of the entry point. If the extended five hex zone is also in a *zone of influence* extend the entry zone to another 5 hexes from the first zone with a turns delay to the entry time, and so on but never closer to the enemy.

If the entry hex is not a road hex then the units must adopt the appropriate formation for the type of terrain they first encounter like *general order* in a forest or town. If the entry is a road hex, the units may enter as a column; *Carre* or *in Road March*. Units entering in clear terrain may use every formation but *Road March* and *general order*.

All units entering the map are subject to the stacking rules and may be subject to *opportunity charge* and fire. Reinforcements may not charge onto the board.

Entry Times for reinforcement may also be variable. These variations should be checked for the earliest possible entry time and once resolved, written down. The result does not need to be revealed to your opponent until the units are brought into play. Reinforcements may also be voluntarily delayed.

Special Rules Definition (46)

Each game will have a *Special Rules* package identifying terrain, special unit types and formations for each particular army and unit rules, order of battles, *Scenarios* and other information for a particular battle. As the armies and leaders changed throughout the Napoleonic Wars, the special and technical rules will be revised. These may specifically modify some of the provisions of this rule book

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Designers' Notes 1979 (47)



This historical simulation is the result of over a generation of constant development by the Marshal Enterprises Household and to an extent by their despotic detractors. Some concepts which at first may seem to be absurd or radically different than many existing simulations are the result of this exhausting process and are not accidental. Our design staff is diverse in theoretical preference, and thusly every tactical opinion is represented in the game system.

The games of this series are not finite or exact. That is to say, we attempt to be a part of history instead of perverting it with a twentieth century interpretation. As the concepts of élan and glory, this is an expression of the human spirit. Our constantly overriding concept is to have each player control his destiny as much as possible, in each dramatic confrontation. We strive to make you the important factor instead of a technician following an instruction manual to the inevitable.

This principle should be remembered as you read the victory conditions. We chose not to reward the mere tactical winner, but leave such considerations to the over-vain. Victory, the total defeat of the enemy, is only achieved in the strategic sense. Do not concern yourself with the loss of a battalion or the gaining of some minor geographical objective. The ultimate victory is to break the spirit of your enemy.

You must always strive to be the decisive element in the struggle. Reputation or estimation of skills by your opponents may make your force worth double or half of its real value. It is also of importance to gain the eye of your sovereign from whom titles and endowments are awarded. Glory is often a matter of fate, the fleeting moment in the universe when an assault, a melee, cannon shot, or charge a' cheval, breaks the enemy. Do not let these moments pass in indecision, they are forever lost and few in number.

Although victory has its rewards, do not be misleading into believing only the victorious have a chance for glory. The man, who keeps his head during the chaos of defeat, may win the battle with a perfect rearguard, or he may escort his sovereign from the danger of capture. Above all, is the noble man who can lead his formations to certain death at the simple and direct order of his superior, all without discussion or any sense of hesitance.

Premier Rules for La Bataille ME (July 2021)

Designer's Notes 2011 through 2019 (48)

Several systems claim to hold the only historical reality for Napoleonic Warfare. As the years go by, more and more tactical clauses; procedures; chit cups and die rolls gorge the rules booklet; but to what end?

This is a grand tactical series, not a miniatures game, nor a tutorial for being a sergeant. Some concepts are summarized, but you have assumed the role of a corps commander; and that is why there is a chain of command under you. There are enough major rules contained in this booklet and the *Special Rules* to provide a historically accurate simulation that is still playable, and in a reasonable amount of time. Typically, the corps-on-corps actions can be played in less than four hours; and the larger battles will take a weekend with several players. That is the designers' intent.

Energetic rules arguments typically ensue when one side takes advantage of a rules interpretation to dramatically change events. Before such instances, please have the courtesy to advise the other player. This is especially important with line of sight. In theory there cannot be enough rules written to cover every possible event.

Designer's Notes 2021

We continue to correct typos and some perceived conflicts between rules. This usually happens when the same reconditions or results are stated in different rules. One instance might assume the first instance was already read and did not need to be restated in its entirety. Be sure and consult the rules not just a chart if there is a question. The rules will provide more detail to the situation



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La Bataille de Berlin 1813

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