AN HISTORICAL SIMULATION GAME OF BATTLES IN SAXONY, 1813
★★★★★
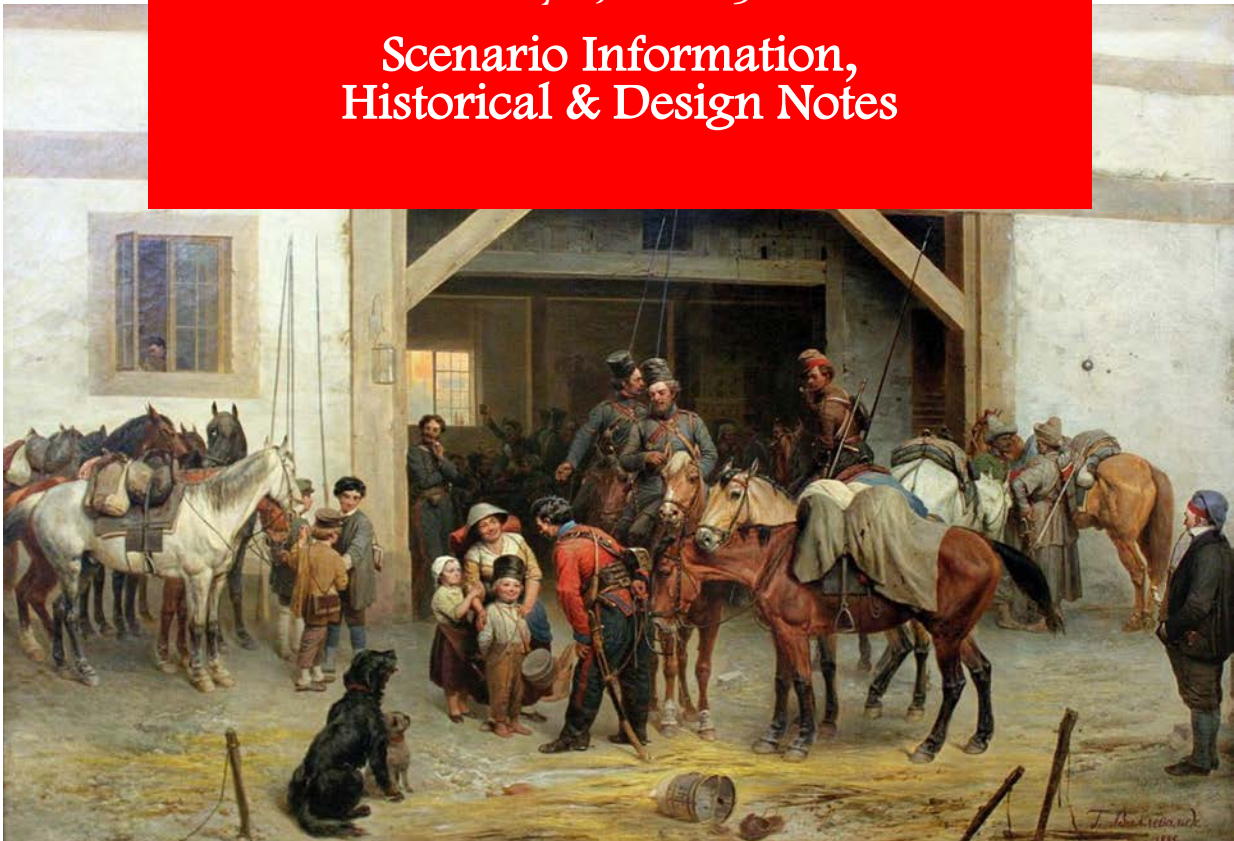
# NAPOLEON'S RESURGENCE™

## The German War of Liberation, Part 1

## LÜTZEN, BAUTZEN, LUCKAU, HOYERSWERDA, KÖNIGSWARTHA

May—June 1813

### Scenario Information, Historical & Design Notes



# *Study Folder*

## OPERATIONAL STUDIES GROUP

# Napoleon's Resurgence

www.Napoleongames.com

## 25.0 SCENARIOS

On 5 December 1812, with his Empire collapsing around him, Bonaparte left behind the tattered remnants of the Grande Armée, hurrying by sledge, at times incognito, on a journey of 2,000 kilometers. He arrived in Paris on 18 December. On 9 January 1813 he mobilized 84 battalions of National Guards Cohorts and issued another call-up of conscripts on the 11[1], including 16-year-olds called up one year early.[1]

As long as he held Germany, the great central position of the geopolitical chessboard, victory was still within grasp. "Napoleon realized that the fate of his empire depended on his ability to maintain control of Germany."[2] Underestimating the power of German nationalism and overestimating French war-making capacity; too impatient for the slow give-and-take of diplomacy; he dreamed of a bold military masterstroke to recover his lost prestige and bring Europe to heel once more.

After sixteen weeks, he led into Saxony a new army of 210,000 men, desperately short of cavalry, veteran infantry, and officers, initiating a series of battles on the approaches to Leipzig, aiming to cut-off the enemy from their bases in Berlin and Silesia by seizing Dresden. "Such a move should inevitably lead to a large-scale battle on terms favorable to the French."[3] Unbeknownst to him, the main Russian Army of General Aleksander Tormassov had arrived with its massive guard batteries to intercept his marching columns west of Leipzig, near the villages of Lützen and Gross Görschen.

### 25.1 The Scenario Information

**Napoleon's Resurgence** includes five Battle Games, two Mini-Campaigns, and one Campaign Game. Players select a game to play, referring to the Initial Set-up Cards (25.21) and the appropriate rules section, listed below:
    27.0 LÜTZEN, 2 May
    28.0 BAUTZEN, 20-21 May
    29.0 LUCKAU, 4 Jun • AtB HOYERSWERDA, 28 May
    30.0 BONUS BATTLE KÖNIGSWARTHA, 19 May
    31.0 CAMPAIGN GAME

**25.11 One and Two-Day Scenarios:** Players are encouraged to begin by playing any of the Day of Battle Games. The Lützen and Bautzen Mini-campaign options begin a day earlier and last 2 days or more.

**25.12 Game Equipment Required per Battle:**
• one or more map sections.
• a unique selection of counters (25.21). Units with a yellow initiative box (25.33) appear at Bautzen and *not* at Lützen (EXCEPTION: 27.2.). Units that appear only at Lützen and those that appear at **both** main battles have the regular initiative box color for their nationality.
• a Turn Record Card for each day. The Game-Turn marker is placed on the designated Start turn.
• Casualty Record Tracks, Weather-Reorganization displays for both players, and Combat Tables.

---

[1] Class of 1814—not available in time for Lützen. F.L. Petre, *Napoleon's Last Campaign in Germany*, p. 15

[2] Michael V. Leggiere, *Napoleon and the Struggle for Germany*, Vol. 1, p. 17
[3] David G. Chandler, *Campaigns of Napoleon*, p. 878

• The Series Rules. These may be modified in the rules below.

• Two Player decks of 50 cards each (optional). The card rules (24.0) are included in a separate 4-page folder. Card scenario info (25.42—25.44).

• Scenario parameters and list of cards to be removed from decks (25.43)—separate sheet to consult at set-up.

• Orders Slips, Victory Worksheet, charts & tables folder.

**25.13 French Nationalities:** The French Player controls units of France (blue), Poland (crimson), Baden (feld-grau), Hesse-Rheinbund (gray), Italy (white with green stripe), Saxony (chamois with white), Bavaria (green), Württemberg (dark blue), and Portugal (wine red).

**25.14 Coalition Nationalities:** The Coalition Player controls Russian and Prussian units. Guriev's LC brigade includes some Polish lancers, hence the red unit type symbol (however the only vedettes provided for this unit are Russian Cossacks).

**25.15 French Player Units with Mixed Nationalities** Secondary nationality is indicated by a color inside the unit type symbol. EXAMPLE: Michel's Bde of the French Imperial Guard has a green unit type symbol and a green stripe below (Italian). The blue upper field indicates Guard membership (this unit contains no French troops). A unit with OG and YG regiments is treated as OG. A unit with "YG" as a divisional desig-nation may stack with "OG" using divisional integrity.

**25.16 French Vedettes**

| Parent | Corps | Vedettes |
|---|---|---|
| 23rd LC Bde | III | 1 French, 2 Badener |
| 28th LC Bde | XI | 1 Italian, 1 Würzburger |
| 29th LC Bde | XII | 1 Bavarian, 1 Westphalian-Hessian |
| 1st LC Div | IC | 3 French |
| 2nd LC Div | IIC | 1 French, 1 Polish |
| 3rd LC Div | IC | 1 French, 1 Italian, 1 Portuguese |
| 4th LC Div | IIC | 1 French, 1 French-Polish, 1 Dutch |

**25.17 Vedette Orphans:** Their respective Corps officers act as parent unit to the three orphan vedettes below—16.1 doesn't apply to them.

| Mortier | Gde | 1 Italian |
|---|---|---|
| Reynier | VII | 1 Saxon |
| Oudinot | XII | 1 Bavarian (Bautzen only) |

**25.18 Commanders**
Prussian commanders may not place officers or units of the Russian Army in command nor give them a March Order. Russian Commanders may not place officers or units of the Prussian Army in command nor give them a March Order. EXCEPTION: Wittgenstein. The overall Coalition Commander-in-Chief, Wittgenstein *may* command or give a March Order to any friendly units or officers.

• All Prussian Corps contain some Russian units. (I Corps has only Ztn./14,33). Each Officer commands all units of his own Corps be they Russian or Prussian.

• Non-Cooperation: Units of the Prussian and Russian armies cannot stack together or combine in an attack. (This includes Kleist's and Bülow's mixed corps also.) If units from both nationalities are adjacent to a single French stack, only one of them can be subject to 10.31. The other stacks remain "in contact."

• General Retreat declaration may apply to either the Prussian or the Russian army, or both, at the Coalition player's option. The Coalition Player may declare General Retreat once for the Prussian army and once for the Russian army per battle game.

• Marshal Bessières commanded the French Guard Cavalry during the Lützen AtB. He was killed on May 1. Frédéric Walther commanded the GC thereafter. Use Walther as a replacement for Bessiéres (5.52).

• Prince Eugène commanded the French Army of the Elbe at Lützen (V, XI, VII, IC), but is free to command any friendly forces. He left for Italy on 11 May.

**25.19 Prussian Mega-Brigades:** The Prussian Army established new multi-unit "Brigades" in 1813, for ex-ample, Roeder, Klüx, and Zieten (Rdr, Klx, Ztn) in I Corps; treat as "divisions" for stacking purposes (3.22).

## 25.2 Setting Up the Scenarios

All units set-up in supply as Hidden Forces (8.2). Unstacked units may start in Road March at the owning player's option.

**25.21 Initial Set-up:** The First Player (26.6) sets up first. The units to set-up are listed on the Initial Set-up Cards. Each unit and leader has a separate line showing the 4-digit location at the start of each battle (25.22). This may be modified by Mode Cards (24.5). The units to set-up at reduced strength are listed with an ®. They are treated as having been eliminated and already reorganized. "Com-position" is for historical interest.

**25.22 Hex Numbers:** The hex numbers on the Initial Set-up cards show where units are located at the start of the scenario. The map i.d. letters may precede the hex number. Place all combat units and leaders on the map in the hexes specified. If there is no hex number listed, the unit may arrive as a regular reinforcement; or, may be ALT (25.51). The second player may *adjust* the placement of any one friendly unit by *one* hex prior to the first player turn (not in an EZOC). The set-up *may* include overstacked hexes. Make sure to observe stacking limits by the end of your first move.

**25.23 Reinforcements** (19.1, 25.5): All reinforcements are in supply upon entry. Reinforcement arrival is listed on the Turn Record Card as modified by the play of Arrival Cards (24.7). If the Corps designation follows an officer's name, all units of that corps arrive on the same turn (25.53). If a division is listed, all units of that division arrive on the same turn.

**25.24 Pontoon Trains:** Availability of pontoon trains is specified in the scenario information. Available Pontoon Trains must be set-up within [7] hexes of any friendly Commander unless otherwise specified.

**25.25 Baggage Trains:** All Baggage Trains set-up within [7] hexes of any unit in their respective formation or enter as reinforcements (25.26), unless otherwise specified. Each corps formation has its own dedicated baggage train. EXCEPTION: Small formations of fewer than 4 units have no dedicated baggage train (18.21).

**25.26 Train Reinforcements:**
  • A train mentioned in the reinforcement schedule enters as specified.
  • If an entire formation is listed as a reinforcement on a single turn, the baggage and pontoon trains arrive *after* all combat units.
  • If part of the formation sets-up on map and part arrrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

**25.27 Leaders:** Leaders set-up in the hex specified, or, at owning player's choice, Commanders may set-up with any Friendly force—Officers in any hex containing units of their Formation—in supply and not in an EZOC. Leaders ignore Mode Cards unless specifically mentioned. Leader cards may be played as "inapplicable" (24.35) prior to the named leader's arrival.

**25.28 Vedettes:** Vedettes may be deployed at the beginning of a scenario at the owning player's choice, anywhere within *three* hexes of their parent unit (not in an EZOC). The *second* player deploys all available vedettes first, then the first player deploys his vedettes.

**25.29 Commander-Officers:** French Marshal Ney (28.34), General Oudinot, Prussian Marshal Blücher and General Bülow, are Commander-Officers (5.23).

## 25.3 Forces at a Glance
### 25.31 French Forces

| CORPS | LÜT | BAU | LUC | KÖN |
|---|---|---|---|---|
| II | • | ALT | ALT | • |
| III | ★ | ★ | • | ⌐ |
| IV | ⌐ | ★ | • | ⌐ |
| V | ★ | ★ | • | ★ |
| VI | ★ | ★ | • | • |
| VII | • | ★ | • | • |
| XI | ★ | ★ | • | • |
| XII | ALT | ★ | ★ | • |
| IC | ★ | ★ | • | • |
| IIC | • | ALT | ALT | • |
| Gde | ★ | ★ | • | • |
| GC | ★ | ★ | • | • |

### 25.32 Coalition Forces
**Prussian Army**

| CORPS | LÜT | BAU | LUC | KÖN |
|---|---|---|---|---|
| I | ★ | ★ | • | • |
| II | ★ | ★ | • | ★ |
| III | ALT | ★ | • | • |
| IV | ALT | ALT | ★ | • |

**Russian Army**

| CORPS | LÜT | BAU | LUC | KÖN |
|---|---|---|---|---|
| AG | • | ★ | • | • |
| I | ⌐ | ★ | • | • |
| II | ★ | ★ | • | • |
| III | • | ★ | • | ★ |
| IV | ★ | ★ | • | • |
| V | ★ | ★ | • | • |
| AG | • | ★ | • | ★ |
| L | • | ★ | • | ★ |
| Cos | • | ALT | • | • |
| IIC | • | ★ | • | • |
| Res | • | ★ | • | ★ |

KEY: ★ = in play. ALT = Alternate Reinf. • = Not Available, or may be ALT. ⌐ = part of formation only.

**25.33 Yellow Initiative Box:** Units that took significant losses at Lützen have a separate counter for Bautzen with the same name followed by the code "-b," a different strength, and a yellow Initiative box. These units appear at Bautzen (and Königswartha) only. The "-b" unit replaces the other counter with the same name. Example: Chasserau's brigade in Souham's 8th Division. New units that arrived as reinforcements between battles have the yellow box but no "-b," indicating the only version of that unit *(see also 27.2, Coalition #4)*.

**25.34 Brigades with two parts:** French artillery of III and V Corps are split into Foot and Horse ("-b") batteries; both units appear together at Bautzen. The brigades of I/Jagow and I/Jagow-c; I/Pirch and I/Pirch-b; II/Horn and II/Horn-b; are not different versions but different echelons of a single large brigade that appear together. The unit size symbol [X] indicates that these ad hoc units are part of the larger mega-brigade.

**25.35 Utility Markers:** Utility Markers include Fire/Ruins, Square, Out of Supply, Overrun, Control, Repaired Bridge, I.P., Road March, Out of Command, In Command, and Repulse. Markers are explained below, on the cards, or in the Series Rules Folder.

• *Square Marker:* Place the square marker on any infantry unit that was successfully charged to denote increased movement costs (see also 27.67).

• *Fire/Ruins:* See Fire Card No.7. Fire goes out if Rain or Thunderstorm occurs—flip Marker to RUINS.

## 25.4 Scenario Information Detail

The following information is provided in 27.0—31.0.

**25.41 Duration:** The game ends with the completion of the last turn specified under "Duration," or may end immediately when all the formations of one side are demoralized or have exited. The Level of Victory still has to be determined (26.2).

**25.42 Mode Cards at Start:** The number of Mode Cards to draw on the first turn only.

**25.43 Remove Cards from Deck**: Before play begins remove specified number of cards from each Player's card deck (24.2). See separate list per Battle. On the reverse side is *Scenario Parameters*. This sheet is a summary of info you need to play all the battles.

**25.44 Bonus Cards:** On the second turn of each battle, each player draws a number of Bonus Cards specified for that battle. If playing the campaign, at the end of each battle, each player draws a number of Bonus cards determined by victory level (26.5).

**25.45 Alternate Reinforcements (ALT):** (25.51)

**25.46 Special Rules:** Rules that apply to this battle; at start conditions and map area in play. Saxony-Specific Rules (25.7, 25.8) apply to all battles.

**25.47 Victory Conditions:** Victory Points (26.1) are awarded for control of places on the map. Certain VP locations that *do not* count in a battle may be listed.

## 25.5 Reinforcements

Reinforcement units (19.1) are placed on the Turn Record Cards, and enter at the mapedge hex specified on the TRC. All units of the formation enter on the same turn unless listed separately, subject to card play, depending on size of formation for multi-hex forces (25.53). When a Division is listed, all units with that divisional designation arrive on the same turn (25.23).

**25.51 Alternate Reinforcements (ALT):** ALT Reinforcements are listed in the Scenario Information by group number. One numbered group of friendly ALT Reinforcements appears for each Alternate Reinforcement Card (No. 29) played. ALT groups must appear in order of priority starting with #1. Each time an ALT group enters, the enabling card is *removed from play* after being scored (26.16). ALT Reinforcements enter at a reinforcement entry hex or Supply Source of the same army. If they are accelerated reinforcements they arrive earlier than listed on the TRC.

> If not using the cards—roll *two* d6 during the Command Movement Segment of every Recovery Turn: on a result of 2 or 3, you may enter the next group of Alternate Reinforcements listed; if you roll a 4–12, there is no result. If you roll a 2 or 3, your opponent can roll 2d6 to delay by one turn the alternate reinforcements; the delay is successful if he also rolls a 2 or 3.

**25.52 Hidden Reinforcements:** All Reinforcements enter the map as Hidden Forces. Vedettes may enter instead of their parent LC units.

**25.53 Deploying Off-Map Reinforcements:** For multi-hex forces, prior to entry, all additional stacks after the first are deployed off-map in a column *(see Glossary),* beginning with the leader at the front of the column, and ending with the baggage (25.26). Reinforcements can enter in Road March at the owning player's option.

## 25.6 March Orders

One March Order *per player* may be issued prior to the start of any scenario, to any friendly force in play on the map, *if* a Commander of the appropriate army is on-map at the start of the scenario (20.1). Special Rules may alter the number of March Orders at start.

**25.61 Pre-Programmed March Orders:** The Special Rules may specify mandatory "pre-programmed" March Orders. These orders represent historical conditions limiting the leaders' freedom of action. They can be removed according to 20.23. One March Order can be changed at night (20.4, 2.2B).

**25.62 Late Start Mode Card:** If you want to change a pre-programmed March Order and you drew a Late Start Mode Card, the leader will need to awaken first. A "sleeping" leader moves with his units. *NOTE: Any kind of SNAFU can be covered by the term "asleep."*

## 25.7 Saxony-Specific Rules

**25.71 Weather:** Roll 2d6 to determine Weather on the first turn of each day. The same die result also indicates the next Recovery Turn. Check weather each Recovery Turn. Place the "**Weather?**" Marker on the TRC at the next Recovery Turn. Weather stays the same between checks. During Thunderstorm weather all Fords are unusable for all combat units.

**25.72 Carp Ponds (Teiche):** Infantry and cavalry in Road March (7.5), leaders and vedettes may traverse the trails on the dykes between ponds. EXAMPLE: For movement and combat purposes, consider a hex like KÖN 1128 a land hex surrounded by lake hexsides. A Dr out of the hex along trails is allowed. Trains, Arty and HArt may not enter. ZOC effects are the same as bridges. ZOCs do not extend into or out of a pond hex. *(Reinforcements may not enter at Kön 0134 or 0534.)*

**25.73 Release of French Imperial Guard [Optional]:** Units of the OG, YG, GC and Gde Res may not voluntarily engage prior to *Coalition General Retreat* declaration, or 4PM on the day of battle, whichever occurs first. EXCEPTION: one whole YG Div (either 1YG or 2YG) may engage freely at any time. Applies to LÜT and BAU.

## 25.8 Cossacks

Cossacks ("Cos") are a type of vedette (16.0) treated as any other vedette, and are subject to the following rule.

**25.81 Cossack Initiative:** Cossack vedettes cannot be placed in command (16.21). They move by Initiative only. Remove the Cossack vedette from play immediately (PEU) when it obtains an Initiative die roll of 6.

## 25.9 Team Play

In a multi-player game, one player assumes the role of Napoleon; Coalition Players represent Wittgenstein and Blücher. The Commanders control their historically associated formations (25.18). Blücher controls Prussian Corps I—IV (including their Russian contingents), and Wittgenstein controls the Russian Corps.

**25.91 Communication Among Players:** Players may *not* freely discuss their plans, tactics or strategy unless the Commanders they represent are within *four* hexes of each other.

**25.92 Aides-de-Camp:** Written notes may be passed between Coalition players. One message may be dispatched per player every friendly Command Phase.

**25.93 Objective Hexes:** Only place names, not hex numbers, may be specified as objective hexes.

**25.94 Arrival Time:** Written notes are dispatched during the Friendly Command Phase and are received during a later Friendly Command Phase. Travel time between leaders—*three* complete Turns.

**25.95 Victory:** After the winning side is determined, each of the Players compares the total VPs that he obtained in categories c-d-f-g-h only (26.11), or VP hexes his units were first to occupy for his side. The player with the highest VP score becomes C-in-C in the next battle, with choice of which side to play and choice of teammate.

# 26.0 VICTORY CONDITIONS

*Victory is awarded to the player or team with the most Victory Points at the end of the game. In the Campaign Game, the level of Victory is according to the ratio of each side's Victory Point total* (26.23).

## 26.1 Victory Point Awards

Victory Points are awarded for the conditions listed (26.11). Calculate victory point awards at the end of each battle or at the end of each day in the Campaign.

**26.11 Determine VP Totals:** VPs are awarded for:
   a) Enemy Combat SPs Eliminated (26.12)
   b) Enemy Formations Demoralized (26.13).
   c) Captured Enemy Baggage Trains (26.14).
   d) Controlled Hexes (26.15)
   e) Total VPs of cards you have played (26.16)

   f) Leaders in a town through the Night (26.17)
   g) Captured Commanders (26.18)
   h) Units that have exited the map (26.31)

**26.12 Total Combat SPs Eliminated**

At the end of the battle, total the losses in SPs by both sides, including the total SPs in the PEU, Unrecovered and Recovered boxes. Don't count SPs in the Full Strength Holding Box. Subtract the smaller from the larger total. The side losing the least SPs receives VPs as follows:

| Difference | VP Award | Difference | VPs |
|---|---|---|---|
| 0-4 | 0 VPs | 20-24 | 4 VPs |
| 5-9 | 1 VP | 25-29 | 5 VPs |
| 10-14 | 2 VPs | 30-34 | 6 VPs |
| 15-19 | 3 VPs | 35-39 | 7 VPs, etc. |

When calculating Total Combat Strength count the unit's Full Strength. EXCEPTION: For units *starting* the scenario at Reduced Strength, use reduced strength.

**26.13 Enemy Formations Demoralized:** Each Player receives **[4]** VPs for each enemy Formation demoralized at the end of play. EXCEPTION: only **[2]** VP are awarded for demoralization when the demoralization level of the formation is **4** or less.

**26.14 Captured Baggage Trains:** The Player receives **[2]** VPs for each Enemy Baggage Train captured (18.14).

**26.15 Control:** The Player receives **[4]** VPs for each *Enemy* Supply Source he controls. Each Player also receives the number of Victory Points printed on the map for each VP Hex he controls. EXCEPTIONS:

• The Scenario Victory Conditions may specify certain VP hexes that do *not* apply in that scenario.

   To be considered in control of a hex, a friendly *Combat* Unit *in Supply* must physically occupy the hex, or be the last Combat Unit to have occupied or moved through it. An occupying unit that is Out of Supply at the moment it enters or moves through a hex does not control that hex. To indicate the control of a hex, place a control marker of the proper side in the hex.

**26.16 Cards:** Add or subtract the VP Value of *each card* you have played during the game, if that card's instruction was actually used, as specified on the card.

**26.17 Leader in a town throughout the Night:** Each player receives 1 VP for every friendly Leader in a town or a Chateau who will remain there until 7 AM.

**26.18 Capture of Commanders:** A player receives a number of VPs for each captured Commander equal to that Commander's Command Rating.

## 26.2 Levels of Victory

At the end of the battle the total of Victory Points achieved by the two players is compared as a ratio (French: Coalition), which determines the level of

victory—Marginal, Tactical, or Strategic. Divide the French by the Coalition VP total.

**26.21 Find VP Ratio:**

| | |
|---|---|
| 1 to 2 or less | Coalition Strategic |
| 1 to 1.5 / 1 to 1.99 | Coalition Tactical |
| 1 to 1 / 1 to 1.49 | Coalition Marginal |
| 1.01 to 1 / 1.5 to 1 | French Marginal |
| 1.51 to 1 / 2 to 1 | French Tactical |
| More than 2 to 1 | French Strategic |

**26.22 When Total of VPs is Zero:** Convert scores of "0" to "1" in order to calculate VP ratio.

**26.23 Levels of Victory in the Campaign Game**:
In the Campaign Game at the end of each battle, the winner, Level of Victory and total VPs for each side must be recorded (26.5).

## 26.3 Exiting the Map
Either Player may choose to exit his units by playing the "General Retreat" card once per day. On the Coalition side, a General Retreat Order can be given to: all forces; only the Prussian Corps; only the Russian Corps; or only Barclay's Army at Bautzen (AG, L, and Res).

> If not using the cards, the Phasing Player may still declare one General Retreat per Army (20.5).

Individual units in a General Retreat move to the closest Exit Hex of the appropriate army (20.51). Friendly units may exit where an enemy unit previously exited. The exiting unit pays the Movement cost of the hex it is leaving once again. Exited leaders may *not* reorganize units. Units that exit the map cannot be returned to play and are *not* considered eliminated for Victory Point purposes. Units forced to *retreat* off the map are eliminated (12.34).

**26.31 VP Award:** If he makes a "General Retreat" the Exiting Player receives **[4 VP]** for exiting each friendly baggage train, and **[1 VP]** for every five combat units exited. EXCEPTION: The *total number of VPs* from exiting units may not exceed *the total number of enemy combat units* PEU and UAR. EXAMPLE: The Coalition player exits 25 units. The French lost 5 units, so all five VPs are counted.

**26.32 Exit by March Order:** A force may be assigned a March Order to exit the map.

**26.33 No Award:** Even if you do *not* declare "General Retreat," you may choose at any time to exit individual units to prevent their destruction, but *unless* they exit at an appropriate Supply Source, you receive no VPs, and the exited units cannot be returned to play.

## 26.4 Zero Loss Award
The Player receives **[2]** VPs if the total of eliminated SPs in the Friendly PEU + Unrecovered + Recovered boxes at the end of the game is zero.

## 26.5 Bonus Cards in the Campaign Game
The campaign is comprised of the Lützen DoB and the Bautzen AtB or Mini-Campaign. Score the Level of Victory at the end of each individual battle. Each victory will allow the winning player to draw "Bonus Cards" from his card deck at the battles that follow. At the beginning of every day, when players draw a new hand of cards, the loser draws cards equal to his previous day's hand. The winner draws the number of cards stipulated by his victory level then discards down to his previous day's hand size +1. The winner's hand should always be equal to or greater than his original hand +1. Shuffle all discards back into the deck.

> Each **Strategic** Victory: **3** Bonus Cards per battle
> Each **Tactical** Victory:  **2** Bonus Cards per battle
> Each **Marginal** Victory: **1** Bonus Card per battle

*Each player receives a minimum of 2 Bonus Cards.*
EXAMPLE: The French Player wins a Tactical Victory at Lützen*, and a Marginal Victory at Bautzen*. He would draw three "Bonus Cards" (plus the regular cards) on turn two of Hoyerswerda. The Coalition Player would draw the minimum of 2 Bonus Cards each day.

## 26.6 First Player
The first player sets-up first. First Player designation varies depending on the battle (27.16, 28.16 etc.).

## 27.0 THE BATTLE OF LÜTZEN
*Struggle for the Four Villages, 2 May 1813*

### 27.1 Introduction
Wittgenstein concentrated his army for an attack on Marshal Ney's 39,318 French troops camped between Lützen and Gross Görschen. (Ney's 39th Division is not included in the total.) Faulty planning led to delays in crossing the Elster and the attacking columns were not in position until just before noon on May 2nd. Milorad-ovich's Russian corps remained inactive only a few kilometers away. Ney's III Corps would have to delay the enemy while Eugene's Army of the Elbe swung around to attack their right flank. Ney's recruits held out long enough for Napoleon to arrive with the Guard.

Late in the afternoon, with Macdonald threatening to turn his right, Wittgenstein was forced to commit his reserves while more French were still coming. Once the whole French army was up, the outcome could be in doubt no longer. Wittgenstein's army held on until nightfall, losing 13,500 men during the battle; the French lost 19,194 men, most of the from Ney's Corps.

Wittgenstein is outnumbered and out-positioned. He is wise to fight a defensive battle. The chances of a

General Retreat are great. One thing will save the allies during the retreat: cavalry dominance. Victory for them likely requires holding Gross Görschen on the last turn.

**27.11 Duration:** 2 May, 12 Noon—8 PM (9 turns).

**27.12 Mode Cards at Start:** 2 French, 2 Coalition.

**27.13 Bonus Cards, Turn 2**: French 2, Coalition 2.

**27.14 Pontoon Trains:** Wittgenstein, 1; French, none

**27.15 Counter Mix:** (25.3).

**27.16 First Player:** The Coalition Player is first player.

**27.17 Improved Positions at Start:** none

**27.2 Alternate Reinforcements:**
FRENCH
French ALT arrive at 3301
#1. OUDINOT, XII Corps/13th Div
#2. XII Corps/14th Div
#3. XII Corps/29th Div, III/Frankfurt bn
#4. IV/38th I.D., IV/24th LC
COALITION
#1. MILORADOVICH, Rus IV Corps/8th, 22nd Divs., corps arty., 0148 (Accelerated Reinf. on May 2nd)
#2. BÜLOW, Pr IV/Homburg Div., Pr IV/Spreuth, 2153
#3. Pr IV/Harpe Div., Pr IV/Oppen Div., 2153
#4. KLEIST, Pr III Corps (already in play in the Mini-Campaign, 27.64), 2153 *NOTE: Kleist's Corps may appear here, despite the yellow initiative boxes.*

**27.3 Special Rules**

**27.31 Damaged Bridges at Start:** none

**27.32 March Orders at Start:** Each Player has one (20.1). Reinforcement forces of IV and VI Corps have pre-programmed march orders to Starsiedel.

**27.33 Map Area in Play:** Set up all units in accordance with the "5.2.13" column of the Initial Set-up. This scenario uses the Lützen (LÜT) Map.

**27.34 Ammunition Shortage.** *At the battle of Lützen Russian artillery expended all their stocks of ammunition on hand.* Each time Russian artillery obtains a "1R" result on the Bombardment Table, make a note of it. When the total reaches six, the Coalition Player must start rolling for ammunition shortage. Thereafter roll 1d6 each time a "1R" results on the Bombardment Table. A result of 6 means Ammunition Shortage. Then all Russian artillery—except for the Russian V Corps—suffer a -2 die roll modifier on the Bombardment Table. The shortage endures through Night PM of May 2nd.

**27.4 Victory Conditions**

VPs are earned as per 26.1.

**27.41 Control:** VP Hexes that Do NOT count: none

---

[4] The *Napoleon at Leipzig* North and South maps can be purchased separately on www.Napoleongames.com

**27.5 Lützen Mini-Campaign**

*Napoleon was not expecting to fight at Lützen, and his lack of cavalry kept him in the dark as to Coalition forces and intentions until noon of May 2nd. For this reason, the Lützen Mini-Campaign is not part of the Campaign game.* On the morning of May 1st, Napoleon continued to concentrate the army at Lützen prior to advancing. Lauriston alone moved toward Leipzig. The Prussian General Kleist was unable to delay Macdonald's march south toward the Allied right.

**27.51 Duration:** 1 May, 12 Noon—2 May, 8 PM (31 turns).

**27.52 Mode Cards at Start:** French 2, Coalition 1

**27.53 Alternate Reinforcements:** (27.2)

**27.54 March Orders at Start:** Each Player has one (20.1). In addition, Lauriston's French V Corps has a pre-programmed March Order to Lindenau (N-3129).

**27.55 Map Area in Play:** The Lützen Mini-Campaign uses the South and North Maps from OSG's *Napoleon at Leipzig (NAL)*.[4] Overlay the Lützen map on the Leipzig south map at a 60° angle WSW. The Supply Source in Leipzig may be used by the Coalition, along with S-5434, S-6034, and Lüt 0148 (even though it isn't on the mapedge). N1029 is a French Supply hex.

**27.56 Counter Mix:** The "5.1.13" column of the Initial Set-up shows the forces in play at start. Initial Set-up hexes for the North (N) or South (S) maps of *Napoleon at Leipzig* are only used in the Mini-campaign (27.66).

**27.56 Control:** The controlling player receives 10 VP for control of Lindenau (N-3129).

**27.58 All other Scenario Information:** *(27.1 —27.4)*

**27.6 Lützen Mini-Campaign Set-up**

*The French Player has overwhelming forces—and knows it. This intel advantage makes an historical outcome for May 1st unlikely.*

To somewhat ameliorate the French intelligence advantage, the Coalition player may choose the Free set-up or historical set-up. Kleist's Prussian III Corps, Korswandt's brigade and Wittgenstein set up on NAL North map at start (27.64).

**27.61 Free Set-up:** The Coalition player may secretly choose as a deployment center any bridge over the Weiße Elster, south of NAL N3627 inclusive. He writes down his choice (or else "Historical") in secret on a chit and places it face down near the game map. French Mode Cards are played and then the Noon French Player-Turn.

**27.62 Revealed Deployment:** Until his forces are revealed, the Coalition Player has no Player-Turn. The Russian I and II Corps, Knorring and Karpov, and the Prussian II Corps will be revealed all at once at any time

of the Coalition Player's choice (27.65). Interrupting the French Player turn if he wishes, he reveals his chit and freely sets up the above forces within 9 hexes of the written deployment center—not within 3 hexes of any French units. All units set up at their 5.1.13 strength, observing all stacking rules; then apply Mode Cards; and then resume the French Player Turn (if interrupted), or commence the Coalition Player-Turn. Forces remain *face-down* and only their *location* is revealed.

**27.63 Reinforcements:** Reinforcement units arrive as indicated on the TRC. After choosing his deployment center, the Coalition player must secretly assign a March Order to the Prussian I and Russian V Corps. These forces don't appear on the map until the deployment chit is revealed. They are assumed to be moving toward their assigned destination and are placed at a distance from their entry hex depending on the elapsed time since their scheduled entry. They may use Road March or not. The force sets up wherever it is removed from the March Order (20.23). Since only the Coalition player can see a convergence coming, he must place his forces on the map at the moment French units would have a line of sight to them.

In the "Historical" option, Yorck's II Corps sets up in road column between NAL S-3414 and S-3729.

**27.64 Kleist's Corps:** The Free Deployment doesn't apply to Kleist's Prussian III Corps. This corps, plus Wittgenstein, who *starts asleep*, according to Mode Card No. 2, "Late Start," and Korswandt's brigade, of II Prussian Corps—will set up on the NAL-N map at start. (See Initial set-up for 5.1.13.)

**27.65 Automatic Reveal:** If the Coalition Army hasn't revealed before Noon on 2 May it must reveal at the start of that turn. Coalition units assigned to a hex occupied by French units must re-reploy closer to their Supply Source—not within 3 hexes of any French units.

**27.66 Eugéne's Army:** The Armée de l'Elbe (XI, V, IC) arrives on the NAL map as shown on the TRC under the notation *"Mini-campaign only."* These entries should be ignored when playing the Lützen Day of Battle.

**27.67 French VI Corps:** Given his complete lack of cavalry, Marshal Marmont adopted a slow-moving anti-cavalry formation. At set-up, place a "Square" marker on each stack in VI Corps. The square markers on VI Corps units remain in place until the French player chooses to remove them. They may be removed at the end of any Friendly Movement Phase. Any hex occupied by VI Corps infantry units which is neither marked Square nor within 1 hex of friendly cavalry or vedettes will not roll a die but will add zero to the Lead unit's intiative in any Shock Combat in combat with enemy cavalry.

**27.68 NAL-N Fords:** Treat all blown bridges (2124, 2425, 2825, 2222, 2922, 3223, 3425, 3626) as fords.

## 28.0 THE BATTLE OF BAUTZEN
*The Guard's Moment of Truth, 20-21 May 1813*

### 28.1 Introduction
**28.11 Duration:** 21 May, 8 AM—8 PM (13 turns).
**28.12 Mode Cards at Start:** French 1, Coalition 1
**28.13 Bonus Cards, Turn 2**: French 2, Coalition 2.
**28.14 Pontoon Trains:** with Barclay, 1; with Macdonald, 1, with Soult, 3; and 1 deployed at S1313/1314.
**28.15 Counter Mix:** (25.3).
**28.16 First Player:** The French Player is first player.
**28.17 Improved Positions at Start:** Coalition—N3027, N2928, N3232, N3328, N3329, N3334; plus five (5) more in any hex occupied by friendly infantry. French—none.
**28.18 TRC to Use**: The Bautzen Day of Battle uses the May 21 TRC only.

### 28.2 Alternate Reinforcements:
FRENCH
ALT Reinforcements arrive at N1501 (except #4).
#1. SEBASTIANI/IIC
#2. REYNIER/VII (Accelerated Reinf.)
#3. VICTOR/II
#4. XII/29LC/Wolff, Gde/YG/Tindal-b, arr. at S0106.
*Historical note:* Beaumont was at Moritzburg NE of Dresden with 4 YG infantry bns., two Westphalian hussar rgts, Westphalian lancers (det.), Hessian LC.
COALITION
ALT Reinforcements arrive at N3901
#1. IV/Cos/Karpov II, II/Cos/Illowaisky X.
#2. BÜLOW/IV Corps/Thü, Hom
#3. IV Corps/Harpe Div, Cossacks
#4. IV/Oppen, Borstell.

### 28.3 Special Rules
**28.31 Damaged Bridges at Start:** none.
**28.32 March Orders at Start:** Each Player has one (20.1).
**28.33 Map Area in Play**: Set up all units in accordance with the "5.21.13" column. This scenario uses the Bautzen (N) and (S) Maps. Overlap North map hex N0135 over S0101 and hex N6135 over S6101.
**28.34 Marshal Ney:** Ney may place in command either II, III, V, or VII Corps.
**28.35 Marshal Soult:** Soult may only place the IV Corps in command (plus one other unit).

### 28.4 Victory Conditions
VPs are earned as per 26.1.
**28.41 Control:** VP hexes that do NOT count: N1634

## 28.5 Approach to Battle

Wittgenstein had 68,665 Russian and 29,344 Prussian troops in defensive positions in front of Bautzen along the River Spree and the hills beyond, watching the men of Napoleon's army 110,477 strong arriving from Dresden. Ney's wing would appear on the far right, from Luckau, with another 58,096 men.

The Russians are fighting a delaying action, to wear down the French and force them to make unfavorable attacks while two lines of Coalition units wait in reserve. The intention was to damage the French on the advance to the main position where the real battle will be fought on the 21st.

**28.51 Duration:** 20 May, 12 Noon—21 May, 8 PM (27 turns).

**28.52 Mode Cards at Start:** French 3, Coalition 1. Draw Mode Cards on the first daylight turn of each day (24.0). For the French, "Late Start" is in effect (28.67). Card No. 2 counts toward the total of 3 French Mode cards specified. Reshuffle the Mode Cards at 9 PM.

**28.53 Alternate Reinforcements:** (28.2)

**28.54 March Orders at Start:** The French Player has one (20.1). In addition, the French III Corps has a pre-programmed March Order to Klix (N2604). The Coalition Player has one (20.1).

**28.55 TRCs to Use:** The Bautzen Approach to Battle uses the Bautzen AtB TRC (May 20) and May 21 TRC.

**28.56 All other Scenario Information:** *(same as 28.1 —28.4)* EXCEPTION: Set-up one pontoon with Oudinot —not deployed.

## 28.6 Bautzen Mini-Campaign

The Mini-Campaign uses the 5.19.13 set-up for all forces on the BAU-N and BAU-S maps and the KÖN map (30.0). The Kön map overlaps the Bautzen North map at a 60° angle WNW. Hex Kön 0101 overlaps hex N1501 and Kön 2901 overlaps N0122.

**28.61 Duration:** 19 May, 1 PM—21 May, 8 PM (44 turns)

**28.62 Mode Cards at Start:** French 3, Coalition 1

**28.63 Alternate Reinforcements:** (28.2) *modify:* French ALT Reinforcements arrive at Kön 1134 (Except #4).

**28.64 March Orders at Start:** The French Player has one (20.1). The Coalition Player has one (20.1) plus a pre-programmed March Order for Raevsky's III Corps to march to Neuoppitz (Kön 1014). All Coalition forces on the Kön map at the end of May 19th 8 PM have a pre-programmed March Order—taking effect immediately —to any location or locations of the Coalition Player's choice on the BAU-N map.

**28.65 Control:** Hexes that do NOT count: On May 19th, count VP hexes on the Königswartha map only; after May 19th count VP locations on the BAU map only.

**28.66 TRCs to Use:** The Bautzen Mini-Campaign uses the May 19-20 TRC and the May 21 TRC.

**28.67 French Late Start:** French Card No. 2 (Late Start) is in effect at start. Follow instructions on the card. Remove card from the deck and place it beside the map face up, to denote its enduring effect.

**28.68 Spoiling Attack [Optional Rule]:** *The Coalition leadership planned a spoiling attack for May 19th on the Bautzen front, instead of awaiting the French attack.* If both players agree, ignore the above (28.67); *all* forces may move, attack and defend normally. If using this option use the following deployment modification.

ACCELERATED REINFORCEMENTS: NAPOLEON, 1YG and 2YG set-up anywhere within 4 hexes of S1006. The other Guard and GC reinforcements (1 PM and 2 PM) are accelerated by 24 hours, arriving at the same hour on May 19th instead of May 20th.

**28.69 All other Scenario Infor:** *(same as 28.1 —28.4)*

## 29.0 THE BATTLES OF LUCKAU AND HOYERSWERDA
### *Gateway to Berlin, 28 May—4 June 1813*

### 29.1 Introduction

Oudinot's XII Corps was left behind to take Berlin after gathering in Leclerc's brigade and Beaumont's small force from Moritzburg. The first Prussian attack at Hoyerswerda failed badly and their forces dispersed. The Prussians reassembled at Luckau in a strong position. On June 4th the French broke into Luckau in two places, Prussian counterattacks driving them out while cavalry smashed Oudinot's right flank. The battle ended after the brigades of Borstel and Boyen arrived. Prussian losses totaled 500 dead and wounded, the Russians 210. The French lost 1,100 killed and wounded, one howitzer, several ammunition wagons, and 800 prisoners. Oudinot's beaten force retreated on Uebigau, while the Prussian pursuit was halted by news of the armistice on the 9th. Victory over one of Napoleon's experienced marshals secured the capital and raised morale.

**29.11 Duration:** 4 June, 10 AM—8 PM (11 turns).

**29.12 Mode Cards at Start:** 2 Coalition, (no French forces on map) (24.53).

**29.13 Bonus Cards, Turn 2:** Coalition 2, French 2.

**29.14 Pontoon Trains:** none.

**29.15 Counter Mix:** Set up forces in column 6.4.13

**29.16 First Player:** The French Player is 1st player.

**29.17 Improved Positions at Start:** none

### 29.2 Alternate Reinforcements
FRENCH (arrive at French entry hex)
#1. SEBASTIANI/II Cav Corps
#2. VICTOR/II Corps, III/Frankfurt bn

COALITION (arrive at Coalition entry hex)
#1 IV/Boyen (Accelerated Reinforcement)
#2 IV/Borstell (Accelerated Reinforcement)

## 29.3 Special Rules

**29.31 Damaged Bridges at Start: none**

**29.32 March Orders at Start:** none

**29.33 Map Area in Play**: This scenario uses the Luckau (LUC) map. See column 6.4.13 on the Coalition Set-up Card. The French don't have any units to set-up (everybody arrives as reinforcements). XII Corps and Tindal-b are the French units that arrive at Luckau.

## 29.4 Victory Conditions

The VPs are earned as per 26.1.

**29.41 Control:** Hexes that do NOT count: none

## 29.5 Approach to Battle: Hoyerswerda

The Approach to Battle uses the set up and map for Hoyerswerda beginning on 5.28.13. If you play the Approach to Battle and follow with the Day of Battle (on the Luckau map), the state of your forces is the same as on the last turn of Hoyerswerda (plus all units shown for 6.4.13 that were not present on 5.28.13). Units Awaiting Reorganization on the last turn of Hoyerswerda are considered reorganized at the beginning of Luckau.

1) All units in the UAR box are automatically reorganized at full strength. 2) All units that were *reduced*, set-up at *full strength*. 3) All PEU units set up at *reduced* strength; units of only 1 SP at full-strength, are not reorganized (out of play).

**29.51 Duration:** 28 May, 12 Noon—4 June, 8 PM (20 turns).

**29.52 Mode Cards at Start:** French 1, Coalition none (no Coalition forces on map).

## 29.53 Alternate Reinforcements:

FRENCH (enter at 2134)
#1. SEBASTIANI/II Cav Corps
#2. VICTOR/II Corps, III/Frankfurt bn
COALITION
#1 IV/Boyen (either entry hex)
#2 IV Homberg (either entry hex)

**29.54 Map Area in Play**: This scenario uses the Hoyerswerda (HOY) map. See column 5.28.13 on the Initial Set-up Card (29.56).

**29.55 Improved Positions at Start:** none.

**29.56 End of 28 May:** At the end of 8PM, transfer all Coalition units on map to their Luckau map positions (6.4.13). If Boyen has not entered Hoyerswerda, he remains a reinforcement on the Luckau map. If the Coalition conduct a General Retreat off the Hoyerswerda map, then Boyen and Borstell arrive as reinforcements.

**29.57 March Orders at Start:** Each Player has 1 (20.1).

**29.58 First Player:** The French Player is 1st player, but the First Player Turn is skipped after Mode Card Play (Coalition moves first); then play proceeds to the French Player Turn of Game-Turn 2. In addition, French General Oudinot has a Late Start in effect start. Place Card No. 2 face-up near the map.

**29.59 Victory Conditions:** VPs are earned as per 26.1. EXCEPTION: The Coalition Player receives the VPs shown at the end of each French Player turn that Coalition units control that hex.

# 30.0 KÖNIGSWARTHA
*Barclay's Spoiling Attack, 19 May 1813*

## 30.1 Introduction

Barclay's surprise attack on the arriving troops of Ney's Army overturned the Marshal's timetable for his flanking maneuver at Bautzen.

**30.11 Approach to Battle Duration:** 19 May, 1 PM—8 PM (8 turns).

**30.12 Mode Cards at Start:** Coalition 2, French 3.

**30.13 Bonus Cards, Turn 2**: Coalition 2, French 2.

**30.14 Pontoon Trains:** none.

**30.15 Counter Mix:** (25.3) Ignore units with set up hexes on the BAU-N and BAU-S map (unless playing the Mini-campaign).

**30.16 First Player:** The Coalition Player is 1st player.

**30.17 Improved Positions at Start:** none

**30.18 TRCs to Use**: The Königswartha Day of Battle uses the May 19-20 TRC (first column only).

## 30.2 Alternate Reinforcements

FRENCH
#1. III/9th I.D. Arrives at Wartha (1134)
#2. V/17th I.D. Arrives at Wartha (1134)
COALITION
#1. II Pr/Hünerbein. Arrives from Klix (0101).
#2. Karpov, Illowaiski Cos Arrives from Klix (0101).

## 30.3 Special Rules

**30.31 Damaged Bridges at Start:** None

**30.32 March Orders at Start:** The Coalition player has a pre-programmed March Order for Raevsky's III Corps Grenadiers to march to Neuoppitz (1014). The French player has one (20.1).

**30.33 Map Area in Play**: This scenario uses the Königswartha-Weissig (KÖN) map only. The BAU maps are not used.

**30.34 Forces in Play:** See column 5.19.13 on the Set-up Card. Do not use any units that set-up on either Bautzen

map (N, S). These units and the Bautzen maps remain out of play. They are used in the Mini-campaign (28.6).

**30.35 Alternate Entry Hexes:** The trails at 0134 and 0534 may not be used as entry for any units or leaders.

**30.36 Commanders**: Barclay (Coalition) and Ney (French) are overall Commanders and may command or give March Orders to any friendly units or officers. (Historically Ney was not on the map but close-by.)

### 30.4 Victory Conditions

The VPs are earned as per 26.1.

**30.41 Control:** Hexes that do NOT count: none

## 31.0 CAMPAIGN GAME
*May-June, 1813*

### 31.1 Introduction

The Campaign Game is the "Link Game," consisting of the Lützen Day of Battle, the Bautzen Mini-Campaign, and two small battle games played successively in order, with each day's fighting influencing the number of bonus cards you get (26.5).

**31.11 Duration:** Equals the total number of turns in the Lützen DoB, Bautzen Mini-Campaign, Hoyerswerda and Luckau played sequentially.

**31.12 Mode Cards at Start:** 2 French, 2 Coalition.

**31.13 Bonus Cards, Turn 2**: French 2, Coalition 2.

**31.14 Pontoon Trains:** Wittgenstein, 1; French, none (31.55).

**31.15 Counter Mix:** (31.5)

**31.16 First Player:** The Coalition Player is 1st Player.

### 31.2 Alternate Reinforcements:

All Alternate Reinforcements from the individual battles apply (27.2, 28.2, 29.2 and 30.2.).

### 31.3 Special Rules

All Special Rules from the individual battles apply (27.3, 28.3, 29.3 and 30.3).

### 31.4 Campaign Game Victory Conditions

The total of VPs is tallied per player after each battle. See the "Campaign Ratio" Section of the Victory Worksheet to determine the overall level of victory for each day of the campaign.

**31.41 Control:** *(see individual battle).*

### 31.5 Initial Set-up

To start the Grand Campaign, use the 5.2.13 set-up and play the Lützen Day of Battle (27.0). At the conclusion of the Night PM turn of 2 May, the action moves to the Bautzen Approach to Battle (28.5) or if players prefer, to the Bautzen Mini-Campaign (28.6).

**31.51 Victory Level:** If the Coalition has won a Tactical or Strategic Victory at Lützen, *and* controls hex NAL-N3627 at 9 pm on May 2$^{nd}$, then there is no campaign progresssion to Bautzen; rather the players proceed immediately to a 3$^{rd}$ Day of battle at Lützen. (Since there are no reinf. on the 3$^{rd}$ Day, recycle the May 2$^{nd}$ TRC.)

**31.52 Force Structure:** Assemble all forces in play, excluding the Prussian IV Corps. Set up units whether they survived the battle of Lützen or not, per the Initial set-up card (5.19.13 or 5.20.13 at player option), including units *not* at Lützen (the yellow non-b units). Units sometimes change their corps stripes (Berg's and Miloradovich's)—always work with the counter called for in each battle. Left out of play: Leaders and Units which disappear from the Initial set-up between the two battles (such as Tormassov, for example).

**31.52 Reduced and Eliminated Units:** The ® notations on the Initial Set-up for Bautzen should be ignored in the Campaign. Force reductions will depend on the outcome of the Lützen Mini-Campaign. During the Start Phase for Bautzen (or Königswartha, if not skipped), all units with a substitute unit must now substitute the corresponding counter ("-b" with yellow initiative box).

**31.53 Attrition:** All units set-up at Full Strength, except: 1) PEU units, and 2) French UAR units *if* the Coalition has won a Marginal Victory. These two groups of units set up on their reduced side. (Units among them with no reduced side are out of play.)

**31.54 Replacements:** If Card No. 4 appears during mode Card play, the player gains up to 8 new Strength Points. Replacement arrivals are ***not*** subject to the rules of Reorganization (22.2).

**31.55 Leaders, Baggage, etc.**: Any baggage trains and vedettes that have been eliminated return to play. Any leaders that have been captured remain so. The French player receives 5 new pontoons. Formations without officers now get a replacement leader (5.52).

## HISTORICAL NOTES
*Kevin Zucker*

12 MARCH 1813: Eugene Beauharnais commanded the remnants of the once-great host in their retrograde movement from East Prussia to Magdeburg. Prussia, recently a French ally, turned against her former chief, preparing to fight alongside the victorious but exhausted Russian army under worn-out 68-year-old General Mikhail Kutuzov.

## The Political Situation in Saxony

Prussia hoped that Saxony would emulate her and join the Coalition. On crossing the border into Saxony, Blücher issued a stern warning. "We shall regard as a brother any friend of German independence; we shall gently lead back to the right path the erring weak; but we shall mercilessly pursue the dishonorable panderer to foreign tyranny as a traitor to the Fatherland." Kutuzov was not pleased. He cautioned all subordinate commanders not to do that again. "Any proclamation published in the occupied provinces should be limited to the promise of protection of life and property and to the demand for items needed to supply the troops." [5] Kutuzov issued his own proclamation to the German people, *"Aufruf an die Deutschen,"* on 25 March.

The Saxons complained to the Tsar, accusing their neighbors the Prussians of acting like invaders. Even Scharnhorst accused the Prussian war commissar, Friedrich Ribbentrop, "of treating the Saxons no better than the French had treated the Prussians."[6]

## Troop Quality and Cavalry Advantage

Too few French veterans remained with the colors. There was neither time nor cadre to whip the new soldiers into shape. General Jacques Lauriston exposed the lack of coordination in maneuvering by his "cohort" battalions. The only units able to maneuver by regiment were the Old and Middle Guard, and the 1st and 3rd Tirailleurs and Voltigeurs.[7] The other troops of 1813 lacked the tactical flexibility and brigade-level maneuverability of previous years. Their regiments were only able to deploy in attack or square formation.

Because of the longer training period required to turn out a mounted soldier, Napoleon's quickly-assembled forces were extremely deficient in horsemen. The pitifully-few French cavalry vedettes were unable to locate the enemy army, keeping Napoleon ignorant of the Allied concentrations on the flank of his columns.

Russian Marshal Peter Wittgenstein rushed toward the open plains west of Leipzig where his cavalry would protect the army in any reversal.

## Supply

French magazines were stocked at Würzburg, Kassel, Erfurt and Magdeburg. The shortage of horses slowed French supply lifts, now more important than ever because of the young conscripts' ignorance of the arts of foraging. The region of Saxony between the Elbe and Thüringia could support an army of 60,000 men for only three days. Flying Cossack patrols could circum-scribe Napoleon's foraging parties to half of the region.

---

### British Shipments to Stralsund, 1813
Artillery—218 guns
Muskets—124,119 with cartridges, powder and flints, swords, sabers and lances
Uniforms—150,000 complete with great-coats, cloaks, boots and shoes, blankets, shirts and pants, knapsacks, forage caps, haversacks and canteens.
Biscuit and Flour—702,000 pounds
Beef and Pork—691,360 pounds
Brandy and Rum—28,625 gallons

Gneisenau feared a repetition of the ammunition shortages that had plagued the Russians in 1807. Russian powder supplies would be replenished as soon as possible by Saxon mills at Bautzen and Dresden. But their different caliber guns meant delays in the casting of shot. Infantry ammunition was also in short supply. "Wittgenstein informed Yorck that the Russians would soon exhaust their supply of cartridges because the parks remained too distant to resupply the men."[8]

### Napoleon's Grande Armée
| | |
|---|---|
| I Corps-XI Corps, 39 divisions. | 300,000 men |
| Effective Strength on **25 April 1813** | |
| III-VII, XI, XII, Gde, IC, 32 divs. | 204,712 men |
| 800 guns, 2,000 caissons | |
| Army of the Elbe—Eugene[9] | |
| XI Corps—3 divs. | |
| Elbe Obs.—5 divs. | |
| I Corps—2 divs. | |
| VII Corps—1 div. | |
| I Cav | |
| II Cav | |
| Army of the Main—Napoleon | |
| III Corps—4 divs. | |
| IV Corps—4 divs. | |
| VI Corps—4 divs. | |

## The Theater

Four main highways traversed the theater of war along an east-west axis. All operations by either army must employ one or more of these highways: the northern route through Stettin to Hamburg; central routes through Posen, Berlin, and Magdeburg or though Leipzig and Erfurt to Frankfurt am Main; and the southern route through Breslau, Dresden, and Hof to Bamberg. Scharnhorst expected the French to advance by the southern route, through broken terrain that would protect against superior Allied cavalry.

---

[5] Leggiere, I, p. 132
[6] Leggiere, I, p. 135
[7] Bowden, p. 64.

[8] Leggiere, I, p. 185-86
[9] Leggiere, I, p. 110. Initial distribution of 26 March

## Orbat, Coalition

STREIFKORPS                                    5,000 men
Chernishev
Benckendorff
Tettenborn
All three operated on the northern flank.

RUSSIAN ARMY                                  60,000 men
Effective strength on 1 March 1813
Reinf. received by May                        20,000 men

Tormassov's Army          32,000 men, 274 guns
Winzingerode's Corps      13,136 men, 72 guns
Miloradovich's Corps      15,687 men, 98 guns
Main Body, Kalisch        17,100 men, 176 guns

PRUSSIAN ARMY
Effective strength January 1813
*In Silesia*—12 inf. bns., 32 sqdns., 7 garr cos., 5 inf.
depots, 17.5 arty btys., 1 co artisans, 1 co. pioneers.
*In Berlin*—4 inf. bns., 6 sqdns., 5 garr. cos., 1 inf
depot,
2 arty btys., 1 Jäger bn. depot.

PRUSSIAN ARMY                                 71,382 men
Effective strength 16 March 1813
II Corps, Blücher[10]                         27,155 men
Reserves, Garrisons, etc.                     56,012[11]

PRUSSIAN SIEGE CORPS              Glogau
5 bns., 6,000 men, 80 heavy guns—Schuler
Scheduled to relieve Miloradovich on 1 April.

PRUSSIAN SECURITY DETACHMENT
Guarding Upper Silesian Iron Works
800 inf., Neumark Dgn Rgt.

TROOPS IN SILESIA[12]
Effective strength 1 Jan 1813
12 bns., 32 sqdns., 7 garr. cos., 5 inf depots.,
17.5 arty. cos., artisans, pioneers
*Reinforcements from Berlin*
4 bns., 6 sqdns., 5 garr. cos., 1 inf depot., 2 arty. cos.

Dresden was of only secondary importance, so Napoleon selected the central route, intending to defend the upper Elbe. He chose as his concentration point the great depot of Erfurt.

"I know the big question is Dresden but it is a question we must ignore. The arrangements you have made up to this point will not defend this city… I would rather see the enemy at Leipzig, Erfurt, and Gotha instead of Hanover and Bremen."[13]

"Napoleon added the capture of Berlin as the first step in [his] master plan of reaching the Vistula and strategically enveloping the Russian army…. This required Eugene to hold the Elbe… [and] presented the Allies with a golden opportunity to crush the Viceroy, reach the German heartland, and ignite a national uprising against the French."[14]

Eugene's repeated withdrawals in the face of a superior foe irked his father-in-law. "By reuniting your cavalry at a camp before Magdeburg, the enemy would have been forced to keep all of his in check."[15]

**The View at Kutuzov's HQ:** Friction developed as well between Wittgenstein, commanding the advanced guard of the army, and Kutuzov, the C-in-C. "Wittgenstein and his chief of staff, Auvray, remained obsessed with defending Berlin," and the province of Brandenburg, to shield Prussia's mobilization.[16] Knesebeck, King Wilhelm's chief strategist, advocated "taking the direction of Magdeburg against the viceroy to overwhelm him."

Kutuzov sought to prevent his subordinates from running amok: "Basically, wherever you encounter the enemy, as long as he is weaker than you, he will not risk holding his ground and thus you can do no great damage to him; he will fall back on his main force and reinforce himself according to the measures of his retreat."[17] Kutuzov censured his commanders for their rapid advance which he considered completely useless, serving only to increase attrition. "I must always judge the gradual reduction of our forces in rapid offensive movements with the distance from the sources of our supply."[18] "I thus hold it as absolutely necessary that we go no further than the Elster, which is the extreme line"[19] as the army was already straining at the end of its logistical tether stretching from Russian bases.

The staff agreed that it would be wise to await the main Russian army before crossing the Elster. It was thought there was no hurry, as Napoleon's appearance in the field was not expected for some time. Toll assumed Napoleon needed six more weeks to finish rebuilding his cavalry arm.

[10] Blücher's Corps was renumbered I Corps in mid-May.
[11] Leggiere, I, p. 105. 16,800 inf, 6,000 cav, 100 guns
[12] Leggiere, I, p. 117, n. 59
[13] Leggiere, I, p. 113
[14] Leggiere, I, p. 113

[15] Leggiere, I, p. 142. Napoleon to Eugene, 17 Mar 13
[16] Leggiere, I, p. 133.
[17] Leggiere, I, p. 137. Kutuzov to Wittgenstein, 20 Mar 13
[18] Leggiere, I, p. 137. Kutuzov to Winzingerode, 5 Apr 13
[19] Leggiere, I, p. 147. Kutuzov to Wittgenstein, 29 Mar 13

"The Russian Army, weakened by the immense operations during its historically unprecedented pursuit of the enemy and by the countless fortresses that it had to besiege and storm, would not have been in a condition to remain one moment at the Elbe if it had not found in the military forces of Prussia a powerful ally. … It also betrays a complete lack of general judgment if one can forget for a moment that *the enemy's strength increases by moving closer to his sources of support, whereas by the same measure ours decrease.*"[20]

On 1st and 2nd March, 1813, at a Council of War at Allied Headquarters, the Tsar adopted Scharnhorst's Operations plan, which "actually sacrificed the initiative to the French … Wittgenstein's northern army would advance to Berlin while Blücher's southern army would march on Dresden. Kutuzov, with Tormasov's army, would follow three marches behind, on three or four parallel roads, to ease supply."[21] Blücher and Wittgenstein would coordinate their efforts and converge on the enemy army, exact maneuvers depending upon his actual axis of advance. Streifkorps and Freikorps would overwhelm the few French horsemen and flood the open plains of Saxony with light cavalry, harassing the unprotected infantry.

"There were only two options: either leave Saxony without striking a blow … or boldly attack the enemy rather than accept battle from a defensive position taken on the retreat."[22] Scharnhorst recognized the damage to Allied prestige that the first option would entail. With control of the Elbe, Napoleon would be free to operate against Berlin. "The best plan would be for the main army to cross to the left bank, unite with us, and accept a battle here."[23]

## Operations

20 MARCH: after news that Erfurt was "the enemy's main point of assembly," a new Council of War adopted an updated plan of action.[24]

28 MARCH: Blücher's HQ moved up from Görlitz to Löbau and crossed the Saxon frontier, leading 26,000 Prussians and 10,500 Russians, including 3,500 cavalry. The light cavalry established a seventy-mile outpost chain west of the Saale River, with small patrols on all roads running through the Thuringian Forest, disrupting French communications.

**Arrivals:** Miloradovich's corps would advance from Glogau to Dresden after being relieved by Schuler's siege corps on or about 1 April. Miloradovich actually reached Dresden two weeks later, on 16 April, and Tormassov's Army followed on the 28th.

10 APRIL, ROSSLAU: Yorck's I Corps crossed the Elbe. The Russians also crossed at Dresden. By 17 April they had restored the bridge, established a pontoon upstream, one at Meissen and one at Mühlberg. In response to this challenge, Napoleon was preparing to move east from Thüringia.

25 APRIL, RIVER SAALE: The French crossed the river at Camburg and Dornburg, bivouacking at Frauenpriessnitz. Napoleon reached Erfurt. Oudinot's XII Corps and the Württemberg division remained two marches to the rear.

**ALLIED ARMY TOTAL**

|  | Men | bn./sqdn./bty./polk |  |
|---|---|---|---|
| Inf. | 56,240 | 132 |  |
| Cav. | 19,340 | 139 |  |
| Cos | 5,000 | 18 |  |
| Arty, eng. | 7,660 | 53 | 552 guns |

| **Napoleon's March Table**[25] |  |  |
|---|---|---|
| Elbe | *Aschersleben* | 11th April |
| III | *Schweinfurt-Aschaffenburg* | 11th April |
| VI | *Hanau* | mid-April |
| IV | *Ansbach-Augsburg* | mid-April |
| XII | *Ansbach-Augsburg* | mid-April |
| III | *Erfurt* | 20th April |
| GC | *Eisenach* | 22nd April |
| VI | *Eisenach* | 22nd April |

| **Army of the Elbe** |  |  |
|---|---|---|
| XI | 31st, 35th, 36th I.D. | 22,000 |
| V | 16th, 17th,[26] 18th, 19th I.D. | 22,000 |
| Gde | OG | 3,500 |
|  | 32nd I.D. | 4,500 |
| II | 4th I.D. | 6,000 |
| IC |  | 4,000 |
|  | Total | 62,000 |

| **Army of the Main** |  |  |
|---|---|---|
| III | 8th, 9th, 10th, 11th, 39th I.D. | 45,000 |
| VI | 20th, 21st, 22nd, 23rd [27] I.D. | 25,000 |
| IV | 12th, 15th, 38th I.D. | 30,000 |
| XII | 13th, 14th, 29th I.D. | 25,000 |
| Gde | YG, OG | 11,000 |
| GC |  | 4,000 |
|  | Total | 140,000 |

[20] Leggiere, I, p. 165. Scharnhorst to Röder 14 Apr 13

[21] Leggiere, I, p. 101

[22] Leggiere, I, p. 183. Clausewitz, *Hinterlassene Werke*.

[23] Leggiere, I, p. 182. Scharnhorst to Boyen, 18 Apr 13

[24] Leggiere, I, p. 136

[25] Leggiere, I, p. 161

[26] Operating with Sebastiani (IIC) on the lower Elbe

[27] In process of formation.

| Coalition Dispositions | |
|---|---|
| Blücher's II Prussian Corps | |
| Cavalry and HQ | *Altenburg* |
| Brandenburg Bde | *Mittweida* |
| Upper Silesian Bde | *Penig* |
| Lower Silesian Bde | *Zwickau* |
| Winzingerode | *Leipzig* |

| Concentration for Battle | | |
|---|---|---|
| Tormassov's March Table | | |
| | 1st column | 2nd column |
| 28th Apr | *Rosswein* | *Freiburg* |
| 29th Apr | *Geringswalde* | *Mittweida* |
| 30th Apr | *Frohburg* | *Kohren* |
| 1st May | Tormassov | two days behind. |
| | | |
| Wittgenstein | 26th Apr | *Leipzig* |
| Winzingerode | Cav–*Lützen* | Inf—*Zwenkau* |

## Supply problems in the Russian Army

Kutuzov's excessively-long line of communications ran from Dresden to Görlitz, Bunzlau, Breslau, and Kalisch back to Russia. A heavy cold brought on by a nervous fever brought low the commander in chief, and on 28 April just as Tormassov's troops marched past his wondow, the old war horse succumbed.[28]

At the same time, the other corps crossed the Elbe at Dresden, Meissen, and Mühlberg and concentrated for battle. Gneisenau warned, "Forced by hunger we will have to separate our forces at the end of April."[29]

The strategic relationship between the Allied Line of Operation and Napoleon's mainly interested Toll. *(See Designer's Notes.)* Toll planned to attack the French along the Naumburg-Leipzig highway, striking into the enemy's exposed right flank. On this open terrain the Allies would seize the offensive—counting upon their superiority in cavalry to preserve them from the consequences of any reverse[30]—and turn Napoleon's right while his attention was directed toward Leipzig.[31]

Napoleon, for his part, did not expect a battle at Lützen. He was surprised to learn that the enemy had crossed the Elster. He did anticipate the allies might strike Ney, and required the 8th Division to form a giant square in order to be secure from enemy cavalry. However, no security measures were taken and Souham was unaware of the threat forming on his right at Pegau.

## Approach to Battle

Wittgenstein detached one thousand men at the bridge of Zwenkau and began organizing a great mass of cavalry on his left to deliver the main blow. Winzingerode had fallen back toward Zwenkau (near 2041).

Gorchakov's detachment of 3,000 men and one battery provided security at Pegau and the other river crossings. Miloradovich was to provide a strong flank guard out beyond the Russian left, at Zeitz.[32]

Wittgenstein thought of picking off a stray unsupported French formation, this from the man who generally kept his formations within supporting distance of each other.

Napoleon's first care was to link up with Eugène's Army.
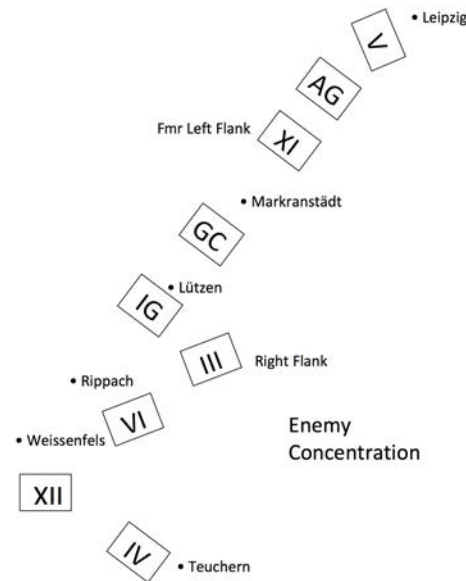


*Napoleon's bataillon carré in April 1813*

Cavalry is a necessity for an army, especially when advancing into enemy territory. The lack of cavalry to provide for security of the marching columns, constrained the advance. If a battle occurs in open terrain, an army unsupported by cavalry would find itself the target of numerous charges, forcing high density targets.

Engaging without a sufficient force of cavalry, Napoleon is knowingly breaking a cardinal rule. This

---

[28] The Tsar came to see the dying Kutuzov, saying: "Forgive me, Mikhail Illarionovich!" Kutuzov replied: "I forgive you, Your Majesty—but Russia will never forgive."

[29] Leggiere, I, p. 196
[30] Leggiere, I, p. 191, 184
[31] Leggiere, I, p. 212
[32] Leggiere, I, p. 202—216

he is forced to do, because the Coalition crossing of the Elbe threatens his mobilization areas in Erfurt, etc.

| Napoleon's Dispositions[33] | |
| --- | --- |
| Eug | *Ötsch* |
| XI | west of *Markranstädt and Quesitz* |
| IC | south of *Schladebach* |
| V | between *Schladebach–Merseburg* |
| Nap | *Kaja* |
| III | *Kaja;* 8th Div in quadrilateral of villages |
| 10th | *Starsiedel* |
| 11th | between *Starsiedel–Lützen* |
| 9th | between *Starsiedel–Lützen* |
| 39th | between *Starsiedel–Lützen* |
| VI | HQ and 21st–*Rippach* |
| 20th | west of *Rippach* |
| 22nd | *Naumburg* |
| Gde | 2 divs–*Weissenfels* |
| IV | HQ *Stossen* |
| 12th | *Pretzsch* |

## Lützen

Blücher's corps marched during the night from Rötha to Pegau. Around 5 AM the head of his column reached Audigast. Yorck's corps was moving from Zwenkau to follow behind Blücher. Zieten's and Klüx's brigades ran into the lead unit of Yorck's southbound column near Kl. Stockwitz (0640), and the resulting chaos took hours to clear up.

1 MAY: Ney's III Corps and Marmont's VI Corps were ordered to cross the Saale at Weissenfels, advancing to the right to cover the flank of the advance on Leipzig. They were supported by the Imperial Guard cavalry, one division from the Young Guard and two from the Old Guard, all under Marshal Bessières. They had to cross the Rippach stream through a small ravine flowing into the Saale north-east of Weissenfels. This stream was lined with villages. A Russian cavalry force until General Sergey Lanskoi was on the north bank of the Rippach, with Winzengerode not far behind.

Ney decided to deploy in a dense column that made his young conscripts more reliable, but also more vulnerable to artillery. General Souham's division made first attack. Lanskoi's cavalry withdrew, but the French advance was then slowed down by the Russian artillery, firing across the ravine.

About noon, Napoleon reached Rippach on the left of the field. He decided to commit the Guard Cavalry to the fight, in an attempt to force the Russian artillery to retreat. Bessières went forward to examine the ground

his troops would have to attack across. One of his orderlies was killed while Bessières was talking to Ney. Bessières himself was then hit by a cannonball while returning to his troops, and died instantly.

By the end of the day Ney's forces were based around Lützen, with outposts to the south-east. The burning villages illuminated the horizon in Rahna in three places.

## Second Day of Battle

The Coalition had only 15,000 uncommitted troops. However, Eugene was arriving with 40,000, including two of Lauriston's three divisions.

## Command Problems in the Coalition Army

Alexander made the major decisions, receiving the reports and issuing orders, eclipsing Wittgenstein, and assuming the coveted role of Allied generalissimo during the course of the battle. At times, no one commanded or everyone commanded—the Tsar, Auvray, or Diebitsch. Wittgenstein exerted the least influence of all.

There was no general battle leadership on the allied side. Not only did Wittgenstein allow himself to be consumed by gaining possession of the four villages, he became distracted with staff work rather than leadership.[34]

Wittgenstein did not know how to leverage his superiority of 438 cannon against 350.[35] He was not helped by a shortage of ammunition in the Russian artillery, whose parks were well to the rear and out of reach during the Lützen phase.

Napoleon's ability to concentrate units on the battlefield, meanwhile, remained his operational forte. The young French soldiers, who in no way rivaled the grognards of 1805-07, proved capable in the hands to the master.[36]

## Approach to Bautzen

11 MAY: Napoleon began moving his forces over the temporarily-repaired bridge at Dresden. At the same time, 84 km to the northwest, Marshal Ney crossed at Torgau with the III, V and VII Corps. By sending Ney toward Berlin, the Emperor wanted to induce the Prussians ito separate from their comrades for the defense of the capital. The main army had only 50 km to reach Bautzen, while Marshal Ney's troops had a long curving march of 167 km ahead of them.

12 MAY: Napoleon was still unsure which way the Coalition forces had retreated. There were reports of I.P.s under construction at Bautzen. Eugene's Army was dissolved and the Imperial stepson was sent to take

---

[33] Leggiere, I
[34] Leggiere, I, p. 434

[35] Droysen—in Leggiere, I, p. 441
[36] Leggiere, I, p. 436

command of forces in Italy. Macdonald was given command of the Advanced Guard in his place and ordered to move toward Bautzen.[37]

13 MAY: Beaumont was given command of a small force of all arms and sent to the Chateau of Moritzburg. XI Corps drove Miloradovich back beyond Bischofswerda. Following Macdonald, Marmont's VI Corps was halfway to Bischofswerda. The IV Corps marched northeast toward Königsbrück and Kamenz, while Oudinot's XII Corps crossed at Dresden and camped in the Neustadt.[38]

Victor reached Köthen with the II Corps, IIC, Puthod's and Philippon's Divisions, a total of 25,000 men. Napoleon sent orders for this force to cross the Elbe at Wittenberg.

14 MAY: Reports showed that Berlin was guarded only by Bülow's Corps (now double its former size) and some cavalry. Dresden became the French Army's main depot, as several Gde battalions and 4,000 Guard cavalry arrived.

15 MAY: V Corps reached Doberlug.

16 MAY: Victor was between Wittenberg and Luckau on the right bank of the Elbe.

Ney's III Corps was at Luckau, VII Corps between Victor and Ney. Expecting to fight at Bautzen, Napoleon realized he needed forces double those of his adversary to obtain a decisive victory.

18 MAY: The Emperor departed Dresden in the evening and rode to Grossharthau. The weather was extremely hot and dusty.[39]

19 MAY: KÖNIGSWARTHA Alerted to Lauriston's approach, Wittgenstein saw an opportunity to grab a few victory points. Attaching Yorck's Prussians and Raevsky's Russian grenadiers to Barclay's 13,000 freshly-arrived troops, a strike force of 23,700 was assembled. Barclay was told to attack the French at Königswartha. Miloradovich, at Bautzen, would provide a demonstration to prevent the French center from intervening.[40]

**12 Noon** Barclay crossed the Spree at Niedergurig and turned NW toward Johnsdorf. To his right, Yorck moved on a parallel axis through Gleina and Gottamelde.

**1 PM** Barclay's Advanced Guard reached Johnsdorf.

**2 PM** The Russians caught the Italians cooking, capturing their general, Peyri, and 754 of his compatriots, with 7 guns. The Italian fighters inflicted 1,000 casualties on the Russian 18th and 9th I.D.

**3 PM** Peyri's survivors reached Wartha, where they met Souham's 8th I.D. Yorck's Prussians were still arriving at Hermsdorf.

**4 PM** Yorck climbed Eich Hill and saw the head of V Corps emerging from Steinitz. Yorck ordered his subordinate Steinmetz into Weißig; and had the HArt unlimbered on the Eich to sweep the road from Steinitz.

**5 PM** Yorck held on at Weißig until he received Barclay's request for help. After sending his 2nd Brigade and reserve cavalry, he withdrew from his position.[41]

**6 PM** The 2nd Brigade reached Johnsdorf but when it became clear Souham's 8th I.D. would not advance from Wartha, the troops went back to Weißig.

**7 PM** Yorck returned to the attack; Eich Hill changed hands several times.

**8 PM** The Emperor left IHQ at Kleinförstchen and rode north to Kleinwelka, perceiving burning villages and cannonfire ten miles further north.

**10 PM** Fighting continued into darkness with the 9th I.D. and grenadier battalions in support. Lauriston's superior force prevailed, driving the Russians back into Hermsdorf at a cost of 1,500 French soldiers (half of them prisoners); Yorck lost 1,883. Steinmetz shouldered the brunt off the fight.

**Midnight** Napoleon returned to IHQ after doing nothing to help Lauriston. He should have ordered Souham to retake Königswartha, but he wasn't there.

**Night** Ney held 3 divisions at Neubuchwalde, 6 miles south of Hoyerswerda, while one division escorted Corps HQ as far as Maukendorf (just off map). Souham led the Corps as advanced guard.

Gneisenau was alerted to the looming French threat to the right. The major counter-attack operation from the Kreckwitz Heights was cancelled.[42] Wittgenstein now knew he would have to retreat, striving to limit losses to fight another day. The Army would maintain its position until Ney's maneuver either forced a general retreat, or else was stopped.

Königswartha was a Spoiling Attack/Raid by the Russians; Weissig is Lauriston's Movement to Contact/ Hasty Attack. Barclay kept his troops marching between battlefields, reminiscent of d'Erlon's column at Quatre Bras.

20 MAY
**Bautzen**
Miloradovich's Rear Guard action ended up pulling in many Russian V Corps units as he withdrew onto the main position, bristling with redoubts, fleches, and entrenched batteries.[43] For his part, the Emperor needed

---

[37] Leggiere, I, p. 298
[38] Leggiere, I, p. 300
[39] Temperature records indicate actually only 64° F.
[40] Leggiere, I, p. 325

[41] Leggiere, I, p. 328
[42] Leggiere, I, p. 329
[43] Leggiere, I, p. 441

to distract the enemy without becoming entangled in a life and death struggle—yet. Sun Tsu: "If you know the enemy and know your self, you need not fear the result of one hundred battles." He spent the 20th "moving his pieces around the board" to attract the Tsar's attention to his left[44] and distract him from Ney on his right. The key to Napoleon's battleplan was Marshal Ney's contribution of the hammer blow on the northern flank.

**12N** Marmont and Macdonald advanced S of Bautzen.
**1PM** Bombardment
**3 PM** Sappers build bridges on the Spree (delayed). French Frontal Assaults.
**6 PM** Objectives Gained—Bautzen & the whole front line. Almost all the Coalition reserves committed.

21 MAY
**11 AM** Ney's scheduled entry time; Lauritson (V) marching through Särchen.
**6 AM** The Tsar and King of Prussia took post at the Monarchenhügel near Klein Jenkwitz.
**9 AM** The Emperor Napoleon, who has been up most of the night, takes a nap.
**11 AM** Napoleon awakens and orders Marmont forward across the Blösaer Wasser. Barrois YG Div. went forward between Kreckwitz and Neiderkaina. The reserve stood west of Basankwitz. Oudinot fell back before Miloradovitch. He was able to hold on between Ebendörfel and the hilltop near Binnewitz. The Tsar, convinced that the danger was to his left, gradually committed most of the reserves there.

**Sequence of Pinning Attacks**
1.  Oudinot loses ground on the right
2.  Noon—Marmont crosses Blossauer Wasser at Neiderkaina
3.  IV Crosses by pontoon near Nieder Gurig (delayed by unexpectedly deep water).
4.  2 PM—IV takes the plateau, attacks Blücher
5.  3 PM—IV takes Blücher's main I.P.
6.  Without arty support, attack loses momentum

**Ney's Flanking Maneuver**
1.  10 AM—Ney takes Gleinau (3808 Chateau)
2.  11 AM—Ney's attacks on Preititz stall
3.  1 PM—Reynier arrives to support Souham
4.  2PM—Impetus dies away

"The compulsive Ney could not look away from the Kreckwitz heights. Instead of advancing south and east from Preitilz, and moving on Weissenberg, he

turned west between Malschwitz and Preititz to attack Blücher.[45] The old Hussar's "death-defying stand on the Kreckwitz heights had fixed Ney's attention and made possible the orderly, successful retreat of the entire army."[46]
**4 PM** The Tsar orders limited withdrawal from the Binnewitz sector as the Imperial Guard and Latour-Maubourg's horsemen attacked the Allied center at Jenkwitz and Baschütz.

**General Retreat**
The Prussians retreated by Weissenberg, while the Russians marched by Löbau, unimpeded by any Pursuit.
**10 PM** A violent Thunderstorm put an end to all action.

Bautzen was a Deliberate Attack/Frontal Attack (with Envelopment) vs. a dug-in Defense in Depth. The Allies cherished the idea of wearing down the Frenchmen in a repeat of Borodino. Napoleon is content to play the hare in their trap, teasing them with just enough action to sucker them in to committing the reserves on the far end of the battlefield, away from Ney's enveloping move. How immobilized was the allied army that Wittgenstein couldn't send any help to Blücher.

**Aftermath**
Constant raids by Cossacks kept up alarm and confusion on the French lines of communication. On the 25th of May, Czernitchew's Cossacks destroyed a cavalry regiment de marche; on the 30th, they captured a convoy of artillery escorted by 1600 Westphalians.

**Hoyerswerda**
After Bautzen, Bülow began shifting his forces east from Baruth toward the Oder, marching parallel to the main army. When he heard that the Swedes had landed on the coast of Pomerania, he left Colonel Boyen to observe Wittenberg, while he took his corps toward Dahme and Luckau, reaching Kalau on May 25th. On the 26th Oudinot's advance guard, the 13th Division under Gen. Michel-Marie Pacthod, drove the Cossack outpost from Hoyerswerda. Borstell's and Oppen's brigades were sent to probe Hoyerswerda, while the main body waited in reserve.

Borstell believed that the French force in Hoyerswerda numbered no more than 7,000 men and 20 guns. He began the advance on the night of 27 May and united with Oppen on the left bank of the Black Elster. During the march Borstell dispatched Colonel von Krafft with 1,800 men and 4 guns to create a diversion on the right bank of the Black Elster. Borstell

---

[44] Leggiere, I, p. 330
[45] Leggiere, I, p. 445
[46] Leggiere, I, p. 446

planned to lead his main force of five and one-half battalions, six squadrons, one and one-half Cossack regiments, and twelve guns on the open terrain along the river's left bank.

Around 9:00 AM two separate combats commenced when the Prussians converged on Hoyerswerda. On the right bank Krafft's force surprised Pacthod's eight battalions and eight guns between Neuwiese, Bergen, and the Wasserburg Mill. Pacthod retreated to Seydenwinkel, pursued by Prussian skirmishers. Krafft stormed Seydenwinkel and prepared for Pacthod's counterattack. Raglovich's Bavarian division arrived, raising Pacthod's morale; and shortly after 12:00 PM, drove the Prussians from Seyden-winkel. Krafft learned that Borstell's attack had failed and ordered a retreat; Pacthod only pursued to Bergen.

Meanwhile Borstell had led his 4,500 men to Hoyerswerda. While on the march he received word that during the previous day an additional 7,000 French troops and 20 guns had moved north through Königswartha on the way to Hoyerswerda. Although much exaggerated, this news took some of the fight out of Borstell. As the Prussians neared Hoyerswerda they found an estimated 8,000 French soldiers arranged in battle order on the plain northwest of the village. Borstell unlimbered his artillery on the hills north of the town and ordered a cavalry charge to slow the advance of the French infantry. While charging cavalry forced the French into squares the Prussian gunners opened fire with grapeshot and worked terrible havoc. According to Oudinot's chief of staff, Louis-François Lejeune, the Prussians "poured a murderous fire upon us, which mowed down our ranks, and soon compelled Marshal Oudinot himself to take refuge in one of the many squares which he hastily formed."

Oudinot had left Lejeune at Hoyerswerda's southern gate with two battalions, a Hessian cavalry brigade, and all of his artillery, while he led the infantry through the narrow streets to deploy on a wide meadow northwest of the town. Here Oudinot found himself pinned down by Borstell's artillery. His staff officers went to Lejeune with orders to release the reserve. He directed eight twelve-pounders and two battalions covered by a Hessian cavalry brigade to move west around Hoyerswerda and attack the Prussian right wing. Borstell convinced himself that this small force was a fresh enemy force of 7,000 infantry, advancing from Klein Neyda to envelop his right wing. The 12-lbers had just unlimbered when Borstell ordered a retreat. The two Prussian brigades withdrew northward, but Oudinot did not pursue immediately because he thought that Bülow's entire corps was present. In the combat the Prussians lost 360 men. The French lost 130 killed, 320 wounded.

Hoyerswerda was a Raid/Envelopment/Attack against an Area Defense and was broken off when the enemy numerical advantage became clear.

## Luckau

Oudinot marched belatedly on Berlin, too late to catch his quarry widely dispersed. XII Corps moved from Hoyerswerda to Ruhland on June 1ˢᵗ and to Kirchenhain on the 2ⁿᵈ. The next town en route to Berlin was Luckau; a fortified town lying behind the swampy Perste creek. Bülow assembled his forces for a showdown in front of Berlin.

Leaving a small detachment at Wittenberg, Boyen marched on Luckau. When Oppen and a bit later Thümen approached the Luckau area from Kalau they found the whole French contingent and had to deviate to continue their approach.

At 5AM they reached Luckau together with Russian General Harpe and Hessen-Homburg. Borstel and Boyen were expected to reach the area that evening, giving Bülow four brigades with about 15,000 men for the morning.

His position was behind the Perste creek line, with the Russians on the right flank on the hills behind the road towards Kirchenhayn. To the far right lay Wittmansdorf, occupied by Cossacks.

The center was held by General von Thümen; on the left flank up to Wieringsdorf, the Hessen-Homburg brigade. In town, the reserve Battalion of the Leib Infantry Rgt was held in reserve while the East Prussian Jäger Rgt and Jäger detachments occupied the surrounding gardens.

At 10am the French opened fire and the battle began. They spread out in front, and, supported by their guns, attacked the volunteer jaegers and schützen, flooding the fields and gardens with snipers, and finally entered the Kalau suburb, fighting their way as far as the caldera and the Klein Thor; and even for a few moments the Kalauer Thor, until they were overtaken by the Prussians, assaulted with the bayonet, and pushed back out of town. The battle raged in the Kahlau suburb until the French set it alight and withdrew. Only one of Oudinot's two divisions was committed to the action. The other had remained in reserve in case of a retreat.

Luckau was a Hasty Attack against a Deliberate Defense. This time the French were outnumbered, although the brigades of Borstell and Boyen arrived after Oudinot had withdrawn to Übigau, 40 km away. The French lost 1,500 killed and wounded, 700 captured, 1 gun and 2 ammunition wagons.

## Advance to the Katzbach

Both Lützen and Bautzen were marginal victories, not the crowning achievements Napoleon needed to end the war. Casualties were heavy all around, the French suffering more. In the two and a half weeks between Lützen and Bautzen, French march attrition took the toll of a third battle. These unsustainable losses pushed French numbers below parity with the allies by the Armistice.[47]

Attrition, already excessive, went through the roof during the advance to Breslau. No army could function beyond its LOC; an *operationspause* at that point was an absolute necessity. The Armistice, as long as it remained short, worked to Napoleon's advantage. His troops were falling apart, but a little rest & refit had done wonders by the end of June. The longer the Armistice wore on, the more prepared became the Austrian war machine.

The moment to strike would have been mid-July, before Austrian forces were ready. Instead, the armistice was extended for four weeks. This time, with forces twice as large, Napoleon was outnumbered by allied armies surrounding the Saxon salient on three sides.

| Combined Coalition Army, 1 June 1813[48] | | |
|---|---|---|
| | men | guns |
| Wittgenstein | 32,370 | 90 |
| Langeron | 12,265 | 48 |
| Blücher | 34,562 | 146 |
| Rus. Gde + Res. | 20,094 | 114 |
| Winzingerode | 9,170 | 48 (10 June) |
| Rus Res Arty | 4,859 | 305 |
| TOTAL | 122,436 | 847 |

## Bibliography

Michael V. Leggiere, *Napoleon and the Struggle for Germany,* Vol. 1
F. L. Petre, *Napoleon's Last Campaign in Germany*
Elting and Esposito, *West Point Atlas of the Napoleonic Wars*
David Chandler, *The Campaigns of Napoleon*
James Arnold, *Napoleon 1813: Decision at Bautzen*
Peter Hofschröer, *Lützen and Bautzen 1813*

---

[47] Leggiere, I, p. 447. The Allies had a numerical superiority of 10,000 soldiers and 200 guns. Non-combat attrition for the French army between 25 April and 19 May was 21,400, while the total manpower went from 204,000 on 1 May to 168,000 at Bautzen 19 days later. There were also 7,407

ORBAT SOURCES
P. J. Foucart, *Bautzen 20-21 mai 1813.*
C. Lanrezac*, La manoeuvre de Lützen 1813.*
G. Nafziger*, Lützen and Bautzen.*
S. Bowden, *Napoleon's Grande Armee of 1813.*
D. Mané, various Orbats on this French website http://planete-napoleon.com/accueil.html

MAP SOURCES
Topographische Karten (Meßtischblätter) Deutschland 1:25000; 1870-1943
Serie: Topographische Karte (Äquidistantenkarte) 1:25000 Sachsen; 1872, 1876
Meilenblatter von Sachsen, 1:12000; 1780-1806
Charte des Königreichs Sachsen und der angrenzenden Länder, 1:120000; 1829-1836

## DESIGN NOTES

LÜTZEN MAP LAYOUT
The *Lützen* map overlaps the *Napoleon at Leipzig* South map at a 60° angle. The eastern third of the map is the same terrain as *NAL*. The *Leipzig* scale is off by 4% because the first edition, from 1979, was based on Elting's *Atlas*. Hence, the Lützen map has hexes of 500 meters instead of the usual 480. (The different in scale is below the threshold of effect.)

The Lützen map is an asymmetrical combat zone. The two opposing Supply Sources are not at 180° from each other but at 120°. This changes the geometry of the playing field. Both armies are turning to their right. The French LOC ran through Hannover to Wesel via S/S on the North mapedge.[49] Napoleon is not very likely to lose this LOC. The Allied S/S ran through Pegau to Dresden, whence they eventually retreated.

Every Napoleonic operation included eight basic steps from advance to contact to pursuit after battle:
1. Searching for the enemy. 2. Re-directing the columns to expected battlefield. 3. Active operations, closed-up columns moving slowly to engage. 4. Battle, part I
5. Forced March, last minute arrivals 6. Battle, part II
7. Retreat/night. 8. Pursuit

Not all of these steps are used in every operation. Getting information on the enemy was the most important of all. If the enemy knows more about your movements than you do about his, you have to be

---

replacements and 11,979 reinforcements during that time (III—400 arty, eng, etc; XII/Beaumont; VII/Saxons; IC/Ital. Dgn. and Chas., Saxon HC and Hus; 9th Chas.)
[48] Leggiere, I, p. 455 n. 42
[49] Chandler, p. 878

extremely careful lest you're caught "en flagrant delit," scattered and exposed to defeat in detail.

Lützen is similar to Friedland, with a Coalition general thinking he has found easy pickings, a stray unsupported French formation, only to find Napoleon arriving to spoil the party; this opponent usually kept his formations within supporting distance of each other.

If you look at the Lützen battlefield, you certainly feel, how does this ground differ from any other piece of terrain? Connecting up the Lützen map to the Leipzig map reveals the significance of Lützen. Those villages are of great strategic value as they control access to Leipzig.

Leipzig, of course, is the most important road hub in central Europe. This city was at the crossroads of the Roman via Regia and via Imperii. The contest at the operational level is all about these hubs of the transportation network.

The challenge is to see the strategic situation zoomed-in at the Grand Tactical level. Holding Lützen is necessary for the Army of the Main to get from its deployment areas to Leipzig, the strategic objective of this phase of the campaign. But you can also see why Zwenkau and Pegau and other places are important.

Maneuver has primacy, and battles are of only secondary importance in the grand strategic game. Bringing in VPs for locations is a way of showing the greater strategic significance.

Sometimes victory points are selected for their prominence in the road network; often they dominate the surrounding countryside, and offer an unobstructed view for many miles for generals lacking the gamer's eye in the sky. These places have real importance, and there is a reason that commanders will fight to take and hold them. The trick is not to make an arbitrary selection of points, because then the game loses its shape.

DISENGAGEMENT

The Coalition used their massive cavalry advantage to disengage their infantry from contact. The French, lacking cavalry, had to use infantry tactics to threaten the flank of the enemy force in question. In 1813, for the French, this meant marching in square formation, slow and ungainly and subject to double bombardment hits.

Kevin Zucker

## The Four Battles of Bautzen

This statement in *La Grande Armée de 1813* by Camille Rousset caught my attention: "*La bataille ou les batailles de Bautzen…*" and footnoted, "*Le 19 mai, affaire d'Eichberg et de Weissig, la 20 bataille de Bautzen, le 21 la bataille de Wurschen ou de Hochkirch.*" I remembered from Chandler only one battle of Bautzen; what were the others?

**Königswartha and Weissig** were twin battles on the 19th of May. Coalition recon showed a French Corps approaching their right. To pre-empt this menace, General Wittgenstein decided to send the Russian 3rd Army with Yorck's Prussian Corps attached.

Both sides took heavy losses, the French occupied the terrain; but they were delayed for at least 24 hours in their move toward Klix.

## The Map

The challenge was to find a way to adjoin the small map (17x22 inches) with the two Bautzen map sections. We tried a variety of ways to make sure the real estate covered by both battles is there. The map is attached at 60 degrees to the Bautzen N map.

## Orbat

The units of three French Corps involved were known, as was the Coalition Orbat… until I read about Russian Grenadiers involved in the Weissig-Eichberg battle. There were no such units in Barclay's 3rd Army. Finally, I found the answer in General Langeron's memoirs. Those Grenadiers were from the Russian Main Reserve. In fact they were elite units.

## The Setup

We knew the 15th Italian Infantry Division of the French IV Corps was at Königswartha, resting. We also knew that the Russian 3rd Army's attack at 1PM caught them with no security measures taken. On the Weissig side of the map the Prussians and the French Vth Corps arrived at almost the same time. For the French we had Général Lauriston's report. The main problem was the Prussians. Research was needed to find the Prussian route to the battle. Finally, a plausible route was deduced. But to determine their entry hexes we needed to find how much time was spent hiking on poor roads. Knowing their start and arrival times and the towns entered we were able to pinpoint where and at what time they arrived. Tim Carne made this work easier by constructing elaborate timetables for the armies.

Jean Foisy

Notes to Combat Tables

Combat Tables