

Wargame Design, Winter 2006

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Wargame Design Magazine

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We solicit articles on OSG games and general design and we would like to hear from you. Make your writing crisp, clear, and conversational. Write us for more information

On the cover: On August 19th, Oudinot made a critical error in allowing Reynier's VII Corps to slip into the center column for the advance toward Grossbeeren. The Army Commander belonged in the center of the army. *Back cover:* An 18 year old recruit on his way to the front. The picture was sketched in Dresden during the Armistice, when huge numbers of conscripts, called up in the first half of the year, went to join their units. Credit: Military History Press: *Napoleon's Grande Armée*.

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FOUR LOST BATTLES SPECIAL ISSUE

C.O.N.T.E.N.T.S

"But war is not the whole business of life; it happens but seldom, and every man, either good or wise, wishes that its frequency were still less."

— Samuel Johnson

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In This Issue ...

David Demko, Managing Editor

The material in this issue is quite interesting to me personally. I remember when OSG published *Napoleon at Leipzig*, adding both cavalry charges and orders for officers to the *Napoleon's Last Battles™* system. Now we see ideas from both the Campaigns of Napoleon and the "Days" System retro-fitted to the always-adaptable *NLB* framework.

Magnification Setting

In Kevin's Napoleonic *oeuvre* we have one large master-design, evolving as more research is done, and each game is a rendering at a different "magnification setting." As the point of view zooms-in or out, different elements get corresponding amounts of emphasis. For example, at the campaign level an army wins by marching; force preservation, intelligence, maneuver, and concentration are key. As the scale zooms-in, though, march attrition fades out and road march formation becomes prominent. Zoom way in and tactical effects like cavalry charge appear, whereas in the Campaigns series the cavalry differential takes in both combined arms on the battlefield and the importance of cavalry in the pursuit.

With the campaign game of *Napoleon's Last Battles*, Kevin transformed a generic system into a depiction of Napoleonic grand tactics. With *4LB* the Zucker Quadrigame returns, with more sophistication but the same scale-appropriate emphasis on leadership and grand tactics at the Corps level.

David Demko edited The Gamers' Operations for many years. He currently writes "1 Dave on Games" for Command and Strategy.

Michael J. Welker, Ph.D.

How disappointed have you been when that new game that arrived in the mail didn't match your expectations? These days, you can see a game's graphics, rules, counters, and maps before you buy them. You can see the design process as playtests are reported. Game companies are dealing with the problem of errata, mainly with living rules and constant designer presence on the internet. Among the forums, Consimworld, Board Game Geek, OSG's Discussion Board and even Strategikon (in French), provide you with different angles and features, with rapid follow-up to cover last-minute revisions (for instance the Revised Combat Card and the new Set-up Displays featured in this issue).

Four Lost Battles presents a new style of design that is a grafting of the new and the old. Kevin has taken his *Napoleon's Last Battles* system a long way on an ongoing evolution. Now players can experience a new dimension to the *Last Battles* system—for example, the shock table, a wonderful way to parse out the exchange result from the age-old, tried and true, d6 CRT.

As Kevin explains (at right), *Four Lost Battles* brings CAG to game design—a Card Assisted Game instead of a Card Driven Game (CDG). At its core the philosophy builds upon a solid devotion to understanding conditions that prevailed on the Napoleonic battlefield. The CAG feature allows you to explore some of the strange, “in-your-face” aspects of the battles depicted in the box. You have the missing Emperor, reinforcements that are needed NOW but may not arrive... and, of course, weather, command paralysis, and much more.



Since arriving here in NiederÖsterreich this summer, I am some 4 to 5 hours from Ulm, Austerlitz, Aspern-Essling, Wagram, and many more sites of Napoleonic legend. Just up the road from my home there is a winding road that climbs to around 1200 meters and then dives into a valley where farms and chapels dot the landscape. The last curve before the valley is known as the French Hill. It was here that a small band of foraging troops met farmers with pitchforks, rocks, and yelping farm dogs. The French decided the fight was not worth the few hogs and hens that would have been theirs to take from the valley farms. The *Französischer Hügel* resonates in the local imagination. I plan to see Aspern-Essling, and, soon, the Pratzen area in December (a few weeks off as I write this).

I'll be looking at the terrain, roads, weather, and more, as I survey the panorama of battles of 200 years ago. Meanwhile, I invite you to read the issue with your copy of *4LB* out on the table... Wait, you haven't bought your copy yet? You will not be disappointed. Note the pre-order offering for the *Wargame Design Companion*, a collection of issues 3–7 of *WDM*, including all the original articles plus new material written for the *Companion*.

Kevin Zucker

Grossbeeren, Katzbach, Kulm, and Dennewitz—among the most interesting of the “arcane” Napoleonic battles—are treated here for the first time in a board wargame. The introduction of the cards constitutes the greatest single difference between *Four Lost Battles* and its predecessors (*Napoleon's Last Battles*, *Napoleon at Leipzig*, etc.).

The cards bring a new perspective into the game series. At the start of play, the Mode Cards change everything right away. For example, Card 6, “Formation Scattered,” requires your largest force on the map to scatter according to a die rolled for each stack.

While *not* a card driven game, cards do figure prominently. In most card-driven games the problem is in the interaction between the rules and the cards, in which cards or combinations of cards cause anomalous situations not covered in the rules. To avoid such problems we worked and re-worked the cards to make the instructions extremely tight and narrowly-defined.

It is a challenge for the French to win these battles, but they can win with some luck from the cards, if just a few things turn out differently. In designing the cards we looked hard at the history and drew on the kinds of things that regularly threw everybody's plans into confusion. Since these were unplanned meeting engagements, there was a lot of luck involved in just who turned up.

For example, at the Katzbach, both sides experienced a number of mishaps and misapprehensions:

- The French III Corps was taken out of position before the battle started on the 24th.
- Macdonald didn't expect any resistance from the Prussians, believing they would retire.
- The Prussian Blücher only intended to carry out a General Reconnaissance and not fight.
- He expected to find the French on the defensive behind the Katzbach.
- Blücher did not know for sure whether Napoleon was present.
- In effect, both side's positions and intentions were unknown.
- Marching columns on both sides crossed each other, creating confusion and delays.

Our particular card mechanic had never been tried before. To get the cards into shape and then to make sure the rules were seamless, we had to do a lot of testing. By limiting card play to only one card each turn, many occasions for card interaction disappeared. With the Mode Cards on turn one, there are 6 cards that can interact. We made sure that the Mode Cards were prioritized, so that conflicts between instructions are resolved in order of the card number printed at the top of the card.

The other kinds of interactions are the “Enduring Effect” cards. These cards remain in effect for a number of turns after they are played, which gives them an opportunity to interact with cards played on the following turns.

ARRIVAL CARD 4/6 (-3)VP

29. Alternate Reinforcements ★

RECOVERY

Take one group of Alternate Reinforcements, starting with group #1 (in the order listed in the Scenario Information), and roll one die. Arrival is

- 1, 2 1 turn
- 3, 4 2 turns
- 5, 6 3 turns

from now (see 18.72).

Four Loss Battles ©2005, OSG



Just reading the cards can give you some idea, but in play the cards provide a feeling of uneasiness, the shifting sands on that meeting ground between the best of plans and stubborn chance. The simple idea of redeploying your troops according to the Mode Cards works well in destroying any pre-conceived plan you might have been entertaining. Each card has a VP cost as well as a MA that you have to weigh: the cards set the tempo of your army's pace and may move you closer or farther from victory.

How it works

Card #29 "Alternate Reinforcements"

The read-out at the top of the card tells you the following: This card is an "Arrival Card" affecting the arrival of Reinforcements. The Movement Allowance granted to your side by the play of this card is 4/6—that is, four MPs for infantry and 6 for cavalry, which is full (printed) Movement Allowance. This card costs you a hefty 3 VPs to play, and there are four of these cards in each player deck.

The card instructs you to take one group of Alternate Reinforcements, starting with group #1 (in the order listed in the Scenario Information), and roll one die. Arrival can be delayed by 1, 2 or 3 turns. This is also an Enduring Effect Card, meaning that it remains in play until the Reinforcements actually arrive.

For example, Marmont can enter *Katzbach* or *Dennewitz* as an Alternate Reinforcement. He was delayed by Wittgenstein from arriving at Kulm—though he did appear upon the heights toward the end of the battle.

The idea of having a variable Movement Allowance was used in OSG's *Last Days of the Grande Armée*. We simply incorporated that "chit-pull" concept into the cards. You have to weigh your objectives for the turn against the possibilities afforded by the card you play.

If you look through the card deck, the speed of your units will vary with the amount of intense crisis management or disinterested sloppiness your command chain has to deal with. That added grit in the gears slows down your units. The fastest card is the General Retreat card, because retreat it is usually a goal that all can agree on.

Many cards affect the enemy, but generally a bit of that same problem (e.g., Tired Horses) could be slowing the friendly army as well. It is rare that a card will allow you to delay the enemy while you move at full speed.

Some players wondered whether the game could be played without cards. Because uncertainty in these battles was of paramount importance, without cards these battles are difficult for the French.

Although the cards will disrupt a historical battle narrative, the events they portray were all possible. They are bringing in the uncertainties of the wider operational context.

We haven't found any detriment to solo play while adding

fun to the game over a mere chit pull. Not only are there events you want to play, but sometimes you get stuck having to play an event you don't want, because it's the lesser of evils or you really want the MPs offered.

As an example of how the Mode Cards work, here is what happened on the first turn of *Grossbeeren* in a game here at OSG. First, both players have to prepare their Card Decks. The six Mode Cards are set aside in a separate deck. In *Grossbeeren*, the Coalition Player has to draw three Mode Cards and the French Player draws two. This reflects a bit more unpreparedness on the part of the Coalition on this particular day. They were uncertain of French capabilities, and waited to react, while the French had the Initiative and knew where they were going.

Both players have to execute the instructions on their Mode Cards before commencing the first turn of the game. The French in this instance drew "Road Column" and "Secure Column." The net effect was to push the Italian 15th division closer toward the Prussian IV Corps. The Coalition Player drew "Late Start" (which has no effect as there is no Commander in the field at start), "Formation Scattered" (explained above), and "Secure Column." Both of these cards ended up scattering the Prussian III Corps two or three hexes off the main road to Grossbeeren.

Things that bring new impetus to your army are fresh reinforcements, a new leader, or when quiet falls on the battlefield.

All the information on our cards is interrelated and tied together. The cards ensure periodic but not quite predictable checks for supply throughout a battle. Supply checks occur with the play of a Recovery card. If you sort-out all the Recovery cards, you will see the Movement Allowance is quick (4/6 or 3/4). Most are normal (full) Movement Allowance, reflecting a renewed spirit animating the army. Recovery means your troops have gathered new strength. Things that bring new impetus to your army are fresh reinforcements (always inspiring to troops who have been fighting for a while); a new leader or chief of staff, as well as when quiet falls on the battlefield. At these times the troops have the opportunity to refresh. If close-by the supply wagons would come up and some soup could be prepared.

Despite appearances, Supply in a one- or two-day battle could be quite important. For instance, at *Katzbach*, the Prussians were already out of supply. Coupled with the demoralization of being hammered for several days by the French under Napoleon in person, desertions among the raw Landwehr were rampant. Supply was always a major issue to the troops. They were always looking to their LOC and their route homeward. If you have no Supply Line, you also have no line of retreat, and it means you have enemy in the place where they ought not to be.

You can ask your soldiers not to worry about that enemy force in the rear, and go ahead and win the battle in front of them. But armies are made of people, not cardboard.

An Absolutely Believable Narrative

FOUR LOST BATTLES
SPECIAL ISSUE



Matthew Kirschenbaum

In my Second Playing of *Grossbeeren*, Reynier is dallying on the road with most of his corps still strung out through the Genshagener Heide.

The good news: Ney is on the way, and Blankenfelde in the east fell early to Bertrand's division of Italians due to a combination of Prussian disorganization and a French early start. Further west things didn't really heat-up around Grossbeeren until mid-afternoon. Reynier made a leisurely morning's march through the leafy recesses of the Genshagener Heide, but found his fire when Ney suddenly arrived on the scene around 1400, mounting a hasty attack that threw the Prussian garrison out—only to have the town retaken by Bülow's arriving troops in a counterattack. Intense street-fighting ensued, eventually demoralizing both Reynier and Bülow, but the French reinforced first (Oudinot) and the day ended with the wrecked town in the Emperor's hands. The road to Berlin is open, but not without cost—a Marginal French victory.

I'm familiar with the basic engine from *NLB* way back, but there's a lot here that's new to me, even aside from the cards. You have a lot of moving parts in the *ALB* system that need to interact in a certain way. The system operates on many levels, some of it subtle, and some of it not so subtle as the game's focus was really designed to capture the "Grand Tactical" nature of Napoleonic warfare.

The cards certainly make it wild and woolly. I'm not that confident that I'm correctly adjudicating all of the interactions. The randomness that the cards introduce may make it harder for a coherent narrative to emerge from the battle. The movement rates dictated by the cards, the command status of individual officers and units, and the effects of the cards themselves all combine to make even basic movement feel like a bit of an accomplishment when the variables fall into place such that you can actually achieve your hourly objectives.

That said, I think I'm enjoying it. The pacing of the battles certainly feels better than in the old *NLB*; to the east, for example, there's been a fierce fight for Blankenfelde, with a bloody street *melée* (the French now control the town); around Grossbeeren, however, all is quiet as both sides are still trying to move troops to reinforce the town's environs. A player sees (and acts) through a glass darkly, that's for sure, but I'm not yet convinced all of the randomizing factors interact to create any systemic order out of all the local chaos. I'm also playing solo, so I don't have a good feel for how the card play goes down between two real opponents.

You start a turn by drawing a card. You'll have two or three in your hand already, and you must play one. Playing a card does several things. First, it establishes your basic movement rates for the turn to come (your troops may not always be able to utilize

their full Movement Allowance). Playing a card may also mean you have to check for a change in weather, or check the supply status of your troops. It may provide an opportunity to reorganize "destroyed" units. And finally, it will trigger an event, often having to do with the arrival and composition of reinforcements, either your own or the enemy's. Playing a card, any card—and keep in mind you *must* play one every turn—will cost you VPs if the card event helps you and garner you VPs if the card event hurts you. While there's obviously a lot riding on the choice of the card to play I for one find it sometimes hard to balance *all* of those variables—movement, event, VPs, maybe something else—to feel like I'm always making a smart decision. And yes, there's the possibility of the gears locking and the machine freezing up when incompatible events present themselves (though this has happened less often in my games than one might have thought).

After the cards are under your belt, the system becomes more familiar. You've got command, for instance: Commanders command Officers (or individual units), Officers command units in their corps, all units must be in command to function well though they can roll against their own initiative, if they're not within range of an officer. Full movement therefore requires not only the appropriate card play but also a proper chain of command—and reasonable weather. You have to be in Road March formation to take advantage of roads, not to be confused with March Orders (which allow reinforcements to move to certain points on the map without being in command). You have vedettes, which are light cavalry units useful for scouting (did I mention forces keep their identities hidden until they close)? You have bridges which can be burnt and pontoon trains with which to rebuild them. You have supply trains. The CRT has a Shock result, which means units with a higher initiative have an edge when the odds ratio is low. Cavalry charges are a little more involved than they used to be, and artillery now has a separate table for bombarding.



I wound-up enjoying *Grossbeeren* a great deal. I was never quite comfortable with the cards and still wonder whether much the same could have been achieved with random event tables at a fraction of the overhead, but the cards plus the command rules combined to create a pacing that produced an absolutely believable battle narrative with none of the telescoping and factor bashing of the old *NLB*. A division might see action for an hour or two, then not for the rest of the day. Combat was the climax of a series of maneuvers, not the constant state of the game. I'll probably try *Katzbach* next.

The Cavalry Charge

at the Grand Tactical Level

FOUR LOST BATTLES
SPECIAL ISSUE



Kevin Zucker

NOTE: The Revised Combat Results Tables are on page 15.

To judge by the interest these topics excite, you might think that wargamers are entirely focused upon Charges and Bombardment. Cavalry charges were rarely launched except in desperation, generally to cover a retreat. Battlefield cavalry, even in 1813, was already on the way out.

The focus of this design is on handling corps assets at the interface with the operational level. The interest is in the transition from maneuver to battle. How did battles develop from the operational situation? Maneuver, Organization, Command, and Intelligence are at the heart of the design.

It was the skill displayed in this transition from maneuver to battle more than any other factor, that determined the chances of victory. Here is determined who will fight.

Nonetheless, we have to have a rule for cavalry charges and we want it to be the best. The original Cavalry Charge Table for this series first appeared in 1979's *Napoleon at Leipzig*. We intended the *Four Lost Battles* charts and tables to resemble *Napoleon at Leipzig*. That original Charge CRT in similar form has been in use in certainly many *thousands* of playings. Nonetheless, that table was distorted in favor of the very small and very large stacks of combat factors; as all differential-based combat tables are. Partly this didn't matter, since extreme charges are rare. And, it is not really such a

order charges achieved little without Infantry and Artillery support.

Cavalry preferred to charge infantry who were already worn by battle and disordered, but when they did put in a charge, they rarely outnumbered the infantry they were attacking.

The gunners were trained to take shelter during the charge, so that when the cavalry scampered off they would get a round of grapeshot on their tails.

Unlike the way it is portrayed in our games, cavalry cannot hold terrain – if they capture a battery they needed infantry support to hold on to the guns.

Cavalry charges were used more for morale purposes, either at the end of battle, or when all reserves were committed by the other side.

A cavalry unit should only be able to charge once (or twice for the heavies) per day. That kind of detail is too finely-grained for our “simple” game, but probably not necessary as the cost to charging cavalry tends to limit their employment. The reason we require a cavalry charge to be accompanied with a conventional attack in the same phase is this: Without support, the defending troops—if in lines—would just stand aside and let the cavalry charge on through, then reform their lines. This left the cavalry on the wrong side of the battlefield.

If this charge were accompanied by infantry (conventional attack), the defenders would be severely punished for opening up their lines to let the cavalry through. Note the critiques leveled at Marshal Ney, for instance, for launching unsupported cavalry charges at Waterloo. That is why you have to follow a charge with a conventional (supporting) attack.

ORIGINAL CHARGE CRT

Differential (Defender-Attacker)

Die Roll	1	2	3	4	5	6
1	OR	OR	OR	OR	OR	OR
2	OR	OR	OR	OR	OR	Ae
3	OR	OR	OR	Ae	Ae	Ae
4	OR	OR	Ae	Ae	Ae	Ae
5	Ae	Ae	Ae	Ae	Ae	Ae
6	Ae	Ae	Ae	Ae	Ae	Ae

OR = Overrun; Ae = Attacker Elim

bad thing in some game systems, but in *Four Lost Battles* some players began to notice weird results.

On the above, 2SPs Cav vs 4SPs Inf will succeed 66% of the time.

4SPs Cav vs 8SPs Inf will succeed 33% of the time.

1SP Cav vs 4SPs Inf will succeed 50% of the time.

The *Revised* Charge CRT is odds-based instead of differential based. Even though cavalry charges were often confused “everything can happen” affairs, versus superior troops in good-

REVISED CHARGE CRT

Probability Ratio (Odds)

Die Roll	Attacker: Defender			
	1:1	1:2	1:3	1:4
1	OR	OR	OR	OR
2	OR	OR	OR	Ae
3	OR	OR	Ae	Ae
4	OR	Ae	Ae	Ae
5	Ae	Ae	Ae	Ae
6	Ae/d0	Ae/d0	Ae/d1	Ae/d1

OR = Overrun; Ae = Attacker Elim

d0, or d1 = Target may move zero or 1 MP next turn.

The whole Game Turn sequence can be misleading. In the game everything you do is broken into phases, to make it play; the reality being depicted is more chaotic than in the game. The game has all activity of each player grouped together to keep the process easy and orderly. In actuality, every kind of action might occur whenever. Anything could happen at any time.

Sometimes there *was* a sequence to things. The artillery fired first, then the infantry assaulted. Physically, it made sense to do it that way, or else your own infantry would be hit by friendly fire.

To the Gates of Berlin

John Vasilakos

My solo test reached the crisis point for the Coalition at one in the afternoon, when Krafft's brigade was cut to ribbons by the massed guns of the French VII Corps. The Prussians were thrown into confusion by the streaming fugitives from the wrecked brigade and could not reform in time (they failed thier initiative).

In *Grossbeeren* no commanders start or arrive unless the alternative card is drawn. This makes for a slugging match as both sides must rely on initiative rolls.

Reynier took decisive action (he's a '4' Initiative) and surrounded the Prussians in *Grossbeeren*. But even with most of his infantry in the town, Reynier could barely make a 1 to 1 attack. (Town increases defense by 50% to 18 for the Prussian brigade.) Everything depended on the preliminary bombardment....

Wait, a messenger has arrived from the front. Mon dieu, the French have taken Grossbeeren after bloody hand to hand fighting (shock result followed by exchange). The Coalition are desperately hoping for reinforcements...riders are sent to Bernadotte pleading for help...

Now if only Bertrand would show some fire in front of Blankefelde, we would be presenting our Emperor with a fine victory. As it is, he is content to spar with Kurmark's corps from a safe distance... *le vache*—

The Coalition didn't get the reinforcement card—and making things worse, the French got the card that increased the initiative of one leader. Result: a Coalition collapse.

Next I will jump ahead and set up the 2nd scenario in the North, the wild and wooly battle of *Dennewitz* ...

First the French IV and IIIC corps moved into *Dennewitz* and formed a defensive perimeter in the sandhills to the north. The Prussian IV Corps under Tauenzien are pretty weak so they just screened *Juterbogk*, waiting for *Bülow* and the powerful III Corps to attack the French left.

By afternoon things were looking pretty good for the Coalition as Reynier and his VII Corps managed to get lost and miss the battle. *Bülow* had taken *Niedergorsdorf*. The Swedish Corps and the Russian XIV Corps were marching from the west to seal the victory.

Then things changed dramatically. First the Guard under *Mortier* arrived in the late afternoon. A major part of the Russians were delayed by bad weather. And *Bülow* wasted two whole hours arguing with messengers from Army Headquarters, who ordered him to await *Bernadotte*—this allowed *Oudinot* to arrive on the French left in time. *Bernadotte* arrived at 4 PM to lend a hand.

At 1900, the French swept the Prussian left off the field and became masters of *Juterbogk*, while *Bülow* and the powerful Russian XIV corps are poised to attack toward *Gorsorf* and



Dennewitz....too late alas, unless the battle continues into a second day!

Bernadotte, now known as Kronprinz Karl-Johan, sat down and pondered his next move. The last attacks of the day by Bülow and Woronzov were successful, but not enough to break the French lines. They remained in control of the road to Berlin and most of the strategic villages in the region. By all logic he should extract his forces and rush to the defense of the Prussian capital.

General Stedingk entered the dimly lit headquarters tent. "Old friend, looks like we have to retreat this evening," Bernadotte muttered.

"Retreat Hell, we just got here!" exclaimed Stedingk. Tomorrow is another day!

"He's cracking-up," thought the Crown Prince, "our Swedish Corps must be kept intact as a last reserve..."

I didn't pull card 13 for the coalition, "Battle Continues," but I had so much fun with the first day I wanted to continue playing...

Second day observation: looks like each side will start with the two cards they drew at the 0100 night turn plus the one they draw that day turn. This means all those worthless cards I wondered why would anyone play, well they may be all one's hand consists of.

The two armies awoke at 0700 on Sept 7 along a front that ran from the NE, about a mile in front of *Juterbok*, to *Gorsdorf*. The center of the front lay a mile west of *Dennewitz*. The French Imperial Guard held the right, the North end of this line, the IV corps, the Center, in Front of *Dennewitz*, and the XII Corps anchored the French left at *Gorsdorf*. The III Cav corps bivouacked in *Juterbogk*

The Coalition line from left to right stood as follows: IV Prussian, III Prussian, Swedish, and XIV Russian.

The morning seems to be going the Coalition's way as they have steadily driven in the French lines—they are outside *Dennewitz* by 0900. However the bad news is that the French have pulled an alternative reinforcement and alternative commander card, thus *Napoleon* and the VI Corps will soon be arriving (1100 for the *Ogre*). To match this the best the Coalition could do was get *Winzengerode*...whoopie!

The alternative Reinforcements in this scenario are so stacked against the Coalition: for example, with one card the French get most of the Imperial Guard, the Coalition get one lousy brigade (nice uniforms though).

continued on page 22

Chancing the Katzbach

FOUR LOST BATTLES
SPECIAL ISSUE



Christopher Moeller

I'm thoroughly enjoying playing *Katzbach* solitaire. Two playings under my belt at this point. But Ouch! is it rough being French if you forget little details. My first time, I forgot that a lot of units begin the game at reduced strength. That hurt, since the Allies start with more of their units beat-up than the French do. At full strength there was no stopping Blucher's juggernaut.

The second game, the Allies pulled the "replacements" Mode Card, healing 8 SP's worth of reduced allies right off the bat. More French gnashing of teeth. When Lauriston and 21 SP's of combined arms were surrounded and annihilated trying to break through Langeron's line, I decided it was time for bed.

I love the artillery. For those of you who are reading-challenged, like me, here are a few gun-related items I missed until late in the game:

- Artillery strength is halved in mud. It also pays double MP's in mud like the train units. How cool is that?
- Slope hexes make a lot of the map closed to bombardment. It's not just hexsides that block LOS, it's the hexes themselves. There are a lot of them. And you can't shoot uphill, though you can be hit back.

I'm also a big fan of the Shock table which debuted in *Seven Days of 1809*. At the start of the *Katzbach* game, the French have one unit with an initiative of 3. Everyone else is a 2. Most of the Allies are also 2. So usually Shock = Exchange. But *not* against Demoralized guys! And not when you're fighting with those hot 3-initiative cavalry beau sabres.

The cards are excellent, though the "modify the opponent's reinforcements" cards are hell... in both games the Allies have completely destroyed the French reinforcement schedule with lost and cancelled enemy formations and delays due to march confusion. I'm starting to look like Kevin, from all the hair I'm pulling out. I seem to remember seeing some errata for removing a few of the Delay - March Confusion cards for this scenario. I haven't been using that, but Macdonald thinks it's one hell of a good idea. [Ed. Note: remove 2x "Delay—March Confusion" from the Coalition Card Deck. and put back in the 2x "Commander Arrives."]

You've got to understand, I'd fought the first two run-throughs without *any* Germans and Italians! I'm four turns into the third game, using the correct OOB and it's a lot tougher going for the Coalition. Here's a list of what I've learned (and what I'd been doing wrong):

First, I'd neglected to reduce forces prior to the battle (hurt the French). Second, I'd neglected to field about a third of Macdonald's Corps (really hurt the French). Third, I hadn't remove the delayed reinforcement cards (hurt the French). So you can see where the French were getting the beating they deserved given my slack leadership...

What I've Learned: Drive off Yorck's cavalry and burn the bridges over the Katzbach on turn 2. Guard their remains with bits of Macdonald's Corps. Watch out for the Allied pontoon bridge.

Wargame Design ❧ Winter 2006

Move cautiously but steadily to overlap Langeron and Korff (and Blücher, in my case)... wait until you've got the bulk of Macdonald's corps down with you. Ignore the victory sites on Yorck's side of the river unless Yorck begins to cross over to support Langeron, and/or you manage to get III Corps on the board, and Souham makes his initiative rolls...

Four battles in this fat green box, and I'm not even close to tired with this one.

At 16:00 Yorck crossed the river on his pontoon bridge, which is incredibly scary for Macdonald. Luckily, Langeron is demoralized (so is V Corps, due to some big exchange-results), and III Corps is storming south. I pulled the card that increases a leader's initiative. Souham's a 3 now, so he becomes a real threat. That's a beautiful card.

The pontoon bridges and artillery make defending the river line a trick for the French. I started with French units defending both bridges, and a couple of small units linking ZOC's to prevent anyone from walking across with the pontoon bridge. But once Yorck began massing along the east bank, deploying those big honking artillery pieces, I filled up every hex with units. Didn't help. Yorck dropped his bridge and plowed across with a full 5-unit stack. Macdonald hurried to the bridgehead and threw Yorck back (thanks to a -2 combat DM due to "Last Push"). He rolled a 6 at 2:1 odds.

Hopefully Souham will be able to get across the river up north with his own pontoon bridges and take some of the heat off (the only thing stopping him is Wasilchikow's cavalry). Thankfully the Allies have run out of ways to screw with my reinforcements.

I'm very much identifying with the embattled French in these replays... Can't help myself, I love an underdog.

Macdonald's guns were stacked three high on the hill outside Schlaube along with Lauriston's. From there, they could threaten Langeron's lines without being hit by those big 4 and 5 strength guns of Korff's. Perhaps they should be guarding the bridges? But the Emperor told me never to think for myself...

At the end of the game the results are:
OBJECTIVES HELD: French: +10 for all of Gr. Janowitz, Coalition: +26 for all the rest. The Emperor is not pleased.
VP'S LOST TO CARD PLAY: French: -18 for a lot of good cards, Coalition: -8 for a lot of crappy cards, many played intentionally to gain VP's as things on the ground got ugly. For example, Blücher opts to get sick and tired at 19:00 hours bagging +2 VP's for the Coalition.

DEMORALIZED CORPS: French: +16 for knocking out I, VI, IX, and XI Corps, Coalition: +4 for V Corps.

BAGGAGE CAPTURED: French: +2 for a dashing run into enemy territory by Dermoncourt's Brigade which nabbed I Corps' train and the fleeing Allied Pontoon bridges.

STRENGTH POINTS ELIMINATED: French killed 44, Coalition killed 31, for a net gain of +2 for the French.

End result was a tactical Coalition victory. Tactical indeed with all

THE GÉRARD OPTION:

To increase his operational flexibility, Macdonald assigned XI Corps provisionally to his divisional officer Gérard. The French Player may at any time "create" the Leader "Gérard," placing his counter in the same stack as unit Brayer or Charriere (8th Div). Carefully cut-out the Gérard counter on the Katzbach display (page 12) and paste it on the front of a French Road March Marker.

of their fighting corps in tatters. Blücher gives a sigh of relief as night falls.

I should have pressed south into Hermansdorf. I forgot that with two of Langeron's three corps demoralized, Shocks would begin to go my way. V Corps was beat-up badly though, and also demoralized, so only the bits of XI Corps that were present would have benefited. French reinforcements came in too late to snatch victory. Napoleon actually arrived from Dresden to lead III Corps over the bridges in the North, but he was too late to take both objectives up there. Sebastiani's arrival was too late to even get into the fight. Sure would have liked to get those Cuirassiers into action...

Yorck's bloody and unsuccessful attempt to get across the river did ultimately win the game for the Coalition, because it forced most of Macdonald's Corps to abandon the attack on Hermansdorf and defend the bridges.

The harder you push these armies, the higher your VP level needed for Victory. The French needed those big cards to take the fight to the enemy. Toward the end of the game, the Coalition was happy to play crappy 2/3 cards that gave them +1 or +2 victory points per turn.

No big Alternate Reinforcements came in: Napoleon for the French late in the game, that Cavalry Brigade for Korff. I agree the French have the tougher job in this fight, but it's called "Four Lost Battles" for a reason. I don't think it's unwinnable. I should have watched my cards more as the French, and pushed harder in the south.

On the other hand, this was the first game that the French reinforcements weren't savaged by Coalition cards, and Souham was upgraded to a 3 initiative, making III Corps really effective (just a little late in the day). One or two cards on interference would have made III Corps useless, and made the Coalition victory decisive.

Still, as it played out, another couple of turns would have changed the situation on the map. Souham would have taken all the towns in the North, and Sebastiani would have given real power to the push in the south. It was really close (closer than the VP totals make it appear).

The imbalance of card VP's surprised me. I wasn't really paying close attention to them. The couple of times I totaled them up, they were pretty close. It was only at the end that I began playing really bad +1 VP cards for the Coalition. That made a huge difference in the end.

Also the objectives... all it takes is one or two big exchanges and Lauriston's corps is out of the fight. It makes Demoncourt's brigade extra valuable, since its higher initiative can save you from a bloodbath. Also Langeron's command is made up of three individual corps. That makes it quite resilient overall, since it demoralizes in pieces. I had two of Langeron's Corps demoralized (good for VP's), but the third one was still as good as new, with a big advantage facing demoralized French stacks.

Overall, there's a lot of depth to this. I never really got my act together doing cavalry charges (too many rivers and slopes to set up a good attack), and my artillery deployments weren't disciplined or particularly effective. The ability for divisions to stack more than two units is great. Also, the ability of officers to make combined-arms stacks is cool.

I'm realizing how this system requires some thought about what historical effects should be attributed to card play. We tend to look at things like arrival times as "givens" in wargaming, with events changing those givens. But things like the screw-ups that plagued Sebastiani's march should probably be seen as the influence of Allied cards, with the base-line being the time IIC Corps would have arrived *without* the influence of those bad cards. [Ed. Note: The base-line in this case could be "The French make their approach march as ordered." Even though this traffic jam took place on-map, at Kroitsch, it was near to the mapedge and could be covered as a "delay-confusion" card.]

It's in Yorck's best interest to cross the river behind Macdonald's Corps. If Yorck stays on his side of the river, Big Mac should clap his hands with glee.

In the south, Lauriston is going to have trouble grabbing those villages unless the Coalition forces get too aggressive (and get themselves cut up) and has neither sufficient force nor command ability to really outmaneuver Langeron and the Russian cavalry (whose commander—Korff—is a "4").

Lauriston with part of Mac's Corps can beat up Langeron's command (each of his mini-Corps' can be demoralized with one bad result). The bigger problem for the French is that the defender can afford to play +1 VP cards and sit back, while the French have to play -1 VP cards to keep the heat on the Allies. That's what hurt my game... That and not pushing harder in the south.

Of course, Yorck coming over the river had a lot to do with me not pushing harder in the south.

While Macdonald can grab the village of Weinberg, anything else is, I think, highly problematic if confronted directly by Yorck.

If Yorck decides to confront III Corps, then Macdonald is free to hammer Langeron with everything he's got. That's good for the French.

Souham became a "3" and was a big factor. Also getting Napoleon on the board was nice. He went up and made Souham über-reliable. It was still a dollar short though. Kevin's decision to allow a second day of fighting would have turned all that around.

I got Sebastiani to where I Corps was pushing over the bridges. His Heavy Cavalry would have been useful in clearing the Prussians from those. His cavalry combined with III Corps pushing south forced Yorck to call off his attack and protect the VP towns on his side of the river. So Sebastiani never got into the fight (though he had an influence on the game).

Katzbach is a tough scenario, but it's a lot of fun to play. What to do with Yorck is problematic for the Prussians. The killer for the French are the assorted arrival

continued on page 22

Bombardment

The Longest Half-Hour

FOUR LOST BATTLES
SPECIAL ISSUE



Kevin Zucker

Over the course of the Napoleonic Wars, the calibre and destructiveness of artillery increased several-fold. In the beginning, among the professional armies, retreat in the face of artillery fire was regarded as a sign of disgrace for that unit. But in the course of time, that attitude changed, and eventually the British allowed their units to lie down. Generally troops might remain under bombardment and hold their positions for a long time and suffer some losses, before they were inclined to retreat. Large battles always began with a bombardment, typically

They were expected to stay in their positions rather than pull back, to receive the assault.

more than half an hour in duration. If you were the target, that would be the longest half-hour of your existence. For a unit that was getting hit, they were expected to stay in their positions rather than pull back, so as to receive the follow-up assault. After the initial assault, as the initiative changed hands, another period of bombardment would typically ensue. Sometimes a short, violent bombardment would be followed immediately by infantry. Even at close range, guns were not used as “close support” because of the possibility of hitting friendly forces. First the guns would fire, then infantry would move.

Four Lost Battles includes divisional artillery units, about four or five per corps, sometimes more. The uneven quality of the infantry caused leaders on both sides to place artillery at divisional level. The French army in this game has most of its artillery at divisional level. Previous iterations of the *NLB* system had the French artillery collected at corps level for the most part.

In big battles it was not uncommon for guns to fire over 100 shots each. However in these four battles fewer rounds were fired. Each gun carried about 50 rounds. Each battery had two train companies to feed ammo forward to the guns. As one was depleted, it exchanged its place, then drew from the artillery supply train. Elting says, “An artillery company operated in two sections: one (in modern terms, the ‘firing battery’ consisting of its guns and one caisson apiece) moved with the combat troops; the rest of the vehicles accompanied the artillery park.”¹

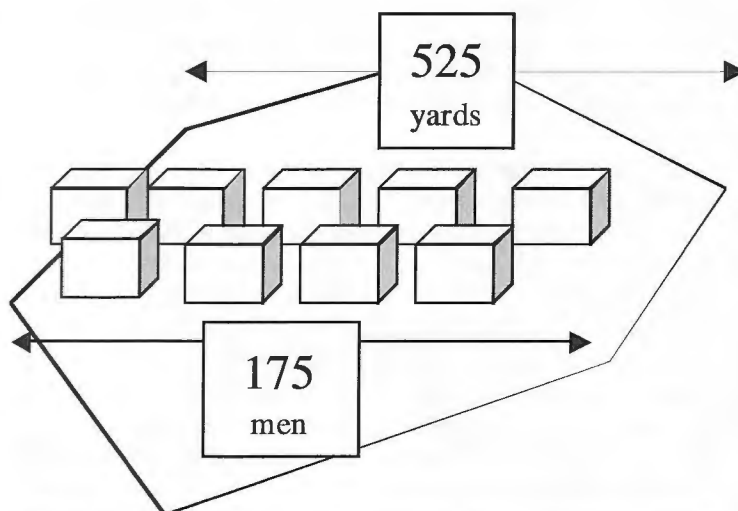
With the change in the Bombardment Table to strength-based columns, a 12-strength point unit alone in an hex will be killed twice as fast as a stack of two 6-strength point units. This increased vulnerability of the big battalions to artillery fire was the effect we were going for with the original density modifiers. On the original tables, we figured 8 batteries would take out one average unit (3,000 men) regardless of Target Density (see diagram at right); 6-7 batteries would take out one unit at 7+ SPs in Target hex, and 5 batteries would take out one unit at 9+ SPs in Target hex.

DENSITY MODIFIERS

If you run the figures from right to left, the new Bombardment Table is the same as the original table, with the exception of the column headings. Some people will perhaps be surprised that the revised artillery table now lacks any density modifiers. Bombardment was aimed fire. Since the guns always fired at a specific target within the hex, if they have a target it doesn't matter how many other battalions may be nearby. The stacking limits are set low enough so that the ratio of occupied ground is one-tenth the total area of the hex.

However, there will unavoidably be some crowding of battalions in the larger stacks. With 23 or 24 battalions in the hex, your guns are much more likely to find a good target, whereas with only a few battalions in a hex they might not be able to see anything. So the term ‘density’ can be quite misleading. It is the ‘density’ of battalions that is a factor—and not the density of soldiers, which changes only with formation changes (into square, for example).

Although that aspect of density is already accounted for in the Combined Arms rule, Combined Arms doesn't apply to bombardment. A density modifier makes sense for artillery that bombards a hex about to be charged, so we added that.



Line (dense formation) = 1050 men per 2 acres.
10,500-man Square (2x density) = 10 acres.
One hex = 57 acres.

Each cannon shot can take out up to six men.
Artillery SP = 1 battery.
One battery = ± 10 guns: 10 cannon shots / minute (max)
About 25 casualties per minute, say 1000 per hour.
Average unit strength = 5, 6 SPs; Average SP = 500 men

¹ Elting, “Swords Around a Throne,” page 259

Bertrand IV (3) 6	IV Corps 5	2nd 224	4th 126	Martel IV 15 424	St. Andrea IV 15 524	Moroni IV 15 424	1, 13 IV 15 224
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At Start - 2605 and/or adjacent hexes

Belair (A-G)	Toussaint	Hulot	2nd
334	524	424	224

0900 - Enters at 2604

Reynier VII (4) 6	VII Corps 5	Brause VII 24 524	Mellenthin VII 24 414	Gau 1st VII 25 224
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Roth 1st VII 214	v Bosc VII 25 524	v Ryssel VII 25 314	Landenan 2 VII 26 237	Hug VII 26 1/2 37	Lancers VII 26 1/2 37
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0900 - Enters at 2616

5th VII 124	VII 2nd VII 226	Lacy VII 32 624	Ména VII 32 424	5th VII 224
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0900 - Enters at 2621

Oudinot XII (4) 6	XII Corps 5	Bardet XII 15 214	Cascault XII 15 314	4th XII 15 214	de Villaret XII 15 514	Gruyere XII 15 624	4th-8th XII 15 224	4th XII 15 224
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1300 - Enters at 2626

Arrighi III (4) 6	Mouriet 2 III 24 237	Ameil 2 III 24 237	Azamiowski III 24 236	Quinette III 24 236	1st-5th III 24 436	29 Chas III 24 1/2 47	31 Chas III 24 1/2 47	4 Hus III 24 1/2 47	12 Hus III 24 1/2 47
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1800 - Enters at 2626



1st Alt. Commander

Grossbeeren

23 August 1813

Beckers XII 29 214	de Treille XII 29 414	1st XII 29 214
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1st Alt. Reinforcement - Enters at 2626

Stockmayer IV 38 334	Spitzenbrg IV 38 334	Doring IV 38 434	1st IV 38 134
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Briche 2 IV 24 137	1st IV 24 1/2 37	3rd IV 24 1/2 37	2nd IV 24 136
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2nd Alt. Reinforcement - Enters at 2604

Jacquinet 2 III 24 337	Merlin 2 III 24 237	22 Chas III 24 1/2 47
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5 Chas III 24 1/2 47	10 Chas III 24 1/2 47	21 Chas III 24 1/2 47
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3rd Alt. Reinforcement - Enters at 2626

Second Day at 2000 - Enter at 2626

Devans V 524

4th Alt. Reinforcement - Enters at 2616

Taurenza IV (4) 6	IV Corps 5	Dobs Ldw IV 15 514	Lindenau IV 15 824	Strampf IV 15 224	30 IV 15 126	Kurmark IV 15 126
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At Start Anywhere 1803 1605 1805 1604 1504

Bülow III (4) 6	III Corps 5	Hessen II III 24 1224	Thunen 1 III 24 1224	1 Lieb Hus III 24 1/2 27	Holtzendorf III 24 624	Krafft 1 III 24 1124	Sil Hus III 24 1/2 27
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At Start - 0113 and or adjacent hexes

1117

Borstell 1 I 1024	227
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1200 - Enters at 0123

Oppen I 526	226
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1400 - Enters at 0123

Howaisky I 127	Lowenstern I 127
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1600 - Enters at 0123

Lagebring I 524	Reiterski I 424
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1700 - Enters at 0123



1st Alt. Commander



2nd Alt. Commander

Grossbeeren

23 August 1813

Hirsch Ldw IV 1314

1st Alt. Reinforcement - Enters at 0833

Woronzow XIV (6) 514	Laprew XIV 324	Manteuffel XIV 127	Prenzel XIV 426	Pahlen XIV 614	Reserve XIV 614
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26, 31 XIV 226	Zagzski 6 XIV 227	Bekendorf XIV 227	11, 11 XIV 226	Chas XIV 1/2 27	Pol. Uhlans XIV 1/2 27
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Pol. Uhlans XIV 1/2 27	Don XIV 427	Kruper XIV 224	Wuitsch XIV 414	Harpe XIV 624	Sisoeff XIV 327
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2nd Alt. Reinforcement - Enters at 0123

Second Day 2100 - Enter at 0123

Stedingk I (1) 6	Schurssen I 624	Moerner 6 I 227	Schonen Hus I 1/2 25	Morner Hus I 1/2 25
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Rebreyev I 1/2 27	Braendstr. I 524	Boije I 524	Cardell I 224	126
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3rd Alt. Reinforcement - Enters at 0123

Second Day at 2400 - Enter at 0123

Wobes Ldw IV 814

4th Alt. Reinforcement - Enters at 1501

Gérard 22	Douaigis 22	11 Chas	5 Huc	9 Huc	4 Lan
IC 16	IC 16	IC 16	IC 16	IC 16	IC 16
327	427	1/2 25	1/2 25	1/2 25	1/2 25

At Start – within 4 hexes of 0814

Maconald	Zuechi	Montbun 2	3rd	4th Chas	2 New 136	
IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	
324	227	126	1/2 27	1/2 27	1/2 27	
Senecal	1st	Simmer	Meunier	1st-2nd	1st-5th-9th	6th
IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	
524	124	524	424	224	224	126

At Start – within 4 hexes of 0518

Lauriston	Perthod	1st	6th	Penne	Harlet	
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	
724	224	126	324	524	524	
Lafitte	5th	1st	5th	Dermon 2	2 Chas	6 Chas
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	
724	224	224	126	336	1/2 37	1/2 37

At Start – within 4 hexes of 0722

Brayer	Charriers	2nd-9th	Beurman 2	10 Huc	Baden Ur	1st-3rd
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6
614	314	214	326	1/2 27	1/2 27	226

1200 – Enters at 0109

Sebastian	Martin 2	5 Lanc	21 Chas	24 Chas	Wachter	4 Augeryn	Thiry	1st-4th-6th
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6
327	1/2 25	1/2 25	1/2 25	427	336	236	326	326

1400 – Enters at 0109

Napoleon
IC 10

1st Alt. Commander 2nd Alt. Commander

Ney
IC 10

Stueckhorn	Amal	1st
IC 10	IC 10	IC 10
324	544	224

1st Alt. Reinforcement – Enters at 1901

Havin	1st Wph	Fressinet	5th-8th
IC 10	IC 10	IC 10	IC 10
324	114	514	214

2nd Alt. Reinforcement – Enters at 0109

Vachot	Rosseriffon	5th	Maconald
IC 10	IC 10	IC 10	IC 10
314	624	214	214

2nd Alt. Reinforcement – Enters at 0116

Marmont	Pelleport	Joubert	5th-8th	Jamin	Huguet	4th-9th
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6
844	624	224	1044	744	244	244
Coehorn	Bachelu	4th-9th	5th	1st	Stueckhorn	1st
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6
514	314	214	224	226	237	136

3rd Alt. Reinforcement – Enters at 0109

Sunham	Anthing	Verges	9th	3rd-4th-7th	
IC 6	IC 6	IC 6	IC 6	IC 6	
324	724	224	424	424	
Vandenem	Soden	7th	Tarava	Dumoulin	7th-9th
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6
324	524	224	414	624	214

1400 – Enters at 1801

Note - Units are listed with reductions made.

227	227	226	226
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At Start – within 2 hexes of 1317

Langeron	Talvein I	Bernardos	15, 28	Udom II
IC 6	IC 6	IC 6	IC 6	IC 6
824	424	224	424	424
Kornilow	18, 34	Urussow	Turtschan	34, 3, 19
IC 6	IC 6	IC 6	IC 6	IC 6
324	224	524	424	324

At Start – within 1028, 1622, 1627

Korff	Pantsed 2	Chernigov	Seversk	Pahlen	Livland	Dorpat	
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	
127	1/2 27	1/2 27	1/2 27	127	1/2 27	1/2 27	
Berdaev	Emanuel	2, 39, 29, 8	Witt	Seliwan	Kutein	Tchitilev	6, 16
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	
126	227	526	227	1/2 27	1/2 27	1/2 27	426

At Start – within 1028, 1622, 1627

Blücher	Yorek	1 Corps	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th					
IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10	IC 10				
414	324	124	227	214	424	124	127	1/2 27	1/2 27	524	424	226	127	1/2 27	1/2 27	124	224	424	226	127	1/2 27	1/2 27	124	224	424	226

At Start – within 5 hexes of 2727

Sacken	24, 35	10, 16	
IC 10	IC 10	IC 10	
524	224	514	214

At Start – on road south of 2817

Wasiltchikow	Wasiltchikow	Jurkowski	24, 35	Karpov	Loukoffkin	Pantschuldz
IC 6	IC 6	IC 6	IC 6	IC 6	IC 6	IC 6
327	327	226	327	327	126	126

At Start – on road south of 2817

Katzbach

23 August 1813

Katzbach

23 August 1813

Grekow 5	1 Ukr.	2 Ukr.	3 Ukr.	Grekow	Jazew
IC 5	IC 5	IC 5	IC 5	IC 5	IC 5
327	1/2 27	1/2 27	1/2 27	1/2 27	1/2 27

1st Alt. Reinforcement – Enters at 2334

St. Priest	Gurgalow	Pilar	Borodn	
IC 6	IC 6	IC 6	IC 6	
624	624	226	226	
Kavars 2	15, 25	Grekow	Cachow	T
IC 6	IC 6	IC 6	IC 6	IC 6
227	324	1/2 27	1/2 27	126

2nd Alt. Reinforcement – Enters at 1934

Note - Units are listed with reductions made.

Vandammur I Corps 10 5	Gobrecht Rousseau 126 126
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At Start - 2715

Mouton-D 14 614	Piré (2) 347	7th Hus 1/247	8th Hus 1/247	Montm. (2) 327	16 Chas 1/225	1-3 Lanc 1/225
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At Start - 2315 2815 2815

Heimrod (3) 337	5 Lanc 1/235	1 Chas 1/235	8 Lanc 1/237	4th 126	Reuss 524	Pouchelon 924
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At Start - 2916 2916 2214 2516

de Ferebas 624	2nd-9th 224	7th-8th 224	6th 126	Quier 614	4th 214
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At Start - 2317 2317 2313 2313 3507 3706

Duhamel 924	Doncet 624	3rd 224
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1700 - Enters at 3701

Creutzer 814	7th 214
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1800 - Enters at 3701

Napoleon [3] 10

1st Alt. Commander

Latour IC Corps 6 5	Vallin (2) 236	8 Chas 1/237	25 Chas 1/237	Merlen (2) 336	1 Chas 1/237	19 Chas 1/237	Dermont (2) 336
2 Chas 1/237	6 Chas 1/237	Berckheim 236	Bessieres 236	Audenarde 336	Reiset 336	Lessing 236	4th 336

4th Alt. Reinforcement - Enters at 0109

Note - Units are listed with reductions made.

Kulm

29-30 August 1813

Mortier Gde 6 5	Rousseau 644	Tindal 444	Coulumy 944
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1st Alt. Reinforcement - Enters at 3701

Curial 544	Michel 844	1st 144
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2nd Alt. Reinforcement - Enters at 3701

St. Cyr XIV 6 5	Godard 624	Butrand 614	6th 214	Paillard 524
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Letellier 414	1st 214	Gaugier 424	d'Eslevin 614	5th 214	Jacquet (2) 227
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14th Hus 1/227	2nd Chas 1/227	6th-7th 224	1st-3rd 226
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3rd Alt. Reinforcement - Enters at 1901

Barclay [1] 10	Ostermann [1] 10	Eugen [3] 6	Poeschmann 534	5:53:27 334	Roth 334	Schackow 634
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At Start - 1816 2117 2116 2116 2016 2015 2117

Yermolov V 6 5	Scheltzchn 344	1,2 Guard 344	Potemkin 544	Bistrau 644	Kryshaniv 544
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At Start - 2017 1210 1314 1312 1915 1915 1316

Galitzin II Corps 4 6 5	Schevch 446	Hus 1/247	Drag 1/247	Ulan 1/247	Don 1/247
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At Start - 2319 1920 1916

Knorring 346	Deperad 446	Kretow 346	Duka 446	1G, 2G 244
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At Start - 2621 2319 2118 2420 2219

Ravsky III Corps 2 6 5	Zwillikow 344	Aehr 344	Vernikow 344
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At Start - 1518 1218 1518 1518 1518

Bianchi Austrian 1 6 5	Au Rec 134	Quallberg 534	Manassy 534	El-Hominy 534	Sotbeberg 636
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At Start - 0807 0807 0709 0707 0907 0807 2520

Collredo Austrian 2 6	Au Rec 434	China 434	Kobersky 534	334
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At Start - 0215 0118 0314 0215 0412

Kulm

29-30 August 1813

Kleist II Corps 4 6 5	Ziethen 924	August 824	Wrangel 326	Starkenfels 126
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0700 - Enters at 1901

Chasteler III Corps 3 6	Koller 634	Murray 634	134
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1st Alt. Reinforcement - Enters at 0726

Nostitz Kroyher 3 6	Rothkirch 236	236
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2nd Alt. Reinforcement - Enters at 0726

Hohenlohe Au 3 6	Splenyi 634	Schaeffer 634	Kuttalk 236	236
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3rd Alt. Reinforcement - Enters at 0726

Zerlenny 344	Damas 344	Hesse 344	134, 141 244
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4th Alt. Reinforcement - Enters at 0726

Konstantine [1] 10

1st Alt. Commander

Wittgenstn [2] 10

2nd Alt. Commander

Note - Units are listed with reductions made.

Arrighi IIC (4) 6 2 3 7	Jacquinot IIC (4) 6 2 3 7	Merlin ② IIC (4) 6 1/2 4 7	22 Chas IIC (4) 6 1/2 4 7	5 Chas IIC (4) 6 1/2 4 7	10 Chas IIC (4) 6 1/2 4 7	21 Chas IIC (4) 6 1/2 4 7	Briche ② IIC (4) 6 1 3 7	1st IIC (4) 6 1/2 3 7	3rd IIC (4) 6 1/2 3 7
2nd IIC (4) 6 1 3 6	Bertrand IIC (4) 6 4 2 4	Marlet IIC (4) 6 5 2 4	St. Andrea IIC (4) 6 3 2 4	Moroni IIC (4) 6 2 2 4	1, 13 IIC (4) 6 2 4 6	Krukow IIC (4) 6 2 4 4	Zoltowski IIC (4) 6 1/2 4 7	2 Uhlan IIC (4) 6 1/2 4 7	4 Uhlan IIC (4) 6 1/2 4 7
Belair (ArG) IIC (4) 6 2 3 4	Toussaint IIC (4) 6 5 2 4	Hulot IIC (4) 6 3 2 4	2nd IIC (4) 6 2 2 4	Stockmar IIC (4) 6 2 3 4	Spitzenbrg IIC (4) 6 2 3 4	1st IIC (4) 6 1 3 4	2nd IIC (4) 6 2 2 4	4th IIC (4) 6 1 2 6	IV Corps IIC (4) 6 5

At Start – In Secure Road Column in this order from 1614 to 2430

Mortier IIC (4) 6 5	Gde IIC (4) 6 5	Curial IIC (4) 6 5 4 4	Michel IIC (4) 6 8 4 4	1st IIC (4) 6 1 4 4
Poret IIC (4) 6 5 4 4	Rottmbrg IIC (4) 6 8 4 4	Boveldieu IIC (4) 6 6 4 4	3rd-4th IIC (4) 6 3 4 4	
Rebeval IIC (4) 6 4 3 4	Pelet IIC (4) 6 2 3 4	Marquet IIC (4) 6 8 3 4	9th-10th IIC (4) 6 3 3 4	

1st Alt. Reinforcement – Enters at 2910

Reynier VI Corps (4) 6 5	v Bruse VI Corps (4) 6 3 2 4	Mellenthn VI Corps (4) 6 4 1 4	v Roth 1st VI Corps (4) 6 2 1 4	v Bosch VI Corps (4) 6 3 2 4	v Rysel VI Corps (4) 6 3 1 4	Lindenau ② VI Corps (4) 6 2 3 7
5th VI Corps (4) 6 1 2 4	1st-2nd VI Corps (4) 6 1 2 6	Mengy VI Corps (4) 6 3 2 4	8th VI Corps (4) 6 2 2 4	Devans VI Corps (4) 6 3 2 4	Hus VI Corps (4) 6 1/2 3 7	Lancers VI Corps (4) 6 1/2 3 7
Gau 1st VI Corps (4) 6 2 2 4						

1000 – Enters at 2925

Marmoni VI Corps (4) 6 5	Pelleport VI Corps (4) 6 8 4 4	Loubert VI Corps (4) 6 6 2 4	5th-6th VI Corps (4) 6 2 2 4	Jamm VI Corps (4) 6 10 4 4	Boquet VI Corps (4) 6 7 4 4	4th-9th VI Corps (4) 6 2 4 4
Cookhorn VI Corps (4) 6 5 1 4	Bacheli VI Corps (4) 6 3 1 4	4th-6th VI Corps (4) 6 2 1 4	5th VI Corps (4) 6 2 2 4	1st VI Corps (4) 6 2 2 6	Norman VI Corps (4) 6 2 3 7	1st VI Corps (4) 6 1 3 6

2nd Alt. Reinforcement – Enters at 2910

Asanowski IIC (4) 6 2 3 6	Quinette IIC (4) 6 2 3 6	1st-5th IIC (4) 6 4 3 6	Beamat IIC (4) 6 1 2 7	Weephalan IIC (4) 6 1/2 2 7	Hessian IIC (4) 6 1/2 2 7	Oudinot IIC (4) 6 3 1 4	de Villaret IIC (4) 6 6 2 4	Gruyere IIC (4) 6 2 2 4	4th-8th IIC (4) 6 2 2 4
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1100 – Enters at 2914 Enters at 2918

Laroui IC Corps (5) 6 5	Vallin ② IC Corps (5) 6 2 3 6	8 Chas IC Corps (5) 6 1/2 3 7	25 Chas IC Corps (5) 6 1/2 3 7
Merlen ② IC Corps (5) 6 3 3 6	1 Chas IC Corps (5) 6 1/2 3 7	19 Chas IC Corps (5) 6 1/2 3 7	Lessing IC Corps (5) 6 2 3 6
Reiset IC Corps (5) 6 3 3 6	Dermou ② IC Corps (5) 6 3 3 6	2 Chas IC Corps (5) 6 1/2 3 7	6 Chas IC Corps (5) 6 1/2 3 7
4th IC Corps (5) 6 3 3 6	Berkeim IC Corps (5) 6 2 3 6	Bessieres IC Corps (5) 6 2 3 6	Audenarde IC Corps (5) 6 3 3 6

3rd Alt. Reinforcement – Enters at 2910

Ameil IIC (4) 6 1 3 7	Mouzier IIC (4) 6 1 3 7	29 Chas IIC (4) 6 1/2 4 7	31 Chas IIC (4) 6 1/2 4 7	4 Hus IIC (4) 6 1/2 4 7	12 Hus IIC (4) 6 1/2 4 7	Ne IIC (4) 6 10	Bardet IIC (4) 6 2 1 4	Casault IIC (4) 6 3 1 4	4th IIC (4) 6 2 1 4	XII Corps IIC (4) 6 5
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1200 – Enters at 2918

Beckers XII Corps (4) 6 2 1 4	de Treille XII Corps (4) 6 3 1 4	1st XII Corps (4) 6 2 1 4
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1400 – Enters at 2918

Rousseau YG (4) 6 6 4 4	Tindal YG (4) 6 4 4 4	Coulumy YG (4) 6 9 4 4	1st-2nd-8th YG (4) 6 3 4 4	Dulong YG (4) 6 2 3 4	Combelle YG (4) 6 7 3 4	Gros YG (4) 6 5 3 4	5th-6th YG (4) 6 3 4 4
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4th Alt. Reinforcement – Enters at 2910

Taentzn IV Corps (4) 6 5	Dobs Ldw IV Corps (4) 6 5 1 4	Lindenau IV Corps (4) 6 8 2 4	Strampf IV Corps (4) 6 2 2 4
30 IV Corps (4) 6 1 2 6	Kurmark IV Corps (4) 6 1 2 6	Howaisky XIV Corps (4) 6 1 2 7	4 IV Corps (4) 6 2 2 6

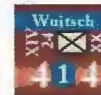
At Start – In town hexes of Juterbog



1st Alt. Commander



2nd Alt. Commander



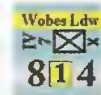
1st Alt. Reinforcement – Enters at 1433

Bilow III Corps (4) 6 5	Hessen II III Corps (4) 6 7 2 4	Thunen ① III Corps (4) 6 12 2 4	Huch Ho III Corps (4) 6 1/2 2 7
Kraft ① III Corps (4) 6 11 2 4	Sil Hus III Corps (4) 6 1/2 2 7	Oppen III Corps (4) 6 2 2 7	4 III Corps (4) 6 5 2 6
			2 2 6

At Start – Within 5 hexes of 1234

Dennewitz

6 September 1813



2nd Alt. Reinforcement – Enters at 0801



3rd Alt. Reinforcement – Enters at 0934

Burstell ① IIC (4) 6 10 2 4	Bychalov IIC (4) 6 1/2 2 7
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1000 – Enters at 1433

Moerner ① IIC (4) 6 2 2 7	Schonen Hus IIC (4) 6 1/2 2 5	Mörner Hus IIC (4) 6 1/2 2 5	Rebrejev IIC (4) 6 1/2 2 7	1 2 6
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1300 – Enters at 1433

Kruper XIV Corps (4) 6 2 2 4	Pahlen XIV Corps (4) 6 4 2 6
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1400 – Enters at 1433

Laptev XIV Corps (4) 6 3 1 4	Zagrski ① XIV Corps (4) 6 2 2 7	Bekendorf XIV Corps (4) 6 2 2 7	11, 13 XIV Corps (4) 6 2 2 6	Chas XIV Corps (4) 6 1/2 2 7	Pol. Uhlan XIV Corps (4) 6 1/2 2 7	Pol. Uhlan XIV Corps (4) 6 1/2 2 7
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1500 – Enters at 1433

Woronow XIV Corps (4) 6 6 2 4	Harpe XIV Corps (4) 6 6 2 4	Stedingk XIV Corps (4) 6 6 2 4	Sweedish XIV Corps (4) 6 5 2 4	Schuttsen XIV Corps (4) 6 6 2 4	Braendstr. XIV Corps (4) 6 5 2 4	Boije XIV Corps (4) 6 5 2 4	Cardell XIV Corps (4) 6 2 2 4	Lagebring XIV Corps (4) 6 3 2 4
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1600 – Enters at 1433

XIV Corps XIV Corps (4) 6 5	Manteuffel XIV Corps (4) 6 3 2 4	Reserve XIV Corps (4) 6 6 1 4	26, 31 XIV Corps (4) 6 2 2 6
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1700 – Enters at 1433

Note: Units are listed with reductions made.

BOMBARDMENT TABLE

Bombardment Strength:

Die Roll	8+	6-7	4-5	2-3	1
-1, 0	•	•	•	•	•
1	Dr	•	•	•	•
2	Dr	Dr	•	•	•
3	Dr	Dr	•	•	•
4	Dr	Dr	Dr	•	•
5	1E	Dr	Dr	Dr	•
6	1E	1E	Dr	Dr	Dr
7	1E	1E	1E	Dr	Dr

KEY: 1E = Eliminate one non-vedette unit, • = no effect

Reduce Bombardment Strength by one-half at 3-hex range

MODIFIERS: If target will be charged this turn, add one to die.

Weather: Mud, -2.



COMBAT RESULTS TABLE

Die Roll	Probability Ratio (Odds) Attacker:Defender												Die Roll
	1:5+	1:4	1:3	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	5:1	6+:1	
1	Ar*	Sk	Dr	Dr	Dr	Dr2	Dr2	Dr2	Dr3	De	De	De	1
2	Ar2	Ar*	Sk	Dr	Dr	Dr	Dr	Dr2	Dr2	Dr4	De	De	2
3	Ae	Ar2	Ar*	Sk	Sk	Dr	Dr	Dr	Dr2	Dr3	Dr3	De	3
4	Ae	Ar3	Ar2	Ar*	Sk	Sk	Dr	Dr	Dr	Dr2	Dr2	Dr2	4
5	Ae	Ae	Ar3	Ar2	Ar*	Ar*	Sk	Sk	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar3	Ar2	Ar2	Ar*	Ar*	Sk	Ex	Ex	Ex	6

Attacks at greater than 6:1 are treated as 6:1; Attacks at worse than 1:5 are treated as 1:5. "Ar*" may be Shock.

If you obtain a "Sk" (Shock) Result, proceed to compare the Initiative Ratings of the best units on either side on the Shock Combat Table, and apply the Combat Result (see 11.4)

CHARGE CRT

Die Roll	Probability Ratio (Odds) Attacker: Defender Highest Initiative:				Defender		Attacker			
	1:1	1:2	1:3	1:4			1	2	3	4+
1	OR	OR	OR	OR	1	Ex	Dr	Dr2	Dr3	
2	OR	OR	OR	Ae	2	Ar	Ex	Dr	Dr2	
3	OR	OR	Ae	Ae	3	Ar2	Ar	Ex	Dr	
4	OR	Ae	Ae	Ae	4	Ar3	Ar2	Ar	Ex	
5	Ae	Ae	Ae	Ae						
6	Ae d0	Ae d0	Ae d1	Ae d1						

KEY: OR = Overrun; Ae = Attacker Elim;

d0, or d1 = Target may move zero or 1 MP next turn.

Odds over 1:1, treat as 1:1; worse than 1:4 not allowed.

SHOCK COMBAT TABLE

The Combat Result is interpreted according to 11.4.

MODIFIER: Increase Attacker's Initiative by one if combat was resolved at 3:1 odds on CRT.

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Kevin Zucker

The Revised Combat Card – printed on page 15 – makes a few simple changes to Bombardment and Charges without changing their basic structure and function. (The main CRT remains entirely unchanged.) The changes to the two tables are enumerated below.

Bombardment Table

After publication we started picking up problems with the density modifiers and gradually changed them, making several revisions before we finally decided to do away with the density modifiers altogether.

Density modifiers are a perfectly common-sense idea, but we concluded, did not work at our scale. The one density modifier we retained was for units about to be charged (they would be changing into square); while we were at it we added a modifier for mud.

Changes to the Table:

1. Column heads no longer odds-based (1:1, 2:1, etc.) rather SPs (1, 2-3, 4-5, etc.)
2. Deleted the 3:1 column, and lines 8 - 9.
3. Converted the top "1E" result to "Dr" in each column.
4. Replaced modifiers for target strength (density) with modifiers for subsequent charge and mud.
5. Bombardment strength is no longer halved at 2-hex range, only at 3 hexes.

Charge CRT

The old Charge Table was similar to the original in *Napoleon at Leizzig*. However, since we were re-issuing the combat card, it was easy to make a new Charge CRT.

Changes to the Table:

1. Changed the column headings, from differential to odds-based (i.e., the reverse of the change to Bombardment).
2. Chopped off the last two columns, 5 - 6.
3. Added target movement limits on a die-roll of 6.

The Shock Table

The Shock Table gives good troops an occasional advantage over poor troops, without getting into the trap of folding everything into Combat Strength...

As for how the table itself is constructed, some evolution will happen over time. At Katzbach, just about everybody's got the same initiative (2), which increases the influence of the few high-initiative units on the map. I'm not sure what the evolution of the Shock Table should be, but it might involve a separate die roll.

The idea for the Shock Table came from Mark Simonitch's article in *Wargame Design* Nr. 8, where he stated some of his design principles for his game *Ardennes '44*...

Build in the effects of troop quality without adding in complexity. The initial design had the attacker comparing his morale with the defender's morale for a possible combat modifier. However, I soon grew tired of doing that for every battle. I came up with a solution that was inspired by Evan Jones' wonderful combat table in *Blue vs. Gray*. In that game, troop morale is only important occasionally, but when it is, it is the deciding factor. So in *Ardennes '44* players need only check for morale when called for by a Fire Fight result on the CRT. At that point you can forget about the combat odds and look for a lead unit to use in a separate combat table called the Fire Fight Table. The morale of the lead unit determines the die roll modifier. Odds play no part on the Fire Fight Table, so troop quality is brought into a sharp focus.

— Mark Simonitch (*WDM* Nr. 8)

As for the increased likelihood of shock in woods and across ridges, that was suggested by another article in *WDM* 8, Dave Powell's article on Antietam. Thanks to both authors for their useful ideas.

The challenge for game designers is to achieve the fine balance that doesn't make the game a chore to play, and teaches something about the subject. A design approaches both goals by maintaining the narrative flow.

Stacking

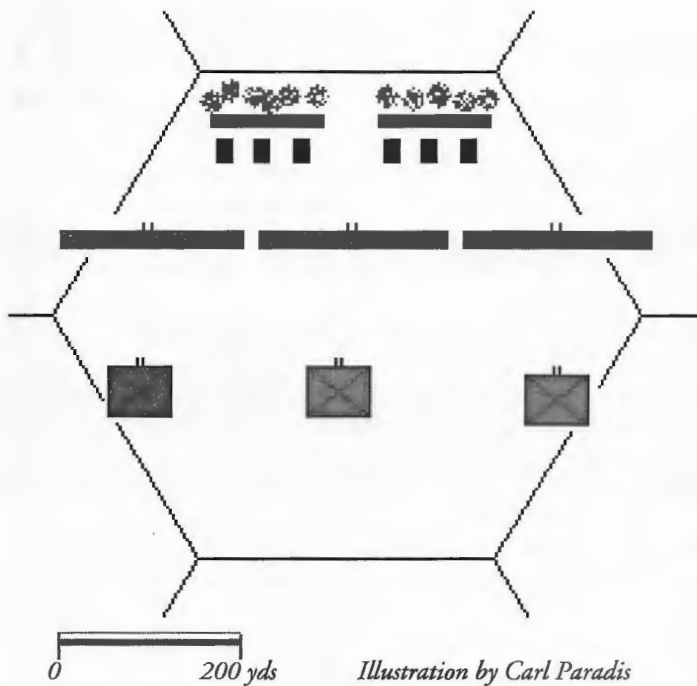
It has been said that the old "push"-type CRT is hopelessly antiquated and doesn't produce a Napoleonic-looking fight—antiquated because a modern CRT *should* have incremental manpower losses; illogical, since units gradually lose strength the longer they stay under enemy fire. The fact is obvious, but it overlooks the way units were rotated into and out of the front line, where most casualties occur.

The total manpower of a brigade is not under fire at all times. The effective range of muskets was not much above 100 yards.

At 525 yards per hex, the *NLB* System glosses over tactics. Tactical formations were all "inside the hex." A defense in depth by a division might easily spread over 57 acres (the area of one hex).

Look at Bennigsen's main position (2000 yards or so) at Pultusk. The battalion is the basic "unit of space" on the battlefield. In the first line stood 21 battalions with five batteries of artillery in front and one in reserve. Three hundred yards back, in the second line, stood a further 18 battalions. In the intervals between regiments and somewhat forward were 28 squadrons of cavalry (each squadron taking the same space as one battalion).

Bennigsen's first and second lines are entirely contained within a four hex front to a depth of 525 yards, covered by 21 battalions in the front line and 18 in the back; a total of four divisions. Here we see a spacing of ten battalions per hex, with those in the second line ready to feed replacements into the first.



Example of Stacking in a Hex

The brigade shown above has lots of space for maneuvering as you can see. One such infantry brigade is about the maximum that could be deployed in one hex and preserve *complete* maneuverability (changing to column, line, square and road march).

The most infantry the Prussians can stack is about 24 SPs. Such a stack would be incapable of redeploying into line which is why you have to unstack to use road march. Do you think you could fit a battalion of 600 men on one (American) football field measuring 53 x 120 yards? At one square yard per man you could fit ten times that number (but such a mass would be unwieldy).

Let's assume one battalion per football field is the maximum. You still have room for 43 battalions (one hex of 57 acres = the area of 43 football fields), leaving 9/10ths of the hex available for shoulder room.

The depth of a battalion in line is only 25 feet. Even if they needed 75 feet between battalions you could stack 15 of them 3 wide = 45 battalions in parade-ground density, inside one hex. The practical limit (depending upon terrain) would have been less—around 24 battalions. That is, about 55% of the force that could occupy one hex under parade-ground conditions, unless a leader is present with cavalry and artillery.

Remember, this is all happening inside the hex, which means it is too small for the "grain" of the hexgrid. The gamer does not have to deal with it. Of course a unit can be considered as "overflowing" a bit into the adjacent hexes (accounting in part for the effect of ZOC's). Imagining a brigade or a division all strictly within the bounds of a hexagon is not necessary or accurate.

The amount of space that a stack is taking up could be well into the stack's ZOC (especially rearward). What is important is that the whole stack is reacting to one division commander's orders, so that it is united and maneuvers as one. That doesn't mean that the size of the hex is totally without importance. On average overall, and across the whole battlefield, the hex frontage is

scaled to a brigade, with other brigades behind it (i.e., stacked).

Here is the *NAL* (1979) stacking rule:

A maximum of two Friendly units may end any Movement or Combat Phase stacked in the same hex. Exception: Units all belonging to the same division may stack three to the hex.

Here is the stacking rule from *4LB*:

Any two Combat Units (other than Vedettes) may stack, regardless of their size or type. They may be part of any formation. Exception: Units all belonging to the same division—or Russian infantry Corps—may stack three to the hex without a leader present. Leader in Hex: A hex with a Leader may contain up to two infantry units, plus three cavalry and/or artillery units.

As you can see, these rules have only one major difference: if a Leader is in the hex (and that rule could be added to *NLB* and *NAL*).

Why does a leader grant extra stacking? Does his presence bring extra space? No, he is there to coordinate all-arms deployment and interaction.

Stacking is not only based on available space, it is about coordination. Stacking is predicated upon the presence of a leader, because he and his staff bring the coordination; they have the authority to force the subordinates in the hex to take their places and go where they are assigned, and to cooperate with each other.

Does a leader *really* have to stack in the same hex to control the troops? Yes. He has to be there to enforce his orders, and to set things right when they go awry. There is a similar rule regarding Ney in *Leipzig* where the Marshal gives a bonus to the troops he is stacked with, to the detriment of his command abilities.

The coordination given by a leader is *also* simulated by his Command Range—outside of which units have to roll separately to move. But Command means issuing and sending orders.

Sending written orders is one thing, directing traffic is another. It often happened where lots of troops were supposed to cross a river, for example, even with very detailed orders specifying the precise timing of events, that traffic jams would ensue. Imagine something like a stadium parking lot after the game. Orders are fine, but you need an authority on the spot to direct traffic.

Here's an example of the Officer/Commander acting as a traffic cop (from Macdonald's memoirs of Katzbach):

The great fault committed on our side was taking a number of guns to the heights. The ground was already soaked, and they could only be moved with extreme difficulty. I ordered most of them to come down, but the road was encumbered with other guns, and with the cavalry who were going up. I instantly foresaw what would happen, and, as a precautionary measure, sent forward a division of infantry to protect the two bodies on the plateau. The rain still continued; the men could not use their muskets. I went down in person and freed the base of the hill. The road was not more than twelve or fifteen feet wide; it was impossible to turn, the only thing to be done was to let all those who had started gain the summit, turn there, and come down again; and that took time.

Napoleon's Mobile Striking Force

FOUR LOST BATTLES
SPECIAL ISSUE



In August of 1813, Napoleon divided his Grande Armée to face three separate opponents – creating the Army of Berlin, the Army of the Bober, the garrison of Dresden, and a Mobile Striking Force under his direct control, held within a day's march of Dresden.

The OBs of the two French side-armies were formally established—at three Army Corps and one Cavalry Corps apiece—but the troops operating around Dresden had no Army structure and these forces shifted throughout the period. Aside from the small German garrison itself,¹ St. Cyr's XIV Corps formed the backbone of the Dresden defenses. Vandamme's I Corps remained close by, guarding the opposite bank of the Elbe up to the border of Bohemia, while the Polish VIII Corps watched the frontier further east, toward Zittau.

At various times the Emperor maintained the mobile striking force between Grossenhain, Koenigsbruck, and Hoyerswerda, and elements of this central force provide the alternate reinforcements for the four battles. The alternate reinforcements were assigned as follows.

GROSSBEEREN ALTERNATES

- Bavarians of the 29th Division
- Württemberg troops of the 38th Division
- French 5th Light Cavalry Division
- Brigade Devaux.

At the outset of the campaign, Oudinot marched with his four corps toward Berlin. His Alternate Reinforcements are limited to the detached troops assigned to the Berlin Army who could have rejoined him.

The Marshals had a habit of detaching their German allies before a battle, with the notable exception of the Saxons. Napoleon was out of touch with Oudinot during the first week of the campaign and unaware of his need for reinforcements until he received news of the calamity on the 28th. But the only new forces granted to the Berlin Army for the second offensive were the Poles of Zoltowski and Krukowsk, Poles detached from VIII Corps earlier and operating along the Elbe.

KATZBACH ALTERNATES

- Badenens of the 39th Division
- French 17th Division
- French and Italian 31st Division
- Marmont's VI Corps

Most of the Alternates available for *Katzbach* were diverted troops belonging to the four corps of the Bober Army. Marmont's VI Corps was part of the Mobile Striking Force, held near the Bober front until the 22nd. The Imperial Guard was also present, but when the Emperor turned command of the Bober Army over

to Macdonald on the 22nd, the Guard returned to Görlitz with him. There was very little chance of Blücher ever fighting the Imperial Guard, as they always accompanied Napoleon, and according to the Trachtenberg agreement, their presence was a sign for Blücher to withdraw.

KULM ALTERNATES

- Mortier with the Imperial Guard
- St Cyr's XIV Corps
- Latour-Maubourg's I Cavalry Corps.

At the Battle of Kulm, the Imperial Guard was initially slated to follow Vandamme through the mountains. These troops were ordered to stop, and bivouac where they stood, in the mistaken belief that Vandamme would also halt near Peterswalde instead of advancing into danger. Shortly after this order was given, Napoleon drove back to Dresden. At 8:30 p.m. he was handed news of the disaster on the Katzbach. News of Oudinot's debacle reached him the following afternoon.

St. Cyr with XIV Corps was on the roads in the mountains, and could have been present at Kulm if he had followed the Prussians falling back from Dresden. Latour's I Cavalry Corps is included as the fourth group of alternates since one of his divisions was already present at Kulm. The rest of this corps ended up in a largely fruitless chase with Murat towards Freiburg.

DENNEWITZ ALTERNATES

- Mortier with the Imperial Guard
- Latour's I Cavalry Corps
- Marmont's VI Corps

Upon tidings of Grossbeeren on the 28th, the Emperor began planning for a second strike on Berlin by mustering the striking force, ordering the Guards and the cavalry up from the Bohemian forests, across the Elbe bridge at Dresden and on towards their collection point at Grossenhain. But these march orders were cancelled upon news of the disaster of Kulm, which arrived at headquarters at 2 a.m. on the 31st. The movement upon Berlin was suspended and nothing whatever was done that day.

Bad tidings from the demoralized Army of the Bober forced a further delay. Tentatively, Napoleon set about to move his Mobile Striking Force—now comprising the Guard, the VI Corps, and Imperial HQ—to the village of Hoyerswerda, ideally positioned to move to the support of Macdonald's discomfited troops, or to back Ney's offensive, as circumstances dictated. Marshal Murat was left in charge of the Dresden front.

Napoleon instructed Ney to march eastward instead of direct on Berlin, in order to rendezvous with elements of the Mobile Striking Force between Luckau and Baruth, apparently without any suggestion of the possibility that this support might be delayed or withheld.

As Berthier wrote to the Marshal,

"Everything is being set in motion for Hoyerswerda, where the Emperor and Headquarters will arrive on the 4th. You must

continued on page 21

¹ One brigade of Young Guard, one of Westphalians, some attached Saxons and French Depot Troops—14,456

Under the Tide

The German Divisions in 1813

by Jack Gill

The spring and autumn campaigns of 1813 were the last in which German troops of the Confederation of the Rhine fought under Napoleonic eagles. Having served in all of the wars from 1806 through 1809, many of the Confederation, or *Rheinbund*, contingents had earned brilliant reputations and most were regarded as reliable enough by their French allies. These contingents contributed nearly 100,000 men to the invasion of Russia in 1812, but all were consumed in the ensuing cataclysm. Of 26,700 Saxons, for example, only 3,500 returned to their hearths and homes from the expedition across the Niemen. The material cost was equally overwhelming. In Bavaria's case, the loss amounted to 5,800 horses, 38 guns, 260 caissons, 300 other vehicles and all the armaments, clothing and equipment for a corps of 30,000 men.

These staggering casualties and the lack of veteran troops at home meant that the *Rheinbund* armies of 1813 were largely composed of young conscripts and weary, often demoralized, veterans of the Russian disaster. Moreover, with Napoleon's nimbus of victory now badly tarnished, many individual German soldiers viewed the prospect of another campaign as a French ally with emotions ranging from skepticism to horror. This potential morale problem posed a serious challenge to *Rheinbund* officers and NCO's, many of whom were themselves inexperienced or victims of the 1812 defeat. The behavior of the German princes compounded the leadership challenge. Many were now hedging their bets and did not want to see their last armies destroyed in some new Napoleonic catastrophe. They thus ordered their commanders to preserve their armies at all costs, leaving generals and sometimes junior officers, to decide how far to commit their monarch's troops.

The orders of battle and the combat records for all of the *Rheinbund* units in these long twilight struggles are complex and a brief summary cannot hope to capture all of the details. However, it is hoped that this outline history of the division-sized *Rheinbund* contingents will provide some context to understand the German regiments enrolled within the ranks of the Grande Armée in its final engagements east of the Rhine.

The Saxons (VII Corps). The Saxon Army was enmeshed in a tangle of political intrigues, threats, blandishments and uncertainties in early 1813 as the Allies and Napoleon vied for the loyalty of its monarch, King Friedrich August. Ensnared within the walls of Torgau under General-Leutnant Johann Adolf von Thielmann, who hoped to join the Allies, the contingent was in a state of awkward neutrality until early May. Napoleon's victory at Lützen, however, convinced the king to return to the imperial fold and his troops marched off to form the foundation of Général de Division Reynier's VII Corps. Thielmann fled to the Allies, fought on their behalf during 1813 and later commanded the Prussian III Corps in the Waterloo campaign.

The Saxons saw little action in the spring campaign, but, orga-

FOUR LOST BATTLES
SPECIAL ISSUE



nized as the 24th and 25th Divisions (approximately 14,000 men), they found themselves in the eye of the storm in several major battles during the fall. At Grossbeeren on 23 August, VII Corps suffered heavily at the hands of Bülow's Prussians and the defeat at Dennewitz two weeks later was even more costly. With barely 8,000 Saxons still under arms by mid-September, Reynier disbanded the 25th Division and incorporated its remaining elements into the 24th, but straggling, detachments, sickness and desertion left only some 5,000 Saxons with VII Corps when it met the Allies at Leipzig the following month. During the fighting on 18 October, some 4,000 Saxon officers and men deserted to the Allies *en masse*, taking 19 of their guns with them, and leading to bitter, if often exaggerated, recriminations from their former comrades. Elsewhere on the same field, two regiments of Saxon cuirassiers were serving with high distinction in I Cavalry Corps, displaying the courage, skill and determination that had characterized their performance throughout the campaign. These two units remained loyal until released by Napoleon after the battle. The Saxons, arguably the most controversial of the *Rheinbund* contingents, thus ended their service with Napoleon as they had begun in their first major campaign during 1809: combining courage and endurance with susceptibility and failure.

The Bavarians (29th Division). The principal Bavarian field force in the 1813 campaigns was the 29th Division under General-Leutnant Clemens von Raglovich. Composed of nine battalions, a combined light cavalry regiment and two artillery batteries (7,000-8,000 men), the division reached Oudinot's XII Corps of the Grande Armée in time for some elements to play a fringe role in the Battle of Bautzen (21-22 May). The light cavalry regiment, taken in hand by an energetic colonel, distinguished itself in several small skirmishes during June and other units also performed to Oudinot's satisfaction. The formation, however, was riven with weaknesses. Raglovich, uncomfortable as an independent commander, proved incapable of overcoming the lack of qualified officers and the division's many other problems. He quarreled bitterly with one of his brigadiers and, feeling abandoned by his monarch, grew increasingly despondent as the campaign wore on.

The division, now reduced to 5,200 men, participated in several minor actions when the war resumed in August, but it was engulfed in the disaster at Dennewitz on 6 September. Though a solid core preserved its cohesion, there were only 2,300 men in the ranks when Raglovich reassembled his command at Torgau. It saw no more action. Raglovich reorganized the division, sent home excess cadres, and turned over command to General-Major Nicholas Maillot on 5 October. Three days later, Bavarian emissaries signed the Treaty of Ried, repudiating the *Rheinbund* and committing their kingdom to the Allied cause. Maillot learned of the treaty on 19/20 October and two days later the remnants of the 29th Division marched for home.

While the 29th Division fought with the main army, other Bavarian troops were under siege in Danzig. Trapped in that fortress following the retreat from Russia, the 13th Line Infantry and an artillery battery garnered consistent praise from their French commanders and departed the city with honor on 12 December 1813 after receipt of undeniable evidence that Bavaria had joined the Allies.

For those tracking divisional numbers: Napoleon originally allotted the numbers 28 and 29 to Bavarian troops, but the small size of the contingent meant that only the latter was used.

The Westphalians (37th Division). Westphalia supplied a mixed division of infantry and cavalry under Général de Division Hans Georg von Hammerstein, but this formation was broken up immediately after Lützen and its constituent elements were distributed among II, XI and XII Corps. The infantry and a foot battery came to the 31st Division of XI Corps; they missed the Battle of the Katzbach but a tiny remnant fought at Leipzig. The Garde Chevaulegers joined General Beaumont's cavalry division, so their travails echoed those of the Hessian Chevaulegers with XII Corps and later IV Corps. The two Westphalian hussar regiments, however, were sent to form the light cavalry brigade of Marshal Victor's II Corps; four of the six squadrons deserted to the Austrians on the night of 22/23 August and the other two allowed themselves to be captured in September. Other Westphalians served in the garrisons of Danzig, Dresden and Küstrin, often with distinction.

Westphalian 8th Line



Credit: MHP

The Württembergers (38th Division). Under the stern and corpulent King Friedrich, Württemberg had consistently provided Napoleon with one of the most reliable and competent *Rheinbund* contingents. Despite the enormous losses of 1812 and doubts about the future of the French alliance, Friedrich fielded a division each of infantry and light cavalry, supported by four batteries for a total force of 11,600 men, approximating the 12,000 he owed by treaty. Designated the 38th Division and 24th Light Cavalry Brigade, the bulk of the contingent joined Bertrand's IV Corps just after the Battle of Lützen: some 7,200 men in two infantry brigades, one cavalry brigade and two batteries. The division, commanded by General-Leutnant Friedrich von Franquemont, played a notable part in the victory at Bautzen on 21 May (at the cost of more than 1,200 casualties) and in the long pursuit that followed.

The third infantry brigade, the other cavalry brigade and the remaining two artillery batteries reached the army during the armistice. While the foot soldiers and one battery joined their countrymen in IV Corps, General-Major Graf von Normann's 25th Light Cavalry Brigade was assigned to Marmont's VI Corps. The 38th Division was on detached duty during the Battle of Grossbeeren, but it conducted itself well in a number of small independent fights during the closing days of August and the beginning of September. The Württembergers, however, were at the center of the fight at Dennewitz and paid a correspondingly high price, losing 2,300 men from the 6,800 they had in their ranks at the start of the battle. The 7th Infantry Regiment, caught in the open by Prussian artillery, cavalry and infantry, was destroyed.

Like Raglovich, Franquemont reorganized his "division" after Dennewitz, reducing it to four battalions and two squadrons, while sending home excess cadres and artillery pieces as well as those men

and horses too ill to continue in the field. This small remnant suffered heavily again on 3 October at Wartenburg during Bertrand's abortive effort to oppose Blücher's crossing of the Elbe. Now reduced to 125 cavalry, four guns and less than 1,000 infantry, the Württembergers made their way to Leipzig, participated in the fighting that cleared Napoleon's line of withdrawal and accompanied the Grande Armée in the initial stages of the retreat. They finally parted ways with their French comrades on 27 October, a tiny force heading home with honor.

The other element of the Württemberg contingent, Normann's 25th Light Cavalry Brigade, helped to disperse Lützow's Freicorps during the summer armistice, participated in the Battle of Dresden and performed well in a host of small actions during the autumn campaign. On 18 October at Leipzig, however, Normann, thinking to preserve his men against useless sacrifice, deserted to the Allies with his brigade. Though applauded by the Allies, Normann's act as intolerable disobedience to his royal instructions: he cashiered and exiled Normann and the two regimental commanders, disbanded the two regiments and dispersed the troopers among the army's cavalry.

Baden and Hesse-Darmstadt (39th Division). The Grand Duchies of Baden and Hesse-Darmstadt each contributed an infantry brigade, some artillery and a light cavalry regiment to the campaign. The infantry and artillery, combined with the 2nd Frankfurt Battalion, formed the 39th Division under Général de Division Marchand

(8,600 men). Young scions of the two ruling houses, Prince Emil of Hesse and Markgraf Wilhelm of Baden commanded their respective contingents. Placed under Marshal Ney's III Corps during the spring campaign, the division took heavy losses (including many missing in action) at Lützen on 2 May, but played only a minor role at Bautzen three weeks later. The Frankfurt battalion was reassigned to the Glogau garrison during the armistice, but the rest of the division was attached to Marshal MacDonald's XI Corps shortly after the renewal of hostilities in August. It was on detached duty during the Katzbach battle and thus missed that debacle. It was not so lucky at Leipzig. Badly battered during the three days of fighting, especially in the final, desperate defense of the city gates, surviving elements of the 39th Division were forced to lay down their arms when premature destruction of the Elster bridge left them cut off from the rest of the army.

In addition to the men with the 39th Division, a second brigade of Badeners (2,800 men) joined the Army in late August and was incorporated into the Leipzig garrison. It participated in the defense of the western approaches to the city during the Battle of Nations. Unlike their countrymen, the Baden Light Dragoons remained with the III Corps throughout the campaign, fighting at Lützen, Bautzen, the Katzbach and Leipzig. The Hessian Garde Chevaulegers, on the other hand, were assigned to Général de Division Beaumont's cavalry division and participated in a number of small actions with VI Corps and later under XII Corps during the latter half of May. The Hessian troopers fought at Grossbeeren and Dennewitz with XII Corps during the fall campaign and with IV Corps at Wartenburg and Leipzig.

Future editions of *Wargame Design* may permit further exploration of the Germans in 1813 and how the significant features can be simulated.

Morale in the Rheinbund Forces

[Ed.: Jack Gill discusses Rheinbund morale in a quick sketch of some starting points for further analysis, not the definitive word; and cautions against any categorical statements.]

The German forces exhibited problems with morale and motivation, but even then good leadership (from both French and German officers) could remedy many ills. The sense of German co-fraternity is not to be ignored, but often has been rather exaggerated (especially in the latter 19th century). It was a difficult time for the non-Prussian/non-Austrian Germans, but loyalty to one's own monarch or state generally trumped adherence to some pan-Germanic ideal (much to the frustration and disgust of later German nationalists).

Many non-Prussians harbored a mighty distrust of their Prussian neighbors (who were happy to trumpet pan-Germanic rhetoric as long as *Prussia* remained the lead German state). It was certainly harder to motivate Rheinbund conscripts than French ones, but it could be done—as in so many military situations: leadership was often the key (and, as with the French, there were not enough quality officers in the Rheinbund contingents).

The political situation in the home country could exacerbate problems in the field. Bavaria for example was clearly edging towards the Allies (for political survival reasons) and some officers believed that they were being sacrificed by their own ruler. Westphalia is a different case, but another where the domestic political situation had a direct impact on combat performance.

The Württemberg troops performed extremely well at Bautzen; the Bavarian light cavalry regiment received a lot of praise thanks to its energetic and professional colonel. The Westphalian gunners at Dresden earned Napoleon's personal gratitude, but many of the other Westphalian units disintegrated or deserted with little provocation. The Bavarian infantry was lacklustre, but not incompetent. The Hessians and Badenians generally performed well (with the possible exception of the 2nd Baden Brigade). Then there are the always-problematic Saxons.

The French were quite happy to blame their woes on German rather than French troops if possible—with *some* justification, but usually a lot of exaggeration as well (the defeat at Leipzig was not caused by Saxon defection). Almost everyone on the French side was very war-weary—French as well as Germans (and especially many of the senior French commanders). Moreover, the decline in the quality of the French troops made the French Army seem less like a victorious model for the Germans to emulate (as compared with 1805 through 1812 when it was the ne plus ultra of European armies).

Logistics were sketchy for French as well as Germans, but the Germans certainly complained that they were disadvantaged. Hard to know the "truth" without more detailed research—I suspect that everyone's lot was pretty miserable.

I do not think that the French gave the Germans all of the most dangerous assignments—indeed, many French (not all) distrusted some or all German troops. Recall that Napoleon's model for employment of allies was Rome (Allies are good for lines of communications security, fortress garrisons, etc.). But I think he and other French commanders tended to distinguish among the contingents as they learned about them and that they came to appreciate those they knew.

Prussian Forces certainly performed better than in the past, but we want to be careful not to underestimate the Prussian Army of 1806 or overestimate its 1813 successor. Nationalistic spirit was a factor, but one that has probably been exaggerated (you can get a great scholarly debate started on this issue at any conference). There were some pan-German idealists (e.g., Stein), but their number was not great and they were not running the show.

Even Prussian historians lament the poor showing of many Landwehr at Hagelberg and the Katzbach. And the French always maintained an advantage in combat in close terrain such as villages and woods.

The Prussians had enormous problems equipping their new army and keeping it maintained in the field. The Landwehr in particular—but even the regular and reserve regiments—often lacked basics such as shoes, packs, common muskets, etc. Food was scarce for everyone, Allies and French alike—Saxony was exhausted as a food source. So the logistical situation for the Allies was probably somewhat better than for the French, but it was not a case of starving Frenchmen facing hearty, well-rested, well-fed, well-equipped, well-trained Allied troops.

So, how does one reflect such things in a game? Careful attention to the mechanics of recovery is one technique. I am not sure that I would vote for a morale check for every German unit, but adjusting the initiative levels (and hence the likelihood of recovery during the day) to reflect historical performance would be important (I think these are pretty fair in 4LB, but one could always second-guess). In general (subject to specific discussion), the Württemberg, Baden and Hessian units should be relatively easy to recover, the Bavarians, Saxons and Westphalians difficult.

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march on the 4th, and be in Baruth on September 6th. On that day the Emperor will place a Corps at Lückau which can join you. From Baruth it is only three marches to Berlin.

In accord with this missive Ney moved cross-country in masses towards Zahna, intending to gain the Luckau-Bautzen road. Unfortunately for the trusting subordinate, his master changed plans at the very last minute, moving with the Mobile Striking Force not toward Luckau as promised, but toward Bautzen.

He started on the afternoon of the 3rd to overtake the Guards and Reserves already on their way to Hoyerswerda (about forty miles north-east of Dresden). But at the last moment a report from Macdonald again represented his command as absolutely out of hand; he could find no one to support him in his efforts to maintain discipline, and only the Emperor's presence could avert utter disaster.... Orders went to all the marching columns to change direction towards Bautzen. Ney was to continue the execution of his own march on Baruth.

While Ney was fighting at Dennewitz on September 6th, Napoleon ordered Marmont and Latour-Maubourg to Hoyerswerda, once again making the VI Corps and I Cavalry Corps available for the Berlin front. It was only on Sept. 8th that Napoleon learned of Ney's defeat.

Quotations from F.N. Maude, *The Leipzig Campaign*

A Policy that Began to Seem Incomprehensible

Napoleon's Decision to Fight On

Louis Adolphe Thiers

In signing the armistice of Pleiswitz, Napoleon's only intention was to gain two months' time in which to complete his armaments, and to raise them to a strength sufficient to meet the new enemies he was about to create; but he had never for a moment entertained the idea of peace, being utterly unwilling to conclude it on the conditions dictated by Austria; which ... were as follows:

- the dissolution of the Grand Duchy of Warsaw;
- the reconstruction of Prussia by means of the addition of a considerable portion of this Grand Duchy, and some portions of the Hanseatic provinces;
- the restoration to Germany of the free towns of Lubeck, Bremen, and Hamburg;
- the abolition of the Confederation of the Rhine;
- the restoration to Austria of Illyria and the portions of Poland which had formerly belonged to her.

Although a continental peace on these terms ... would leave to France—independently of Belgium and the Rhenish provinces—Holland, Piedmont, Tuscany, the Roman States to exist as French departments, with Westphalia, Lombardy, and Naples as royal vassals; Napoleon absolutely rejected it, not on account of the loss of territory which it would involve, and which would be very small, but because it would cast a cloud upon his glory. He unhesitatingly preferred to its acceptance, therefore, war with the whole of Europe—a resolution which was doubtless remarkably bold with respect to his own fortunes, very cruel with respect to the many victims which it sacrificed on fields of battle, and a species of outrage against France, exposed to so many dangers simply on account of the pride of her ruler; but it was a resolution which he had now taken, and from which it was unlikely he would be turned ...

His resolution not to accept or even acknowledge the men who composed his government ... (would, had it) speedily become public, have increased the aversion so widely inspired by his policy; have extended this aversion to his person and his dynasty; have rendered the levy of troops a more difficult task; and both irritated and discouraged the army, which, seeing no limit to the effusion of its blood, would have indulged in still bolder and bitterer language.

It seemed in truth as though the opposition, repressed on all sides, had found refuge in the camps, and that our soldiers of all ranks had chosen as the price of the sacrifices demanded of them the exercise of the inalienable liberty of the Frenchman's spirit. After having hurled themselves in the morning into the midst of dangers, they passed the evening in deploring in their bivouacs the fatal obstinacy which caused so much blood to flow in support of a policy which began to be incomprehensible.

From L.A. Thiers, *History of the Consulate and the Empire of France Under Napoleon*, BOOK XLIX. Dresden and Vittoria

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1100 Sept 7

Bernadotte surveyed the battlefield from his position on the ridges above Dennewitz. His Swedes and Prussians had just cleared the town, giving him some hope. True those columns of fresh troops marching into Rohrbeck (most likely the VI Corps under Marmont) were worrisome, but he felt the morning's events justified his decision to stay on the battlefield a second day. Besides his Russians had just captured Arrighi in the bitter fighting between Dennewitz and Golsdorf

A disturbance in the French forces around Rohrbeck caught his eye. It seemed as if the columns were shimmering. The wind shifted and he heard that sound. Faintly, barely audible at this range, but no mistaking what it was. He had heard it many times before—then it made his heart beat faster, but now it only chilled the blood in his veins.

"Vive L'Empereur!" "Vive L'Empereur!" "Vive L'Empereur!" "Vive L'Empereur!" ...

Normally that would be Bernadotte's swan song. And it was, though the VPs were closer than I imagined. As expected Napoleon led the French counterattack that retook Dennewitz, but after calculating the VP impact for two days worth of cards, the French total dropped to 3. Likewise the Coalition total dropped to -8, but per the rules this counts as a VP of 1. The final was still good enough for a decisive victory, but closer than I expected. One less reinforcement card for the French could have doomed them.

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cards that the Allies will play on them. I'm looking forward to playing with the 2nd Day available, which should make those cards less fearsome.

Oh, and a side note on Katzbach. Macdonald's first priority is to burn the bridges near his start-up hexes. The Allies will post their cavalry units to prevent that, but the French can drive them back pretty easily. Mac should not cross the river unless I Corps begins marching over the bridges in the south to join Langeron.

If Mac burns the bridges and guards them with a screen, he can join Lauriston in beating up on Langeron. If Yorck begins feeding troops into that fight rather than head north to force the river crossing behind Mac, then Mac (or Souham, depending) can throw their own pontoons over the river and dash for the towns.

Regardless of what Yorck does, the French will have to deal with Winzengerode and Sacken east of the river. The Allies aren't going to strip those towns completely of defenses, and there isn't much those corps can add to the fight in the south if Yorck's corps is added to it.

The French "dash" then is either going to be III Corps, or part of Macdonald's Corps (or Sebastiani, if it goes into day 2), with Lauriston falling back and fighting desperately to avoid annihilation.



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Recruitment of the Grande Armée

FOUR LOST BATTLES
SPECIAL ISSUE



In 1813, an Army thrown-together

Kevin Zucker

Scott Bowden's book, "Napoleon's Grande Armée of 1813" (Emperor's Press: 1990) was of tremendous value in understanding attrition and unit quality. A new regiment was expected to grow from the equivalent of a company or less, sometimes very short of officers who were themselves but newly promoted. All of that you can see in Bowden's data. In *Four Lost Battles* certain corps in the French Army received lower Initiative Ratings because of officer shortages (mainly those with [1] Initiative ratings).

The draw-back to this method of re-forming the army resulted in the first battalions of the regiments being separated from the 2nd, 3rd, 4th, and 6th battalions in order to form Corps of Observation as they became available.

Rather than re-create the army on a non-existent, strictly formal ordering, regiments could have been re-grouped and numbered sequentially as they appeared in the field. That is, those regiments designated "1st battalions" could have been numbered consecutively and assigned to the same regiment.

A lack of esprit resulted from separating the battalions, aside from the extra complications of the paperwork required to attend to them.

The sensible thing to do might have been to recreate the mass armies of the 1790's, large battalions of untrained troops, such as the Prussian Landwehr. There may have been a proposal to do just that. However, Napoleon scorned such formations, and relied upon the same methods of organization which had helped IHQ command the troops to victory in years past. But almost all corps and division officers complained of the temporary joining of separate battalions into provisional regiments and urged their amalgamation.

In January of 1813, it was planned to add the strength of the depot (5th) battalions to the survivors of the 1st battalions of the I, II, and III Corps of the Grande Armée straggling back from Russia, while the 2nd battalions would absorb the conscripts of 1813 as they reached Erfurt. The 3rd, 4th, and 6th battalions of the three corps would draw back to form corps of observation on the Rhine and Elbe Rivers. However, as the survivors could form only a single company—or in rare instances, two—per "regiment" all available troops were assigned to the 2nd bns in Erfurt



Six thousand infantry were all that remained of the four "French" Corps of the Grande Armée. A few, very few, intact regiments were available in Paris and elsewhere. The remainder of the army would be formed of veterans from Spain, "Cohorts" of the national guard, depot troops, and barely-trained conscripts.

Three thousand veterans withdrawn from Spain would join the nucleus of the Old Guard. Line and Young Guard troops drawn from Spain included several cavalry depot battalions; 13,000 men from the 3rd & 4th battalions (and depots); and two "real" Young Guard regiments (to which would be joined 39,000 untrained conscripts).

Four regiments of *Marins* (naval gunners) provided 12,900 men to VI Corps, averaging 23 years of age, along with 4,000 19-year-old conscripts. Municipal Guards made-up the "elite" 37th Light. These troops proved capable of complex brigade maneuvers. In the game, three of Marmont's brigades have Initiatives equalling the Guard.

The "Cohorts" of the National Guard, 78,000-strong, ranging in age from 20-26 years, were called out in December of 1812. To these were added 17,000 untrained conscripts of 1813, 19 years of age.

Depot/Garrison/Conscripts:

1. 120,000 men, class of 1813, 19 years of age.
2. 100,000 men, levy of the Four Classes, aged 20-24.
3. 240,000 men, class of 1814, 18 years old.
4. 80,000 men, Apr 3 levy, 20-25 years old.
5. 25,000 "volunteer" cavalry (i.e., "hostages")

Notes on Initiative Ratings:

I Corps: The first and second divisions [2] trained rigorously in Hamburg with Marshal Davout. During the armistice, the 23rd division [1] was detached from Marmont's VI Corps.

III Corps: The 8th Division [1] comprised provisional regiments exclusively. Each of the other divisions [2] had intact regiments except for one provisional regiment apiece.

V Corps: Vachot's brigade [1] contained the 134th Regiment of the Line (former Paris Municipal Guards) and the Irish Legion, as well as the 146th Line.

XIV Corps: All four divisions formed of conscripts [1] during the armistice. Paillard, with the 8th Light Regiment, and Godard, with the 27th and 29th Light, rated [2].