

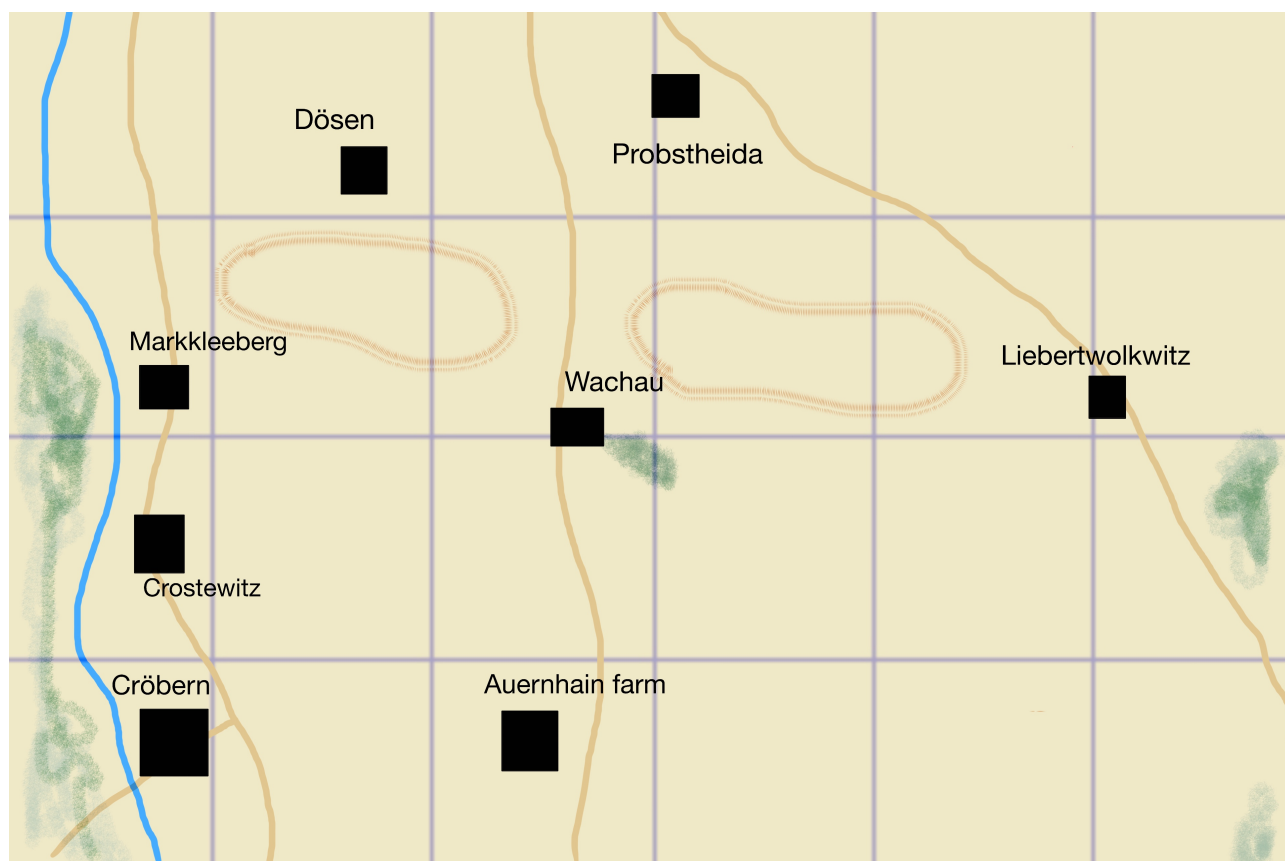
Absolute Emperor. Battle of Leipzig, 16 October 1813: the Coalition Attack

Introduction

This scenario is intended for a 6' x 4' table, using the standard (28mm) ground scale for AE. We played this with two teams of 2 to introduce new players to the rules. For experienced players it is probably better as a two-player game.

Background

On 16 October 1813 Napoleon's army stood at bay in the city of Leipzig, surrounded by advancing Allied armies. The Allied plan for the day was to seek a decision on the Southern flank, with four columns assaulting in an arc from southwest to south east and a deep outflanking attack on the French right, while blocking the French line of retreat to the west and pressing down on the city from the north. The game begins as the Coalition's four columns begin their attack in the south. Both sides will have access to the troops that took part in the critical fighting on the day.



The Map

1 map square equals 6" square at the standard AE scale.
The river Pleisse is impassable except where the road crosses it.

Game length

The game lasts either 12 turns or until one side loses all its élan.

Orders of Battle

Coalition

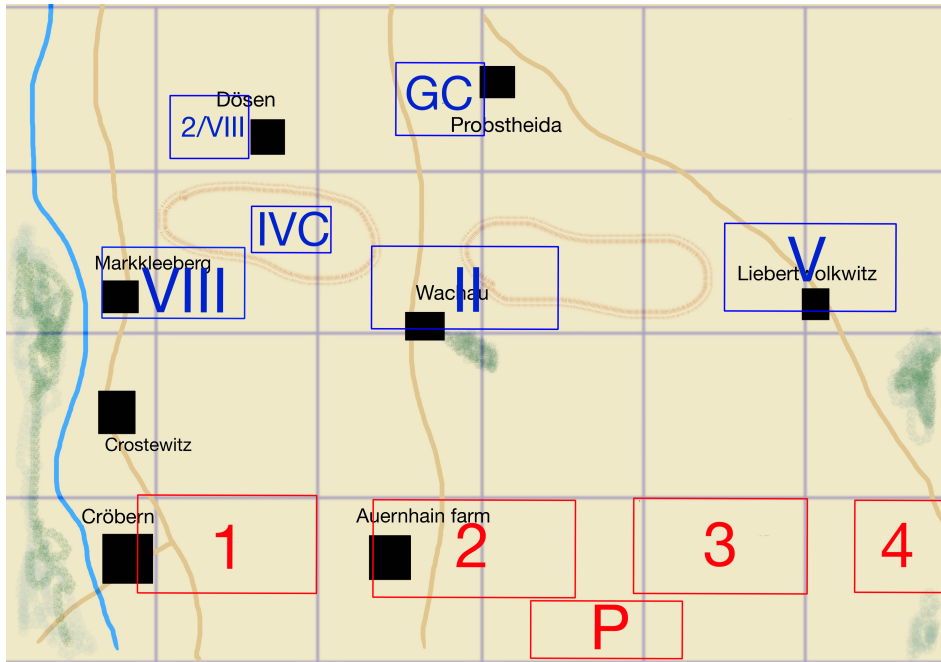
Abbr.	Designation	Élan	Quality	Description
1	Column 1 - Kleist	4		
1/1	12th Pr brigade Inf		Seasoned	Prussian Infantry
2/1	14th Ru division Inf		Seasoned	Russian Infantry
3/1	Levashov Ru Hv Cav		Seasoned	Russian Heavy Cavalry
4/1	1 Pr Arty		Arty	Prussian Artillery
2	Column 2 - Prince Eugène	3		
1/2	9th Pr brigade Inf		Seasoned	Prussian Infantry
2/2	II Ru Corps Inf		Seasoned	Russian Infantry
3/2	2 Ru Arty		Arty	Russian Artillery
P	Pahlen	3		
1/P	Ru Ln Cav		Seasoned	Russian Line Cavalry
2/P	Ru Lt Cav		Conscript	Russian Light Cavalry
3	Column 3 - Gortchakov	3		
1/3	5th Ru division Inf		Seasoned	Russian Infantry
2/3	10th Pr brigade Inf		Seasoned	Prussian Infantry
3/3	Ru Arty		Seasoned	Russian Artillery
4	Column 4 - Klenau	3		
1/4	As Lt Div Inf		Seasoned	Austrian Infantry
2/4	As Ln Inf #		Seasoned	Austrian Infantry
	Most of Column 4 was engaged against French troops on the Kolmberg, off the table to the East. However 2 divisions joined the attack on Liebertwolkwitz.			

French

Abbr.	Designation	Élan	Quality	Description
GC	Nansouty	2		
1/GC	Fr OG Hv Cav		Elite	French Heavy Cavalry
II	II Corps – Victor	4		
1/II	Fr Line Inf		Seasoned	French Infantry
2/II	Fr Line Inf		Seasoned	French Infantry
3/II	Fr Line Inf		Seasoned	French Infantry
4/II	Fr Art		Arty	French Artillery
V	V Corps – Lauriston	3		
1/V	Fr Line Inf		Seasoned	French Infantry
2/V	Fr Line Inf		Seasoned	French Infantry
3/V	Fr Art		Arty	French Artillery
VIII	VIII Corps – Poniatowski	3		
1/VIII	Pd Line Inf		Seasoned	Polish Infantry
2/VIII	Fr Prov Line Inf		Conscript	French Infantry
3/VIII	Pd Art		Arty	Polish Artillery
IVC	IV Cavalry Corps – Kellerman	2		
1/IVC	1/IVC Pd Ln Cav		Veteran	Polish Line Cavalry
	The second, French unit of VIII Corps is actually from Augereau's IX Corps but was seconded to VIII Corps during the morning's fighting.			

Deployment

The French formations set up first within the areas marked on the map. The Coalition set up second, within the areas marked on the map and no closer than 18" to the nearest French unit.



Coalition

All formations begin the game on-table. There are no Coalition reinforcements.

French

All formations begin the game on-table. There are no French reinforcements. Unit 2/VIII may only move from its starting position from turn 3 onwards.

Victory Conditions

The Coalition player immediately gains 1 élan for every village north of Cröwitz that it occupies.

Victory goes to the side with the higher élan at game end (higher but less than double: minor victory; double or more: major victory; enemy élan reduced to zero: strategic victory).