

Absolute Emperor **Battle of Leipzig, 16 October 1813: decision at Wachau (full scenario)**

Introduction

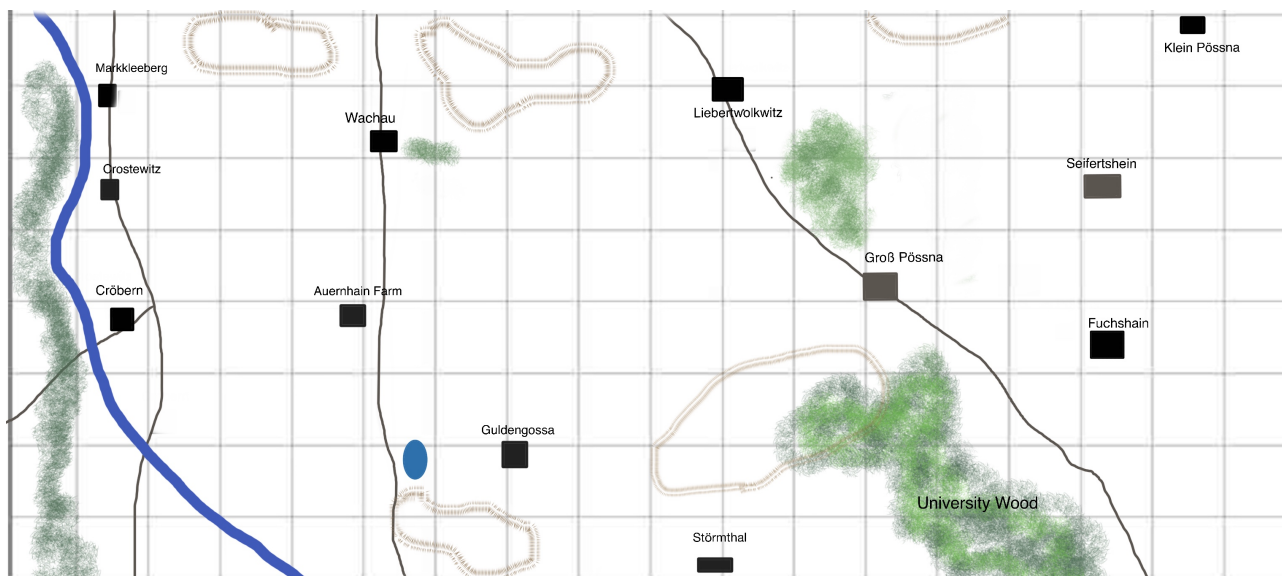
This scenario is intended for a 9' x 4' table, using the standard (28mm) ground scale for AE. It includes all the forces present on the southern front of the battle, east of the river Pleisse. (The reduced scenario, that fits on a 6' x 4' table, omits the opposing forces at the eastern end of the battle line.)

Background

On 16 October 1813 Napoleon's army stood at bay in the city of Leipzig, surrounded by advancing Coalition armies. The Coalition plan for the day was to seek a decision on the Southern flank, with several columns assaulting in an arc from southwest to south east, while blocking the French line of retreat to the west and pressing down on the city from the north. Napoleon's plan was to strip his northern and western flanks and mount an overwhelming attack on Schwarzenberg's Army of Bohemia to the South, but the Allies got their attacks in first. Fortunately for the French, all but one of the Coalition attacks were completely repulsed.

The initiative now passed to Napoleon, whose forces were ready to assault the Coalition centre. He had fewer troops available than originally intended but the French still had local superiority at the point of attack. There followed a race as the French tried to break through before Coalition reserves arrived to shore up the line.

The game begins just as Napoleon launches his attack. 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 inches at the standard AE scale.

The river Pleisse is impassable except where the two roads cross it.

The hills provide defensive advantages but do not slow movement down.

Game length

The game lasts either 12 turns; or until one side loses all its élan; or until the Allied monarchs are captured.

**Orders of Battle
Coalition**

Abbr.	Description	Élan	Quality
M	The Allied Monarchs	Special*	
CinC	CinC - Schwarzenberg	CinC 4	
1	Column 1 - Kleist	3	
1/1	12th Pr brigade Inf #		Seasoned
2/1	14th Ru division Inf #		Seasoned
3/1	1 Pr Arty		Arty
2	Column 2 - Prince Eugène	3	
1/2	Pr 9th brigade Inf #		Seasoned
2/2	Ru II Corps Inf #		Seasoned
3/2	2 Ru Arty		Arty
4/2	Pahlen Ru Ln Cav		Seasoned
3	Column 3 - Gortchakov	3	
1/3	Ru 5th division Inf #		Seasoned
2/3	Pr 10th brigade Inf #		Seasoned
4	Column 4 - Klenau	5	
	Austrian IV Corps, Klenau		
1/4	As Lt Div Inf		Seasoned
2/4	As Ln Inf #		Seasoned
3/4	As Ln Inf		Seasoned
4/4	As Ln Inf #		Seasoned
5/4	As Ln Cav		Veteran
6/4	4 As Arty		Arty
7/4	Pr 11th brigade Inf		Seasoned
8/4	Pr Hv Cav		Veteran
RW	Reserve Wing - Constantine	4**	
3G	3rd Grenadier Corps - Raevsky	5	
1/3G	Ru Gren Inf		Veteran
2/3G	Ru Gren Inf		Veteran
3/3G	Ru Arty		Arty
5Gd	5th Guard Corps - Yermolov	5	

Abbr.	Description	Élan	Quality
1/5Gd	Ru Gd Inf		Elite
2/5Gd	Ru Gd Inf		Elite
3/5Gd	Pr Gd Inf		Elite
4/5Gd	Ru Gd Arty		Arty
2CC	2 Cavalry Corps - Gallitzin	4	
1/2CC	Ru Gd Hv Cav		Elite
2/2CC	Ru Gd Lt Cav		Veteran
3/2CC	Pr Hv Cav		Veteran
AR	Austrian Army Reserve - Hessen-Homburg	5	
1/AR	As Gren		Veteran
2/AR	As Line Inf		Seasoned
3/AR	As Line Inf (Hungarians)		Seasoned
4/AR	As Hv Cav		Veteran
		41	
	Pr = Prussians Ru = Russians As = Austrians		
	Schwarzenberg has 4 élan points that he can allocate to subordinates within 36" (max 1 per turn)		
**	Constantine has 4 élan points that he can allocate either to subordinate commanders or to units in the Reserve Wing within 8" (max 1 per turn).		
*	The Allied monarchs are placed on the hill south of Guldengossa. They may not move and do not command any units. Any friendly units within 8" that are involved in combat may each re-roll one failed attack die. If the monarchs are contacted by enemy units the Allies immediately lose the game.		
#	Units marked # have already taken losses. Each begins with D2 losses already marked.		
	NB Unit 8/4 is von Röder's Prussian cavalry, which I attached to Klenau because it fought in this part of the field. It included both Heavy and Landwehr cavalry and I considered splitting the difference and making it Line, but as it fought so well on the day I kept it as Heavy.		
	NB Whatever the description of each unit, the key for game purposes is the final abbreviation (Inf/Arty/Lt Cav/Ln Cav/Hv Cav) and its quality.		

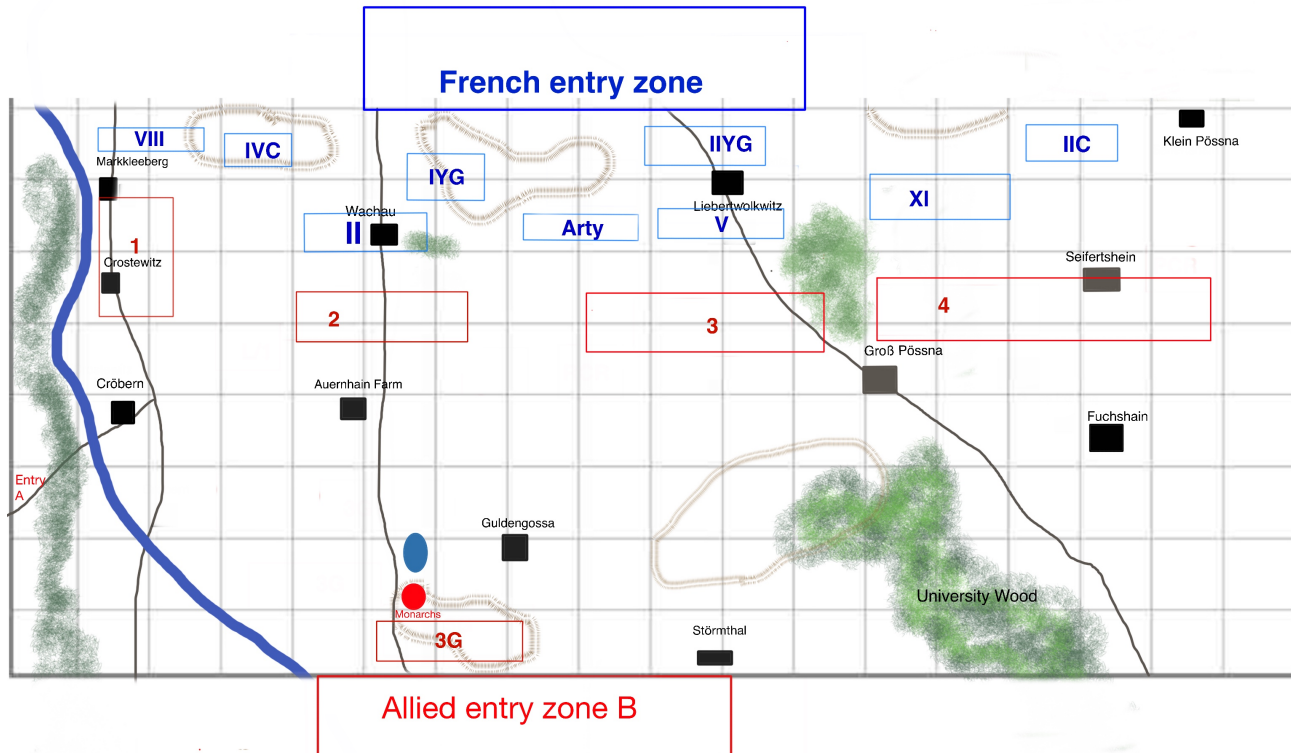
French

Abbr.	Description	Élan	Quality
CinC	CinC – Napoleon	CinC 6	
IG	IG Imperial Guard	See note *	
1/IG	Fr OG Inf		Elite
2/IG	Fr MG Inf		Elite
1YG	1st Young Guard Corps – Oudinot	3	
1/1YG	Fr Inf Voltigeurs Inf		Veteran
2/1YG	Fr Inf Voltigeurs Inf		Veteran
2/YG	2nd Young Guard Corps – Mortier	3	
1/2YG	Fr Inf Tirailleurs Inf		Veteran
2/2YG	Fr Inf Tirailleurs Inf		Veteran
GC	Guard Cavalry – Nansouty	4	
1/GC	Fr YG Lt Cav		Veteran
2/GC	Fr OG Hv Cav		Elite
GB	Fr grand battery (3 bases)		Arty
II	II Corps – Victor	3	
1/II	Fr Line Inf #		Seasoned
2/II	Fr Line Inf #		Seasoned
3/II	Fr Line Inf		Seasoned
V	V Corps – Lauriston	2	
1/V	Fr Line Inf #		Seasoned
2/V	Fr Line Inf		Seasoned
3/V	Fr Art		Arty
VIII	VIII Corps – Poniatowski	3	
1/VIII	Pd Line Inf #		Seasoned
2/VIII	Fr Prov Line Inf #		Conscript
XI	XI Corps – Macdonald	3	
1/XI	Wp Line Inf		Conscript
2/XI	Fr Line Inf #		Seasoned
3/XI	It Line Inf #		Conscript
4/XI	Bd Line Inf		Seasoned
5/XI	Fr Art		Arty

Abbr.	Description	Élan	Quality
CC	Cavalry commander - Murat	3**	
IC	I Reserve Cavalry Corps – Latour-Maubourg	5	
1/IC	1/IC Fr Lt Cav		Seasoned
2/IC	2/IC Fr Hv Cav		Veteran
IIC	II Cavalry Corps – Sebastiani	2	
1/IIC	1/IIC Fr Lt Cav		Seasoned
2/IIC	2/IIC Fr Hv Cav		Veteran
IVC	IV Cavalry Corps – Kellerman	4	
1/IVC	1/IVC Pd Lt Cav		Veteran
VC	V Cavalry Corps – Pajol	3	
1/VC	1/VC Fr Lt Cav		Seasoned
2/VC	2/VC Fr Ln Cav		Seasoned
		44	
	Fr = French Pd = Polish Wp = Westphalian Bd = Badener It = Italian		
	Napoleon has 6 élan points that he can allocate to subordinates within 36" (max 1 per turn) or use to command IG.		
*	Napoleon counts as a Corps commander for the Imperial Guard (IG). In addition, he may allocate one or both of the IG units to a Corps, which immediately gains 1 élan point.		
**	Murat has 3 élan points that he can allocate to units in any of the cavalry corps within 8" (max 1 per turn). NB he may not pass élan points to subordinate commanders.		
#	Units marked # have already taken losses. Each begins with D2 losses already marked.		
	The formations of XI Corps include units of Westphalians, Badenians and Italians. I included these for colour but in fact, every single division included French troops alongside these allies. So if you prefer you could depict some or all units of XI Corps as French. 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. The Heavy Cavalry unit in IIC Cavalry Corps included the French Carabiniers if you'd like to have them on the table.		
	NB Whatever the description of each unit, the key for game purposes is the final abbreviation (Inf/Arty/Lt Cav/Ln Cav/Hv Cav) and its quality.		

Deployment

The on-table Coalition formations set up first. The French set up second. French front line units may set up no closer than 8" to the nearest Coalition unit.



Coalition

The following formations begin the game on-table. Each Corps commander must set up within the area marked.

1, 2, 3, 3G, 4. Schwarzenberg and Constantine may be placed anywhere behind the Coalition line. The Allied monarchs are placed on the hill south of Guldengossa.

The following formations begin the game off table

AR, 2CC, 5G.

Reinforcements

Entry point A

Force AR is approaching the field from the south west, in March column. The Coalition player selects the order of March and sets up the units in this order beside the table, near the entry point. Each unit in the column occupies 6" of Road. The easiest way to represent this is to deploy each division in line along the road, with an arrow beside it pointing either left or right, to indicate the direction of March. Alternatively, create a column with models facing forward but leave space behind each unit so that the distance between the front of one unit and the front of the unit following behind it is 6".

Starting on turn 2, the front unit in the march column takes an activation test. If successful the column will arrive this turn on the road. Units at the rear of the column that don't arrive on the turn of activation will arrive next turn instead, without needing to test to activate. If the activation test fails, take it again on turn 3 and so on until AR arrives.

Entry zone B

Two Corps, 2CC and 5G, will arrive anywhere along the south edge, within Entry zone B. You may take one activation test for each Corps, starting on turn 2. One successful activation is enough to

bring the whole Corps onto the table. Units may arrive in any formation. If an activation test fails, take it again on turn 3 and so on until the Corps arrives.

French

The following formations begin the game on-table. Each Corps commander must set up within the area marked.

II, V, VIII, XI, IYG, IIYG, GB, IIC, IVC. Napoleon may be placed anywhere behind the French line.

The following formations begin the game off table but can be brought on at any time, within the French entry zone. They do not need to activate to arrive.

IG, IC, VC, GC. Murat.

The Imperial Guard (IG) either works as a Corps directly commanded by Napoleon or Napoleon can at any stage allocate one or both of its units to another Corps. In this case the unit will arrive on table immediately, move to within 8" of the Corps commander and be subject to the order currently applied to that Corps.

Victory Conditions

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).

Sudden death: if the Allied monarchs are contacted by a French unit at any time, the French immediately win the game.

Unit table

	Infantry	Artillery	Light cavalry	Line cavalry	Heavy cavalry
French	13	5	4	1	3
French Allies	4		1		
Russians	7	3		2	1
Prussians	5	1			2
Austrians	7	1		1	1