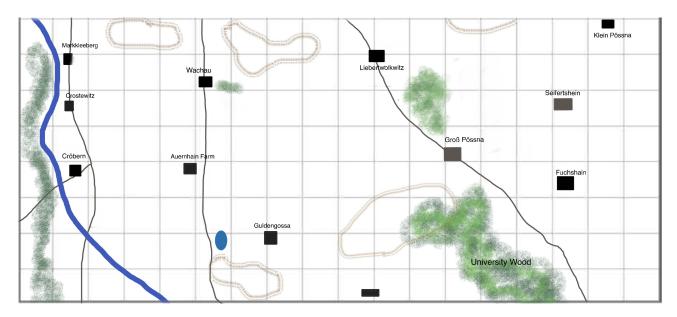
# Battle of Leipzig, 16 October 1813: decision at Wachau. A scenario for Blücher.

# 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 flank and mount an overwhelming attack on Schwarzenberg's Army of Bohemia to the South, but the Coalition 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 is 2BW per side. (At 1BW to 3", this makes the table 9' by 4'.) The river Pleisse is impassable except where the two roads cross it.

# **Orders of Battle**

#### France

Units (And unit identities for painting purposes)	Points	Туре	Elan	Traits
CinC – Napoleon Legend (20)	20			Legend
Murat	15			Cavalry, Inspiring
IG Imperial Guard				
1/IG French Old Guard Chasseurs a Pied	24	Old Guard	8	sk, st, sh, a

Units (And unit identities for painting purposes)	Points	Туре	Elan	Traits
2/IG French Old Guard Grenadiers a Pied	24	Old Guard	8	sk, st, sh, a
3/IG French Middle Guard Fusilier- Chasseurs, Fusilier-Grenadiers	20	Guard Infantry	7	sk, st, sh, a
<b>4/IG French Middle Guard</b> Westphalian, Polish, Saxon Guard battalions	20	Guard Infantry	7	sk, st, sh, a
<b>1YG</b> 1st Young Guard Corps – Oudinot				
1/1YG French Young Guard Voltigeurs	14	Veteran Infantry	6	sk, a
2/1YG French Young Guard Voltigeurs	12	Veteran Infantry	6	sk
3/1YG French Young Guard Voltigeurs	14	Veteran Infantry	6	sk, a
4/1YG French Young Guard Voltigeurs	12	Veteran Infantry	6	sk
2YG 2nd Young Guard Corps – Mortier				
1/2YG French Young Guard Tirailleur	14	Veteran Infantry	6	sk, a
2/2YG French Young Guard Tirailleurs	12	Veteran Infantry	6	sk
3/2YG French Young Guard Flanqueur- Chass	14	Veteran Infantry	6	sk, a
4/2YG French Young Guard Tirailleurs	12	Veteran Infantry	6	sk
GC Guard Cavalry – Nansouty				
1/GC French Young Guard Dutch Lancers	11	Cavalry	6	sh
2/GC French Young Guard Chasseurs	11	Cavalry	6	sh
3/GC French Old Guard Dragoons	15	Cavalry	7	sh
4/GC French Old Guard Grenadiers	15	Cavalry	7	sh
5/GC French Guard Horse	9	Artillery	655433	m
GB Grand Battery- Drouot				
1/GB French Guard Heavy	12	Artillery	655433	hv
2/GB French Guard Heavy	12	Artillery	655433	hv
3/GB French Reserve (II)	9	Artillery	544322	hv
4/GB French Reserve (V)	9	Artillery	544322	hv
II II Corps – Victor				
1/II French Line	8	Infantry	4	sk, a
2/II French Line	9	Infantry	5	sk
3/II French Line	11	Infantry	5	sk, a
4/II French Line	9	Infantry	5	sk

Units (And unit identities for painting purposes)	Points	Туре	Elan	Traits
5/II French Line	14	Veteran Infantry	6	sk, a
6/II French Line	12	Veteran Infantry	6	sk
V V Corps – Lauriston				
1/V French Line	8	Infantry	4	sk, a
2/V French Line	9	Infantry	5	sk
3/V French Line	11	Infantry	5	sk, a
4/V French Line	12	Veteran Infantry	6	sk
6LC/V French Light Chasseurs			5	
VIII VIII Corps – Poniatowski				
1/VIII Polish Line	11	Infantry	5	sk, a
27LC/VIII Polish Light Krakusi	7	Cavalry	5	
IX IX Corps – Augereau				
1/IX French Provisional Line	9	Infantry	5	sk, c, sh
2/IX French Provisional Line	9	Infantry	5	sk, c,sh
XI XI Corps – Macdonald				
1/XI French Provisional Line	8	Infantry	4	sk, c, sh, a
2/XI Westphalian Line	6	Infantry	4	sk
3/XI French Line	8	Infantry	4	sk, a
4/XI French Line	9	Infantry	5	sk
5/XI Italian Line	11	Infantry	5	sk, a
6/XI French Line	9	Infantry	5	sk
7/XI French Line	11	Infantry	5	sk, a
8/XI Badener Line	12	Infantry	6	sk
9/XI Hessian Line	12	Infantry	6	sk
28LC/XI Italian Light	7	Cavalry	5	
10/XI French Reserve	9	Artillery	544322	hv
IC 1st Reserve Cavalry Corps – Latour- Maubourg				
1/IC French Light Chasseurs	7	Cavalry	5	
2/IC French Light Hussars	7	Cavalry	5	
3/IC French Heavy Cuirassiers	10	Cavalry	6	

Units (And unit identities for painting purposes)	Points	Туре	Elan	Traits
4/IC Saxon Heavy Cuirassiers	10	Cavalry	6	
5/IC French Light Dragoons	7	Cavalry	5	
6/IC French Horse	9	Artillery	544322	m
IIC 2nd Cavalry Corps – Sebastiani				
1/IIC French Light Lancers, Chasseurs	7	Cavalry	5	
<b>2/IIC French Light</b> Lancers, Chasseurs, Hussars	7	Cavalry	5	
<b>3/IIC French Heavy 6</b> Carabiniers, Cuirassiers	10	Cavalry	6	
IVC 4th Reserve Cavalry Corps – Kellerman				
1/IVC Polish Light Chasseurs	4	Cavalry	4	
2/IVC Polish Light Lancers	4	Cavalry	4	
VC 5th Reserve Cavalry Corps – Pajol				
1/VC French Light Hussars	7	Cavalry	5	
2/VC French Light Dragoons	7	Cavalry	5	
3/VC French Light Dragoons	7	Cavalry	5	

# Coalition

Units (And unit identities for painting purposes)	Points	Туре	Elan	Traits
CinC Schwarzenberg				
1 Column 1, Kleist				
1/1 Prussian Line 12th brigade	11	Infantry	5	sk, a
2/1 Prussian Reserve 12th brigade	4	Infantry	4	
3/1 Russian Line 14th division, I Corps	7	Infantry	4	st, a
4/1 Russian Heavy Levashov Cuirassier brig.	8	Cavalry	5	sh
5/1 Russian Reserve	9	Artillery	655433	
2 Column 2, Eugène				
1/2 Prussian Line 9th brigade	11	Infantry	5	sk, a
2/2 Prussian Reserve 9th brigade	4	Infantry	4	
3/2 Russian Line 3rd Division, II Corps	7	Infantry	4	st, a
4/2 Russian Line 4th Division, II Corps	8	Infantry	5	st

Units (And unit identities for painting purposes)	Points	Туре	Elan	Traits
5/2 Russian Reserve	9	Artillery	655433	
RCR Russian Cavalry Reserve Pahlen				
1/RCR Russian Light	10	Cavalry	6	
2/RCR Russian Cossack	4	Cavalry	4	
3/RCR Prussian Light	10	Cavalry	6	
4/RCR Prussian Landwehr	6	Cavalry	5	i
PCR Prussian Cavalry Reserve Von Röder				
1/PCR Prussian Heavy	15	Cavalry	7	sh
2/PCR Prussian Landwehr	6	Cavalry	5	i
3 Column 3, Gortchakov				
1/3 Russian Line 5th division, I Corps	7	Infantry	4	st, a
2/3 Russian Line 5th division, I Corps	8	Infantry	5	st
3/3 Prussian Line 10th brigade	11	Infantry	5	sk, a
4/3 Prussian Landwehr 10th brigade	3	Infantry	4	с
4 Column 4 Klenau	5			Steadfast
Austrian IV Corps				
1/4 Austrian Grenzer	9	Infantry	5	sk
2/4 Austrian Light	7	Cavalry	5	
3/4 Austrian Light hussars	10	Cavalry	6	
4/4 Austrian Line	12	Infantry	6	а
5/4 Austrian Line	12	Infantry	6	а
6/4 Austrian Line	12	Infantry	6	а
7/4 Austrian Line	12	Infantry	5	а
8/4 Austrian Heavy	15	Cavalry	7	sh
9/4 Austrian Reserve	9	Artillery	544322	hv
10/4 Prussian Line 11th brigade	11	Infantry	5	sk, a
11/4 Prussian Reserve 11th brigade	7	Infantry	5	
Reserve Wing				
3G 3rd Grenadier Corps				
1/3G Russian Grenadier	17	Infantry	7	sh, st
2/3G Russian Grenadier	17	Infantry	7	sh, st

Units (And unit identities for painting purposes)	Points	Туре	Elan	Traits
3/3G Russian Grenadier	17	Infantry	7	sh, st
4/3G Russian Grenadier	17	Infantry	7	sh, st
5/3G Russian Foot		Artillery	655433	
5G 5th Guard Corps				
1/5G Russian Guard	16	Infantry	7	sh, st
2/5G Russian Guard	16	Infantry	7	sh, st
3/5G Russian Guard	16	Infantry	7	sh, st
4/5G Russian Guard	18	Infantry	7	sh, st, a
5/5G Prussian Guard	20	Infantry	7	sh, sk, st, a
6/5G Prussian Guard	18	Infantry	7	sh, sk, st
7/5G Russian Guard Foot	9	Artillery	655433	
2CC 2 Cavalry Corps				
1/2CC Russian Guard Heavy	15	Cavalry	7	sh
2/2CC Russian Heavy	15	Cavalry	7	sh
3/2CC Russian Heavy	15	Cavalry	7	sh
4/2CC Prussian Heavy	15	Cavalry	7	sh
5/2CC Russian Guard Light	14	Cavalry	7	
6/2CC Russian Guard Light	14	Cavalry	7	
Austrian Reserves				
AR Austrian Army Reserve				
1/AR Austrian Grenadier	18	Infantry	7	st, sh, a
2/AR Austrian Grenadier	18	Infantry	7	st, sh, a
3/AR Austrian Line	12	Infantry	6	а
4/AR Austrian Line	12	Infantry	6	а
5/AR Austrian Line	12	Infantry	6	а
AC Austrian Cuirassier Corps				
1/AC Austrian Heavy	15	Cavalry	7	sh
2/AC Austrian Heavy	15	Cavalry	7	sh
3/AC Austrian Heavy	15	Cavalry	7	sh

Notes. As there has already been heavy fighting earlier in the day, several units begin with reduced starting strengths. Part of the Polish VIII Corps is not present because it is facing the Coalition attempt to cross the Pleisse in the north west of the map near Markkleeberg.

# Deployment

The on-table Coalition set up first. The on-table French set up second and take the first turn.

### Game length

The game lasts 24 turns or until one side is demoralised.

#### **MO** allocation

If playing 2 player, both receive 6 MO dice per turn. If using the multi-player rules in the book, each player receives 2 MO.

#### Reinforcements

The reinforcement rule in the Blücher rulebook has been adjusted in three ways for this scenario. First, the reinforcement factor against a group represents the number of dice to throw when testing to arrive each turn. If the sum of the dice rolled is less than or equal to the current turn number, the group arrives.

Second, all French off-table formations can be brought on at any time, without the need to roll dice for their arrival. The French player does however need to allocate MOs to activate them. These are formations that are ready, under command and waiting just off the table edge. They enter the table revealed and so cannot use reserve movement.

Third, those Coalition formations approaching Entry Point A were moving along roads through restricted terrain and are considered to be in column, one behind another. The controlling player may only test for one group of units per turn and must follow the order of march set out below. Thus, you cannot start rolling for the Group 2 reinforcements at entry point A until Group 1 has arrived successfully on the table.

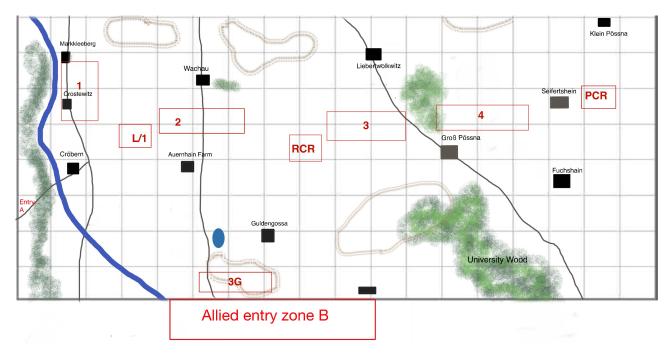
Reinforcements are otherwise subject to the reinforcement rules as written, including the right to use reserve movement.

#### Coalition

Coalition morale level is 11.

The following formations begin the game on-table. 1, 2, 3, 4, L/1, RCR, PCR, 3G.

On-table units should be placed in the areas marked on the map, in any formation. Units in urban areas may begin in garrison.



Entry point A

The following formations are approaching the field from the south west, in column one behind another. They will arrive in the order set out below; units further back cannot jump the queue. You must test for the front group before testing for ones behind. Only one group may enter per turn. Reinforcements may arrive unrevealed.

Group 1: AC Reinforcement factor 3, add 1 to army morale

Group 2: AR Reinforcement factor 4, add 2 to army morale

Entry zone B

The following formations may arrive anywhere along the south edge, within the marked zone. You may test for them all each turn.

Group 1: 2CC Reinforcement factor 3, add 2 to army morale

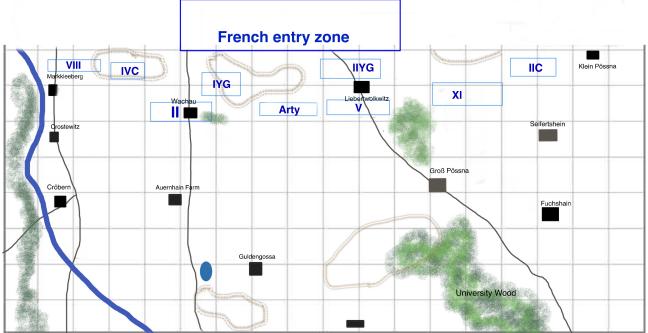
Group 2: 5G Reinforcement factor 4, add 2 to army morale

#### French

Napoleon French morale level is 27.

The following formations begin the game on-table. II, V, VIII, XI, IYG, IIYG, Arty, IIC, IVC.

On-table units should be placed in the areas marked on the map, in any formation. Units in urban areas may begin in garrison.



The following formations begin the game off table but can be brought on at any time, for the usual MO expenditure, within the entry zone marked below. (If you can increase the width of your table to 18 or 20 BW, you can place these formations on the table up to 4 BW from the table edge). Their morale value is already included in army morale. They are revealed from the start and are therefore not able to use reserve movement.

IC, VC, GC, IG

Sk = skirmish; St = steadfast; sh = shock; c = conscript; i = impetuous; m = mobile; a = attached artillery.

# **Victory Conditions**

Victory goes to the side that reduces enemy morale to zero.