

# NAPOLEONIC WAR HEX SCENARIO

## Battle of Mockern - 16 October 1813



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, vineyards etc]		Towns
	Impassable cliff edges		Defensive Works
	Swamp		Major River
			Bridge

Note: Only full hexes can be entered by stands

### STANDARD UNIT SYMBOLS

	Line Infantry		Foot Artillery		Light Cavalry
	Light Infantry		Horse Artillery		Heavy Cavalry
	Grenadiers		Guard Artillery		Irregular Cavalry
	Grenziers		Heavy Artillery		Conscript Infantry
	Guard Infantry		Objectives		Mixed Unit
	Landwehr Infantry		General		Reinforcement Arrival Point

NAPOLEONIC WAR HEX SCENARIO

French Units	Corps	Elan	Traits	Move
<b>Marmont</b>			<b>Overall Commander Units 26 - Morale 9</b>	
	<b>VI</b>		<b>VI Corps</b>	
Compans	VI		20 <sup>th</sup> Division	
Marine Inf x 1	VI	6	Sk, Art attached	2-1
Marine Inf x 1	VI	6	Sk,	2-1
Provisional Line x 2	VI	5	Sk, Shock, Conscript	2-1
Lagrange	VI		21 <sup>st</sup> Division	
Line x 1	VI	6	Sk, Art attached	2-1
Line x 1	VI	6	Sk	2-1
Marine Inf x 2	VI	6	Sk,	2-1
Freidrich			22 <sup>nd</sup> Division	
Line x 1	VI	6	Sk, Art attached	2-1
Line x 1	VI	6	Sk	2-1
Provisional Line x 2	VI	5	Sk, Shock, Conscript	2-1
Lorge	VI		Cavalry Divisions	
Light Cavalry x 2	VI	5		4-2
<b>Dombrovski</b>	<b>PD</b>		<b>Polish 27<sup>th</sup> Division</b>	
Polish Line x 1	PD	6	Sk, Art attached, Shock	2-1
Polish Line x 2	PD	6	Sk, Shock	2-1
Polish Light Cav x 1	PD	6	Shock	4-2
<b>Defrance</b>	<b>4CD</b>		<b>4<sup>th</sup> Heavy Cavalry Division</b>	
Dragoons x 2	4CD	6		4-2
<b>Fournier</b>	<b>6LCD</b>		<b>6<sup>th</sup> Light Cavalry Division</b>	
Light Cavalry x 2	6LCD	5		4-2
<b>Delmas</b>	<b>6D</b>		<b>6<sup>th</sup> Division [III Corps]</b>	
Line x 1	6D	6	Sk, Art attached	2-1
Line x 3	6D	6	Sk	2-1
<b>Army Artillery</b>			Can be commanded and activated as part of any corps	
Foot Art		Foot		2-1

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Allied Units	Corps	Elan	Traits							Move
<b>Blucher - Legend</b>			<b>Overall Commander 33 Units - 17 Morale</b>							
<b>Yorck</b>	<b>1PC</b>		<b>1<sup>st</sup> Prussian Corps</b>							
Katzeler			Advance Guard							
Mixed x 1	1PC	6	Sk, Mixed							2-1
Landwehr Inf x 1	1PC	5	Shock, Conscript, Impetuous							2-1
Landwehr Inf x 1	1PC	5	Shock, Conscript, Impetuous, Art attached							2-1
Light Cav x 1	1PC	6								4-2
Landwehr Cav x 1	1PC	5	Impetuous							4-2
Steinmetz			1 <sup>st</sup> Brigade							4
Grenadier x 1	1PC	7	Sk, Shock, Steady							2-1
Landwehr Inf x 1	1PC	5	Shock, Conscript, Impetuous							2-1
Landwehr Inf x 1	1PC	5	Shock, Conscript, Impetuous, Art attached							2-1
Mecklenburg			2 <sup>nd</sup> Brigade							
Line x 1	1PC	6	Sk, Art attached							2-1
Line x 1	1PC	6	Sk							2-1
Horn			7 <sup>th</sup> Brigade							
Line x 1	1PC	6	Sk, Art attached							2-1
Landwehr Inf x 1	1PC	5	Shock, Conscript, Impetuous							2-1
Huenerbein			8 <sup>th</sup> Brigade							
Reserve Line x 1	1PC	6	Art attached							2-1
Reserve Line x 1	1PC	6								2-1
Juergass										
Light Cav x 2	1PC	6								4-2
Corps Artillery x 1	1PC	Foot	5	4	4	3	2	2	2-1	
<b>Langeron</b>	<b>Lang</b>		<b>Russian Army Group Langeron</b>							
Rudsevich -Udom,Korf			Advance Guard							
Light Cavalry x 2	Lang	6								4-2
Line x 1	Lang	6	Steady, Art attached							2-1
Line x 2	Lang	6	Steady							2-1
Olsousiev			9 <sup>th</sup> Corps							
Line x 1	Lang	6	Steady, Art attached							2-1
Line x 1	Lang	6	Steady							2-1
Kapsevich			10 <sup>th</sup> Corps							
Line x 1	Lang	6	Steady, Art attached							2-1
Line x 1	Lang	6	Steady							2-1
Russian Artillery x 1	A2	Foot	6	5	5	4	3	3	2-1	

## NAPOLEONIC WAR HEX SCENARIO

Allied Units	Corps	Elan	Traits	Move	
<b>St Priest</b>	<b>8RC</b>		<b>8<sup>th</sup> Russian corps</b>		
Gourialov			11 <sup>th</sup> Division		
Line x 1	8RC	6	Steady, Art attached	2-1	
Line x 2	8RC	6	Steady	2-1	
Pillar					
Line x 1	8RC	6	Steady, Art attached	2-1	
Line x 2	8RC	6	Steady	2-1	
Gorodzin					
Light Cavalry x 1	8RC	6		4-2	
Cossack x 1	8RC	4		4-2	
<b>Allied</b>	<b>1</b>	<b>3R</b>	<b>5</b>	<b>7</b>	<b>9</b>
<b>French</b>	<b>2R</b>	<b>4</b>	<b>6</b>	<b>8</b>	<b>10</b>
<b>Allied</b>	<b>11</b>	<b>13</b>	<b>15</b>	<b>17</b>	<b>19</b>
<b>French</b>	<b>12</b>	<b>14</b>	<b>16</b>	<b>18</b>	<b>20</b>

### Background

The Battle of Mockern was part of the massive Battle of Nations. The Allied armies of Austria, Prussian, Russia, Sweden and a number of smaller Germanic states had concentrated to attack Napoleon around Leipzig. Marmont's VI Corps was in the Northern sector of the battle facing the combined Prussian and Russian Army of Silesia.

### Scenario rules

#### Organisation

The French have 5 "corps" for activation purposes. The Allies have three corps.

The French foot artillery can be commanded and activated as part of any French corps activation.

The Russian foot artillery can be commanded and activated as part of any Russian corps activation.

The Prussian 6<sup>th</sup> Corps is composed of all Prussian units, Langeron's and St Priest's Corps are Russian. Prussian General Blucher commands all allied forces.

The French 21<sup>st</sup> and 22<sup>nd</sup> Divisions commence with all units in Prepared status. The unit in Wahren is in Garrison status. The French 4<sup>th</sup> and 6<sup>th</sup> Cavalry divisions will not move in the French first turn [turn 2]

Reinforcements. None of the reinforcements are in reserve status. The hex they arrive in is the first hex of a two hex move as per normal reinforcement rules. They arrive in the Status Phase and no Momentum points are required to bring them on. They can be brought in on any hex in the reinforcement area they are assigned to.

R3 – The rest of the Russian Army Group Langeron arrives in the Status Phase turn 3 in the reinforcement hexes.

R5 – The 8<sup>th</sup> Russian Corps arrives in the Status Phase turn 5 in the reinforcement hexes.

R2 – French 6<sup>th</sup> Division under Delmas arrives in the Status Phase turn 2 in the French reinforcement hexes.

Terrain. Hills are fairly gentle. They block line of sight but provide no combat advantages. The Pleisse stream is fordable but the Elster is not.

**Victory Conditions.** The Allies must break the French to win. The French will not break, even if past their morale breaking point, unless the allies also occupy one of Mockern or Wideritzsch. Any other result is a French victory.