

Battle of Lutzen – 2 May 1813

Background

After Napoleon’s disastrous retreat from Russia Prussia declared war on France joining forces with the advancing Russians. Napoleon gathered a hastily recruited conscript army and marched into Germany. Napoleon was approaching Leipzig when the allies appeared advancing on his right flank. Poor scouting work by Marshal Ney had allowed the allied army to advance unseen. The first major battle of the 1813 campaign at Lutzen was about to begin.

French Units	Corps	Elan	Traits						Move	
Napoleon – Legend, Good Staff Work			Overall Commander Units 36 - Morale 18							
Ney [Inspiring]	III		III Corps							
Provisional Line x 3	III	5	Sk, Shock, Conscript, Art attached						2-1	
Provisional Line x 6	III	5	Sk, Shock, Conscript						2-1	
Light Cavalry x 1	III	5							4-2	
Foot Art	III	Foot		5	4	4	3	2	2	2-1
Marmont [Vigorous]	VI		VI Corps							
Provisional Line x 2	VI	5	Sk, Shock, Conscript, Art attached						2-1	
Provisional Line x 4	VI	5	Sk, Shock, Conscript						2-1	
Foot Art	VI	Foot		5	4	4	3	2	2	2-1
Bertrand	IV		IV Corps							
Line x 2	IV	6	Sk, Art attached						2-1	
Line x 4	IV	6	Sk,						2-1	
Light Cavalry x 1	IV	5							4-2	
McDonald	Elbe		Army of the Elbe							
Line x 2	Elbe	6	Sk, Art attached						2-1	
Line x 4	Elbe	6	Sk,						2-1	
Light Cavalry x 1	Elbe	5							4-2	
Heavy Cavalry x 1	Elbe	6	Shock						4-2	
Mortier	Gd		Guard							
Young Guard x 1	Gd	7	Shock, Steadfast, Art attached						2-1	
Young Guard x 2	Gd	7	Shock, Steadfast						2-1	
Guard Heavy Cavalry x 1	Gd	7	Shock						4-2	
Guard Light Cavalry x 1	Gd	7							4-2	
Drouot [Artillery]	Gd									
Guard Heavy Artillery [Heavy, Mobile]	Gd			6	5	5	4	3	3	2-1

NAPOLEONIC WAR HEX SCENARIO

Allied Units	Corps	Elan	Traits						Move
Tsar Alexander			Overall Commander 28 Units - 10 Morale						
Blucher	1PC		1st Prussian Corps						
Grenadier x 2	1PC	7	Sk, Shock, Steadfast						2-1
Line x 2	1PC	6	Sk						2-1
Line x 1	1PC	6	Sk, Art attached						2-1
Light Cav x 1	1PC	5							4-2
Prussian Artillery x 1		Foot	5	4	4	3	2	2	2-1
Yorck	2PC		2nd Prussian Corps						14.00
Line x 2	2PC	6	Sk						2-1
Line x 1	2PC	6	Sk, Art attached						2-1
Light Cav x 1	2PC	5							4-2
Dolffs	PCR		Prussian Cavalry Reserve						15.30
Heavy Cav x 2	PCR	7	Shock						4-2
Winzingerode	RLW		Russian Left Wing						14.30
Line x 1	RLW	6	Steady, Art attached						2-1
Line x 2	RLW	6	Steady						2-1
Light Cav x 2	RLW	6							4-2
Cossack x 2	RLW								
Left Wing Artillery x 1	RLW	Foot	6	5	5	4	3	3	2-1
Tormassov	RRW		Russian Right Wing						12.00
Grenadier x 1	RRW	7	Sk, Shock, Steadfast, Art attached						2-1
Grenadier x 2	RRW	7	Sk, Shock, Steadfast						2-1
Line x 1	RRW	6	Steady, Art attached						2-1
Line x 2	RRW	6	Steady						2-1
Right Wing Artillery x 1	RRW	Foot	6	5	5	4	3	3	2-1
Galitzin			Russian Cavalry Reserve						
Cuirassiers x 2	RCR	7	Shock						4-2
Light Cav x 1	RCR	6							4-2

Allied	1	3	5	7	9
French	2	4	6	8	10
Allied	11	13	15	17	19
French	12	14	16	18	20

Scenario rules

Organisation

The French have 5 “corps” for activation purposes. The Allies have six corps.

Terrain

Hills are fairly gentle. They block line of sight but provide no combat advantages.

Reinforcements. Only the French Guard reinforcements arrive in reserve status.

The hex that reinforcements 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. As per the rules they will push back any enemy stands they come into contact with. However, in this scenario an arriving unit cannot move adjacent to an enemy stand that is garrisoning a town

Napoleon arrives on turn 6. His good staff work abilities are available from the start of that turn. No leader corps activations can be made until he arrives.

Ney arrives on turn 4, his Inspiring leadership is available from the start of that turn. He can be placed anywhere on the board at the start of the turn.

Allied Reinforcements

Turn 3 - Yorck R1 hexes

- Remainder of Tomassov’s command R2 hexes

Turn 5 - Winzingerode R1 hexes

Turn 7 - Dolffs R1 hexes

Turn 9 -Galitzin R2 hexes

French Reinforcements

Turn 2 - Marmont R3 hexes

Turn 6 – Bertrand R4 hexes

Turn 6 – McDonald R5 hexes

Turn 10 – Guard R3 and R6 hexes

Victory Conditions. Breaking the other side within 20 turns. If neither side breaks then the side which controls three or more of the quadrilateral of towns [Kaja, Rahna, Gross Gorschen and Klein Gorschen] wins. Any other result is a draw.

NAPOLEONIC WAR HEX SCENARIO



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
	Grenzers		Heavy Artillery		Conscript Infantry
	Guard Infantry		Objectives		Mixed Unit
	Landwehr Infantry		General		Reinforcement Arrival Point