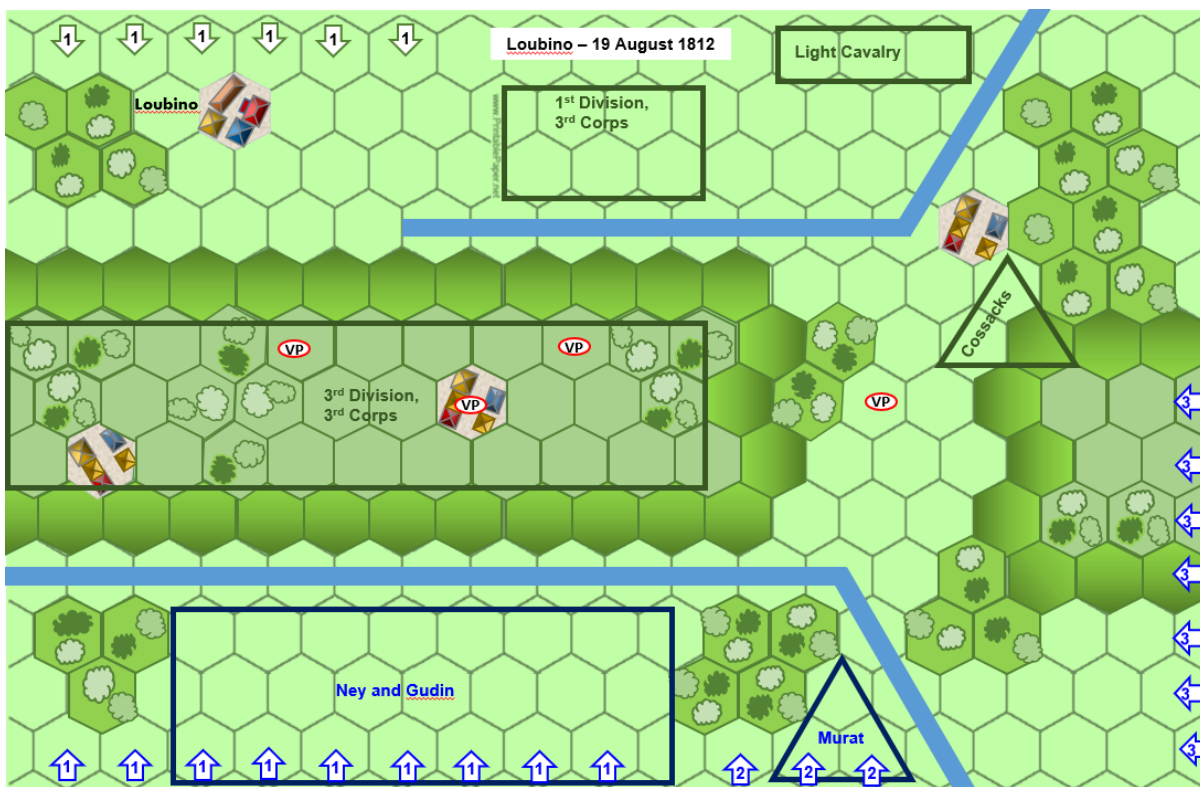


Battle Of Loubino [Valutina-Gora] - 19 August 1812



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

Background

The Russian's were retreating after being driven out of Smolensk. Ney's III Corp contacted the Russian rearguard in the hills around the towns of Loubino and Valutina and started to attack. Barclay was forced to bring some of his retreating units back to push Ney away. Although Napoleon was close by when the fighting commenced he failed to realise that a battle was developing. Assuming it was just a minor rear guard action he returned to Smolensk leaving it to the local commanders to sort out. As a result there was little co-ordination of the French units and many of the available French resources were not actually committed to the fighting.

Organisation

The French have four corps for activation purposes. The Russians have four corps. Given Napoleon’s view that a battle was not likely the French have no overall commander and units cannot be activated by command.

Terrain

The streams can be forded. Hill tops give uphill advantages against attackers on the slopes but do not provide crests for infantry fire. Loubino is an urban area for combat purposes, the other towns are small villages, treat them as woods for combat and fire purposes.

Set Up

Units are set up anywhere in their corps deployment area including half hexes at the side of a their deployment box. When these half hexes are in the deployment zones of two corps either corps can be deployed in that hex. The Russians set up first.

Reinforcements

Reinforcements do not arrive 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.

French Reinforcements

- Ney’s Württemberg Infantry Turn 3 in reinforcement area Blue 1
- Ney’s Württemberg Cavalry Turn 5 in reinforcement area Blue 1
- Junot’s Cavalry, Guard and Light Infantry Turn 9 in reinforcement area Blue 3
- Junot’s Line Infantry Turn 11 in reinforcement area Blue 3
- 4th Heavy Cavalry Division turn 13 in reinforcement area Blue 2

Russian Reinforcements

- Ostermann Turn 4 in reinforcement area Green 1
- Baggavut Turn 8 in reinforcement area Green 1

Victory Conditions

An army wins by breaking the other side within the time limit, or if neither side breaks by holding three or more of the Victory Points at the end of the battle. If neither side breaks and both sides hold 2 VPs it is a draw.

French	1	3R	5R	7	9R
Russian	2	4R	6	8	10
French	11R	13R	15	17	19
Russian	12	14	16	18R	20
French	21	23	25	27	29
Russian	22	24	26	28	30

NAPOLEONIC HEX SCENARIO

French-Allied Units	Corps	Elan	Traits	Units 28 - Morale 10	Move					
Ney [Inspiring]			III Corps							
French Line x 3	III	6	Sk, Art attached			2-1				
French Line x 5	III	6	Sk			2-1				
Light Inf x 1	III	7	Sk			2-1				
Württemberg Line Inf x 3	III	6	[Arrive Turn 5]			2-1				
Württemberg Cavalry x 2	III	6	[Arrive Turn 3]			4-2				
Gudin			3rd Division [Davout's Corp]							
French Line x 1	3 rd	6	Sk, Art attached			2-1				
French Line x 1	3 rd	6	Sk			2-1				
Light Inf x 1	3 rd	7	Sk			2-1				
Murat [Inspiring]			Cavalry							
			1 st Light Cavalry Division							
French Cavalry x 2	Cav	6				4-2				
Polish Light Cav x 1	Cav	6	Shock			4-2				
			4 th Heavy Cavalry Division [Turn 13]							
Cuirassiers x 2	Cav	7	Shock			4-2				
Junot			VIII Corps							
Westphalian Light x 1	VIII	6	Sk, [Turn 9]							
Westphalian Guard x 1	VIII	6	Sk, [Turn 9]							
Westphalian Line x 1	VIII	5	Art attached, Conscript [Turn 11]			2-1				
Westphalian Line x 2	VIII	5	Conscript [Turn 11]			2-1				
Westphalian Cavalry x 1	VIII	6	[Arrive Turn 9]			4-2				
Russian Units	Corps	Elan	Traits	Move						
Barclay de Tolly			24 Units – 8 Morale [7 prior to turn 18]							
Tuchkov			3rd Corps							
			1 st Division							
Russian Grenadiers x 1	3C	7	Steady, Shock			2-1				
Russian Grenadiers x 1	3C	6	Steady, Shock, Art Attached			2-1				
Russian Grenadiers x 2	3C	6	Steady, Shock			2-1				
			3 rd Division							
Russian Line x 1	3C	6	Steady, Art Attached			2-1				
Russian Line x 4	3C	6	Steady			2-1				
Artillery x 1	3C	Foot	6	5	5	4	3	3		2-1
Ostermann			4th Corps [Turn 4]							
Russian Line x 2	4C	6	Steady, Art Attached			2-1				
Russian Line x 3	4C	6	Steady			2-1				
Baggavut			2nd Corp [Turn 18]							
Russian Line x 2	2C	6	Steady, Art Attached			2-1				
Russian Line x 2	2C	6	Steady			2-1				
Orlov			Cavalry							
Russian Light Cav x 3	Cav	6				4-2				
Russian Cossacks x 3	Cav	4				4-2				