Napoleon's Later Campaigns Scenario Description

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27 Napoleon at Leipzig - Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit. *Note to 1st edition owners*: The big 'D' printed on the reverse side of 1st edition (OSG) leader counters makes it confusing to use them to indicate replacement leaders. Flip them to indicate disruption and use other markers instead to indicate leader loss.

27.1 Morale. The Prussian and Russian Guard units, as well as the Polish, Hesse-Darmstadt, and French Marine units also have morale 5. The army morale loss for a failed Imperial Guard attack is 20, reduced to 10 on the next day. The 7 points deducted from individual formations' demoralization limit when a Guard unit of either side suffers an involuntary retreat on the attack are reduced to 3 the next day. Note that French cavalry corps and the Austrian Light divisions do not gain the 2-point demoralization level reduction if demoralized friendly formations are within 5 hexes.

27.2 Terrain and artillery. There is no special effect for artillery firing downslope and no separate Canister rule. *The effects of canister are incorporated in the fact that artillery can move and assault at full strength. If you want more, use optional rule 25.9*. Swamp hexes can only entered, left, and assaulted into along a road or trail. Assaults into *and out of* Swamp hexes are treated like attacks across bridges. Units that do not have march orders pay 1 MP to enter swamp hexes. ZOCs do not extend into swamp hexes across non-road or non-trail hexsides. River hexes can only be crossed, assaulted, or charged across at bridges.

French supply is traced to roads exiting on the west or east (!) map edge, Allied supply to roads exiting on the north or south map edge. Any reinforcements *entering* on a road edge hex convert that hex to a supply source hex for their own side. In the campaign, if a friendly unit exits the maps through an enemy supply source hex (see Off-map pursuit, 27.10), that hex ceases to function for the enemy, but does not turn back into a friendly supply source hex.

27.3 Young Guard artillery. When playing with the optional artillery support rule (25.3), each full strength Young Guard unit counts one of its strength points as artillery. This is lost when the unit has lost 2 steps. (*The Young Guard artillery is incorporated into the counter strengths instead of using separate counters.*)

27.4 Command Arrangements. The following are independent Overall Commanders for their respective forces: Barclay, Bennigsen, Bernadotte, Bluecher, Schwarzenberg, Napoleon. Murat and Ney are WCs. Roll for their characteristics normally on the 14th and 15th. Roll in the way prescribed for multiplayer games after Napoleon is on the map. (3rd edition owners, check Appendix.) The OG, YGI, and YGII formations all receive the divisional right shift for order compliance.

27.5 Austrian/Russian staff inefficiency (optional): Barclay, Bennigsen, and Schwarzenberg all suffer an additional 1L shift for order compliance except with face-to-face orders.

27.6 Leader characteristics.

Napoleon, Barclay, Bennigsen, Bernadotte, Bluecher: use their current Movement/ Engage capacity as orders rating. It does not in any way restrict the number of units moved or placed in command by their subordinate commanders! Roll every Orders Interphase as specified to determine the rating. Use Bluecher rule as in 26.2.

Schwarzenberg: as the above, but gets a –1 rating for Attack/Probe orders.

Ney: If required by his stance as Wing Commander (see below), he must give orders according to his rating every turn until every subordinate formation has received an order consistent with his stance. When used as a leader accompanying a corps (i.e., from inside Napoleon's command range), he has a rating of 3.

Murat operates same as Ney when a Wing Commander. Otherwise he is rated 4 when accompanying a cavalry corps, otherwise (with infantry units) 2. Units stacked with or adjacent to him do not need to check morale for reaction charges.

Drouot (Old Guard commander) can command any artillery units that start stacked within 2 hexes, i.e., they can move and fight when the OG chit is drawn. They can still only move and fight once per turn.

Gyulai (Austrian III Corps commander) is rated a 1. **Wittgenstein** is rated 3. All other leaders use their numerical rating as printed.

Note: French OCs and WCs have to check for release in the morning before their subordinate leaders will comply with any order sent out during the night. The OC/WL starts rolling on the first daylight turn and is released on a 1, the next turn on a 2, then 3 etc. An OC/WL is also released by having another friendly OC/WL pass through his hex, or by an enemy unit entering a ZOC within 10 hexes.

27.7. WC stance and corresponding orders. Note that the stance of a WC applies only if the WC is not within Napoleon's command range.
General Offensive – Attack.

Local Offensive: Murat – has to have at least 2 Attack or Probe orders active (not 2 issued each turn, although the player can do this if desired). Ney – Ney and all units within 2 hexes automatically have Attack orders and all units attacking gain 25% strength. Ney issues no other orders in this time. (These orders are aborted like all Attack orders at night and Ney simply sits.)

Consolidation: Any orders but Attack and Probe.

Desperate Defense: Murat - Defend. Ney – Ney and any units within 2 hexes cannot move or voluntarily withdraw, but gain 25% strength. The player can choose to give one Defend order per turn but no other.

Tactical Withdrawal: Fall Back.

General Withdrawal: As General Retreat order but units only have to move half their movement capacity.

27.8 Liebertwolkwitz. OC's are Murat and Barclay. Ignore the capacity tables and use their printed ratings. Use victory conditions as given in the original scenario. Corbineau's Brigade of the Cavalry Reserve and Walther's brigade of the Guard Cavalry are assigned to V Cavalry Corps.

At-start orders: All French units have Defend orders. All Allied units have Probe orders (Wittgenstein for Wachau *or* Markkleeberg [player's choice], Klenau for Liebertwolkwitz).

27.9 Wachau. OC's are Napoleon, Schwarzenberg and Barclay. The Austrian II and Grenadier Corps always have Schwarzenberg as OC and cannot be assigned new orders by Barclay. From 9:00 onwards, the K Corps can be commanded by Barclay (*that's when the Tsar arrived with the authority to countermand Schwarzenberg's orders. Historically he immediately sent the K Corps a* March *order towards Croebern and Gueldengossa*). The Allied player can substitute Schwarzenberg for Barclay as OC for the rest of the army at any point, after which he remains OC up to the end of the scenario.

At-start orders: On the French side, VIII Corps (with LO 1 Inf unit attached) and the Guard cavalry have Defend orders for the line Doelitz-Connewitz, II Corps for Wachau, V Corps for Liebertwolkwitz, IX Corps for Doelitz-Connewitz. XI Corps and IIC Corps have March orders for Holzhausen (4434N). All other French corps have Reserve orders. On the Allied side, Klenau's IV Corps (with Ziethen's and Roeder's brigades attached) has orders to Attack Liebertwolkwitz. Wittgenstein, with Russian III Corps attached, Attack orders on Wachau. II Prussian Corps to Attack the line between Wachau and Markkleeberg. The Austrian II Corps and Gr corps have Attack orders on Connewitz and Doelitz. The K Corps ('R' Corps in the OSG edition) has Reserve orders.

27.8 Möckern. OC's are Bluecher and Ney. Roll normally for Ney's capability. The 27th Division of French VIII Corps is attached to VI Corps. Note: this

scenario starts on the 10:00 turn since the Allies did not leave their bivouacs near Schkeuditz before 10:00.

Note: This scenario has a hard time recreating the actual situation. Marmont had actually built significant field works before Lindenthal, but had been ordered to the south of Leipzig by Napoleon (who did not believe Bluecher would turn up). In game terms, when the Allies marched onto the field, Marmont rolled successfully for Initiative and implemented Defend orders for the line Möckern/Wiederitzsch. Blücher, on the other hand, left more than a third of his troops in reserve since he feared an attack on his left flank. (Indeed, Napoleon was just then busy running the mirror image of such an attack south of the city!) Despite the advantage of hindsight, this option cannot be fully exploited in the game by the French player because the area to northeast of Radefeld that Bluecher was watching is not on the map). Osten-Sacken was ordered forward after 1600, and only one of St Priest's units fought at Wiederitzsch.

Bluecher and his HQ move to Radeburg (Radefeld, actually) and can then not move from there before 4pm. Ignore the Prussian P reinforcements. The OS Corps stops after moving on-map and cannot comply with any orders before 1600. The L Corps can be ordered to attack Wiederitzsch but can advance no further.

At-start orders: I Corps has orders to Attack Lindenthal (the cavalry has divisional orders to Probe towards Wahren). L Corps has orders to Probe Breitenfeld. VI Corps has orders to March to and then Defend the line Wiederitzsch-Möckern. Bluecher's HQ has orders to March to Radefeld.

27.9 Leipzig, 18 Oct. OC's are Napoleon, Barclay, Bennigsen, Bernadotte, Bluecher, Schwarzenberg. The 27th Division of VIII Corps is attached to VI Corps. Corbineau's Brigade of the Cavalry Reserve and Walther's brigade of the Guard Cavalry are assigned to V Cavalry Corps.

Allied at-start orders: Docturow: Attack Saalsdorf and then along the road to Leipzig. IV Corps: Attack Holzhausen and then along the road to Leipzig. All troops under Barclay (W, K, II Prussian Corps) Attack towards Probstheida. II Corps Attack towards Connewitz. III Corps and 1st Light Attack Lindenau. 2nd Light: Reserve. Osten-Sacken and York: Attack towards Leipzig and into the city across the bridge. Langeron: Attack Schonenfeld and then towards Leipzig.

French at-start orders: All have Defend orders for their current location except the Guard units which have Reserve orders.

At-start losses – Allied: I Prussian Corps – 1.

At-start losses – French: II Corps - 5, V Corps – 4, VI Corps – 2, VIII Corps – 6, VC Corps 3, LO Corps – 2.

27.10 Campaign. Use set up as specified. Initial orders can be chosen freely by both sides (but note that Murat

and Ney may be forced to start handing out different orders immediately depending on their capacity dieroll).

Unit assignments: The units of the Prussian II Corps are assigned to W Corps until the arrival of Kleist (Oct 15, 1600). Corbineau's Brigade of the Cavalry Reserve and Walther's brigade of the Guard Cavalry are assigned to V Cavalry Corps. The 27th Division of VIII Corps is attached to VI Corps. All can be assigned to other commanders if desired. The British rocket unit (unlike artillery units) does not have to be stacked on top.

Victory: Note the substantial victory condition errata. In addition, if the Allied player reaches his Disintegration level, the game ends in a French victory.

Reinforcements: Napoleon and HQ appear on the first turn of the 15th in Leipzig but cannot move until the next midnight turn. If the player wishes to give an order to the HQ on that turn, then it will execute this immediately. (*Historically Napoleon moved to Wachau from Leipzig before daylight on the 16th*.) Note that you will have to choose initial orders for HQs that do not start on the map. Exceptions are that Schwarzenberg's HQ has March orders to Proedel, and Bluecher and his HQ have March orders to Radeburg on the 16th and can then not move from there before 4pm. Of the troops coming on with Bluecher, the OS and P Corps stop after moving on-map. The OS Corps cannot comply with any orders before 1600, and the P Corps cannot comply with any orders before 1700. *See the Moeckern scenario for the explanation.*

It is possible to alter the default (March) orders of reinforcement units except for the above. To do this, a new order has to be sent before the first daylight turn of their day of arrival, and at least four hours before their scheduled arrival. If this rule is used, it is suggested that all reinforcements enter using hidden movement.

Reinforcement schedule: Don't treat the reinforcement schedule as fixed. Instead, two turns before a group of reinforcements is due to arrive, roll a die.

1   units arrive immediately (2 turns in advance)
2   units arrive next turn (1 turn in advance)
3-4 units arrive according to schedule
5   units arrive 1 turn late
6   units arrive 2 turns late

Roll separately for each group at a particular entry hex. For each side, keep track of the number of formations that were delayed or advanced (regardless of the length of delay or advancement). If there are more delayed than advanced formations, subtract 1 from the dieroll, if there are more advanced than delayed ones, add 1.

Offmap road congestion: The dieroll cannot advance a group of units so it arrives before another group of units that was due to enter before it at the same hex.

Re-entering the map. Units exiting the map (per rule 6) can re-enter as reinforcements from the closest road, but only after 24 hours have passed, modified by the Reinforcement schedule dieroll. They can receive orders other than March but order transmission takes 12 turns.

Off-map Pursuit. If units of one side exit the map, and the other side exits at least as many strength points afterwards by the closest road, the first side's units cannot receive new orders or return until 3 hours after the second side's units, regardless of orders. If reinforcements are scheduled to enter by the hex, this restriction is raised unless the pursuing side has exited sufficient strength points to also match the reinforcements. There is no off-map combat. The later (pursuing) side's forces are considered to trace supply through the exit hex onto the map and are subject to all resulting out-of-supply effects if that hex is blocked.

27.11 October 16 Campaign Start. Use October 16 setup as specified. Use Campaign Special Rules. Use Wachau and Möckern Special Rules and At-start orders with the following additions.

Coalition additional at-start orders: III Austrian Corps and 1st Light Division have orders to March to and Attack Lindenau.

Acknowledgements

Terrain Effects

Terrain	Assault	Bomb.	Charge	Non-road Move
Town	-25%	-75%	-50%	1
Chateau	-50%	N/A	N/A	2
Woods	-50%*	-50%	-75%	2/4
Swamp	-50%	NE	N/A	1**
Crest	-25%	N/A`	NE	NE
Slope	NE	NE `	-25%	NE
River	N/A	NE	N/A	N/A
Stream	-25%	NE	-25%	+2
Bridge+	-50%*	NE	N/A	+1

Reductions apply to attacking into that type of terrain.
* … also for defender's fire *out of* woods but does not apply to fire between woods or attack out of woods.
+ … Overrides modifier for terrain in hex
** … assault/charge and movement into only along road

Appendix – Command Stance (adapted from *Napoleon at Leipzig* 2nd edition)

This rule is included here for 1st edition owners (where the ratings were different) and 3rd edition owners (where the rule was removed). On the Allied side it produces varying command ratings for the Allied leaders, representing the vagaries of Allied negotiations about the course of the battle as well as interventions of the three monarchs present. On the French side, it produces different stances for Ney and Murat as long as they operate as wing commanders, indicating their struggle with the uncertainty of what was, given the size of the battle, effectively an independent command situation.

A.1 Command Interphase. The game begins with a Command Interphase. Also, a Command Interphase is inserted at the end of every fourth game turn (4, 8, 12, etc.). During the Interphase, players determine the command rating of their leaders (Allied side) as well as Murat and Napoleon (French side).

A.2 Allied ratings. For each Allied leader below, roll a die. The result (bold) is that leader's command rating (for all purposes) up to the next Command Interphase. Remember additional modifications given in 27.6

Bluecher: 1-2: **4**; 3-4: **3**; 5: **2**; 6: **1**.
Schwarzenberg: 1-2: **3**; 3-4: **2**; 5-6: **1**.
Barclay: 1: **4**; 2: **3**; 3-4: **2**; 5-6: **1**.
Bennigsen: 1: **3**; 2-4: **2**; 5-6: **1**.
Bernadotte: 1: **2**; 2-4: **1**; 5-6: **0**.

B.2 French ratings. For each of Ney and Murat, the French player does the following:

1. Check if the leader is operating as Wing Commander per 20.15; if not, ignore the rule.

2. Choose one of the command stances given in the leader's list.

3. Roll a die. On a roll of 1-2, take the stance to the left of the chosen one. On a roll of 3-4, take the chosen stance. On a roll of 5-6, take the stance to the right of the chosen one. If the roll would result in a "shift" out of the list, ignore and take the chosen stance.

The outcome determines the leader's activities (per 27.7) and his command rating (see below).

List of stances: General Offensive, Local Offensive, Consolidation, Desperate Defense, Tactical Withdrawal, General Withdrawal.

Command ratings: Ney's rating is 2 except for *Local Offensive* and *Tactical Withdrawal*, when it is 1. Murat's rating is 2 except for *Tactical Withdrawal* and *General Withdrawal*, when it is 1.