

# STANDARD GAME RULES

## Napoleon at Leipzig System



### 1.0 INTRODUCTION

The *Napoleon at Leipzig System* is a two-player brigade level simulation. The game map shows the entire area in which the specific battle took place. The playing pieces represent the tactical formations present during the battle. Each Player moves his pieces and executes attacks on Enemy pieces in turn, attempting to fulfill the conditions of victory. To move from one hex to another each Combat Unit expends a portion of its Movement Allowance. Combat is mandatory between adjacent opposing Combat Units. Combat is resolved by comparing the total Combat Strengths of adjacent opposing Combat Units and expressing the comparison as a simplified odds ratio. A die is rolled and the outcome, indicated on the Combat Results Table, is applied.

### 2.0 GAME EQUIPMENT

Each game in the series comes with some standard components, elaborated below.

#### 2.1 Game Folders

Each game in the series has several folders provided. The Study Folder contains the scenario set-ups historical notes. The Rules Folder introduces the game in three levels of increasing complexity: The Standard Game, the Campaign Game, and the Grand Tactical Game. The Exclusive Rules particular to each game in the series include all set-up information for all scenarios and the Campaign Game. To play any one of the small scenarios, you need only use the Standard Game Rules (although the small scenarios work very nicely with the Campaign Game Rules added) and Exclusive Game Rules. To play the Campaign Game, you must use the Campaign Game Rules. This is recommended for Players familiar with this system. Finally, the rules in the Grand Tactical Game can be used to give an even clearer perspective on the problems of command.

#### 2.2 The Game Map

A field of hexagons has been superimposed upon the map to regularize the positioning of the units. Each hex is given a four digit number: the first two digits of the number describe the column the hex lies in and the last two digits describe the zig-zag row in which the hex lies. In games with more than one map section, each hex number referenced in the text is followed by an understood map letter code (see the Exclusive Game Rules and Study Folder). There may be one hexrow of identical overlapping terrain on any adjoining map sections.

#### 2.3 Game Charts and Tables

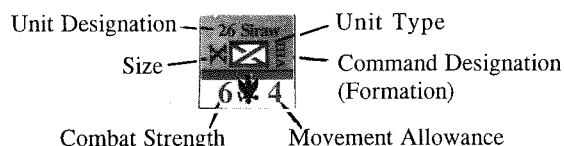
Various visual aids are provided for the Players as a graphic means of controlling certain game functions. These are the Terrain Effects Chart, Summary of Artillery Benefits, Cavalry Charge CRT, Combat Results Table, Turn Record Track, Personality Profiles, Casualty Record Tracks, Definitions of Orders, and Destroyed Units Compartments. The use of these tables and charts is explained in the text of the rules. Note that certain of these displays are used only in the Campaign or Grand Tactical Games, and may appear on the map or in the rules.

#### 2.4 The Playing Pieces

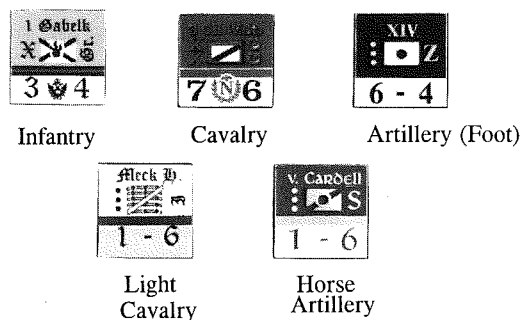
The die-cut playing pieces represent the actual participants in the battle, in two categories: *Combat Units* and *Leaders*. The numbers and symbols printed on the Combat Units indicate the type of unit it is, its Combat Strength and Movement Allowance. Leaders are used only in the Campaign and Grand Tactical Games. The colors printed on the Combat Units indicate their nationality and Command Designations (Leaders and Command Designations are important only when playing the Campaign Game). Playing pieces should be sorted and stored by Command Designation, with all the Combat Units of a given Formation stored together. Keeping the pieces together this way will greatly speed set-up.

#### 2.5 How to Read the Combat Units

##### Sample Combat Unit



##### Combat Unit Types



Elite Combat Units are indicated by a flaming grenade printed in the center of the Unit Type symbol.

**Unit Size Symbols:** Interpret the Unit Size Symbols as follows: II: Battery. III: Regiment. X: Brigade. XX: Division. XXX: Corps.

### 3.0 GLOSSARY

The following terms are important in the play of the Standard Rules game. Players may wish to refer to these important concepts while reading the rules.

**Combat Strength** is the full manpower of a Combat Unit quantified in Combat Strength Points (SPs).

**Reduced Strength** is the Combat Strength of a Combat Unit shown on its reverse side. Some Combat Units begin some scenarios at their Reduced Strength.

**Movement Allowance** is the basic, normal hourly march distance of a Combat Unit quantified in Movement Points.

**Unit Designation** is Brigade or Division Commander's name.

**Zones of Control** refer to any or all of the adjacent hexes into which a Combat Unit could move and thus projects its influence into (also referred to as "ZOCs").

### 4.0 HOW THE GAME IS PLAYED

Players should select a small scenario from this game's Exclusive Rules and begin by punching out the Combat Units required for that scenario as listed in the Set-up instructions in the Exclusive Rules (or Study Folder) and on the Turn Record/Reinforcement Track. Players must be careful to respect which side of the counter (Full or Reduced Strength) is shown in the set up. Leaders are not used in the Standard Game.

Combat Units not included in the set-up may arrive as reinforcements during the course of the scenario. Reinforcements enter the game during the Game Turn next to which they are shown on the Turn Record/Reinforcement Track. Reinforcements must appear on the map on the hex or range of hexes specified on the Track. Any reinforcements shown to fall before or after the course of a Standard Game scenario should, in that scenario, be ignored.

### 5.0 THE SEQUENCE OF PLAY

Following the Sequence of Play is essential for correct play of the game. All actions must take place in the sequence below. Any action taken out of sequence is a violation of the rules.

#### 5.1 The Game-Turn

The game is played in sequenced turns called Game-Turns. Each Game-Turn consists of two Player-Turns, each of which consists of two Phases (B and C below). The Player whose turn is in progress is called the Phasing Player. All Game-Turns are identical and follow one another until the game is ended.

##### 5.11 First Player-Turn:

A. *Movement Phase:* The Phasing Player may move any or all of his units by expending one or more Movement Points to cross each hexside into the adjacent hex. During this phase reinforcements may enter the map and move. Only the Phasing Player's units may move.

B. *Combat Phase:* Combat occurs between all adjacent opposing Combat Units. The Phasing Player uses his Combat Units to attack the Combat Units of non-Phasing (defending) Player. Combat odds are determined by totaling the opposed Combat Strengths, dividing the Attacker's total by the Defender's and locating the simplified odds on the Combat Results Table. The die is rolled, and the Combat Results are implemented for each attack.

5.12 *Second Player-Turn:* The Second Player now becomes the Phasing Player and accomplishes movement and combat in the manner and sequence described above. At the end of the Second Player-Turn, the

Game-Turn Marker is advanced one space to mark the beginning of another Game-Turn.

### 6.0 MOVEMENT

During his own Movement Phase the Player may move as many or as few of his own Combat Units as he desires. Combat Units may be moved in any direction or combination of directions, subject to limitations due to terrain and presence of other units.

#### 6.1 Procedure

Combat Units are moved individually (or in stacks of units). Combat Units must move from hex to hex consecutively; they may not skip hexes. To determine the path of movement, trace through contiguous hexes, counting each hex as one or more Movement Points depending upon the type of terrain and the type of Combat Unit moving.

#### 6.2 Movement Limitations

During a single Movement Phase a Combat Unit may never expend more Movement Points than its Movement Allowance. Movement must take place in sequence, each Combat Unit or stack finishing its move before the next one begins. Friendly Combat Units may not move during Night Turns, nor during the Enemy Movement Phase, nor during either Combat Phase.

*EXCEPTIONS: See Standard Game Rules 7.4 and 9.0.*

A Combat Unit may expend any portion of its Movement Allowance. Unused Movement Points are lost, and may neither be accumulated nor transferred to other Combat Units.

Once he has moved a Combat Unit and has removed his hand from the counter, a Player may not change or further that Combat Unit's movement. The Movement Phase is considered complete once the Phasing Player starts to perform actions belonging to the next phase, i.e., has begun to resolve combat and has thrown the die.

#### 6.3 Terrain Effects on Movement

These are given in each game's Exclusive Game Rules.

#### 6.4 Stacking of Friendly Units

A maximum of two Friendly Combat Units may end any Movement or Combat Phase stacked in the same hex. Any excess Combat Units found to be overstacked are eliminated. Combat Units may freely move through Friendly-occupied hexes regardless of stacking limits with no additional Movement Point cost for entering Friendly-occupied hexes.

*NOTE: In some scenarios, Combat Units may begin overstacked. If playing only the Standard Game Rules, the Owning Player must reduce the over stack by his turn end or the excess is eliminated.*





## 7.0 ZONES OF CONTROL

The Zone of Control represents the presence of detached skirmishers in the surrounding hexes. With their harassing fire at short range, skirmishers were often able to disorder unit formations. Because the skirmishers would have been physically deployed in the hexes we regard as "controlled", ZOCs cannot extend across impassable terrain.

### 7.1 General Rule

All Combat Units project a Zone of Control (ZOC) into the all adjacent hexes surrounding the one they occupy. These hexes in which a Combat Unit projects a ZOC are called controlled hexes or "ZOCs." There is no added Movement Point cost to enter an Enemy-controlled hex but ZOCs halt Enemy movement. Friendly Combat Units are compelled to attack when in a Enemy ZOC at the start of their own Combat Phase.

### 7.2 Exiting Zones of Control

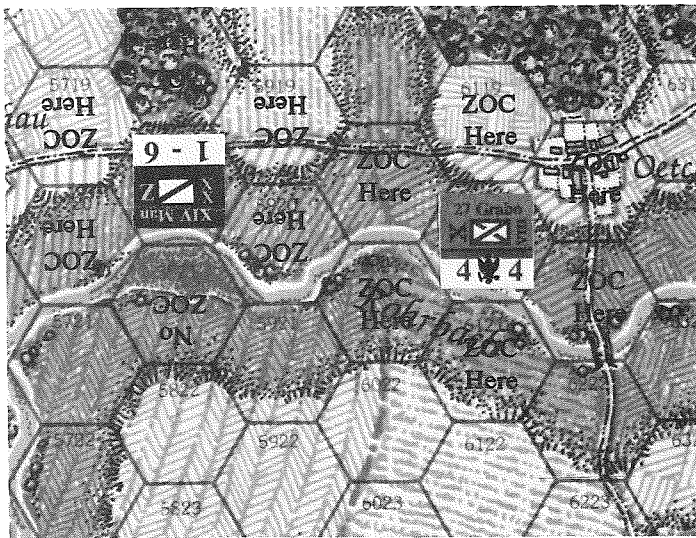
Once a Combat Unit is in an Enemy-controlled hex, it may exit that hex only if forced to retreat as a result of combat, or if the Enemy Combat Unit projecting the ZOC is removed as a result of combat. A Combat Unit may advance or retreat out of an Enemy ZOC during the Combat Phase, but may not exit a ZOC during a Friendly Movement Phase.

*EXCEPTION: See the Night Disengagement Rule 7.4 below.*

### 7.3 Extent of ZOCs

All Combat Units exert ZOCs at all times regardless of the Phase or Player-Turn. Opposing Combat Units may both project ZOCs into the same hex. The presence of Combat Units, Enemy or Friendly, never negates ZOCs. Adjacent opposing Combat Units are equally and mutually affected by each other's ZOC. There is no additional effect if more than one Combat Unit exerts a ZOC into a single hex.

*EXCEPTION: ZOCs never project into or across impassable terrain. A game's Exclusive Rules may list other exceptions as well.*



### 7.4 Night Disengagement From Enemy ZOCs

Normally, Combat Units may not move during Night Turns. However, during Night Turns Combat Units of either side may leave Enemy-controlled hexes by Disengaging, with the Second player exercising the option first. During Night Turns, all Friendly Combat Units in Enemy ZOCs may choose to Disengage by voluntarily "retreating" up to two hexes away from the Enemy Combat Units. They cannot move from one Enemy ZOC to another, nor use this rule to "advance" past the Enemy. Night Disengagement is an exception to the prohibition on exiting Enemy ZOCs. Cavalry does not hinder Night Disengagement.

## 8.0 COMBAT

The object of combat is to eliminate enemy units. When a unit is eliminated, it has, in game terms, lost its effectiveness. In reality, a unit could take relatively light casualties and, depending on how many of its officers survived and on its morale, still be considered eliminated.

### 8.1 General Rule

All Friendly Combat Units in Enemy ZOCs at the beginning of the Player's Combat Phase must attack. All Enemy Combat Units that begin the Friendly Combat Phase in Friendly ZOCs must be attacked. Artillery units (only) may attack Enemy Combat Units to which they are not adjacent (see Standard Game Rule 10.0). The Phasing Player is termed the attacker, and the non-Phasing Player is the defender throughout that Player-Turn.

### 8.2 Procedure

Total all Combat Strength Points of all Combat Units attacking a given hex and compare to the total Combat Strength Points of all Combat Units in the defending hex. The comparison is expressed as a ratio: attacker to defender. Divide the attacker's total by the defender's total, and simplify this odds ratio by rounding off (in favor of the defender) to one of the ratios shown on the Combat Results Table (CRT).

*EXAMPLE: If fifteen Combat Strength points were attacking four, the combat odds ratio would be 3.75:1, rounded off to three to one.*

Having determined the actual combat odds, the Player locates the corresponding odds heading on the CRT and rolls the die. He then cross-indexes the die roll and the combat odds-ratio, finding the Combat Result. This Combat Result should be applied before going on to resolve any other combat.

### 8.3 Explanation of Combat Results

**Ae: Attacker Eliminated:** All attacking Combat Units are eliminated and removed the map.

**De: Defender Eliminated:** All defending Combat Units are eliminated.

**Ex: Exchange:** All defending Combat Units are eliminated, and the attacking Player must eliminate from among his own Combat Units involved in that attack a Combat Strength equal to the face-value of the strength lost by the defender. Only Combat Units that participated in the attack may be eliminated in fulfilling an Exchange result.

**Ar: Attacker Retreat:** All attacking Combat Units must retreat one hex, as explained in Standard Game Rule 9.1.

**Dr: Defender Retreat:** All defending Combat Units must retreat one hex as above.

### 8.4 Voluntary Odds Reduction

The Phasing Player may voluntarily reduce the odds of a given attack before rolling the die. He incurs no penalty for such a reduction, but must accept whatever result is achieved at the reduced odds.

### 8.5 Which Units Attack

Combat Units may neither attack nor be attacked more than once per Combat Phase. The Phasing Player may choose which attacking hexes will attack each defending hex, as long as all Friendly Combat Units in an Enemy ZOC attack some Enemy-occupied hex.

An Enemy-occupied hex may be attacked by as many Combat Units as can be brought to bear on that hex. Infantry and cavalry units may only attack adjacent Enemy units. Artillery units must attack an adjacent Enemy-occupied hex, if any, but may attack Enemy Combat Units at two hexes distant if there are none adjacent (see Standard Game Rule 10.0).

## 8.6 Multiple Unit and Multi-Hex Combat

All Combat Units stacked together must attack or defend as a single total Combat Strength. All Combat Units involved in a single attack must be adjacent to all the Combat Units defending in that attack (except bombarding artillery units). Combat Units stacked together may not be attacked separately. Attacking Combat Units stacked together may not make separate attacks. A single attacking hex may attack more than one hex as one combat. A Friendly Combat Unit must attack all those Enemy Combat Units projecting a ZOC into its hex that are not attacked by some other Friendly Combat Unit.

**8.61 Resolving Multiple Combats:** Attacks are resolved in any order that the attacker wishes, as long as all required attacks are resolved during that Combat Phase.

## 8.7 Combat on Night and Rain Game-Turns

No combat may occur on a Night Game-Turn. Artillery cannot attack or bombard (attack from two hexes away) during a Rain Game-Turn, but infantry and cavalry may attack during Rain.

## 9.0 RETREATS AND ADVANCES

Most of the time the Combat Results of a battle will require the retreat of one side, with an option to advance by the other.

### 9.1 Retreating as a Result of Combat

When a Combat Result of "Attacker Retreat" (Ar) or "Defender Retreat" (Dr) occurs, the Owning Player must move the affected Combat Units back one hex, so that they are no longer in Enemy-controlled or occupied hexes. If no such hex is available, the retreating Combat Units are eliminated instead.

*EXCEPTION: See Standard Game Rule 9.2 on Displacement.*

Retreating Combat Units may not retreat into or through prohibited terrain, Enemy-occupied hexes, or an Enemy controlled hex (ZOC). A Combat Unit may not retreat off the map. A Combat Unit may stack or unstack during a retreat. Combat Units stacked together may retreat into two different hexes. The owning Player determines into which hex his retreating Combat Units move.

If a Combat Unit retreats into a Friendly-occupied hex which is later attacked that Phase the already-retreated Combat Unit does not contribute its Combat Strength to the defense (see Standard Game Rule 8.6) but it does suffer the result of the attack.

### 9.2 Displacement

If the only hex a Combat Unit may legally retreat into is one already occupied by Friendly Combat Units, and the retreating Combat Unit(s) would violate the stacking limit by occupying the hex, sufficient Combat Units in that hex may be Displaced to accommodate the retreating Combat Units if necessary. Displaced Combat Units are moved back one hex by the Owning Player (as if they themselves were retreating as a result of combat). The vacated hex may then be occupied by the original retreating Combat Unit.

Displaced Combat Units may not be forced to retreat into a prohibited hex. If this is the only alternative, the retreating Combat Unit is eliminated instead. Combat Units that are Displaced can themselves Displace other Combat Units, if necessary.

A Combat Unit may be Displaced more than once per Phase if there is no alternative. Displaced attacking Combat Units that have not yet performed their attacks, lose their attack ability for that Phase.

## 9.3 Advancing as a Result of Combat

When a defending or attacking Combat Unit is destroyed or retreats as a result of combat, one victorious Combat Unit may advance into the vacated hex (or hexes), regardless of the presence of Enemy ZOCs. The advance option must be exercised before the next combat is resolved.

A Combat Unit may neither attack nor be attacked during the same Phase after advancing, even if it becomes adjacent to not-yet-attacked Enemy Combat Units after its advance. Only one Combat Unit may advance as the result of a single combat, even if two hexes are vacated.

Foot artillery units may never advance after combat; only horse artillery, cavalry, and infantry units may do so. Demoralized infantry units may not advance after combat either (see Standard Game Rule 12.0).

## 10.0 ARTILLERY

*"It is with the Artillery that war is made."*

*- Napoleon Ier*

### 10.1 General Rule

In addition to their normal attack ability, artillery and horse artillery units may make bombardment attacks. Bombardment attacks are those which occur at a range of two hexes (one hex intervening between the bombarding artillery unit and the defending target hex).

### 10.2 Bombardment Attacks

A bombardment attack is an attack by an artillery unit at a range of two hexes. An artillery unit may bombard more than a single hex only if making a combined attack with infantry or cavalry. If two artillery units in the same hex both wish to bombard, they must bombard the same target hex. Artillery units may not bombard if adjacent to Enemy Combat Units, they must attack them using the normal combat procedure.

**10.21 Bombardment Strength Reduction:** The Bombardment Strength of a bombarding artillery unit (firing at a target that is not adjacent) is one less than its printed Combat Strength (an artillery unit with a Combat Strength of six would attack with a Bombardment Strength of five). The Bombardment Strength is never less than one, however (an artillery unit with a Combat Strength of one would have a Bombardment Strength of one also).

### 10.3 Procedure

After calculating the Bombardment Strength reduction, odds are determined in the same manner as described in Standard Game Rule 8.0 and Combat Results are applied in the same way, except that bombarding artillery units are not affected by adverse Combat Results.

*EXAMPLE: If an "Exchange" were the Combat Result, the defending Combat Unit(s) would be eliminated but the bombarding artillery would not be effected.*

Although bombarding artillery units are not adversely affected by the Combat Results of their attacks, they may voluntarily elect to suffer "Attacker Retreat" results if it is the listed result.

### 10.4 Combined Attacks

Bombarding artillery may attack alone or in conjunction with Friendly Combat Units, adding all their Combat Strengths together. In multi-hex combats, the bombarding artillery need only be within two hexes of one Enemy Combat Unit to participate. Infantry, cavalry and adjacent artillery units always suffer all Combat Results, regardless of whether they are making a combined attack with bombarding artillery.

## 10.5 Line of Sight

If any hex or hexside between the bombarding artillery unit and the target hex is Blocking terrain (as listed below), then the Line of Sight (LOS) is blocked and the target may not be bombarded by that artillery unit. The terrain types in the bombarding artillery unit's and the target hex do not block the LOS themselves, only the intervening terrain.

**10.51 Blocking Hex Terrain:** Blocking hex terrain consists of any Forest, Chateau, and Town hexes. Artillery units may not bombard through such terrain (but may do so into or out of, provided the remaining LOS is not blocked).

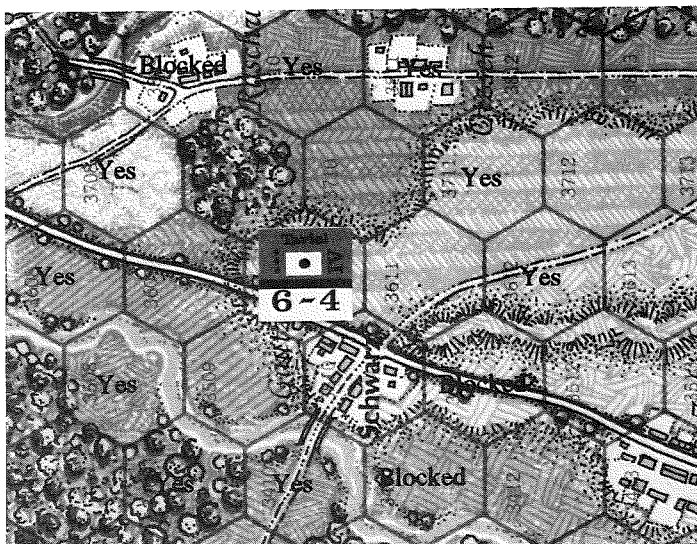
*EXCEPTION: A Slope hex will also block bombardment attacks if it is the intervening hex between the firing and target unit(s) and both firer and target are in Gully hexes, or one is in a Gully hex and the other in a Slope hex.*

**10.52 Blocking Hexside Terrain:** Blocking hexside terrain consists mainly of Crest hexsides. Artillery units may not bombard through such hexsides even if the blocking hexside forms part of the bombarding artillery unit's or target's hex. The Line of Sight is also blocked if:

1) a straight line between the centers of the bombarding and target hex(es) is congruent to a Crest hexside, or both adjacent hexes consist of blocking terrain hexes as defined in Rule 10.51 above (such as two adjacent woods hexes), or;

2) the Line of Sight passes through the juncture of two or more blocked hexsides or the juncture of a blocking terrain hexside and a blocking terrain hex.

**10.53 Gully Hexes and Slope Hexsides:** Sloping terrain is always on only one side of the hex; the Gully (low or level ground) side. Slope hexsides delineate the transition between Sloping and Gully terrain. Artillery units on a Slope hex adjacent to a Slope hexside may bombard through that single Slope hexside (and be targeted as well).



*LOS EXAMPLE: Each hex above is labeled as to whether artillery bombardment into that hex from the center hex is possible (the artillery unit may fire into the hex) based on the above Line of Sight Rules.*

## 10.6 Adjacent Attacks

Blocking hex and hexside terrain does not affect adjacent attacks. When in the ZOC of an Enemy Combat Unit, artillery units must attack an adjacent Enemy Combat Unit(s); they may not bombard. Artillery units attacking adjacent hexes suffer all Combat Results normally.

*EXCEPTION: Artillery units may make "bombardment attacks" against adjacent Enemy Combat Units across any unbridged River*

*hexside, using their lesser Bombardment Strength and ignoring any adverse Combat Results.*

## 10.7 Defensive Bombardments

Artillery units may never add their Bombardment Strength to another Friendly Combat Unit's Combat Strength when it is attacked by Enemy Combat Units.

## 11.0 REINFORCEMENTS

Both Players receive reinforcements as listed on the Turn Record/Reinforcement Track. At the start of the game Players should place the units listed next to their Turn of entry. Reinforcements are removed from the Track and placed on the map in the hex or hexes listed. They arrive paying the normal terrain cost for the entry hex (not including Road and Trail bonus) during the Player's Movement Phase of the Turn of arrival. The Owning Player determines the exact order of arrival. Reinforcement arrival may be delayed at the Player's discretion.

### 11.1 Procedure

The first stack of reinforcement units brought onto a single hex in a turn expends one Movement Point to enter the entry hex, the second stack expends two, the third three, etc., regardless of whether the units enter into road hexes.

Reinforcements may move and attack freely on their turn of entry, and may arrive stacked. If the entry hex listed for a unit is blocked by Enemy units or their ZOCs, the unit may enter in the nearest unblocked mapedge hex.

## 12.0 DEMORALIZATION

*Demoralization represents the effect of overall losses on morale.*

### 12.1 Demoralization Levels

The small scenarios in the Exclusive Game Rules list Demoralization Levels for each side in each scenario.

### 12.2 Occurrence of Demoralization

A side is Demoralized when the Casualty Level (the total, in Combat Strength Points, of all its destroyed Combat Units), reaches or exceeds its Demoralization Level. Either side or both at once may become Demoralized. If both sides reach or exceed their Demoralization Levels simultaneously (with an "Exchange" result), the non-Phasing Player is considered to have been Demoralized first.

### 12.3 How To Record Casualty Levels

Players must keep a running total of losses on a separate piece of paper (the Casualty Level Tracks are used in the Campaign Game Rules to record losses by Formation).

### 12.4 Effects of Demoralization

Demoralized infantry units lose their ability to advance after combat for the remainder of the scenario being played.

## 13.0 VICTORY CONDITIONS

Victory in the small scenarios may depend upon the fulfillment of specific conditions or the acquisition of Victory Points. Points are awarded according to the Scenario Victory Point Schedule (if any). Victory is awarded to the Player with the most Victory Points at the end of the scenario, or to the Player who has fulfilled a specific Victory Condition. All such information appears in the Exclusive Game Rules.

### 13.1 Procedure

Each Player keeps track of his scored Victory Points on a separate piece of paper. At the end of the scenario each Player's Victory Point total is compared and the higher total determines the victor.

### 13.2 Occupation

Occupation means a Friendly Combat Unit is in the hex or was the last to move through it. Use a blank marker to indicate which side "occupies" the hex, if necessary.

## 14.0 OPTIONAL RULES

Players may add any or all of the following optional rules to the Standard Game Rules.

### 14.1 Combined Arms Combat

A Combined Arms Combat is an attack against a single hex in which at least one infantry, cavalry and artillery unit (adjacent or bombarding) participates. In Combined Arms Combats, shift the odds by one column to the right; a "1-1" attack becomes a "2-1."

**14.11 Benefit for the Defender:** Combined Arms may aid a defending stack. If the defending units can meet the criteria, (all three arms are *attacked* together in one combat), their Combined Arms benefit may negate any Combined Arms benefit which may apply to the attacker. This is the only benefit Combined Arms may give the defender.

### 14.2 Guard Unit Repulse

*Each side's Guards were elite troops thrown into battle only at the critical moment to break enemy morale. At the same time each side's morale (particularly the French) depended upon the belief that their Guard was unstoppable.*

Therefore, if any Guard unit (as defined in this game's Optional Exclusive Game Rules) on either side is involved in an attack, and the result is "Ae," "Ar," or "Ex," that side's Demoralization Level is immediately reduced by 20.

*EXCEPTION: Regardless of the Combat Result, if the attack by the Guard raises the opposing side to its Demoralization or Disintegration Level, then the owning player's Demoralization Level is not reduced.*

### 14.3 Staking the French Old Guard

This rule may only be used in conjunction with Optional Standard Game Rule 14.2. Once per scenario, the French Player may declare one "Guard Assault." A Guard Assault is *any* attack that includes at least one of the French Guard Old Guard Infantry units as defined in this game's Optional Exclusive Game Rules.

**14.31 Benefit for the Attacker:** In addition to any other combat modifier(s), a French Guard Assault increases the attack odds by one column; a "1-1" attack becomes a "2-1" attack. In addition to the effects of Optional Standard Game Rule 14.2, the Combat Result "Ex" must see the losses taken from the participating Guard Combat Unit(s).



# CAMPAIGN GAME RULES

## Napoleon at Leipzig System



### 1.0 INTRODUCTION

*The armies of the Napoleonic period had outgrown the rudimentary staff systems devised for smaller armies. One man could no longer see the whole panorama of events. With good corps officers, the French command system could make up for distance problems. Napoleon's enemies never mastered the corps structure to the same degree. Thus, the outcome of battles hinged not upon the total number of troops present, but on the number that could be effectively controlled.*

In the Campaign Game Rules, the function of the command structure of the armies is simulated in rules covering the Army Commanders and Formation Officers. The Player will find his options limited by the ability of his command structure to perform.

All Standard Game Rules apply in the Campaign Game Rules unless specifically modified in the following.

#### 1.1 Setting Up Units

The Campaign Game scenario links several small scenarios. The start date for the Campaign Game scenario is specified in the Exclusive Game Rules. Players should refer to the Set-Up Tables included in the each game, and use the Set-Up positions shown for each Leader and Combat Unit in the column corresponding to the start date chosen.

Units should be sorted and stored by Command Designation, with all Combat Units of a given Corps (or other Formation) being stored with their Officer. Keeping the Combat Units together by Command Designation will greatly speed set-up.

### 1.2 Campaign Game Rules Glossary

The following terms are important in the play of the Campaign Game Rules. Players may wish to refer to these important concepts while reading the rules.

**Command Capacity Rating** is the number of Command Designations and individual units that a Commander may cause to move.

**Command Designation** is the Formation identifier of the Officer, which he has in common with all the Combat Units of his Formation.

**Commanders** are Leaders at the highest level, who place Officers and Combat Units "in Command" in order to enable them to move.

**Force** refers simply to all unit(s) moving under a single point of a Commander's Capacity. There are two types of Forces:

1) All units bearing the Command Designation of, and within the Radius of, a single Officer may constitute a Force; and

2) Each single Combat Unit or Integrated Stack (see Campaign Game Rule 7.0) led by a Commander constitutes a Force.

A single point of a Commander's Capacity may be used to Command one Force of each type: one Officer (and thus all units in his Command) and any single Combat Unit or Integrated Stack.

**Formation** refers to all the Combat Units bearing the same Command Designation as an Officer. Most French Formations are corps-sized.

**Initiative Rating** for single Combat Units, Integrated Stacks, and Officers quantifies their chances of moving when not in Command (see Campaign Game Rule 7.2).

**Integrated Stacks** are made up of several brigades from the same division. As an exception to the normal stacking limit, there may be up to three Combat Units of the same division in a single hex. Integrated Stacks also have a higher Initiative Rating than single Combat Units.

**Officers** are Leaders of the various Formations, who function, when in Command, to place all the units of their Formation (within their Command Radius) also in Command.

**Radius:** Commanders and Officers have Command Radii (which represent effective Dispatch Distances). These are, in terms of hexes, three for Officers and four for Commanders (for Radius purposes, each Road and Trail hex counts as only one half a hex).

**Reduced Strength** is the side shown by eliminated Combat Units that are subsequently Reorganized.

**Reorganization** is the process of returning eliminated Combat Units, which are in the "Available" box, to play. Officers and Commanders may both Reorganize Combat Units but Officers are limited to Reorganizing Combat Units of their own Formation.

### 2.0 SEQUENCE OF PLAY ADDITIONS

The Campaign Game Rules Sequence of Play differs from the Standard Game Rules in the addition of a Command and Reorganization Phase, immediately preceding the Movement Phase in each Player-Turn. During this Phase the Phasing Player may perform all operations described in the sections on Command and Reorganization. The three Phases of the Player-Turn are now Command, Movement, and Combat.

#### 2.1 Player-Turn Synopsis

During the Command and Reorganization Phase the Player first decides if any Friendly Combat Units can be Reorganized, then how to use the Command Capacity of his Commander(s). For each point of his Command Rating a Commander can activate one Officer and one individual Combat Unit (or Integrated Stack). The Player divides his Forces into two groups: those in Command that will move and those out of Command that may attempt to move only under their own Initiative.

In the Movement Phase the Player first moves all his Leaders and Combat Units that are in Command, including those within Command Radius of their Officer who has successfully rolled for Initiative in the Command Phase.



Combat Units of a Formation whose Officer failed his Initiative roll or are outside their Officer's Command Radius are eligible to roll for Individual (or Integrated Stack) Initiative, using each Combat Unit's Individual Initiative Rating, if any.

In the ensuing Combat Phase, attacks against adjacent Enemy Combat Units are resolved using the Combat Results Table.

### 2.11 First Player-Turn:

#### A. Command and Reorganization Phase

1) Reorganization Segment: The Phasing Player Reorganizes eligible Combat Units that were previously destroyed in combat and now available for Reorganization. He then determines the Morale status of his army (or individual Formations, see the scenario instructions). Leaders who Reorganize Combat Units may do nothing else in the Current Command Phase.

2) Command Segment: The Phasing Player determines:

a) which Formations are under Command through their corresponding Officers and Commanders, and;

b) which individual Combat Units and Integrated Stacks are under direct Command of Commanders (with no Officer in the chain of command), and;

c) rolls a die for each remaining Formation to determine if it will be placed in Command using its Officer's Initiative Rating.

All units in Command may move in the following Command Movement Segment.

#### B. Movement Phase

1) Command Movement Segment: The Player may move some or all of his Combat Units judged in Command (including those placed in Command by their Officer rolling for Initiative) in the preceding phase. Individual Leaders may move during the Command Movement Segment. During this Phase reinforcements may enter and move. Only the Phasing Player's units may move.

2) Individual Movement Segment: Combat Units and Integrated Stacks judged out of Command may attempt to move under their own Initiative. For each Combat Unit (or Integrated Stack) attempting to move under its own Initiative, roll the die and move (if successful) before rolling for the next.

#### C. Combat Phase

Same as the Standard Game.

**2.12 Second Player-Turn:** The Second Player now becomes the Phasing Player and repeats rules 2.11 A, B, and C above.

## 2.2 Night Game-Turns

Unlike the Standard Game Rules, Combat Units and Officers may move during Night Turns but only as a result of rolling for Initiative (Commanders may freely move). They may not enter Enemy ZOCs. No combat or bombardment may take place during Night Turns. The Night Disengagement rules are modified as follows: Friendly Combat Units in Enemy ZOCs on a Night Turn during a Night Movement Phase **must** exit that ZOC directly into a non-Enemy controlled hex (and may not re-enter an Enemy ZOC while the Night Turn endures).

### 2.21 First Player Night Turn:

#### A. Night Supply and Reorganization Phase

The Player determines the Supply and Morale status of his army or each of his Formations. The Player may Reorganize Combat Units during Night Turns.

#### B. Night Movement Phase

Night Disengagement by the **Second** Player takes place first, followed by Night Movement by Friendly Combat Units and Leaders.

### 2.22 Second Player Night Turn:

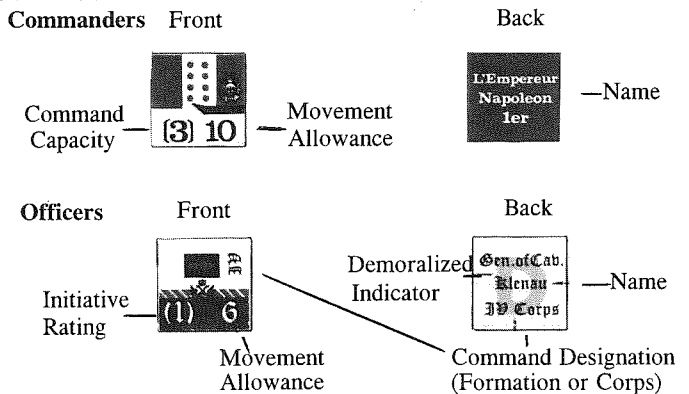
The Second Player now becomes the Phasing Player and accomplishes Supply, Morale, Reorganization, and Night Turn Disengagement in the sequence described in Rule 2.21. At the end of this Night Turn, the First Player commences the next regular Day Turn.



## 3.0 LEADERS

Before the advent of large staffs and telecommunications, the effectiveness of an army depended upon a small number of Officers and Commanders and their adjutants, whose primary responsibility was to carry orders by horseback. To be in effective control over their subordinates, Commanders had to be within a reasonable "dispatch distance, so that those dispatches were based on the current situation, and the Commander might arrive in person if his instructions were not carried out.

### 3.1 How to Read Leader Counters



### 3.2 General Rule

Leaders represent a general and his staff. There are two types of Leaders: *Commanders* and *Officers*. Distinguished by a [bracketed] Command Capacity Rating (Commanders) or a (parenthesized) Initiative Rating (Officers). Commanders affect all Friendly Combat Units. Officers only affect Combat Units which belong to their Formation. Leaders act as Combat Units, except that, due to their size and function, they have no effect on Enemy Combat Units or on Friendly Stacking.

### 3.3 Effects of Commanders

Commanders are the prime movers in each army. Each Commander has a printed Command Capacity (see Rule 3.1 above) and this rating refers to the number of Officers and individual combat units that Commander may place in Command in a given Movement Phase.

**EXAMPLE:** A Commander with a Command Capacity of 3 may command up to three Officers and three other separate Combat Units (or Integrated Stacks) in the same phase.



### 3.4 Effects of Officers

Officers serve to complete the chain of command from the Commander to the units of their formation. Each Officer is marked with the Command Designation of the Combat Units of his Formation. An Officer may either transmit Command given by Commanders, or he may attempt to initiate movement of his own Formation by rolling for Initiative (see Campaign Game Rule 6.0).

### 3.5 Corps Formations

*The army corps headquarters was a new development. The corps was a self-sustaining formation containing several infantry divisions plus cavalry and artillery. Older-style armies did not have permanent division or corps organization.*

In most cases Officers are generals of Corps Level. Regardless of the size of their Formation, all Officers function in exactly the same manner. Officers may only affect Combat Units which are subordinate to that Officer. In the rules dealing with Command and Reorganization, Combat Units will be referred to as belonging to the Formation designated on the Officer's counter. All the Combat Units which bear that Officer's Command Designation in an army, are "subordinate to," or "belong to" the same Formation.

### 3.6 How Leaders Enter the Game

Some Leaders begin set-up on the map; others enter the game as reinforcements. All reinforcement Leaders should be placed on the reinforcement track and enter with Combat Units of their Formation (unless specified otherwise) at the appropriate time.

**3.61 Replacement Leaders:** If a Leader is captured, use the captured Leader's counter to represent the new replacement Leader. Make a note of each such replacement Leader, reducing his Initiative and Command Radius by one. Replacement Leaders may not themselves be replaced.

### 3.7 How Leaders Move

Leaders move during the Friendly Movement Phase, paying Movement Point costs shown for cavalry-type units on the Terrain Effects Chart. Leaders may freely enter and exit hexes in Enemy ZOCs that are Friendly-occupied. Leaders may never voluntarily enter an unoccupied Enemy-controlled hex, nor may they enter hexes occupied by Enemy Leaders or Combat Units.

**3.71 How Leaders Stack:** There is no limit to the number of Friendly Leaders that may occupy a hex. A hex could contain any number of Friendly Leaders.

**3.72 Movement Bonus:** Combat Units stacked with an Officer or Commander can increase their Movement Allowance by one extra Movement Point if they do not begin the Movement Phase within two hexes of an Enemy Combat Unit.

### 3.8 Leaders and Combat

Leaders have no Combat Strength, nor do they project a Zone of Control. Thus, by themselves Leaders neither participate in combat, nor hinder in any way the movement of Enemy Combat Units. Leaders are not affected by the Combat Results on the CRT, though they may participate in a retreat or advance of Combat Units with which they are stacked.

**3.81 Capture of Leaders:** If at any time in the Game-Turn a Leader, not stacked with Friendly Combat Units, is in an Enemy-controlled hex a die is rolled for that Leader. On a die roll of "1" or "2" the Leader is

considered to be captured and is removed from play. On any other result the Leader in question escapes and is placed with the nearest Friendly Combat Unit not in an Enemy Zone of Control. (The Leader may go to a Friendly Combat Unit in Enemy ZOC if there is no Friendly Combat Unit within seven hexes not in Enemy ZOC.)

Leaders who are neither stacked with, nor adjacent to a Friendly Combat Unit cannot "escape" if they find themselves completely surrounded by Enemy Combat Units or Enemy ZOCs.

**3.82 Leaders in Advance After Combat:** All Combat Units stacked in a hex with a Leader may advance after combat. Infantry units that are Demoralized or out of Command may still never advance after combat, regardless of the presence of a Leader.

## 4.0 COMMAND

*To be most effective a Commander must know how to delegate authority, making use of the sketchy Command Structure available to him. Armies had grown beyond the ability of one man to personally control them. Command Capacity is thus not simply a measure of Generalship, but of an ability to keep control over his administration, and through it, the corps officers; to perceive his proper role in the administrative structure. To be really good, though, this was not enough. He must be able to coordinate two or three corps toward an ultimate goal--to fix his current surroundings in his mind's-eye from a vantage-point similar to the Game Player's. Napoleon often sought higher ground increasing his sphere of real vision to about seven hexes.*

### 4.1 General Rule

Command originates with Commanders and is traced to any Combat Unit(s) or Officer. Officers may pass-down Command to the individual Combat Units in their Formations. Officers beyond Command Radius may try to use Initiative to place their own Formations in Command. Combat Units (or Integrated Stacks) out of Command may still try to move under their own Initiative Rating.

Commanders have Command Capacity. The Command Capacity Rating of a Commander indicates the number of entire Formations that may be put in Command via the Formations Officers, and the number of individual Combat Units or Integrated Stacks which may be commanded directly by that Commander.

### 4.2 Procedure

During the Command Segment, the Phasing Player must determine the Command status of all his Combat Units, and mark all those which are not in Command. This Command status endures throughout the entire Player-Turn. A Combat Unit is in command if it is within the four-hex "Command Radius" of a Commander whose Command Capacity is not exceeded, or if it is within three hexes of its own Officer, who is also in Command. An Officer is in Command if within the Command Radius of a Friendly Commander whose Command Capacity is not exceeded, or if he successfully rolls for Initiative in the Command Phase.

### 4.3 Tracing Command

The Command Radius from Commander to Officer is 4 hexes. The radius in hexes is counted exclusive of the Commander's hex into the hex occupied by the Officer or Combat Unit being Commanded. Command may never be traced into or through:

- 1) an Enemy controlled hex which is unoccupied by Friendly Combat Units, or;
- 2) Enemy occupied hexes, or;
- 3) terrain prohibited to cavalry. (Command Radius may originate or terminate in terrain prohibited to cavalry).



## 6.2 Initiative Movement Procedure

During the Player's Command and Reorganization Phase he determines which of his Formations are in Command; Officers not in Command may roll at this time for Initiative. All Combat Units, Integrated Stacks, and Officers not in Command are marked as usual. During the Player's Movement Phase, he rolls the die once for each individual Combat Unit or Integrated Stack out of Command which he wishes to move. A successful Initiative die roll is a result equal to or less than the Initiative Rating. If it is higher, the Force may not move that segment.

## 6.3 Effects of Demoralization on Initiative

If a Combat Unit, Integrated Stack, or Formation is Demoralized at the time of its roll for Initiative, its Initiative die roll is increased by one.

## 6.4 Unsuccessful Initiative Die Roll

If an unsuccessful Initiative Die Roll is made for a Combat Unit, Integrated Stack, or Formation, it may not subsequently be placed in Command.

*NOTE: This is impossible in any case because of the Sequence of Play.*

## 7.0 INTEGRATED STACKS

An Integrated Stack is defined as a stack of Combat Units in a hex which bear the same Superior Designation. The Superior Designation for most Combat Units is their Divisional Identification Number. However, for French cavalry and for all Russian units, it is their Infantry Corps or Cavalry Corps designation. Note that many Combat Units have unique Superior Designations, which means they may never constitute an Integrated Stack.

### 7.1 Effect on Stacking

The normal stacking limit of two Combat Units may be increased to three if all three Combat Units have the same Superior Designation (regardless of whether they are in Command or not).

### 7.2 Effect on Initiative

Integrated Stacks may attempt to move under their own higher Initiative Ratings (see Campaign Game Rule 6.13).

### 7.3 Effect on Command Capacity

An Integrated Stack counts as a single Combat Unit against a Commander's Command Capacity. Thus, one Integrated Stack may be placed in Command for each point of a Commander's Command Capacity, in addition to an equal number of Officers and their Formations.

### 7.4 Effect of Artillery

Artillery units never count as part of an Integrated Stack.

## 8.0 REORGANIZATION

*In the era before Clausewitz the aim of the battlefield general was not to slaughter enemy troops but to destroy the cohesion of enemy units. It was only through close supervision by the Officers that the average soldier could be kept in an exposed location on the open battlefield. Thus, without a functioning hierarchy most units simply dispersed their manpower seeking shelter until the battle's end. A unit that is "eliminated" has exceeded its "Coherence Value," and has not necessarily been wiped out. Rarely outside of prepared positions would units remain exposed to fire long enough to suffer very heavy casualties. Between opposing formations the decisive moment was in the blink of an eye. Consider the following comment by Napoleon.*

*"Two armies are two bodies that meet and endeavor to frighten each other, a moment of panic occurs, and that moment must be turned to advantage. When a man has been present in many actions, he distinguishes that moment without difficulty." - Napoleon Ier*

*Therefore the proportion of losses among Officers was excessive. Those surviving have an opportunity, once they get themselves sorted out, to reorganize the troops they can find. Reorganization reflects the ability of an army to round up stragglers and return previously "destroyed" formations to the field.*

## 8.1 General Rule

All Combat Units are two sided (with a few exceptions). All information on both sides is identical with the exception of the Combat Strength. The front side of the counter shows the Combat Unit's higher Combat Strength (its full strength); the back shows the Combat Unit's weaker Combat Strength (its Reduced Strength). In the Campaign Game Rules, full strength units that are eliminated in combat may later be Reorganized at their weaker strength.

Combat Units which were not surrounded by Enemy units and/or Enemy ZOCs when they suffered an "Ae," "De," or "Ex" result can be Reorganized. Combat Units eliminated because they were unable to retreat are never available for Reorganization.

Reorganizing units is a Command activity of Leaders. Officers are limited to Reorganizing Combat Units of their own Formations. Commanders may Reorganize any Friendly Combat Unit. In order to Reorganize Combat Units, certain conditions must be met (see Campaign Game Rules 8.21 and 8.22 below).

## 8.2 Procedure

Players should separate their eliminated units into two groups: one of which is made up of Combat Units Available For Reorganization; the other is for Permanently Destroyed Combat Units. When a full strength Combat unit receives an "Ae," "Ex," or "De" result in Combat, it is available for Reorganization. The first such Combat Unit of each Formation is a Casualty Level marker placed on the Casualty Level track, and is the last Combat Unit Reorganized.

A Combat Unit with a Combat Strength of 1 or a Combat Unit with no valid line of retreat (due to the presence of Enemy units, ZOCs or prohibited terrain) which receives an "Ae," "Ex," or "De" or any retreat result, is Permanently Destroyed and ineligible for Reorganization. A Reorganized Combat Unit that is subsequently eliminated for any reason is also Permanently Destroyed.

Combat Units Available for Reorganization must remain out of play until the next Night Turn (*EXCEPTION: see Campaign Game Rule 8.25*). They may then be Reorganized during any Reorganization Segment. To Reorganize a Combat unit, simply place that Combat Unit (Reduced Strength side up) in the same hex as the Officer of that Combat Unit's Formation, or in the same hex as any Commander. If during the Reorganization Segment the Leader is stacked with other Friendly Combat Units, these may be displaced (as by Combat) by two Combat Units being Reorganized.

**8.21 Proximity of Enemy Combat Units:** Non-French Leaders within 10 hexes of an Enemy Combat Unit may not attempt Reorganization of Friendly Combat Units. For French Leaders the distance is 7 hexes.

**8.22 Effects of Reorganization on Command:** An Officer need not be in Command to Reorganize Combat Units. A Leader attempting Reorganization may not transmit Command to Officers or Combat Units;

he loses all ability to provide/transmit Command for that Player Turn. The Combat Units of an Officer's Formation may attempt to move by rolling for individual (or Integrate Stack) Initiative during the Movement Phase. They attack and defend normally.

**8.23 Limits:** No more than two Combat Units may ever be Reorganized by a single Leader in any given Command/Reorganization Phase. If there are Combat Units already in the hex with the Leader in question these units may be displaced as per retreat after combat (see Standard Game Rule 9.3).



**8.24 Effects of Demoralization on Reorganization:** When a Player attempts Reorganization of a Demoralized Combat Unit, that Player must roll a die once each Reorganization Segment. If the die roll is greater than the Initiative of the Combat unit's Officer, it is not Reorganized but Permanently Destroyed and no longer available for Reorganization (even if the Reorganization attempt was by a Commander). If the die is less than or equal to its Officer's Initiative, the Combat Unit(s) are Reorganized normally. A Leader who fails at Reorganization may not attempt to Reorganize other Combat Units in the current Command/Reorganization Phase.

**8.25 Cavalry and French Guard Reorganization:** All cavalry and any French Guard units are available for Reorganization by their respective Officers after one complete Game-Turn in the Units Available for Reorganization box.

**8.26 Reorganized at Start:** In some scenarios, some Combat Units begin the game already Reorganized and set up at Reduced Strength.

## 9.0 DEMORALIZATION

*The larger formations in the game were subject to the same organizational brittleness as the brigades and divisions. Therefore, once things begin to look bad for a corps, it becomes unresponsive to instructions other than strictly self-preservatory ones. To bring about this condition was the ultimate objective of the battlefield general (although only the best were fully aware of it) and through the disordering of small-unit organization at selected points, to cause a "morale crisis" throughout the enemy army.*

### 9.1 General Rule

In the Campaign Game Rules, Demoralization procedures differ from Demoralization in the Standard Game Rules in that the Formations are Demoralized individually within that army. All the Combat Units of a

particular Formation will be Demoralized if losses to that Formation equal or exceed the Demoralization Level for that Formation, indicated on the Casualty Level track.

### 9.2 Procedure

When the full Combat Strength total of Combat Units belonging to a given Formation in both the Permanently Destroyed and Available for Reorganization boxes equals or exceeds that Formation's Demoralization Level, the Combat Units of that Formation become Demoralized. Demoralization is signified by flipping over that Formation's Officer counter at the instant that the losses equal or exceed his Formation's Demoralization Level.

### 9.3 Demoralization Levels

Demoralization Levels are shown in the Exclusive Game Rules and on the Casualty Level Track. When the first Combat Unit of a Formation is destroyed due to combat, it is placed on the Casualty Level Track in the position corresponding to its full Combat Strength. As other Combat units of the Formation are destroyed they are placed in the appropriate box (Available or Permanently Destroyed) and their full Combat Strength is added to the Formation's Casualty Level. As Combat Units are Reorganized by Leaders, their full Combat Strength is subtracted from this level.

**9.31 Recovery from Demoralization:** A Formation may recover from Demoralization by Reorganizing its Available Combat Units, thereby reducing the Casualty Level. When, through Reorganization, the Casualty Level is below the Formation's Demoralization Level, the Combat Units of the Formation are no longer Demoralized. The appropriate Officer is returned to a face-up position and the Combat Units of his Formation function normally.

**9.32 Effects of Demoralization:** The effects of Demoralization are as follows:

- 1) All Initiative die rolls by the unit are increased by one.
- 2) Demoralized infantry units may not advance after combat.
- 3) Demoralized Combat Units and Officers may not be given March Orders.
- 4) Combat Units that are Demoralized and which attempt Reorganization may be Permanently Destroyed if the attempt is unsuccessful (see Campaign Game Rule 8.24).

**9.33 Proximity of Demoralized Formations:** The Demoralization Level of a Formation whose Officer is within five hexes of one or more Friendly Demoralized Officers is lowered by two Combat Strength Points. This determination is made during the Reorganization Segment of the Player Turn. If there are any Friendly Demoralized Officers within five hexes of Friendly undemoralized Officers, check the Casualty Level of the undemoralized Officers' Formations; subtracting two Strength Points from the Level shown. If losses exceed that Formation's modified Demoralization Level, the units of that Formation are Demoralized and the Officer is inverted to indicate that fact. This can cause a chain reaction if there is another Friendly undemoralized Officer within five hexes of the newly Demoralized Formation.

**EXCEPTION:** Demoralized French Cavalry Corps Formation never affect other French Formations' Demoralization Levels, nor are they themselves affected by proximity of Friendly Demoralized Formations. They are only Demoralized by combat losses that exceed their printed Demoralization Level.

## 10.0 SUPPLY

The supply rules are fairly simple in the game system but do reflect the need to maintain a clear line of supply to the rear.

## 10.1 General Rule

Supply lines are checked during Night Turns only. A line of supply is a series of contiguous hexes of any length from Combat Units to the map edge. The first segment of this line leads from each individual Combat Unit to a Road or Trail hex. This segment may be no more than 5 hexes, with any passable terrain hex counting as one hex. The segment made up of Road and/or Trail hexes must continue the line for any distance to a Friendly Supply Source. Supply lines are blocked in hexes occupied by Enemy Combat Units. Enemy Zones of Control do not block supply. Combat Units that cannot trace a line of supply are considered out of supply.

**10.11 Out of Supply Effects:** Out of Supply Combat Units are Demoralized and remain so until the next Night Turn supply check. Make a note of which individual Combat Units are Demoralized due to being out of supply.

## 10.2 Supply Sources

Supply Sources may be designated on the map by a symbol or simply specified in a game's Exclusive Games Rules.

## 11.0 OPTIONAL CAMPAIGN RULES

Any or all of the following rules may be used at the Players' option. Players should use these if playing the Grand Tactical Game Rules as well.

### 11.1 Cavalry Options

*Cavalry was especially well-suited to delaying and screening actions. Massed cavalry actions tended to become uncontrolled and ultimately wasteful.*

**11.11 Retreat Before Combat:** Any attacking or defending cavalry or horse artillery unit which starts a Combat Phase in an Enemy-controlled hex, and is not adjacent to Enemy cavalry units, may voluntarily retreat before the die is thrown, automatically choosing an "Ar" result (if attacking) or "Dr" result (if defending) as in Standard Game Rule 9.1). This retreat is completely optional, and a Player is never forced to retreat before combat. This special retreat does count towards fulfilling any obligation to attack an Enemy unit, but does not give the Enemy Combat Units the option to advance after combat.

**11.12 Impetus and Control:** In any combat situation in which cavalry units have the option to advance after combat, a die must be rolled. On a roll of "1" or "2" the Player maintains control and may act as he sees fit. On a die roll of "3" or "4" the Player loses all options to advance after combat. On a roll of "5" or "6" one cavalry unit must advance after combat. Any advance after combat must be in accordance with all restrictions listed in Standard Game Rule 9.3.

*NOTE: If playing the Grand Tactical Game Rules, Players instead roll during movement for each cavalry unit within its Movement Allowance of a hex which it may legally charge, regardless of its Command status. Substitute "Charge one hex of the Player's choice" for "Advance After Combat" in the second sentence of the text above.*

### 11.2 Leader Options

*The following options recreate the foibles and advantages of "the man on the spot".*

**11.21 Commander Late Start:** If any Commanders are affected by this rule, they will be listed in the Exclusive Game Rules. At the beginning of the first daylight Game-Turn of each day, all affected Com-

manders are flipped over, and may not move or place Officers or Combat Units in Command until awakened. Commanders awake on any of these conditions:

1) A die roll of "1" (only) rolled for each Commander during the friendly Command/Reorganization Phase.

2) An awakened Commander moves into or through the hex occupied by a sleeping Commander; beginning on the next Game-Turn the sleeping Commander is automatically awake.

3) Any Enemy Combat unit attacks a Friendly Combat Unit; this automatically awakens all Friendly Commanders within 10 hexes of the combat.

*NOTE: Prior to 1812 this rule will affect only non-French Commanders. From 1812 on, the French Commanders were the ones losing the stamina that comes with a belief in ultimate victory.*

**11.22 Leader Advance Advantage:** Normally, in the Standard Game Rules, only one Combat Unit may advance after combat. With the following optional rule, if a Leader is stacked in a hex with two Friendly Combat Units - both of which are eligible for advance after combat - then the entire stack may advance. If both Combat Units advance the Leader that is stacked with them must also advance.

### 11.3 Off Map Reorganization

Players may Reorganize Combat Units off the map but only off map-edges through which the army to which they belong traces its supply line to. The Phasing Player moves the Formation's Officer to a map-edge hex and then to where the next hex would be. The Officer may not be attacked, etc., while off map. After all Available Units for Reorganization do so, they must enter the map from the location of the off-map Officer. If the nearest Enemy Combat Unit is six to nine hexes from the entry hex, the Reorganized Combat Units and Officer must expend two additional MPs to enter the map. If an Enemy Combat Unit is within five hexes of the entry hex, the Officer may first be shifted (while still off-map) up to two hexes to either side. This will cause the re-entering Friendly Combat Units to expend all of their Movement Allowance to enter the map, moving no further than the first hex. If there is no entry hex free of Enemy ZOCs, the Player may delay the entry of the Reorganized Combat Units by one turn and shift the Formation's Officer up to six hexes farther along the map edge.

### 11.4 Guard Unit Repulse

If any Guard units (as defined in the Optional Exclusive Game Rules) suffer any adverse Combat Results (Ae, Ar, Ex) during any Friendly Combat Phase, the Demoralization Level of all Formations of their nationality within five hexes are immediately and permanently reduced by one third, rounding off in favor of the owning Player.

*EXCEPTION: Regardless of the Combat Result, if the attack by the Guard units in question raises the opposing Formation to its Demoralization Level, then the attacking player's Demoralization Levels are not reduced.*

### 11.5 Staking the French Old Guard

Once in any Campaign Game scenario, the French Player may declare he is "Staking the Old Guard" and declares a "Guard Assault." Any attack by any of the Old Guard units listed in the Optional Exclusive Game Rules that are included in that combat, will increase the combat odds by one column, in addition to any other modifiers. The French Player may launch as few or as many different Guard Assaults as he can during this turn with his Old Guard infantry units. However, multiple Guard Assaults also increases the likelihood of a repulse (see Optional Campaign Game Rule 11.4 above).

# GRAND TACTICAL RULES

## Napoleon at Leipzig System

### 1.0 INTRODUCTION

*Throughout the Napoleonic Wars, the enemy Coalition commanders were notoriously undisciplined, with their national loyalties and policies often in conflict. They virtually ignored direction from a higher quarter, while the more unified French still had the communication problems of time delay, distance, and clarity of orders. The Grand Tactical Game considers the necessity of expressing, concisely, whether a Formation is to attack, withdraw, hold in place, or march. Further rules elaborate on the advantages of the different arms.*

The Grand Tactical Game requires the use of all rules, both regular and optional from the Standard and Campaign Game Rules.

**EXCEPTION:** *The Combined Arms benefit in the Standard Game (Optional Rule 11.1) may not be used in the Grand Tactical Game. Instead, Players must use the Cavalry Charge Rules (see Rule 5.0 in the Grand Tactical Game) to achieve the same effect.*

In case of contradiction, the Grand Tactical Rules supersede the Standard and Campaign Game Rules.

### 2.0 SEQUENCE OF PLAY ADDITIONS

The Grand Tactical Game Sequence of Play differs from that of the Campaign Game by the addition of activities in the Command Phase, and a Cavalry Charge Segment during the Player-Turn, as follows.

#### 2.11 The First Player-Turn:

##### A. Command and Reorganization Phase

1) Reorganization Segment: Same as the Campaign Game.

2) Command Segment: Same as the Campaign Game except during the Command Phase each Player also gives one of five Orders to each of his Commanders.

##### B. Movement Phase

1) Command Movement Segment (same as Campaign Game).

2) Individual Movement Segment (same as Campaign Game).

3) Charge Segment: During this segment the Player executes the Cavalry Charge procedure, which allows his cavalry to enter and possibly remain in Enemy-occupied hexes during his Combat Phase.

##### C. Combat Phase

Same as the Standard Game

**2.12 The Second Player Turn:** The Second Player repeats rules 2.11 A, B, and C, above.

### 3.0 ORDERS

The Player must issue Orders to all his Commanders. Orders are issued during the Command Phase. There are Orders for Attack, Ordinary, Hold, Withdraw, and March, each with different requirements.

#### 3.1 Procedure

The five possible Orders are shown on each Commander's Order Display. During the Command Segment, the Player may move the Current Capacity Marker to indicate any new Order, or he may choose to leave the Commander's Order unchanged. Orders are considered to

originate with each side's Commander-in-Chief, and travel the shortest path free of Enemy Combat Units or their ZOCs. If a Commander is beyond ten Movement Points, the change is delayed for one turn, two turns if beyond twenty Movement Points, etc.

Austrian  
Capacity

#### 3.2 Order Display

For each Commander in the game (except Napoleon, if present) there is a display for recording the Order assigned to that Commander. During set-up, the "Current Capacity" Markers are placed freely in one of the five numbered boxes on each Commander's Order Display to designate the current Order. The Player may change an Order during his Command Segment. Orders remain in effect until changed.

#### 3.3 Effects of Orders on Units

The Order given to a Commander defines exactly how the Forces receiving Command from that Commander may move, attack, and advance or retreat after combat. These restrictions do not affect Forces moving under their own Initiative.

**3.31 Voluntary Retreat Results:** If permitted by the current Order for his Combat Units in that combat, the Phasing Player may resolve combat by taking a voluntary "Ar" result instead of rolling the die. If the current Order permits, and his Combat Units are at least equal in Combat Strength to the attacking Force, the non-Phasing Player may take a voluntary "Dr," if the Phasing Player has not exercised this option. Demoralized Forces are not permitted to take a voluntary retreat.

**EXCEPTION:** *Demoralized status does not prevent cavalry from taking a voluntary retreat. Cavalry may not voluntarily retreat if opposed by Enemy cavalry (see Campaign Game Optional Rule 11.11).*

#### 3.4 Definitions of Orders

The following descriptions detail how each Order may be used.

**3.41 Attack (Box 1):** Moving Forces move normally and may enter Enemy ZOCs. Combat Units starting their Movement Phase in an Enemy ZOC may move directly to the next Enemy ZOC. Combat Units given an Attack Order may not take a voluntary retreat result.

**3.42 Ordinary (Box 2):** Moving Forces move normally and may enter Enemy ZOCs. They must attack adjacent Enemy Combat Units and may not voluntarily retreat (except cavalry).

**3.43 Hold (Box 3):** Moving Forces move normally. They may not enter Enemy ZOCs. Forces given a Hold Order are not required to attack adjacent Enemy Combat Units. However, if they attack, all Enemy Combat Units adjacent to attackers must be attacked. They may not advance after combat, but may take a voluntary retreat result.

**3.44 Withdraw (Box 4):** Moving Forces move normally. They may not enter Enemy ZOCs. All Combat Units that begin their Movement Phase in an Enemy ZOC must take an automatic "Ar" result during the ensuing Combat Phase. If they have no retreat open to them, they attack normally instead but may not advance after combat.

**3.45 March (Box 5):** Moving Forces must move by the shortest route (in terms of Movement Points) to a Town or Chateau hex nominated as their objective. Forces with March Orders receive a bonus +1 Movement Point per turn. They must continue moving toward the objective in subsequent Game Turns. If in Command, they may be given other Orders or a new objective before reaching the original objective. Upon reaching their objective they may move anywhere within three hexes of it without a new Order. March Orders are canceled if and when the Force passes within three hexes of an Enemy Combat Unit.



## 4.0 ARTILLERY

Artillery relied for its devastating effect on the ricochet--the glancing rebound of cannonballs which could clear lanes through deep formations. An attacking formation in line or skirmish order did not present so inviting a target. This type of formation could not safely be used where defending infantry was also present. At short ranges, artillery employed canister fire, reserved for situations of extreme danger to the gunners. It was most effective at ranges of less than half a hex (100-200 meters). Accuracy was obviously greater at such short range.

### 4.1 Artillery And Enemy Overconcentrations

Artillery units attacking (by themselves or with other Friendly Combat Units) or bombarding a hex containing ten or more infantry Combat Strength Points subtract 1 when rolling on the Combat Results Table. This rule has no effect if defending or using canister (see Rule 4.31).

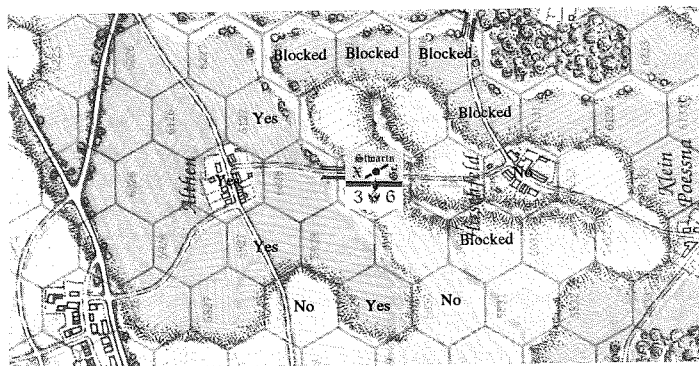
### 4.2 Plunging Fire

To simulate the aspect of long range plunging fire, artillery units on heights conducting bombardment attacks, do not suffer a Combat Strength decrease. Instead, their Combat Strength is increased by 2 in that bombardment attack. Thus, a properly positioned artillery unit with a Bombardment Strength of 2 would have it increased to 4.

**EXCEPTION:** An artillery unit with a Combat Strength of 1 is increased to 2 only.

**4.21 Restrictions on Plunging Fire:** In order to receive the extra Combat Strength, the firing artillery unit must be on a Slope hex adjacent to a Slope hexside (upslope) and the target hex must be a Gully hex. In addition this benefit applies only if the artillery is bombarding.

**EXAMPLE:** Each hex below is labeled as to whether the extra Combat Strength is received if bombarding from the occupied hex.



### 4.3 Artillery Units In Defense

Artillery alone in a hex defends against Enemy infantry or cavalry with a Combat Strength of 1. If the artillery is stacked with Friendly infantry or cavalry, its Combat Strength is not reduced.

**4.31 Canister Fire:** To simulate the effects of canister, in combats where artillery units are attacked by Enemy infantry (with or without other Friendly or Enemy Combat Units involved) the defender may attempt to "convert" the final result. After the Combat Result die roll is thrown, but before the result is applied, the defender rolls the die again for each artillery unit. If the result of this die roll is less than or equal to the printed Combat Strength of the artillery unit(s) under attack, the result is converted into a less harsh one: De becomes Dr, Ex becomes Dr, and Ae becomes Ar, for all the affected Combat Units in the hex.

**EXCEPTION:** Canister fire cannot be used against Enemy Combat Units attacking across a Crest hexside.

**EXAMPLE:** Attacking Enemy infantry roll a De (Defender Eliminated) against an artillery unit whose Combat Strength is 4. On a second die roll of 1 to 4 the result becomes a Dr (Defender Retreat).

## 5.0 CAVALRY CHARGES

The Cavalry Charge rules demonstrate the effects of infantry formations. When attacked by cavalry, infantry was forced to form "squares" (self-supporting but practically immobile formations which were proof against cavalry but vulnerable to artillery and infantry).

### 5.1 General Rule

In addition to making conventional attacks, a cavalry unit (including horse artillery) may make a special "Cavalry Charge" attack against Enemy infantry and artillery units, which is resolved on the Cavalry Charge CRT. If conducting a Cavalry Charge, the target hex must also be attacked during the regular Combat Phase by other Friendly Combat Units. A cavalry unit may not make a Cavalry Charge and a conventional attack during the same Player-Turn.

### 5.2 Procedure

During the Movement Phase, a single charging cavalry unit may exit or move through an Enemy ZOC directly into an Enemy-occupied hex it wishes to charge. (Do not count Enemy Combat Units for stacking purposes.) During the Charge Segment the Cavalry Charge combat is resolved using the Cavalry Charge CRT (only). Simply subtract the cavalry unit's Combat Strength from the Combat Strength of the Enemy Combat Units being charged; the difference (usually a negative) is the Differential found on the Cavalry Charge CRT. Charge Differentials of "0" or greater are resolved on the -1 column. Remember, Cavalry Charges against a given target hex may be made only during the same Player-Turn as conventional attacks on the same hex by other Friendly Combat Units (which may include non-charging cavalry units).

### 5.3 Cavalry Charge Restrictions

Only one Cavalry Charge by one cavalry unit may be made against a given hex in one Combat Phase. Cavalry may not charge Enemy Combat Units in Forest, Town or Chateau hexes. Infantry and artillery may not participate in Cavalry Charges (only in the follow-up conventional attack). Cavalry units may charge hexes containing Enemy cavalry units. Demoralized cavalry units may **not** conduct Cavalry Charges.

### 5.4 Cavalry Charge Results

The results of a Cavalry Charge are either Elimination or Overrun. On an Elimination Result, the cavalry unit is simply eliminated. On an Overrun result the Friendly cavalry unit involved remains in the Enemy-occupied hex with the Enemy Combat Unit(s) being charged to await the results of the follow-up conventional attack.

No Enemy ZOCs extend into a hex that is successfully Overrun, though the charging cavalry unit's ZOC projects out into all surrounding hexes as it would normally. In the upcoming conventional attack during the Combat Phase, the retreat route of the Enemy Combat Unit(s) being Overrun is considered cut off. The charging cavalry unit may not add its Attack Strength to the follow-up attack, but the follow-up attack is credited with cavalry for purposes of receiving the Combined Arms odds column shift bonus if both infantry and artillery units are present too. If the result of the subsequent combat is Dr, De, or Ex, all Enemy Combat Units are removed from the charged hex, and the charging cavalry unit remains in the hex. In addition, one of the attacking Combat Units may advance after combat into the hex as usual. On an Ex result, the charging cavalry unit is counted first towards the Exchange.

If the Cavalry Charge result is Overrun, but the result of the follow-up attack is other than Dr, De, or Ex (i.e. fails to dislodge the Enemy Combat Units being charged), the charging cavalry unit is eliminated instead after the follow-up attack. Opposing Combat Units may never end the Combat Phase stacked together.

# EXCLUSIVE RULES

## Napoleon at Leipzig

### 1.0 INTRODUCTION

*In the fall of 1813, Napoleon was in a perilous situation. Four great armies of Austria, Prussia, Russia, and Sweden (the "Coalition"), were converging upon Leipzig. The French were forced to fight over the environs of the town, hemmed-in on all sides in a position which Marshal Marmont described aptly as lying "at the bottom of a funnel." Despite their overall inferiority in numbers, the French benefited from their central position in the midst of the strung-out Coalition columns marching toward them, affording them the opportunity to concentrate on interior lines and redeploy to face successive threats.*

### 1.1 Game Equipment Inventory

A complete game of *Napoleon at Leipzig* includes the following:

- Game Map in two 22" x 34" sections.
- A 20 page Rules Folder containing the Standard, Campaign, Grand Tactical, and Exclusive Rules (this Folder)
- Study Folder of 30 pages, including Set-up Tables
- One and 1/2 sheets of die-cut counters: 360 pieces
- Game Box
- One six-sided die

If any of these parts is missing, or if you have questions, write to:

Customer Service  
CLASH OF ARMS GAMES  
The Byrne Building, #205  
Lincoln and Morgan Sts.  
Phoenixville, PA 19460

### 1.2 The Game Map

The Game Map comes in two 22" x 34" sections; the map should be placed together with the print reading the right way on each, and with section S overlapping section N. In the rules, each hex number is followed by a letter-code: S for South and N for North.

*EXAMPLE: Wachau is hex 4610S.*

### 1.3 The Playing Pieces

The French Army is made up of:

- French Line units - Medium blue with a red belt
- French Guard - Dark blue with gold facings

The French Empire was composed of many nationalities, among whom were many:

- Germans - Light blue with dark blue facing
- German cavalry - White with dark blue facing
- Italians - Gray with a gold/green belt
- Poles - Crimson with a gold belt

The Coalition is made up of:

- Austrians - White with various facings
- Austrian III Corps - Light green with a green belt
- Swedes - Dark blue with yellow facing
- Prussians - Light blue with a medium blue belt
- Prussian Gde. - Dark blue with red facing
- Russians - Dark green with various facings

### 1.4 Game Scale

Each hexagon (hex) represents 480 meters of actual terrain from side to side. Each Combat Strength point represents between 350 and 800 men or one battery (six to fourteen guns). The Game-Turns are identified by 24-hour nomenclature, representing between one and three hours.

## 2.0 SUPPLY AND COMMAND EXCLUSIVE RULES

The following Exclusive Supply and Command rules are particular to the game, *Napoleon at Leipzig*, only.

### 2.1 Supply Sources

All French Supply is traced to any western mapedge hex south of 1124N (inclusive) or north-eastern mapedge hex between hexes 4010N and 6923N. All Coalition Supply is traced to any southern mapedge hex, eastern mapedge hex south of 6923N, or northern mapedge hex west of hex 4010N.

### 2.2 Late Start

If playing with the Campaign and/or Grand Tactical Game Rules, all French Commanders (only) are subject to this rule (see Campaign Game Rule 11.21) It is not an optional rule in *Napoleon at Leipzig*.

### 2.3 French Commanders

*Many of Napoleon's Marshalate lacked the skill and talent of their mentor. Marshal Ney never quite recovered from the Russian Campaign of 1812. He showed increasing signs of disordered thinking, compensated for with acts of personal impetuosity. He did often abandon his command post and place himself in the midst of the fighting. As for Murat, besides his growing doubts and ambivalence about furthering Napoleon's cause, his brilliance was limited primarily to the employment of cavalry. Therefore, if playing with the Campaign and/or Grand Tactical Game Rules, the following special rules apply to Ney and Murat.*

**2.31 Marshal Murat:** Murat may count each French Cavalry Corps Formation as one-half against his Command Capacity; similarly each individual cavalry unit counts as one-half. If the cavalry is Demoralized, it counts as one. Thus, he may Command twice as many cavalry Formations or Combat Units as infantry.

**2.32 Marshal Ney:** If Ney is given an Attack Order, his Command Radius is reduced to two hexes and no units beyond this distance may be placed in Command. Any Combat Units stacked with Ney at this time, however, receive a favorable die modifier of plus-one (or minus-one) in any combat that they are involved (French Player's discretion), artillery bombardment excepted.

### 2.4 Commanders-in-Chief

If playing the Grand Tactical Game, Napoleon is the French Commander-in-Chief. Schwarzenburg is the Coalition Commander-in-Chief. It is assumed that the Monarchs present with Schwarzenberg send his Orders along to the other Coalition Commanders.

## 3.0 EXCLUSIVE TERRAIN RULES

The following Exclusive Terrain rules are particular to the game, *Napoleon at Leipzig*, only.

### 3.1 Effects of Terrain on Movement

The basic cost to enter a hex is one Movement Point. The actual cost to enter a given hex may be more or less, depending upon the terrain in the hex, on the hexside being crossed, and the Combat Unit type.

Terrain Type	Movement Points (MPs) to Enter or Cross
Slope Hex	1 MP (otherwise considered a Clear terrain hex)
Gully Hex	1 MP (otherwise considered a Clear terrain hex)
Forest Hex	Cavalry/Horse Artillery: 4 MPs. All others: 2 MPs
Slope Hexside	No effect on movement.
Crest Hexside	No additional MPs to cross
Road Hex (has trees beside it)	1/2 MP if entered through Road; otherwise treat the same as other terrain in hex
Trail Hex (no trees beside it)	1 MP if entered through Trail hexside; otherwise treat the same as other terrain in hex
Chateaux Hex/ Fortified Town	2 MPs
Town Hex	1 MP
River Hexside	May only cross at Bridges.
Stream Hexside	+2 MPs additional to cross.
Bridge Hexside	No additional MP cost.
Swamp Hex	May only enter on Road or Trail.

A Combat Unit or Leader that moves from one hex to an adjacent hex along a Road or Trail pays only the Road or Trail cost, regardless of other terrain in the hex. All River or Stream hexsides crossed by Roads or Trails are considered Bridge hexsides. Combat Units and Leaders may only cross Rivers at Bridges. Stream hexsides without Bridges may be crossed at a cost of two additional Movement Points. Terrain effects are cumulative for movement.

*EXAMPLE: If an infantry unit crosses a Stream hexside into a Gully terrain hex, the cost for that move is three Movement Points.*

### 3.2 Effects of Terrain on Combat

Defending Combat Units may have their Combat Strength tripled, doubled or halved, depending on the character of the terrain. Attacking Combat Units may have their Combat Strength halved, depending on the terrain of the hex under attack or of the hexside through which they are attacking. When halving strengths, round fractions up. Terrain effects are not cumulative for combat. A Combat Unit in a Chateau attacked through a Stream hexside is merely tripled.

Terrain Type	Effect on Combat
Slope Hex	No Effect (otherwise treat as a Clear terrain hex)
Gully Hex	No Effect (otherwise treat as a Clear terrain hex)
Forest Hex	Cavalry (only) Combat Strength halved when attacking into or defending in hex.
Crest	No 2 hex bombardment or adjacent canister across
Slope Hexside	No Effect
Road Hex	Depends on other terrain in hex.
Trail Hex	Depends on other terrain in hex.
Chateau Hex/ Fortified Town	Defender tripled and see Exclusive Game Rule 3.4 for other special effects
Town Hex	Defender doubled in hex.
River Hexside	May only attack across Bridges.
Stream Hexside	Defender doubled when attacked exclusively through Stream hexsides
Bridge Hexside	Defender doubled when attacked exclusively through Bridge hexsides.
Swamp Hex	No Effect.

### 3.3 Effects of Terrain on Zones of Control

Zones of Control do not extend across River hexsides; bridged or unbridged. ZOCs do not extend into (but do extend out of) Chateau and Fortified Town hexes.

### 3.4 Chateau and Fortified Town Hexes

Chateau and Fortified Town hexes are areas protected by a strong wall, proof against field artillery, and offer defensive benefits in game terms.

*NOTE: Chateau hexes offer all round defense, Fortified Town hexes (found only in Leipzig) receive benefits only against attacks across the "wall" hexsides. Otherwise treat them as Town hexes.*

**3.41 ZOCs:** Combat Units in Chateau/Fortified Town hexes are not required to attack, but if they elect to attack, then all adjacent Enemy Combat Units must be attacked by some Friendly Combat unit. ZOCs extend out of, but not into Chateau/Fortified Town hexes. Adjacent Friendly Combat Units must attack Enemy Combat Units in this case.

**3.42 Stacking:** Only one Combat Unit (plus any number of Leaders) may occupy a Chateau/Fortified Town hex at the end of any Phase.

**3.43 Combat Effects:** When in Command and occupying a Chateau/Fortified Town hex, defending infantry units (only) receive the following special benefits:

- 1) All Combat Unit Combat Strengths are tripled, and
- 2) Attacks at "4-1" odds or greater are resolved on the "4-1" odds column, and;
- 3) Treat "Dr" results as "No Effect," and;
- 4) Treat "De" results as "Ex".

*EXCEPTION: Defending infantry units receive none of the above benefits other than their Combat Strength tripling if they are currently out of Command or Demoralized.*

**3.44 Bombardment:** Artillery units may never bombard into Chateau/Fortified Town hexes. They may only attack if adjacent.

**3.45 Advance and Retreat after Combat:** Advance after combat into empty Chateau/Fortified Town hexes, and retreat into Friendly-occupied Chateau/Fortified Town hexes, is prohibited. Friendly units may not be displaced out of these hexes.

### 3.5 Exclusive French Army Rules

If playing the Campaign and/or Grand Tactical Game Rules, use the following special Reorganization rules for the French Player.



Step 1



Step 2



Step 3



Step 4

**3.51 The French Guard:** Certain units of the French Old Guard (*Christi, Michel, Rousse, and Rotten*) have two counters, giving four possible strength levels. Each such unit may Reorganize three times instead of only once. Only the one counter reflecting the unit's current Combat Strength is permitted in play.

**3.52 German Allied Troops:** German units of the French Player (if any) may not be Reorganized if the Corps to which they belong is Demoralized.

## 4.0 SMALL SCENARIOS

The Players should choose a scenario from this section, and refer to the set-up for that scenario. Unless specifically modified by the scenario's special rules, all Standard Game Rules are in full effect.

### 4.1 The Set-up Tables

Each Combat Unit and Leader is listed in the Set-up Tables in the Study Folder. Leaders are listed underneath the name of their Formation and the Combat Units in their Formation are listed directly beneath them.

Below the Leader and Combat Unit designations are three columns showing the location of the Combat Unit at three separate times,

corresponding to the start dates of the four scenarios. When playing the Leibertwolkwitz Scenario (see Exclusive Game Rule 4.4), for instance, use information from the first column only (Oct 14th) and ignore the other two set-up columns.

If a unit sets-up on the map at the beginning of a given scenario, there will be a hex number. All such units must be placed on the map before the start of play. If the Combat Unit or Leader has no hex location in the set-up it may appear as a reinforcement, and enter the game on the turn identified. The hex of entry is listed on the Turn Record Track.

## 4.2 Victory Conditions

The Standard Game Victory Conditions are listed in the text of each scenario. (See Rule 13.0 in the Standard Game Rules).

**4.21 Automatic Victory:** If the French Army reaches its Demoralization Level, or if the Coalition Army reaches its Disintegration Level, the opposing Player achieves an automatic victory.

## 4.3 General Scenario Information

The following information is applicable to all scenarios.

**4.31 First Player:** The Coalition Player is always the First Player.

**4.32 Standard Game:** The Players should choose a scenario from the following sections, and refer to the set-up for that scenario. Unless specifically modified by the scenario special rules, or by mutual agreement on optional rules, all Standard Rules are in full effect.

**4.33 Scenario Boundaries:** In certain scenarios a boundary is described for play. This cannot be crossed under any conditions. Units are eliminated if they cross this boundary, for the duration of the scenario it is considered a "mapedge." Units shown to set-up beyond this boundary, or to arrive as reinforcements beyond it, are out of play.

**4.34 Reinforcements:** Use all reinforcements entering the map area in play during the time span of the scenario, as shown on the Turn Record/Reinforcement Track.

**4.35 Demoralization and Disintegration Levels:** These levels must be totaled by keeping eliminated units in a separate place. Unlike the Campaign Game, there is no track for the purpose of recording the Casualty Level. Eliminated units are totaled based on their face-up strength at the beginning of the scenario (unlike in the Campaign Game, when units are always totaled on the basis of their full strength side).

## 4.4 Leibertwolkwitz, 14 Oct. 1813

Set-up all units on the South map in accordance with the 14th column of the Order of Battle in the Study Folder. This scenario begins at 1100 hours on Oct 14th and ends at 1800 hours (8 turns).

### 4.41 Demoralization and Disintegration Levels:

French Demoralization:	30
Coalition Demoralization:	30
Coalition Disintegration:	45

**4.42 Victory Conditions:** On the 14th the Coalition objective was not a decisive battle but a reconnaissance in force. The French orders were simply to hold the line Markleeberg-Wachau-Leibertwolkwitz. The Coalition Player is the only one who receives Victory Points in this scenario. The Coalition Player wins if he accumulates 15 Victory Points in the course of the game. The French Player wins if the Coalition Player has less than 12 Victory Points by the end of the game:

1) The Coalition Player receives 1 Victory Point for each French infantry brigade that moves into a Coalition-controlled hex during any French Player Turn.

2) The Coalition Player receives 12 Victory Points for each of his units that are in any of the following towns at the end of any French Player-Turn: Markleeberg, Wachau, or Leibertwolkwitz.

**4.43 Special Rules:** This scenario is played on the South map only. Any units that are forced to leave the South map are eliminated instead.

## 4.5 Wachau, 16 Oct. 1813

Set-up all units that are to the southeast of the Parthe and Elster Rivers in accordance with the 16th column of the Order of Battle in the Study Folder. This scenario begins with the 0600 Night turn on Oct 16th and ends at 1800 hours (11 turns).

### 4.51 Demoralization and Disintegration Levels:

French Demoralization:	113
Coalition Demoralization:	87
Coalition Disintegration:	131

**4.52 Victory Conditions:** French Player wins if the Coalition Demoralization Level is reached and French losses do not exceed 50 Strength Points. Coalition Player wins by avoiding a French victory.

**4.53 Scenario Boundary:** This scenario is played on parts of both maps. The western boundary of the area in play is the line defined by the Parthe and Elster Rivers between the hexes 2925S and 5410N. Any units forced to cross this line or exit the map, are eliminated.

**4.54 Special Rules:** The Coalition Demoralization and Disintegration Levels are reduced by French occupation of the following hexes:

- 1) by 3 Points for 4315S, 4814S, 4913S, 5315S, 5810S
- 2) by 5 Points each for 4617S, 4918S, 3510S, 3413S, 6312S
- 3) by 10 Points each for 4625S, 3123S, 3316S.

## 4.6 Moeckern, 16 Oct. 1813

Set-up all units on the North map that are north of the Flosse branch of the Elster River and west of the 3600 hexrow listed under the 16th column of the Order of Battle in the Study Folder. This scenario begins with the 0600 Night turn on Oct 16th, ending at 1800 hours (11 turns).

### 4.61 Demoralization and Disintegration Levels:

French Demoralization:	16
Coalition Demoralization:	18
Coalition Disintegration:	31

**4.62 Victory Conditions:** The Coalition wins if the French Demoralization Level is reached and Coalition losses do not exceed 9 Combat Strength points. The French win by avoiding a Coalition victory.

**4.63 Scenario Boundary:** This scenario is played on the North map only. The play area for this scenario is defined as north of the Flosse branch of the Elster River and west of the 3600 hexrow. Any units forced to leave the map or cross the boundary are eliminated.

## 4.7 Leipzig, 18 Oct. 1813

Set-up all units on both maps in accordance with the 18th column of the Order of Battle in the Study Folder. This scenario begins with the 0600 Night turn on Oct 18th and ends at 1800 hours (11 turns).

### 4.71 Demoralization and Disintegration Levels:

French Demoralization:	125
------------------------	-----

Coalition Demoralization: 169  
Coalition Disintegration: 255

**4.72 Victory Conditions:** The Coalition wins by causing the French Army to reach its Demoralization Level by the end of the game. The French win by avoiding a Coalition victory.

**4.73 Special Rules:** All Army of Poland units listed on pg. 11 of the Study Folder cannot until the 0900 turn. The French Demoralization Level is increased by one for every four Coalition Combat Strength points destroyed during play. The French Demoralization Level is decreased by 15 for each hex adjacent to a Leipzig Fortified Town hex occupied by Enemy Combat Units at the end of a French Player-Turn.

## 5.0 THE CAMPAIGN GAME

The Campaign Game begins at 0600 hours on October 16th, 1813. Refer to the Order of Battle in the Study Folder and adhere to the set-up hexes shown for each unit in the column labeled "16 Oct.," or use the alternative method explained in the Study Folder on page 2.

**5.01 Alternate Start Date:** The Campaign may start at 1100 on Oct. 14th. Victory Conditions are the same as for the 16th (see Exclusive Rule 5.03 below), but set up according to the "14 October" column.

**5.02 Campaign Game Demoralization:** Demoralization Levels for each Formation in the various armies are listed below. A Formation is demoralized when Combat Losses incurred by that Formation equal or exceed the levels shown here (also printed on the Casualty Level Track).

FRENCH INFANTRY CORPS: OG-10; IY-9; IY-8; II-13; III-18; IV-10; V-11; VI-16; VII-11; VIII-10; IX-7; XI-14; LO-6

FRENCH CAVALRY CORPS: GC-5; IC-7; IIC-4; IVC-3; VC-3

AUSTRIAN CORPS: I-10; II-6; III-7; IV-11; G-13; 1Lt-5; 2Lt-4.

RUSSIAN CORPS: W-8; L-10; P-3; S-7; Z-9; K-25; D-15.

PRUSSIAN CORPS: I-13; II-15; III-13.

SWEDISH CORPS: S-13.

**5.03 Campaign Game Victory Conditions:** The Coalition Player wins by destroying the Leipzig bridge (located between hexes 3627N and 3727N) by the end of the last turn. When the bridge is destroyed the game ends immediately. The Leipzig bridge is considered destroyed if, on any Game Turn commencing on October 19th, a Coalition Combat Unit(s) ends any Player-Turn adjacent to hexes 3627N or 3727N. If a Coalition Combat Unit moves adjacent prior to the 19th, there is no effect (the bridge was not mined until the 19th).

**EXCEPTION:** If all the remaining units of the IY, IY, OG, and GC, plus those from any seven infantry and three cavalry corps, are all undemoralized and west of the Elster River, and the bridge is not destroyed by the end of the 0900 hours, 19 October Game-Turn, the French Player wins.

For the Coalition to win prior to the 19th, they must cause the French to reach their Disintegration Level. This is determined by adding up the face values of all Combat Units currently occupying the Permanently Destroyed Units and Available for Reorganization boxes at the end of every French Reorganization Segment of the Command Phase. If this totals 143 or more, the French Army has been shattered and the Coalition Player wins.

The French Player wins by avoiding Coalition Victory.

## 6.0 OPTIONAL EXCLUSIVE RULES

The following rules are just that, optional. All Players must agree to use them or they cannot be used, except Rule 6.1 below must be used if playing the Campaign and/or Grand Tactical Games.



### 6.1 Special Guards Units

The following units are effected by the optional Standard Game Rule 14.2 and/or Campaign Game Rule 9.4 (Guard Unit Repulse) if playing with either rule: All French Imperial Guard Cavalry brigades labeled "GC" and all French Old Guard Infantry brigades labeled "OG", and in the Armies of the Coalition, the two Russian Divisions, *Udom I* and *Rosen*, and the Prussian *Gd. Alvin* brigade.

The following units are effected by the optional Standard Rule 14.3 and/or Campaign Game Rule 9.5 (Staking the French Old Guard) if playing with either rule: all French Old Guard infantry brigades labeled "OG" (*Christi*, *Michel*, *Rousse*, and *Rotten*).



### 6.2 British Congreve Rockets

Because of its novelty, the British Rocket Troop had a temporary demoralizing effect on the French troops fired upon.

**6.21 General Rule:** The Rocket Troop counter is provided on the counter sheet. If in play, the unit arrives at 1000 hours, Oct. 18th, with the Swedish units listed, all under the command of Officer Stedink.

**6.22 Effect of Rocket Attack:** Until used, the Rocket Troop attacks, defends, and moves like a regular cavalry unit throughout the game. However, once per game it may make a special Rocket Attack (no rocket defense). When doing so, it attacks adjacent Enemy units normally (it is not considered artillery). The Rocket Troop may attack separately or in conjunction with other Friendly Combat Units. In the Rocket Attack, in addition to applying its Combat Strength of one, the Enemy units attacked by rockets suffer an automatic reduction of their Formation's Morale Level by 4 points, for that turn only. In addition, the Enemy units actually attacked suffer an automatic "Dr" (at his option the Coalition Player may choose to accept the actual result shown on the CRT). Once used, the Rocket Troop is removed from play.

### 6.3 Team Play and Orders

Use the following rules for multi-player games.

**6.31 General Rules:** Use this option in conjunction with "Orders" from the Grand Tactical Rules. If there is more than one French Player, one assumes the role of Napoleon (Commander-in-Chief) for the duration of the game. No other Player may control the Napoleon counter. Similarly, Coalition Players may represent Schwarzenberg (Commander-in-Chief), Blucher, Bennigsen, Bernadotte and Barclay.

**6.32 Objective Hexes:** Only place names, not hex numbers, may be used as objective hexes, and only those hexes containing some kind of structure (a Town or Chateau hex).

**6.33 Communication Among Players:** Players may not freely discuss their intentions unless the Commanders they represent are stacked either adjacent or in the same hex. Written messages may be sent via an Aide-de-Camp.

**6.34 Aides-de-Camp:** Utilizing a blank counter and originating in the hex with the Commander sending the message, written notes may be passed among team players. Aides-de-Camp move during the Movement Phase, expending Movement Points as if they were cavalry, and have a Movement Allowance of 10. No other communication is permitted besides what is written on the note.

## 7.0 DESIGN CREDITS

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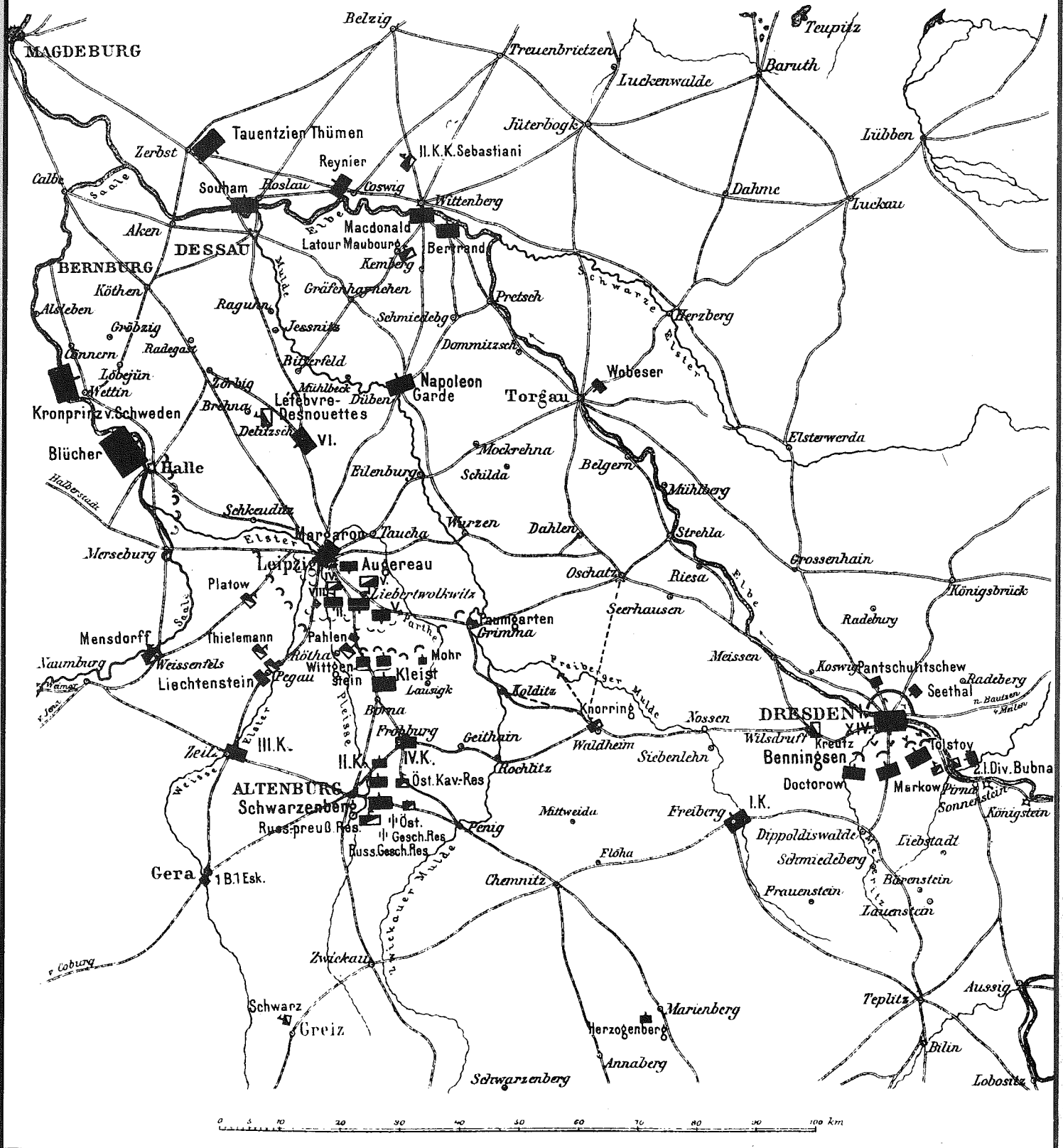
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# STUDY FOLDER NAPOLEON AT LEIPZIG

Lage am 12. October Abends.  
Situation on the Evening of 12 October

Skizze 21.



## How to Use this Folder

What we have here is a complete organizational study of the army structures at the Battle of Leipzig. Under the heading of each corps are listed all the divisions, brigades, and regiments, with Officers' names and strengths, as far as known. All of this is "for historical reference only". See the note on sources below.

In order to set up any of the scenarios (except the Campaign Game, October 16) Players must refer to the line of type in ***bold italic*** under each corresponding game-unit's listing. This line shows set-up hexes and condition for two of the three days of battle; the 14th and 18th. Following this is a letter (for combat units only): ***F*** or ***R*** which indicates if the units are to start the scenario at full or reduced strength. Likewise, ***elim*** or ***exeunt*** indicate that the units are not to participate in that scenario. After the letter code is the hex number in which the unit sets up. So, for instance, if players wish to play the Grand Tactical Game they need only concern themselves with the left-hand column, and the reinforcements listed on the game turn track at the northern and southern edges of the game map.

Note that the Scenario listings themselves give further instructions on which units to set-up, and on what areas of the map are out of play. To begin a Scenario, place each Player's Game-Turn Marker in the space on the Game-Turn Record Track marked "begin scenario," for the corresponding date. All reinforcement units shown on the track during the course of the scenario **are** brought into play on the turn indicated.

### NOTE ON SOURCES

We would like to express our thanks to John D. Wladis for providing copies of the relevant sections of the following sources, and a complete index thereto, from which the game Orders of Battle were derived:

Rousset, Camille-la Grande Armee de 1813  
 Vaudoncourt-Campagne de 1813  
 Langeron-Memoires  
 Fabry-Gross Beeren  
 Plotho-Der Krieg in Deutschland und Frankreich  
 Pelet (Spectateur Militaire 35)-Tableau de la Grande Armee  
 Maude-The Leipzig Campaign  
 Berneck-Die Voelkerschlacht bei Leipzig  
 Sporchill-Geschichte der Voelkerschlacht bei Leipzig  
 Bernhard-(Band III)  
 Friederich-Geschichte der Befreiungskriege: Der Herbstfeldzug

We were fortunate to have obtained a copy of the last-named, upon which, as in our previous *Napoleon at Bay*, nearly all our further research was based (the map reproduced on the cover of this folder is reprinted therefrom).

Finally, we would like to thank Scotty Bowden and Charlie Tarbox for providing copies of their researches, which we received too late to fully incorporate, but against which our OB was checked, and which differs from ours primarily in a few unit designations which changed shortly before the battle.

### THE CAMPAIGN GAME SET-UP (October 16)

For scenarios using the October 16th start date, you may use the specific hexes listed for the 16th, or you may use the more flexible method below. The Coalition Player sets-up first. Begin by finding the Corps designations printed on the map. These starting hexes on the game map have a Roman numeral printed in them corresponding to the corps the officer commands. To set up the Campaign Game place the officer in his indicated hex, any units from his command may now set up within a radius of two movement points from this hex.

#### Exceptions:

French, VIII Corps, 27th Division	
Brigade Zottowski (27/Zottw)	<b>F.5015N</b>
Brigade Grabowski (27/Grabow)	<b>F.5514N</b>
Leipzig Observation Corps	
Provisional Division (Lz.Inf.)	<b>F.3703S</b>
Cavalry Reserve, 3rd Corps	
5th Lt. Cav. Division Lorge (5 Lt. Lorge)	<b>F.3517N</b>
4th Hvy. Cav. Division Defrance (4 HC Defr)	<b>F.3516N</b>
3rd Corps Horse Artillery	<b>F.3313N</b>

The Army of Bohemia, Russo-Prussian Guard and Reserve	
III Infantry Corps, Division Sulima (Sulim)	<b>F.4617S</b>
III Infantry Corps, Division Tschoglogkow (Tscho)	<b>F.4617S</b>
Corps Artillery, (III)	<b>F.4918S</b>
2nd Prussian Corps, 11th Brigade (Zieten)	<b>F.6312S</b>
2nd Prussian Corps, Reserve Cavalry Brigade (Roeder)	<b>F.6412S</b>

Note also on the Turn Record Track the three units from the French III Corps that begin the scenario off the map.

**Reduced Units** (the following units begin the Campaign Game already flipped)

#### La Grande Armee

French, VIII Corps 26th Division  
 Brigade Sierawski (26/Siraw)  
 5th Cavalry Corps:  
 9th Lt. Cav. Division (Sube)  
 5th Hvy. Cav. Div. (Lher)

#### The Allied Army

The Army of Bohemia 4th Austrian Corps:  
 Cavalry Brigade Desfours (Desfou)  
 Russian Army Corps Wittgenstein:  
 Division Schachowskoi (II Schac)

## *La Grande Armee-Organization*

THE EMPEROR: Commanding in person.

Aides-de-camp: Generals Caffarelli (Paris), Lemaurois (Magdeburg), Rapp (Danzig), Plaisance, Lobau (I Corps), Durosnel (Dresden), Hogendorp (Hamburg), Bernard (Engineers), Gueheneue, Corbineau, Flahaut, Dejean, Drouot (Guard).

Personal Staff: Colonel Gourgaud and 10 Officers.

*14:Leipzig 16:4809S 18:4332N*

### *General Headquarters*

Chief of staff for the Army: Prince Berthier.

Aides-de-Camp: Colonels Pernet (Adjutant), Bongard, Clary, 5 officers.

Chief of Headquarters Staff: Lt. Gen. Monthion.

3 Deputy Chiefs of the General Staff.

10 Senior Staff Officers.

24 Assistant Staff officers.

4 *Vaguemestres-general*

Topographical Department: Colonel Bonne.

13 Officers

Commander-in-Chief of Artillery: Lt. Gen. Sorbier.  
Generals Ruty, Neigre, Bouchu.

Commander-in-Chief of Engineers: Lt. Gen. Rogniat  
3 Officers

Inspector General of Transport: Bde. Gen. Pieard  
2 Officers.

### *Administrative Section*

Secretary of State: Count Daru

Intendant-General: Count Dumas

3 Chiefs of Ordinance. Chief Commisaries.

Inspectors of Reviews and of Depots and Hospitals

Administrative Services: 3 Medical Inspectors, 2  
*Regisseries* each of Bread, Wine, Forage, Hospitals,  
2 Directors each of Billets and Transport.

### *Army Group Commanders*

Marshal Ney, Prince de la Moskova.

Chief of Staff: Gen. Bechet de Leocour.

*16:4418N 18:4724N*

Marshal Murat, King of Naples.

Chief of Staff: Gen. Belliard.

*14:4809S 16:4809S 18:4003S*

### *II Corps*

Commander-in-Chief: Marshal Victor

Chief of Staff: Colonel Chateaux

*14:4610S 16:4610S 18:4204S*

**4th Division:** Lt., Gen. Dubreton. 5618 men

Brigade Ferriere. 24th Light and 19th line

*14:F.4212S 16:F.4409S 18:R.4104S*

Brigade Brun. 37th and 56th line

*14:F.4710S 16:F.4410S 18:F.4206S*

**5th Division.** Lt. Gen. Dufour. 4235 men.

Brigade D'Etsko. 26th Light and 93rd Line

*14:F.4612S 16:F.4610S 18:elim*

Brigade Prince Reuss. 46th and 72nd Line

*14:F.4612S 16:F.4610S 18:R.4105S*

**6th Division.** Lt. Gen. Vial. 6235 men.

Brigade Valory. 11th Light and 2nd Line

*14:F.4412S 16:F.4810S 18:F.4303S*

Brigade Bronikowski. 4th and 18th Line.

*14:F.4412S 16:F.4810S 18:F.4404S*

22nd Lt.. Cav. Brigade Bruno. 1200 men.

1st and 2nd Westphalian Hussars

*14:F.4410S 16:F.4308S 18:R.4105S*

**Corps Artillery:** Gen. Mongenet. 784 men, 58 guns\*

8 Foot Batteries

*14:F.4910S 16:F.4610S 18:F.4405S*

2 Horse Batteries

*14:F.4410S 16:F.4308S 18:F.4205S*

Engineers: Major Bron. 420 men.

3 companies of sappers, train and baggage

\* All French gun strengths as of 1 Oct.

### *III Corps*

Commander-in-Chief: Lt. Gen. Souham

Chief of Staff: Gen. Tarayre

*16:4218N 18:4327N*

**8th Division.** Lt. Gen. Brayer. 4442 men.

Brigade Brayer. 6th, 10th, 14th, & 19th Provisional

*16:F.4316N 18:F.4527N*

Brigade Charriere. 21st and 24th Provisional

*16:F.4316N 18:F.4527N*

**9th Division:** Lt. Gen. Delmas. 4235 men

Brigade Anthing. 2nd Prov., 29th light, 136th Line

*18:F.4326N*

Brigade Verges. 138th and 145th Line.

*18:F.4326N*

**11th Division.** Lt. Gen. Ricard. 4357 men.

Brigade Vandeden. 9th Lt., 17th Prov., 50th & 65th

*16:F.4217N 18:F.4427N*

Brigade Dumoulin. 142nd and 144th Line

*16:F.4218N 18:R.4327N*

23rd Lt. Cav. Brigade Beurmann. 1065 men.

10th Hussars and Baden Dragoons

*16:F.4117N 18:F.4628N*

**Corps Artillery:** Lt. Gen. Charbonnel. 61 guns.

10 Foot Batteries

*18:F.4428N*

2 Horse Batteries.

*18:F.4628N*

Engineers: Bde. Gen. Valaze. 3069 men.

4 companies of sappers, train and baggage

**IV Corps**

Commander-in-Chief: Count Bertrand

Chief of Staff: Bde. Gen. Delort

**16:3823N** **18:exeunt****12th Division.** Lt. Gen. Morand. 5705 men.

Brigade Belair. 8th Light.

**16:F.3824N** **18:exeunt**

Brigade Toussaint. 13th Line

**16:F.3824N** **18:exeunt**

Brigade Hulot. 23rd Line

**16:F.3824N** **18:exeunt****15th Division.** Lt. Gen. Fontanelli.

Brigade Sant-Andrea. Italian 1st. Lt. and 6th Line

**16:F.3922N** **18:exeunt**

Brigade Moroni. Italian 1st, 4th &amp; 7th Line, Milan

**16:F.3992N** **18:exeunt****38th Division.** Lt. Gen. Franquemont. 1168 men.

Brigade Stochmayer. Wuerttemberg 1st, 2nd &amp; 3rd

**16:F.3921N** **18:exeunt**

24th Lt. Cav. Brigade Briche.

Wuerttemberg 1st and 3rd *Chevaux-legers***16:F.3724N** **18:exeunt**

29th Lt. Cav. Brigade De Seissel. 221 men.

Hessian *Chevaux-legers***16:F.3921N** **18:exeunt****Corps Artillery:** Lt. Gen. Taviel. 32 guns

8 Foot batteries

**16:F.3923N** **18:exeunt**

2 Horse batteries

**16:F.3724N** **18:exeunt**

Engineers: Colonel Isoard. 871 men.

3 companies of sappers, train and baggage.

detachment of Italian Marines

**V Corps**

Commander-in-Chief: Count Lauriston.

Chief of Staff: Bde. Gen. Baillod.

**14:4908S** **16:4906S** **18:4633N****10th Division:** Lt. Gen. Albert. 3250 men.

Brigade Bachelet. 4th Provisional, 139th Line

**14:F.5306S** **16:F.5007S** **18:R.5031N**

Brigade Suden. 140th and 141st Line

**14:F.5306S** **16:F.5207S** **18:F.4929N****16th Division.** Lt. Gen. Maison. 3627 men.

Brigade Penne. 152nd Line

**14:F.4810S** **16:F.5208S** **18:elim**

Brigade Puthod. 153rd and 154th Line

**14:F.4810S** **16:F.5208S** **18:R.4802S****19th Division:** Lt. Gen. Rochambeau. 3656 men.

Brigade Harlet. 135th Line

**14:F.5208S** **16:F.5009S** **18:R.4702S**

Brigade Lafitte. 150th and 155th Line

**14:F.5208S** **16:F.5009S** **18:F.4603S**

6th Lt. Cav. Brigade Dermoncourt. 761 men

2nd, 3rd, and 6th Chasseurs

**14:F.4909S** **16:F.5209S** **18:F.4702S****Corps Artillery:** Bde. Gen. Camas. 1778 men 53 guns  
9 Foot batteries**14:F.5110S** **16:F** **18:F.4604S**

1 Horse Battery

**14:F.5406S** **16:F** **18:F.5031N**

Engineers: Colonel Lamarre. 260 men

3 companies of sappers.

**VI Corps**

Commander-in-Chief: Marshal Marmont

Chief of Staff: Bde. Gen. Richemont.

**16:2916N** **18:4225N****20th Division.** Lt. Gen. Compans. 5079 men.

Brigade Pelleport. 32nd Light, 1st Marine.

**16:F.2916N** **18:R.4127N**

Brigade Joubert. 20th and 25th Prov., 3rd Marine

**16:F.2820N** **18:R.4127N****21st Division.** Lt. Gen. Lagrange

Brigade Jamin. 37th Light, 4th Marine, Joseph

**16:F.3213N** **18:F.4424N**

Brigade Buquet. 2nd Marine

**16:F.3213N** **18:R.4424N****22nd Division.** Lt. Gen. Friederichs. 4720 men

Brigade Coehorn. 11th &amp; 13th Prov., 23rd Lt., 15th

**16:F.3015N** **18:R.4225N**

Brigade Bachelet. 16th Prov., 121st and 70th Line

**16:F.3015N** **18:elim**

25th Lt. Cav. Brigade Normann. 935 men.

Wuerttemberg 2nd *Chevaux-legers* & 4th Chass**16:F.2817N** **18:F.4524N****Corps Artillery:** Lt. Gen. Foucher. 82 guns, 2553 men

9 foot Batteries

**16:F.2916N** **18:R.4225N**

2 Horse batteries

**16:F.2917N** **18:F.4524N**

Engineers: Major Constantin. 474 men

4 companies of sappers, train and baggage

**VII Corps**

Commander-in-Chief: Count Reynier

Chief of Staff: Bde. Gen. Gressot

**18:4826N****14th Division.** Lt. Gen. Guillemot. 4974 men.

Brigade Gruyer. 1st &amp; 18th Lt., 7th and 156th Line

**18:F.4927N**

Brigade Lejeune. Illyrian, 152nd, 67th, 101st Line

**18:F.4927N****32nd Division.** Lt. Gen. Durutte. 3316 men.

Brigade Devaux. 35th Light, 131st &amp; 132nd Line

**18:F.4825N**

Brigade Jarry. 36th Lt., 133rd Line, Wuertzburg

**18:F.4825N****24th Division.** Lt. Gen. vZeschau. 3679 men.

Brigade v Brause

bns. Lecoq, Spiegel, Rechten, Friedrich, Stendel

**18:F.4926N**

Brigade Mellenthin  
bns. Sahr, Anger, Anton, Niesemeuschel

18:F.4926N

26th Lt. Cav. Brigade v Fabrice.  
Saxon lancers and Hussars. 868 men.

18:F.4925N

**Corps Artillery:** Colonel Verpeau. 48 guns  
9 Foot batteries

18:F.4925N

2 Horse Batteries

18:F.4826N

Engineers: Bde. Gen. Gressot.  
1 company of sappers.

### VIII Corps

Commander-in-Chief: Marshal Prince Poniatowski  
Chief of Staff: Lt. Gen. Rozniecki

14:3907S 16:3907S 18:3904S

**26th Division:** Lt. Gen. Kamieniecki. 5400 men

Brigade Sierawski. Polish 1st, Weichsel & 16th Inf

14:F.4007S 16:F.4110S 18:R.3907S

Brigade Malachowski. Polish 8th & 15th Inf, Vstula

14:F.3907S 16:F.3907S 18:R.3806S

**27th Division.** Lt. Gen. Dombrowski. 2850 men

Brigade Zottowski. Polish 2nd and 14th Inf

16:F.5015N 18:R.3826N

Brigade Grabowski. Polish 4th and 12th Inf

16:F.5314S 18:F.3826N

27th Lt. Cav. Brigade Uminski.

Polish 14th Cuirassiers and 1st Avant-garde

14:F.4110S 16:F.3804S 18:F.3703S

**Corps Artillery:** Colonel Redel. 44 guns

5 Foot batteries

14:F.4109S 16:F.4109S 18:F.4106S

1 Horse battery

14:F.4109S 16:F.3905S 18:F.3804S

Engineers: Colonel Mallet.

1 company of sappers.

### IX Corps (aka XV Corps)

Commander-in-Chief: Marshal Augereau

Chief of Staff: Bde. Gen. Monthion

14:4301S 16:5001S 18:3902S

**51st Division.** Lt. Gen. Turreau. 4350 men

Brigade Lagarde. 32nd Prov *Demi-Bde*, 113th Line

14:F.4301S 16:F.5202S 18:R.3902S

Brigade Aymard. 33rd, 34th, 35th, Prov. *Demi-Bdes*

14:F.4301S 16:F.5202S 18:F.3902S

**52nd Division.** Lt. Gen. Semelle. 4297 men

Brigade Bagneris. 36th, 37th, 38th Prov. *Demi-Bdes*

14:F.4201S 16:F.4901S 18:R.3802S

**Corps Artillery:** Bde Gen. Pellegrin. 64 guns

5 Foot batteries

14:F.4201S 16:F.4901S 18:F.3802S

Horse Battery

14:F.4302S 16:F.5001S 18:F.4002S

Engineers: Bde. Gen. Dode. 539 men.

1 company of sappers.

### XI Corps

Commander-in-Chief: Marshal Macdonald

Chief of Staff: Bde. Gen. Grundler

16:5320N 18:4834N

**31st Division.** Lt. Gen. Ledru dessarts. 5023 men.

Brigade Fressinet. 11th and 13th Prov. *Demi-Bdes*

16:F.5221N 18:R.5301S

Brigade D'Henin. Westphalian 8th Line, 4th Lt.

16:F.5221N 18:F.5201S

Brigade Macdonald. Neopolitan Elite and 4th Lt.

16:F.5221N 18:F.5203S

**35th Division.** Lt. Gen. Gerard. 3551 men.

Brigade Lesenecal. 6th and 112th Line.

16:F.5320N 18:R.4902S

Brigade Zucchi. Italian 2nd Light and 5th Line

16:F.5320N 18:R.4902S

**36th Division.** Lt. Gen. Charpentier.

Brigade Simmer. 22nd Light, 10th Line.

16:F.5420N 18:F.5101S

Brigade Meunier. 14th Light, 3rd Line.

16:F.5420N 18:R.5101S

**39th Division.** Lt. Gen. Marchand. 4602 men

Brigade Stockhorn. Baden 1st and 3rd.

16:F.5121N 18:R.4901S

Brigade Prince Emil. Hessian Fus. Gds., 2nd Line

16:F.5121N 18:F.4901S

28th Lt.. Cav. Brigade Montbrun. 446 men.

Italian 2nd and 4th Chasseurs, Wuertzbz *Chev*

16:F.5619N 18:F.5002S

**Corps Artillery.** 68 guns, 2613 men.

5 Foot batteries, sappers, gendarmes, train.

16:F.5022N 18:F.5301S

1 Horse battery

16:F.5619N 18:F.5102S

Engineers:

sappers, gendarmes, train. 2163 men.

### Leipzig Observation Corps

Commander-in-Chief: Lt. Gen. Arrighi

14:(Leipzig) 16:3130N 18:3129N

**Provisional Division.** Lt. Gen. Margaron. 4320 men.

Baden Brigade. 3 Inf bns.

14:F.(Leipzig) 16:F.3130N 18:R.3130N

Erfurt Brigade. 3 Inf bns.

14:F.(Leipzig) 16:F.3129N 18:F.3130N

**Provisional Division.** Lt. Gen. Lefol. 2229 men.

Infantry Brigade. 35th Lt. and 132nd Line

14:F.(Leipzig) 16:F.3703S 18:F.3704S

Cavalry Brigade. 2 Prov. Rgts.

14:F.(Leipzig) 16:F.3128N 18:F.3032N

Corps Artillery. 10 guns.

14:F.(Leipzig) 16:F.3128N 18:F.3231N

**Cavalry Reserve**

Commander-in-Chief: Murat, King of Naples

Chief of Staff: Lt. Gen. Count Belliard.

**1st Corps:** Lt. Gen. Latour-Maubourg. 6480 men.

16:F.4604S 18:elim

1st Lt. Cav. Div.: Lt. Gen. Corbineau.

Brigades Pire, Montmarie, Piquet.

14:F.5010S 16:F.4705S 18:F.4434N

3rd Lt. Cav. Div.: Lt. Gen. Chastel.

Brigades Vallin, Vial.

16:F.4705S 18:R.4434N

1st Hvy. Cav. Div.: Lt. Gen. Bordesoulle.

Brigades Berkheim, Bessieres, Lessing

16:F.4604S 18:R.4402S

3rd Hvy. Cav. Div.: Lt. Gen. Doumerc

Brigades Doudenarde, Reiset.

16:F.4604S 18:F.4402S

Corps Artillery. 27 guns

16:F.4605S 18:F.4433N

**2nd Corps:** Lt. Gen. Sebastiani 5679 men

16:6017N 18:5132N

2nd Lt. Cav. Div.: Lt. Gen. Roussel d'Hurbal.

Brigades Gerard, Dommanget.

16:F.6017N 18:R.5231N

4th Lt. Cav. Div.: Lt. Gen. Excelmans.

Brigades Maurin, Wathier.

16:F.6017N 18:F.5332N

2nd Hvy. Div. Lt. Gen. St. Germain

Brigades Daugeranville, Thiry.

16:F6016N 18:F.5331N

Corps Artillery: 12 guns.

16:F.6016N 18:F.5132N

**3rd Corps:** Lt. Gen. Arrighi. 4000 men. (LO)

5th Lt. Cav. Div.: Lt. Gen. Lorge (att. VI Corps)

Brigades Jacquinot, Merlin.

16:F.3517N 18:F.3925N

6th Lt. Cav. Div.: Lt. Gen. Fournier (att III Corps)

Brigades Nouriez, Ameil.

18:F.4325N

4th Hvy. Cav. Div. Lt. Gen. Defrance (att III Corps)

Brigades Avice, Quinette.

16:F.3516N 18:F.4627N

Corps Artillery: 9 guns. (att LO Corps)

14:F.(Leipzig) 16:F.3331N 18:F.3129N

1 Horse Battery (att LO Corps)

14:F.(Leipzig) 16:F.3331N 18:F.3032N

**4th Corps.** Lt. Gen. Count Kellerman. 3000 m.

14:4309S 16:4307S 18:3933N

7th Lt. Cav. Div.: Lt. Gen. Sokolnitski

Brigades Krustowcki, Kwasinski.

14:4309S 16:F.4307S 18:R.3933N

8th Lt. Cav. Div.: Lt. Gen. Prince Sulkowski.

Brigades Tolenski, Weissenhoff.

14:F.4309S 16:F.4408S 18:F.3933N

Corps Artillery: 12 guns.

14:F.4209S 16:F.4307S 18:F.3932N

**5th Corps:** Lt. Gen. Count Pajol. 5000 men.

14:5109S 16:4503S 18:4301S

9th Lt. Cav. Div.: Lt. Gen. Subervie.

Brigades Klicky, Vial

14:F.5109S 16:R.4504S 18:elim

5th Hvy. Cav. Div.: Lt. Gen. Lheritier.

Brigades Queunot, Collaert.

14:F.5009S 16:R.4503S 18:R.4301S

6th Hvy. Cav. Div.: Lt. Gen. Milhaud.

Brigades Lamotte, Montelegier.

14:F.5008S 16:F.4504S 18:F.4301S

Corps Artillery. 6 guns

14:F.5109S 16:F.4503S 18:F.4333N

**Guard Cavalry:** Lt. Gen. Nansouty.

16:4002S 18:4831N

1st Division. Lt. Gen. Ornano. 1861 men.

Brigades Colbert, Pinteville.

16:F.3902S 18:F.4831N

2nd Division. Lt. Gen. Lefebvre-Desnoettes. 1585.

Brigades Krasinski, Castex.

16:F.3902S 18:F.4831N

3rd Division. Lt. Gen. Walther. 4457 men.

Brigades Lyon, Letort, Lafferiére.

16:F.4002 18:F.4931N

Corps Artillery. Devaux. 18 guns.

16:F.4002S 18:F.4931N

**Imperial Guard**

Major General of the Guard: Lt. Gen. Drouot.

16:4301S 18:4502S

**1st Old Gde. Div.** Lt. Gen. Friant. 6255 men.

Brigade Christiani. 1st and 2nd Chasseurs

16:F.4402S 18:F.4502S

Brigade Michel. 1st and 2nd Grenadiers.

16:F.4402S 18:F.4502S

**2nd Old Gde. Div.** Lt. Gen. Curial. 4664 men.

Brigade Rousseau. Velites of Turin &amp; Florence,

Fusiliers-Chasseurs and-Grenadiers

16:F.4301S 18:F.4533N

Brigade Rottenbourg. Gde bns of Westphalia,

Saxony and Poland (of Hesse and Bavaria det)

16:F.4301S 18:F.4533N

Corps Artillery: Griois. 66 guns.

16:F.4401S 18:F.4634N

**1st Young Guard Corps**

Commander-in-Chief: Marshal Mortier.

16:4333N 18:4501S

**1st Division.** Lt. Gen. Pacthod. 6044 men.Brigade Lacoste. 1st, 2nd, 3rd, and 6th *Voltigeurs*

16:F.4333N 18:F.4602S

Brigade Couloumy. 7th and 11th *Voltigeurs*

16:F.4333N 18:R.4602S



**3rd Division.** Lt. Gen. Decouz. 4731 men  
 Brigade Boyer Rebeval. 4th, 5th and 8th *Voltigeurs*  
   16:F.4433N           18:F.4501S  
 Brigade Pelet. 9th, 10th and 12th *Voltigeurs*  
   16:F.4433N           18:F.4501S

**2nd Young Guard Corps**  
 Commander-in-Chief: Marshal Mortier.  
   16:4233N           18:3129N

**2nd Division.** Lt. Gen. Barrois. 5470 men.  
 Brigade Poret. 1st, 2nd, and 3rd *Tirailleurs*.  
   16:F.4132N           18:F.3030N  
 Brigade Personne. 6th and 7th *Tirailleurs*.  
   16:F.4132N           18:F.3030N

**4th Division.** Lt. Gen. Rouguet. 5521 men.  
 Brigade Flamand. *Flanqueurs-chasseurs and*  
   *-grenadiers*, 4th and 5th *Tirailleurs*  
   16:F.4233N           18:F.3129N  
 Brigade Marquet. 8th, 9th and 10th *Tirailleurs*  
   16:F.4233N           18:F.3028N

### The Coalition • Organization

## The Army of Bohemia

Commander-in-Chief:  
 Prince Karl Phillipp von Schwarzenberg  
 Chief of Staff: Lt. Fieldmarshal Graf Radezky  
 Quartermasters General:  
 Major General Baron Langeron, Baron Trapp  
   16:3510S           18:5009S

Commander of the Russian Armies:  
 Gen. Prince Barclay de Tolly.  
 14:4812S           16:4814S           18:5009S

**I Corps**  
 Commander-in-Chief: F.Z.M. Graf Colloredo  
   18:4413S

**2nd Division:** F.M.L. Wimpfen. 8800 men.  
 Brigade Giffing. Froom and de Vaux Inf.  
   18:F.4611S

Brigade Czervinka. Argentau and Erbach Inf.  
   18:F.4611S

**1st Division.** F.M.L. Hardegg. 3200 men.  
 Brigade Raigecourt. Deutsch-Banater G.  
   18:F.4412S

Brigade Raigecourt. H.Homburg Hus, Riesch Drag  
   18:F.4412S

**3rd Division.** F.M.L. Greth. 7200 men.  
 Brigade Wurmb. Ligne and Czatoriski Inf.  
   18:F.4213S

Brigade Quosdanovich. Gyulai & Reuss-Plauen Inf.  
   18:F.4213S

**Corps Artillery.** 50 guns.  
 7 Foot batteries.  
   18:F.4413S

### II Corps.

Commander-on-Chief: G.d.K. Graf Meerveldt.  
   16:3413S           18:elim

**2nd Division:** F.M.L. A. Liechtenstein. 6800 men.  
 Brigade Klopstein. Kaunitz and W. Colloredo Inf.  
   16:F.3414S           18:R.3705S

Brigade Meczery. Vogelsang, Reuss-Greiz  
 and Rainer LW Inf.  
   16:F.3414S           18:R.3809S

**1st Division:** F.M.L. Lederer. 2400 men.  
 Brigade Sorberburg. Gradiskaner Grenzer,  
 Kienmayer Hus, Johann Drag.  
   16:F.3413S           18:R.3809S

**Corps Artillery.** 50 guns.  
 7 Foot batteries.  
   16:F.3413S           18:R.3706S

### III Corps.

Commander-in-Chief: F.Z.M. Graf Gyulai.  
   16:1307S           18:2733N

**2nd Division:** F.M.L. Murray. 5200 men.  
 Brigade Salins. Ludwig and Wuerzburg Inf.  
   16:F.1408S           18:F.3034N

Brigade Weigel. Marriassy and I. Gyulai Inf.  
   16:F.1408S           18:R.3034N

**1st Division.** F.M.L. Crenneville. 2700 men.  
 Brigade Haecht. Warasdiner and St. Georger G.  
   16:F.1308S           18:R.2732N

Brigade Haecht. Klenau and Rodenberg *Chevauxl*  
   16:F.1307S           18:F.2732N

**3rd Division.** F.M.L. Prinz Phillip. 5200 men.  
 Brigade Czollich. Kottulinsky and Kaiser Inf.  
   16:F.1406S           18:R.2834N

Brigade Grimmer. Kollowrat and Froelich Inf.  
   16:F.1406S           18:F.2733N

**Corps Artillery.** 50 guns.  
 7 Foot batteries.  
   16:F.1308S           18:F.2834N

**1st Lt. Division.** 4500 men.  
 Commander-in-Chief: F.M.L. Moritz Liechtenstein  
   16:1407S           18:2731N

Brigade H. Homburg. 1st and 2nd Jaeger bns,  
 Kaiser *Chavauxlegers*.  
   16:F.1407S           18:F.2731N

Brigade Scheither. 7th Jaeger bn, Broder Grenzer,  
 Vincent *Chev*, Lewenehr Drag.  
   16:F.1407S           18:F.2730N

Light Artillery. 30 guns.  
 2 Foot batteries.  
   16:F.1207S           18:F.2731N

3 Horse batteries.  
   16:F.1307S           18:F.2730N

### 4th Corps.

Commander-in-Chief: G.d.K. Graf Klenau.  
   14:5810S           16:6213S           18:5704S

**2nd Division:** F.M.L. Hohenlohe-Bartenst. 6500 men  
 Brigade Schaeffer. J. Colloredo and Zach Inf.  
   14:F.6208S           16:F.6112S           18:R.5403S

Brigade Splenyi. Wuerttemberg and Lindenau Inf.  
   14:F.6208S           16:F.6112S           18:R.5403S

**1st Division.** F.M.L. Freiherr v Mohr. 3600 men.

Brigade Baumgarten. Wallachian and Illyrian G.

14:F.6006S 16:F.6213S 18:R.6006S

Brigade v. Mohr. Hohenzollern *Chevauxlegers*,  
Palatinat and Ferdinand Hus.

14:F.5905S 16:F.6213S 18:R.5905S

**3rd Division:** F.M.L. Freiherr v Mayer. 6000 men.

Brigade Abele. A. Liechtenstein and Koburg Inf.

14:F.5810S 16:F.6212S 18:R.5704S

Brigade de Best. Carl and Kerpen Inf.

14:F.5910 S 16:F.6212S 18:F.5805S

Brigade Desfours. Kaiser Kuer, Oreilly *Chevauxlegers*

14:F.5710S 16:R.6112S 18:R.5705S

**Corps Artillery.** 56 guns.

7 Foot batteries.

14:F.5710S 16:F.6113S 18:F.5404S

1 Horse battery.

14:F.6308S 16:F.6013S 18:F.5905S

**Army Reserve (Grenadier) Corps.**

Commander-in-Chief: Erbprinz v H. Homburg.

16:3316S 18:4211S

**2nd Division:** F.M.L. v Bianchi. 7200 men.

Brigade Beck. Hiller and Mansfeld Inf.

16:F.3315S 18:F.4110S

Brigade Haugwitz H. Homburg and Simbschen Inf.

16:F.3315S 18:F.4209S

Brigade Qualenberg. Esterhazy & Davidovich Inf

16:F.3315S 18:F.4110S

**1st Division:** F.M.L. Weissinwolf. 5000 men.

Brigade Fuerstenwaerther. Czarnosky, Obermeyer,  
Berger and Oklopesia Grenadier bns,

16:F.3317S 18:R.4111S

Brigade Gablekoven. Habinay, Bortner, Fischer,  
and Rueber Grenadier bns.

16:F.3317S 18:F.4111S

**Corps Artillery.** 40 guns.

5 Foot batteries.

16:F.3316S 18:F.4209S

**Cuirassier Division.** F.M.L. Nostiz. 3600 men.

16:F.3316S 18:F.4211S

Brigades Rothkirch, Auersperg, Kuttaleck.

**Army Artillery Reserve.** F.M.L. Reisner. 112 guns.

Brigade Frierenberger. 7 Foot batteries.

16:F.3124S 18:F.4909S

Brigade Kunigl. 7 Foot batteries

16:F.3220S 18:F.4908S

Brigade Stwartnik. 4 Horse batteries.

16:F.3123S 18:F.5009S

**Russian Army Corps**

Commander-in-Chief: G.d.K. Wittgenstein.

14:4812S 16:5114S 18:5114S

**I Infantry Corps:** Lt. Gen. Gortschakow. 5700 men.

14th Div. Helffrieich. Tenginsk and Esthland inf.,  
25th and 26th Jaeger.

14:F.4315S 16:F.4315S 18:R.5212S

5th Div. Mesenzow. 23rd and 24th Jaeger, Perm,

Mogilew, Sjewsk, and Kaluga Inf., Katharina bn

14:F.5316 16:F.5315S 18:R.5013S

**II Infantry Corps:** Lt. Gen. Eugen v Wuerdt. 5200

4th Div. Pueschnizki. 4th and 34th Jaeger, Toblsk,

Minsk. Wolynien and Krementschug Inf.

14:4914S 16:F.4814S 18:R.5212S

3rd. Div. Schachowskoi. 20th and 21st Jaeger, Reval,

Wurom, Tschernigow and Selenginsk Inf.

14:F.4914S 16:R.4714S 18:R.5013S

**Corps Artillery.** 60 guns.

4 Foot batteries.

14:F.4814S 16:F.4715S 18:F.5114S

2 Foot batteries.

14:F.4814S 16:F.4714S 18:F.5114S

1 Horse battery. Nikitin.

14:F.4812S 16:F.5214S 18:R.5213S

**I Cavalry Corps:** Lt. Gen. Pahlen III. 2800 men.

1st Hus. Div. Moller-Sakomelski. Grodno, Sumy,

Olwiopol and Lubny Hussars.

14:F.4812S 16:F.5114S 18:R.5213S

Brigade Lisanevitsch. Tschugujew, Serpuchow, and

Tataren Ulans.

14:F.5213S 16:F.5214S 18:F.5214S

**2nd Prussian Corps.**

Commander-in-Chief: Generalleutenant v Kleist.

16:4714S 18:4614S

10th Brigade: Gen Maj v Pirch. 3137 men

2nd Westpr., 7th Res., 9th Sil. LW Inf.

14:F.5317S 16:F.4814S 18:R.4614S

9th Brigade: Gen. Maj. v Kluex. 4519 men.

1st Westpr., 6th Res., 7th Sil. LW Inf.

14:F.4815S 16:F.5415S 18:R.4514S

12th Brigade: Prinz August v Preussen. 3046 men

2nd Sil., 11th Res., 10th Sil. LW Inf.

16:F.4315S 18:R.4713S

11th Brigade: Gen Maj v Zieten. 3270 men.

1st Sil., 10th Res., 8th Sil. LW Inf.

16:F.6313S 18:R.5406S

Res. Cav: Gen Maj v Roeder. 2713 men.

Ostpr., Brandenb., Sil. Cuirassiers,

Sil. Ulans, 1st, 7th and 8th Sil. LW Cav.

14:4317S 16:F.6412S 18:F.5505S

Reserve Artillery. 64 guns, 1489 men.

5 munitions cols., 21/2 pion. coys.

3 Foot batteries.

16:F.4316S 18:F.4514S

3 Foot Batteries.

16:F.4316S 18:F.4614S

2 Horse batteries.

14:F.4317S 16:F.4416S 18:F.4713S

**Russo-Prussian Guard and Reserve**

Commander-in-Chief: Lt. Gen. Konstantin.

**16:3121S 18:5009S****III Infantry Corps:** Lt. Gen. Rajewski. 9000 men.2nd Gren. Div. Sulima. Kiew, Moskau, Astrachan,  
Fangoria, Sibirien and Little Rus. Gren.**16:F.4617S 18:R.4810S**1st Gren. Div. Tschoglokow. Arakschejew, Ekaterinoslaw,  
Taurien, St. Petersburg, Kernolm and Pernau Grenadiers,**16:F.4617S 18:F.4810S**

Corps Artillery. 36 guns.

3 Foot batteries, 1 sapper company.

**16:F.4918S 18:F.5108S****V Infantry Corps:** Lt. Gen. Yermolow. 8100 men.2nd Guard Div. Udom I. Litthauen, Finland,  
Gren and Pawlowsk Leib-Garde.**16:F.3220S 18:F.4809S**1st Guard Div. Rosen. Preobraschenski and Semenowski,  
Ismailowo and Jaeger Leib-Garde**16:F.3221S 18:F.5008S**

Corps Artillery. 36 guns.

3 Foot batteries, 1 work bn., 1 pionier co., 1 sapper co

**16:F.3125S 18:F.5008S****Prussian Garde Div.** 5100 men.Inf Bde. Alvensleben. 1st and 2nd Foot Guards,  
2 Garde jaeger cos.**16:F.3124S 18:F.4908S**Cav. Bde. Roeder. *Garde du Corps* Lt. Cav.**16:F.3123S 18:F.5209S**

Garde-Artillery. 16 guns.

**16:F.3025S 18:F.5109S****II Cavalry Corps.** Lt. Gen. Galitzin V. 720 men.2nd Cuir Div. Kretow. Pslow, Gluchow, Ekaterinoslaw and  
Astrachan Cuir.**16:F.3318S 18:F.5108S**Lt. Gd. Cav. Bde. Schewitsch. Garde Hussars,  
Dragoons and Ulans, Don & Black Sea kos.**16:F.3219S 18:F.4811S**1st Cuir Div. Depreradowitsch. *Chevalier* and Horse Guards,  
Guard and Tsarina Cuir.**16:F.3121S 18:F.5010S**3rd Cuir Div. Duka. St. George and Little Rus.  
Cuir., Starodubow and Nowgorod Cuir.**16:F.3121S 18:F.4910S****Russian Reserve Artillery.** 84 guns.

2 Guard, 3 Line Foot batteries, 3 pioneer cos.

**16:F.3318S 18:F.4809S**

4 Horse batteries, Guard Marine Equipage.

**16:F.3219S 18:F.5011S****The Army of Silesia**

Commander-in-Chief:

General der Kavallerie von Bluecher.

Chief of Staff:

Generalmajor Neithardt von Gneisenau.

Quartermaster General: Oberst von Mueffling.

**18:4320N****Russian Army Corps.**

Commander-in-Chief: Gen. der Inf. Langeron.

Chief of Staff: Oberst von Neidhardt.

Quartermaster General: Lt. Col. Ikskoul.

**18:4320N****IX Infantry Corps:** Lt. Gen. Olsufjew. 7000 men.15th Inf Div. Kornilow. Witebsk, Kozelsk, Kurinsk,  
and Kolywan Inf., 12th and 22nd Jaeger.**18:R.4520N**9th Inf. Div. Gen Maj Udom II. Nascheburg,  
Takutsk and Rjaschsk Inf., 10th & 38th Jaeger**18:F.4520N****X Infantry Corps.** Lt. Gen. Kapzewitsch.22nd Inf. Div. Turtchaninow. Wjatka, Olonetz  
and Starolsk Inf., 29th and 45th Jaeger.**18:F.4320N**8th Inf. Div. Urussow. Archangelogorod. Ingermanland  
and Schluselburg Inf., 7th & 37th Jaeger.**18:F.4221N****Reserve Artillery.** Maj. Gen. Weszelizki. 115 guns.

4 Foot batteries, 3 Pioneer Cos.

**18:F.4522N**

4 Foot batteries, 2 Pontoon Cos.

**18:F.4320N**

2 Horse batteries, Marine Command.

**18:R.4222N**

I Cavalry Corps (-). Lt. Gen. Korff. 3600 men.

Brigades Pahlen II, Denissiew, Berdjew.

**18:F.4819N****VIII Infantry Corps.** Graf St. Priest. 9100 men.**18:4420N**17th Inf Div. Pilar. Rajasan, Bjelosersk, Brest,  
and Wilmanstrand Inf., 30th and 48th Jaeger**18:F.4419N**11th Inf Div. Gurgalow. Yeletz, Polotzk, Rylsk,  
and Jekaterinburg Inf., 1st and 33rd Jaeger.**18:F.4419N****IV Cavalry Corps:** Maj. Gen. Borosdin. 2700 men

4th Drag Div. (-). Emanuel. Charkow and Kiew Drag

**18:F.4721N**1st Drag Div. Borosdin II. Kargopol, Mitau, Moskau and  
Neu-Rus Dragoons.**18:F.4721N**

Corps Artillery. 36 guns.

3 Foot batteries.

**18:F.4420N**

### **Russian Army Corps**

Commander-in-Chief: Lt. Gen. Baron Osten-Sacken.

Chief of Staff: Oberst Benanson.

Quartermaster General: Oberst Rochechouart.

18:3723N

**XI Infantry Corps:** Lt. Gen. Wasiltschikow. 6200 men  
27th Inf. Div. Newjerowski. Odessa, Wilna,

Tarnopol and Simbirsk Inf., 49th & 50th Jaeger

18:F.3723N

10th Inf. Div. Lieven III. Jaroslaw, Krum and

Bialostok Inf., 8th and 39th Jaeger.

18:F.3524

**III Cavalry Corps.** Lt. Gen. Tschaplitz. 9200 men.

2nd Hus Div. Lanskoj. White Rus, Achthra,

Alexandria and Mariupol Hus.

18:F.3523N

3rd Drag Div (-). Pandschulidschew. Smolensk and

Kurland Dragoons.

18:F.3624N

**Corps Artillery.** 60 guns.

4 Foot batteries, 1 pioneer co.

18:F.3524N

1 Horse battery.

18:F.3523N

### **I Prussian Corps**

Commander-in-Chief: Lt. Gen. Yorck von Wartenburg

Chief of Staff: Oberst von Zielinsky.

18:3823N

1st Brigade. Lt. Gen. Losthin. 5000 men.

5th & 13th Schles LW Komb bns, Lieb Gren bn.

18:R.3722N

2nd Leib Husars

18:elim

8th Brigade. Lt. Gen. Girsas. 3600 men.

14th Schles LW, Brandenb, 12th Res Inf.

18:R.3721N

Brandenburg Husars.

18:F.3622N

2nd Brigade. Warburg. 3300 men.

Ostpreuss Fuesilier, 1st & 2nd Ostpreuss,

6th Schles LW Komb bns.

18:F.3823N

Mecklenburg Husars

18:F.3722N

7th Brigade. Weltzien. 5100 men.

4th Gde Jaeger co, Leib & Thueringia Inf bns,

Komb bns of 4th and 15th Schleis LW.

18:R.4024N

**Reserve Cavalry:** Oberst v Juergass. 2700 men.

Brigades Henckel, Bieberstein.

18:F.3622N

**Reserve Artillery.** Major v Rentzell. 56 guns.

3 Foot batteries.

18:F.4024N

2 Horse batteries.

18:R.3721N

3 Foot batteries.

18:F.3823N

## **The Army of the North**

Commander-in-Chief:

Carl Johann, Kronprinz von Schweden

Chief of Staff: G.d.K. Freiherr Adlerkreutz

Underchief: Maj Gens. Tawast, Loewenhielm

*Militaerbevillmaechtigte im Hauptquartier:*

Russia: Maj. Gen. v Suchtelen, Col. Pozzo di Borgo

Prussia: Maj Gen v Krusemareck, Maj v Kleist.

Great Britian: Minister Thornton, Lt. Col. Cooke

Austria: Lt. Fieldmarshal Vincent

### **III Prussian Corps**

Commander-in-Chief: Lt. Gen. v Buelow.

Chief of Staff: Oberst v Boyen.

3rd Division. H. Homburg. 6700 men.

3rd Ostpr, 4th Res., 3rd Ostpr LW Inf.,

2nd Ostpr Gren. bn., 1st Leib-Husars

6th Division: Oberst v Krafft. 4900 men.

Kolberg, 9th Res, 1st Neumaerk LW, 1st Pomm LW.

5th Division: Maj. Gen. v Borstell. 6100 men.

1st Pomm, 2nd Res, 2nd Kuerm LW Inf,

Pomm Husars, Westpr Ulans.

Reserve Cavalry: Maj. Gen. Oppenheimer. 2100 men.

Koenigin, Brandenbg, 2nd Westpr Drag,

2nd and 4th Kur, 2nd Pomm LW Cav.

Reserve Artillery. 72 guns.

3 Foot batteries, 2 pioneer cos.

3 Foot batteries

2 Horse batteries.

### **Russian Armeekorps**

Commander-in-Chief: Lt. Gen. Winzingerode.

Chief of Staff: Maj Gen v Roenne

**XIV Infantry Corps:** Lt. Gen. Woronzow. 4600 men.

21st Inf Div. Laptew. Petowsk, Litthauen and Pololien, and

Newa Inf, 44th Jaeger.

24th Inf Div. Wuitsch. Schirwan, Ufa, Butyrki,

and Tomsk Inf, 19th and 40th Jaeger.

Cavalry Brigade Manteuffel. 800 men.  
Petersburg Drag and Kos, Elisawetgrad Hus.

Inf Div Harpe. 3000 men.  
Tula, Nawaginsk and Sjewsk Inf, Gren bde.

Avantgarde Cavalry: ORurke. 1800 men.  
Wolynien, Polen Ulans, Pawlograd Hus,  
Rjeschin Jaeger.

Corps Artillery. 100 guns

### *Swedish Army Corps*

Commander-in-Chief: Fieldmarshal Stedingk  
Chief of Staff: Maj Gen Langerbring  
3rd Brigade. Braendstroem. 3500 men.  
Westgoetha, Westmanland and Nerike Inf.

4th Brigade Posse. 3000 men.  
Skaraborg, Elfsborg Inf., Wermland jaeger.

6th Brigade Boije. 3100 men.  
Kronborg, Calmar and Engelbrechten Inf

1st Brigade Schuttsenheim. 3800 men.  
Seva and 2nd Leib Gde, Leib Gren, Koenigin

2nd Bde Reuterskjoeld. 2900 men.  
Upland, Soedermanland, Nord-Schonen, Pomm

Corps Artillery: Oberst v Cardell. 54 guns  
7 Foot batteries

1 Horse battery

Cavalry. 2900 men.  
Leib Cuir, Schonen and Moenen Hus, Pomm,  
Leib and Smaeland Drag.

## *The Army of Poland*

Commander-in-Chief: Gen. d. Kav. Bennigsen.  
Chief of Staff: Lt. Gen. Ouvermann  
Quartermaster General: Maj Gen Berg.

*18:5632N*

Avantgarde: Lt. Gen. Stroganow. 5000 men.  
Kos Bdes Platow V, Tenischew, Inf Bde Glebow

*18:5530N*

Artillery. 38 guns.

*18:F.5633N*

### *Russian Army Corps*

Commander-in-Chief: Gen. Dochturow. 23000 men.

*18:5633N*

12th Inf Div. Chowanski. Smolensk, Narwa,  
Aleksopol and N Ingermanland Inf.

*18:F.5633N*

26th Inf Div. Paskiewitsch. Ladoga, Pultawa  
Nischni-Nowgorad and Orel Inf,  
5th and 42nd Jaeger.

*18:F.5632N*

13th Inf. Div. Lindfors. Welikie-Luki, Galizien  
Saratow and Penza Infantry.

*18:F.5501S*

Cav Division. Tschaplitz. 3532 men  
Komb Drag, 1st and 2nd Komb Jaeger,  
Taganrog, Sibirien, Schitomir and 2nd Ulans

*18:F.5632N*

Corps Artillery: Kolotinskii. 72 guns.  
6 Foot batteries.

*18:F.5933N*

3 Horse batteries

*18:F.5501S*

### *2nd Austrian Light Division.*

Commander-in-Chief: F.M.L. Graf Bubna.

*18:5627N*

Brigade Wieland. Rainer Inf, Wuerzburg Lw,  
5th and 6th Jaeger bns, Peterwardiner G

*18:F.5627N*

Brigade Neipperg. Kaiser, Blankenstein,  
Liechtenstein Husars.

*18:F.5726N*

# BATTLE NARRATIVE

by F. Lorraine Petre

*Reprinted from Napoleon's Last Campaign in Germany, which covers the entire year's campaigning, and is available from Hippocrene Books, New York, NY 10001.*

Odeleben's famous description of the Emperor at Düben, sitting idly drawing Gothic characters on a sheet of paper, is not quite consistent with the actual outturn of correspondence. Still, all accounts represent him as a very different person from the ceaseless worker of former times. He talked for five hours in the night of the 11th-12th to Marmont, who says: "One no longer recognises Napoleon again during this campaign." Fain says: "He remains almost constantly shut up in his room, to which his bed and his maps have been moved."

In proof of the irresolution and uncertainty which mastered him at Düben, it is only necessary to look back. On the 10th he proposes to go to the right bank of the Elbe if Murat could not keep Leipzig; the same afternoon he talks of only driving Blücher and Bernadotte over the Elbe, and keeping them there by destroying their bridges. Then he would return to Leipzig. On the 11th he is in great uncertainty as to Blücher's and Bernadotte's whereabouts, and reverts to the idea of going to the right bank and leaving them stranded on the left. Then he finds out that they are not, as he had fancied, towards Dessau, but towards Halle. On the 12th he has changed his plans entirely, and proposes fighting a great battle at Taucha. All this is very different from the quick grasp of the situation and the immediate decision as to his course of action which characterise his earlier campaigns.

There is no mention of Bernadotte in the correspondence of the 12th till 3 P.M., when the Emperor writes to Marmont that he has seized the enemy's bridges on the Elbe, and that the army of Berlin has gone to the right bank.

On this subject, Marmont says he reported to the Emperor, in the evening of the 11th, that he had made certain that the whole of the enemy's army was on the hither side of the Elbe. If he is correct, the Emperor's letter of the 12th is only one of many instances of the way in which he now chose to believe what would suit him.

Let us see now what had really been happening whilst Napoleon sat in doubt and hesitation, very unusual in him, in the "schloss" at Düben. Blücher had marched to his right on the morning of the 9th October, just as Napoleon was beginning his advance down the Mulde on Düben. He was making for the Saale towards Halle, as arranged with Bernadotte. His movements on the 9th, and the escape of Sacken by Raguhn have already been described. Bernadotte went to Rothenburg, but he left Tauenzien behind at Dessau to cover the bridges at Rosslau and Acken.

On the 11th Tauenzien heard that Reynier had crossed the Elbe at Wittenberg on the previous day, and had driven the blockading force on Coswig; also that Macdonald was following Reynier. He, therefore, himself crossed to Rosslau on the 12th, leaving one division at Dessau, which was dispersed with the loss of some 2000 prisoners on that day.

On the same day (12th) Bernadotte was still at Rothenburg, whilst Blücher had reached Halle and occupied Merseburg. He had thus passed with the Silesian army from Bernadotte's left to his right.

That same night Napoleon was still hesitating as to whether he would himself go to Leipzig or not. At 8 P.M.

he wrote to Murat, estimating the latter's force at 60,000, and adding that Marmont will be "to-night" only ten miles from Leipzig. "If I do not decide to go there (Leipzig) myself, I will send him to you, which will give you 85,000 to 90,000 men; with that you ought to be able to gain some days." The Emperor still believed that Bernadotte had retired to the right bank of the Elbe; for Ney, in reporting his action with Tauenzien's division at Dessau, mentioned that he had seen immense baggage columns and packs marching up the right bank from Acken. Reynier and Dombrowski, the Emperor also says, had passed Coswig and were marching on Rosslau.

At 5 A.M. on the 13th Napoleon was decided to concentrate on Leipzig, but thought there was still time for Reynier to march to Acken, in which operation Ney could support him by a diversion from the left bank. As soon as that was done, Ney must hurry back to Düben. An hour later Napoleon ascertained that Reynier had been fighting, on the previous day, only with Thümen and Tauenzien, whom he had driven to a hurried and somewhat disorderly retreat on Berlin. Bernadotte's headquarters had been at Bernburg on the 11th; he had not re-crossed the Elbe, but, on the contrary, was with Blücher behind the Saale.

Macdonald and Reynier were called back on Düben.

There was no advantage now in operating on the right bank of the Elbe, where there was no enemy of importance left. Even Thümen and Tauenzien were off to Berlin in such a hurry that there was no probability of their returning at present.

Leaving Napoleon to his concentration on Leipzig, we turn back to bring up to date the events in the south.

When Napoleon left Dresden, Colloredo and Bennigsen began their advance from Teplitz on Dresden by the now well-known route. On the 8th Colloredo's advanced guard was at Zehista. On the same day, Bubna who, it will be remembered, was left by Blücher to watch Dresden on the right bank of the Elbe, took the bridge head opposite Pirna. The garrison retired to Dresden, taking their boats with them.

On the 10th Bennigsen, after making a reconnaissance on Dresden, left Osterman to observe it with 20,000 men, and himself marched by Colditz for Leipzig with 30,000. Chasteler was left behind at Teplitz with 10,000 men to guard Bohemia.

Murat's movements had been as follows:—

On the 8th he was at Mittweida. Poniatowski drove the Austrians from Penig.

On the 9th Klenau recaptured Penig, and, threatening Poniatowski's left, compelled him to fall back towards Murat at Rochlitz.

On the 10th Murat retired northwards, on learning that Wittgenstein was moving on Borna.

On the 11th he took post at Wachau and Liebertswolkwitz with the II., V., and VIII. corps, and 5th cavalry corps. His outposts were on the line Threna-Gross Pösna-Naunhof.

It was this move which alarmed Napoleon, and induced him to propose sending 20,000 men to support Murat.

Schwarzenberg's headquarters had been on the 8th at Chemnitz. On the 11th they were at Altenberg. Wittgenstein, Kleist, and Klenau were about Borna.

On the 12th Augereau (IX. corps) reached Leipzig.

Napoleon's orders for the 14th were issued at 3 A.M. His own headquarters would be at the gates of Leipzig. Ney was expected to pass the Düben bridge that evening, so as to be at Leipzig on the 15th.



Macdonald was believed to be at Kemberg on the 13th, and to be able to pass at Düben in good time on the 14th, so as to make room for Ney to pass at night.

Reynier was supposed to be at Wittenberg on the night of the 13th. He would be near Düben on the 14th.

Sebastiani to hurry up past Macdonald, and reach Leipzig as soon as possible.

Latour-Maubourg also to hurry forward on the right, reconnoitring towards Delitzsch.

Oudinot and Mortier, the Guard cavalry, and Old Guard to approach within two and a half miles of Leipzig.

Curial and Lefebvre-Desnoettes to march on Eilenburg and Taucha at daybreak, accompanied by the King of Saxony, who would be sent on with an escort to Leipzig.

General Durrieu to guard Eilenburg, where he would collect parks, etc., on the left bank of the Mulde.

Bertrand to leave Düben at 9 A.M., and to be within two and a half miles of Leipzig by evening.

In writing to Macdonald at 7 A.M., the Emperor says: "There can be no doubt that to-morrow, 15th, we shall be attacked by the army of Bohemia and by the army of Silesia. March then in all haste, and if you hear a cannonade, march to its fire."

Napoleon left Düben some time after 7 A.M., reaching Leipzig about midday. He had intended staying there, but went on to Reudnitz after riding through Leipzig. To the south, as he rode towards Reudnitz, he could hear plainly, and even see the artillery of the action then proceeding between Murat and the Bohemian army.

The positions of Murat's forces on the morning of the 14th were:—

	Infantry.	Cavalry.	Guns.	
VIII. corps	5400	600	30	Markkleeberg, Dölitz, Lösnig and Connewitz
4th cavalry corps	—	1800	?	Main body behind Markkleeberg, with detachments beyond the Pleisse.
II. corps	15,000	—	58	On heights between Wachau and Markkleeberg, the former being strongly held.
V. corps	12,000	700	53	About Probstheida.
5th cavalry corps and Berkheim's division of the 1st	—	4,000	?	Just west of Liebertwolkwitz.
A division of the Guard cavalry	—	2,700	?	In reserve at Holzhausen.

In all 32,400 infantry, 9,800 cavalry, and 156 guns.

Early in the morning Pahlen, with Wittgenstein's advanced guard, moved forward by Cröbern. He had 1800 Russian cavalry and Cossacks, 1000 Prussian cavalry, and 20 guns.

The Cossacks came to a standstill in face of the great cavalry masses in front of Wachau and Markkleeberg. Pahlen was first reinforced by 6 squadrons, and then by 14 more, with 16 guns, under Röder, sent by Kleist from the Prussian reserve cavalry.

Eugen of Wurtemberg, reconnoitring in front of Guldengossa, denied Diebitsch's assumption, according to which there was only a French rearguard. He succeeded in convincing Diebitsch, who went off for more cavalry. Pahlen, however, advanced as soon as the Prussian reserve cavalry began to come up. The cavalry combat which ensued in this direction swayed backwards and forwards with varying success. On the whole, the French got a little the worst of it.

About 2 P.M. Klenau attacked Liebertwolkwitz and took the whole of it, except the church, in which the enemy obstinately held out. Counter attacks failed to dislodge Klenau, but there was a long fight, and in the evening he evacuated the village.

There were more cavalry combats in the afternoon in the centre, when again the French got rather the worst of it. In one of the charges here, Murat, leading in person, narrowly escaped capture. He was easily recognised by the extravagance of his costume.

About Markkleeberg the French cavalry, at first victorious, were in the end driven back.

The upshot of the whole affair was that both sides remained in their original positions.

The battle was the greatest cavalry contest of the war. Friederich considers there were faults in leading on both sides. The allies attacked piecemeal, instead of in masses, whilst Murat kept his cavalry so closely massed that, once they were shaken, it was impossible to prevent their getting into confusion. Neither side could hope for a decisive victory, and Murat caused his cavalry unnecessary loss, when he should have preserved it for the battles of the following days. Pajol's in particular was so knocked about as to be quite unserviceable in the evening. All that Murat required to do was to keep the Liebertwolkwitz-Wachau line of heights, and prevent the enemy from seeing into his position behind them. That he could have done by using his infantry more freely, and sparing his cavalry.

The allies, on the other hand, had not enough troops up for decisive success. What they wanted was (1) to get a view of the positions behind Murat's front, in which they succeeded to some extent, and (2) to ascertain if he really meant to hold it. The latter they could infer from the resistance encountered.

On the morning of the 15th October Murat came to headquarters to report the events of the previous day. After a long conversation with the Emperor, both rode to the heights between Liebertwolkwitz and Wachau. Here Napoleon remained for several hours in conversation with Berthier, Murat, and others. Thence he went, after noon, to the position occupied by Poniatowski, who had his right on Dölitz and Markkleeberg. Here he gave much attention to the ground beyond the Pleisse, to the possible points of passage, and to the marshes interfering with the movement of troops. Then he rode to Reudnitz along the front by Holzhausen and Zweinaundorf.

The published correspondence of the 15th is very scanty.

At 8 A.M. the Emperor writes to Macdonald, saying it is not known yet what has become of Murat's opponents of the day before. He tells Macdonald at Lindenhain to report when he will be at Taucha, but not to cross the bridge there over the Partha, in case it should be necessary to send him by Naunhof. Then follows an important passage:—

"All reports are that, by a manœuvre which I cannot understand, the Prince of Sweden has passed the Saale, and is marching on Merseburg, so that the Duke of Ragusa can have nothing but cavalry in front of him."

This, he thought, was folly on Bernadotte's part, as it would leave him (Napoleon) time to destroy the Bohemian army.

This passage seems to show that the Emperor believed the Silesian and Northern armies to be united under Bernadotte, towards Merseburg. In another letter of 10 P.M. he tells Marmont, who was towards Breitenfelde in the direction of Halle, that many camp fires had been seen at Markran-

städt, which seemed to indicate that the enemy was to be expected, not by the Halle road, but by that from Weissenfels, on which he would have his right connected, by Zwenkau or Pegau, with the left of the army of Bohemia.

Four hours earlier Napoleon had sent orders to Macdonald that he was to start from Taucha at daybreak, to march on Holzhausen and Seifertshain, where he would receive orders for turning the enemy's right, that is, the right of the army of Bohemia.

These conclusions were erroneous; for Blücher had advanced from Halle towards Leipzig, and was already facing east with his right about Schkeuditz. The Emperor had good reason for regretting, in his letter to Marmont, that the latter had not pushed his reconnaissances as far as Schkeuditz.

Bernadotte was not at Merseburg, but far away on the line Wettin-Zorbigo. The fires which were seen at Markranstädt were those of the left wing of the Bohemian army, which extended thence by Cröbern and Guldengössen. Napoleon believed it to extend only from Cröbern to Naunhof.

The French corps stood this evening thus:—

Bertrand at Eutritzsch.

Marmont at Lindenthal facing towards Halle.

Poniatowski at Markkleeberg and Dösen, with his right thrown back along the Pleisse as far as Connewitz.

Victor at Wachau.

Lauriston—Liebertwolkwitz.

Polish cavalry (Kellermann) at Dösen.

Latour-Maubourg—Zweinaundorf.

Pajol at Holzhausen.

Augereau—Zuckelhausen.

Guard—Reudnitz and Crottendorf, as general reserve.

Souham—Two divisions at Mockau, the third behind, on the road from Düben.

Macdonald—Taucha.

Sebastiani—Marching on Taucha.

Reynier—Düben.

Of the allies, Bernadotte was at this time as shiftless as ever. Blücher's scheme for posting him in front of Halle, whilst he himself faced south on the right bank of the Saale, did not suit the Crown Prince at all; for it put him in the forefront of the battle, exposed to Napoleon's first attack. Seeing that Bernadotte and Blücher together were only about equal in numbers to Napoleon, it seems doubtful whether the plan was not too risky.

As for Schwarzenberg, von Caemmerer is very severe on him. Starting with 160,000 men, he had taken 17 days to march 70 miles, though he had nothing to stop him except the 45,000 men under Murat, a mere handful in comparison with his host, not enough to do more than watch him. "Schwarzenberg's operations in western Saxony can only be characterised as a most defective piece of generalship, which was also diametrically opposed to any reasonable interpretation of the Reichenbach agreement." Such is von Caemmerer's general verdict. He goes on to point out that, had Schwarzenberg used his cavalry as he had seen Napoleon do, he should have known at once the weakness of the enemy opposed to him. By the 9th October he knew that Napoleon could not at once support Murat, and that Blücher was in great danger. Had he had the decision to attack Murat at Bornä on the 10th, he could have decisively defeated him, have seized Leipzig next day, and have cut off Augereau, who had only reached Weissenfels on the 10th. He had still great opportunities even up to the 14th.

The suburbs of Leipzig contained numerous open spaces, and were separated from the old fortified city (an irregular quadrilateral of 800 or 900 yards) by the open ring on the site of the old glacis, which is now represented by the Ross Platz, and other open gardens and boulevards.

The principal entrances to the city were by the four gates, Halle in the north, Grimma east, Peters south, and Rannstadt north-west. These were all suitable for wheeled traffic, and there were several others for foot passengers only. The southern and eastern suburbs were the best built, full of substantial houses, with garden walls and other readily adaptable means of defence. The northern and western were poorer quarters, with narrow, crooked streets.

The western side of Leipzig rested on the Pleisse and the ramifications of that river and the Elster, which unite here, and the former is absorbed in the latter. Both rivers arrive from points only a very few degrees east and west of south. The space between them is a network of channels, with

The Partha, rising south of Grimma, flows north-west to beyond Taucha, where it turns suddenly to the south-west to join the Pleisse just north of Leipzig. Though a small stream, it was very tortuous, with steep or marshy banks, which made it a serious obstacle to troops. The Rietschke brook, flowing past Eutritzsch to join the Elster near Gohlis, was also a lesser obstacle.

The circle round Leipzig is divided by the Elster, the Pleisse, and the Partha into three main segments, with a fourth in the shape of the marshy ground between the two first named. The western segment lies between the upper Elster and the Luppe, the northern between the lower Elster and the Partha, the southern between the Partha and the Pleisse.

The southern area is marked by a succession of low ridges, like waves flowing outwards from Leipzig. The ridges, low though they are, formed good positions for troops defending Leipzig, whilst the hollows behind them served to conceal reserves. At the same time, the country was very open and well suited to cavalry, which was only obstructed by the marshes and ponds in the hollows. The highest point on this side was the Galgenberg, between Wachau and Liebertwolkwitz. A feature to be noticed is the low, flat hill called the Kolm Berg, half a mile east of Liebertwolkwitz, crowned by the remains of an old Swedish redoubt, a relic of the days of Gustavus Adolphus. A marshy brook flowed round its western and northern sides.

The western segment is an almost level plain. Two slight elevations west of Lindenau alone afforded some command for artillery.

The plateau of the northern segment is less undulating than that of the south, though perhaps the descent to the Rietschke brook is rather steeper than the southern slopes.

The villages surrounding Leipzig were generally well built (least so in the west), with broad streets, massive churches, and clay or brick garden and cemetery walls.

Napoleon had caused the existing means of defence in the suburbs, such as garden walls, ditches, and tanks, to be improved by loopholing, palisading, and excavation. Round Lindenau he had constructed several small works, besides palisades, chevaux de frise, etc.

The road over the causeway to Lindenau was the only one left for the French retreat, and the allies were threatening to close that. The Emperor himself had contributed to the difficulties of a retreat by Lützen, for, in order to render the bad ground between the rivers a better protection to his flank, he had destroyed nearly all the bridges of the Pleisse and Elster, except those of the causeway.

The only paved roads to the south and east were those leading to Borna, Grimma, and Wurzen, and even these were only in good repair within municipal limits. From the north of Leipzig one more such road issued, dividing outside into the roads to Halle, Landsberg, Delitzsch, Düben, and Eilenburg. With these exceptions, there were nothing but very bad country roads.

Schwarzenberg's first orders for battle on the 16th contemplated the following operations :—

(1) Blücher, with the Silesian army, to advance by the Merseburg road on Leipzig, through Günthersdorf, maintaining at the same time his communications with Halle.

(2) Gyulai, with Moritz, Lichtenstein, and Thielmann, to concentrate at Markranstädt and advance direct on Leipzig. For the day he was to be under Blücher's orders.

(3) Meerveldt's corps, with the Austrian reserve and the Russian Guard, to assemble at Zwenkau and move on Leipzig, between the Elster and the Pleisse.

(4) Wittgenstein, Kleist, and Klenau, to attack on the right bank of the Pleisse, and drive the enemy northwards on Leipzig. All attacks to begin at 7 A.M.

These orders came to this: that Wittgenstein, Kleist, and Klenau, with 72,000 men, were to attack Napoleon, who was assumed to be concentrated south of Leipzig, in front. Meerveldt, with 52,000, to attack his right and rear about Connewitz, through the difficult tract between the Elster and the Pleisse. Gyulai and Blücher to attack Leipzig in the western segment, between the upper and the lower Elster with 73,000 men. These were to stop the Lindenau outlet.

The lesson of Dresden had been forgotten; the army was to be split by the marshy valley of the Elster and Pleisse, as at Dresden it had been split by the Plauen gorge.

Blücher, Gyulai, and Meerveldt, with two-thirds of the army, were set an almost impossible task, against a point which Napoleon had satisfied himself could be defended by comparatively small forces. Meanwhile, he would be able to fall with greatly superior forces on the 72,000 on the south of Leipzig.

Toll, Jomini, and others protested against this, and finally appealed to the Tsar. Even he could not convince Schwarzenberg, and, in the end, he was forced to tell the Commander-in-Chief that he could please himself about his Austrians, but that the Russians must come to the right bank of the Pleisse.

Then Schwarzenberg at last gave way, and issued fresh orders :—

(1) Blücher to remain as he was, on the right bank of the lower Elster, attacking, not Lindenau, but the north side of Leipzig.

(2) Gyulai to attack Lindenau.

(3) Meerveldt's force was reduced to 28,000 Austrians only.

(4) 24,000 of the Russian Guard and cuirassiers, withdrawn from Meerveldt, were ordered to Rötha, five miles behind Wittgenstein.

Napoleon had hoped to be able to attack the army of Bohemia on the 15th of October, but was prevented by the absence of Macdonald's and Souham's corps.

On the morning of the 16th October he had available round Leipzig, or approaching it, these forces :—

	Men.	Guns.
(1) South of Leipzig . . . . .	138,600	488
(2) At Lindenau . . . . .	3,200	16
(3) North of Leipzig, including Delmas' 4,800 men still marching from Düben . . . . .	49,500	186

Total . . . . .	191,300	690
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The number was really not quite so great, as no deduction has been made for the losses in Murat's battle of the 14th. The only other troops to come up were Reynier's 14,000, who could not arrive from Düben till the next day. Against these the allies had :—

#### I. South of Leipzig—

	Men.	Guns.
(1) On the line Fuchshain, Gross Pösna, Gulden- gösssa, Cröbern . . . . .	62,000	181
(2) Reserve at Grünha . . . . .	10,500	34
(3) Marching on Rötha . . . . .	24,000	243

Total . . . . .	96,500	458
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II. Between the Pleisse and Elster . . . . .	30,000	90
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III. Opposite Lindenau . . . . .	19,000	58
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IV. At Schkeuditz (Blücher) . . . . .	54,500	310
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Grand total . . . . .	200,000	916
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Including Cossacks, etc., they had, in round figures, 205,000 men and 916 guns, against Napoleon's 191,000 men and 690 guns. They already had an immense superiority in guns, though many of them never came into action. Of cavalry they had on the 16th about 40,000, against 30,000 of Napoleon. Still, except in artillery, it cannot be said they had any marked superiority; certainly not sufficient to compensate for the superiority of Napoleon as a commander.

But when we come to look at what the two opponents could bring on to the field between the 16th and the 19th, it is different. Napoleon could only expect another 14,000 men with Reynier, raising his total to 205,000, with about 700 guns.

The allies had to be joined by the 18th by :—

	Men.	Guns.
(1) Bernadotte . . . . .	61,000	226
(2) Beningsen . . . . .	31,000	134
(3) Colloredo . . . . .	19,000	106

Total . . . . .	111,000	466
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Grand total, including those available on the 16th . . . . .	316,000	1,382
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Even to this number must be added 5000 Cossacks with Bernadotte's army. The whole of the allied cavalry (exclusive of 8500 Cossacks) would be roughly 60,000 against 30,000. Briefly, in the whole of the battles round Leipzig the allies had a superiority of about 130,000 men.

The troops on either side on the southern battlefield were disposed thus at the commencement :—

#### I. FRENCH

(1) On the line Connewitz-Lösning-Dölitz-Markkleeberg, Lefol's small French division,<sup>1</sup> the VIII. corps (Poniatowski)

<sup>1</sup> Consisting of portions of his "regiments de marche" newly arrived, and not yet distributed to their units.

and the Polish cavalry.<sup>1</sup>

(2) Victor behind, and on both sides of Wachau.

(3) Lauriston between Wachau and Liebertwolkwitz, with the Young Guard and Curial's division of Old Guard behind him.

(4) Augereau (IX. corps) behind Zuckelhausen.

(5) Macdonald and the 2nd cavalry corps marching on Holzhausen.

(6) In reserve about Probstheida, Friant's Old Guard division, and the mass of the cavalry (1st corps, Guard cavalry, and 5th corps).

## II. ALLIES

(1) Between the Pleisse and the Elster, about 15,000 men each at Gautzsch and between Zobigker and Prödel.

(2) Kleist advancing on Markkleeberg.

(3) Eugen of Wurtemberg on Wachau from the south.

(4) Pahlen's cavalry linking Eugen to Gortchakow.

(5) Gortchakow, moving on the south side of Liebertwolkwitz.

(6) Klenau and Ziethen on the east side of the same village.

(7) Reserve at Grünha. Russian grenadiers and cuirassiers.

(8) Russian and Prussian Guards, marching on Rötha from between the rivers, under the second set of orders.

Of the allied troops elsewhere than on the south we need only say, for the present, that Gyulai was at Markranstädt; Blücher about Schkeuditz, opposed to Marmont about Lindenthal and Breitenfeld.

Of the French, Bertrand was at Eutritzsch; Brayer's and Ricard's divisions (III. corps) marching on Mockau; and Delmas' of the same corps conveying the trains from Düben. Dombrowski's division was at Plaussig; Arrighi (Governor of Leipzig) with the small force at Lindenau.

The first act of the "battle of the nations," that which was played on the 16th October, comprises three distinct actions.

(1) The attack on the south, generally known as the battle of Wachau, with its flank attack between the Pleisse and the Elster.

(2) Gyulai's attack on Lindenau.

(3) Blücher's attack on the north.

These we will describe in the order given.

### (1) WACHAU

*1st period, 9 A.M. to 11 A.M.*—The chief command of the frontal attack on the south was vested in Barclay, with Wittgenstein in executive command under him.

Wittgenstein decided to attack in five columns.

(1) Klenau on the right, with about 33,000 men and 80 guns, to assemble between Fuchshain and the Ober Holz, and to attack Liebertwolkwitz from the east.

(2) Gortchakow, 9000 men and 20 guns, to march from between the Ober Holz and Störmthal, against the south side of Liebertwolkwitz.

(3) Eugen of Wurtemberg, 11,000 men and 31 guns, to assemble at Guldengössa for an attack on the south-east of Wachau.

(4) Kleist, 8400 men and 26 guns, to start from south of Cröbern, advancing through it on the space between Wachau and Markkleeberg.

(5) Pahlen, with 5400 cavalry, was to move from Guldengössa on the heights between Wachau and Liebertwolkwitz,

<sup>1</sup> Commanded by Sokolnicki in the absence of Kellermann—sick.

thus linking the attacks of Gortchakow and Eugen of Wurtemberg.

In reserve, the Russian grenadiers and cuirassiers, 10,500 men and 34 guns, on the high road south of Grünha.

The 24,000 men and 243 guns, withdrawn by the second set of orders from Meerveldt, were at Audigast on the night of the 15th. They were to march at 1 A.M. on Rötha.

Wittgenstein's five columns were spread over a front of some six miles, unable to see one another. There was, therefore, little hope of simultaneous action. Napoleon's positions have already been described.

The morning of Saturday, October 16, broke cold and rainy, with a thick mist shutting out the view. Attack at 7 A.M. was out of the question, and the allies only began to move an hour later, as a west wind sprang up and cleared away the mist and smoke.

Napoleon reached the battlefield shortly after 9 A.M. At the Galgenberg he was met by Murat, who had been observing from the château at Wachau. The Emperor made a long and careful study of the battlefield through his glass. He saw that the enemy had anticipated the attack he himself intended, and that his own corps were by no means all up. Accordingly he sent reinforcements to the points most threatened.

The Tsar, arriving about the same hour on the height south of Guldengössa, saw the weakness of Wittgenstein's attack in widely separated columns, and that it must fail, unless supported. He immediately ordered up the Russian grenadiers and cuirassiers, from Grünha and Magdeborn, to Auenhain, directed the Russian and Prussian guards from beyond the Pleisse on Cröbern and Guldengössa, and sent to request Schwarzenberg, who was with Meerveldt's force, to send the Austrian reserve over the Pleisse.

Eugen of Wurtemberg, the first of the allies to advance, easily got possession of Wachau, but could not get beyond it, owing to heavy artillery fire. Napoleon had sent the artillery of the Young Guard to this part of the field. It was 9.30 when Eugen got into Wachau. For the next hour, a furious hand-to-hand fight raged in the village which, after changing hands several times, was finally recaptured by the French by 11 A.M. Eugen's men took shelter in a fold of the ground south of Wachau, on which they kept up a continuous fire. Eugen held on pluckily, for he felt that his defeat would mean ruin for the rest of the army.

On Eugen's left, Kleist had got possession of Markkleeberg, and he managed to hold on there, though he could not get forward in face of the French artillery. He still held it at 11 A.M., though he had suffered heavily, especially in an attempt to support Eugen by an attack on the west side of Wachau.

Gortchakow's column, on Eugen's right, had advanced on Liebertwolkwitz without waiting for Klenau's attack from the east. Crushed by the French artillery, it fell back towards the Nieder Holz, thus making a gap between Gortchakow and Eugen, which the latter had to fill with Pirch's brigade from his second line. Pahlen's cavalry had equally been unable to face the French artillery.

Klenau had not begun his advance from Gross Pösna till 10 A.M. The Kolmberg was found unoccupied, and Klenau sent two battalions and 12 guns on to it, supported by Schäfer's brigade in rear. At the same time, he sent 5 battalions, 4 squadrons, and 14 guns against Liebertwolkwitz, which had been almost reduced to ruins on the 14th,

except the church, in which the French now held out after they had lost the rest of the village.

From the Kolmberg Klenau had marked the advance of heavy French columns between Baalsdorf and Holzhausen. He, therefore, appealed to Pahlen for help in cavalry, and received 14 squadrons. At 11 A.M. his left was fighting in Liebertwolkwitz, and he held the Kolmberg, the garrison of which was supported by Schäfer's brigade, having Pahlen's 14 squadrons on its left. Abele's and Ziethen's brigades were between Fuchshain and Gross Pösna.

Whilst all this was going on east of the Pleisse, Meerveldt had found insuperable obstacles to his attack on Napoleon's right. He could not bring up his artillery in the bad ground, all the bridges over the channels and the Pleisse were gone, except one which was barricaded, and flanked by artillery. By 11 A.M. all his attacks had failed, with the solitary exception of that on the "schloss" at Dölitz, on the hither side of the Pleisse. He was reduced to the defensive against the French counter-attacks.

It was about this time that Wolzogen, carrying the Tsar's message to Schwarzenberg, found him and Radetzky at Gautzsch. Both were very depressed, saying Meerveldt had already lost 4000 men and had no hope of crossing the Pleisse. It was not till noon that Schwarzenberg could be persuaded to part with the Austrian reserve. At that hour Bianchi's and Weissenwolf's brigades, preceded by Nostitz's cavalry, started via Gaschwitz and Deuben.

Napoleon, meanwhile, had reinforced his weakest points by sending Augereau to support Poniatowski on the line Dösen-Wachau. Letort's division of Guard cavalry also supported the Poles. Four divisions of Young Guard, and Curial's of Old Guard, were placed behind Liebertwolkwitz when Klenau attacked it, and Friant's was moved forward from Probstheida to the Meusdorf farm. Oudinot was sent to behind Wachau when that place fell.

The Emperor had no reason for dissatisfaction with this first defensive period of the battle. Macdonald was now deploying between Holzhausen and Liebertwolkwitz, with Sebastiani's cavalry on his left, marching on Seifertshain. The attack on Napoleon's right had failed, as he could now see, since the weather had quite cleared up.

*2nd period, from 11 A.M. till 2 P.M.*—Napoleon now prepared to pass from the defensive to the offensive. He expected presently to be strengthened by Marmont from the north, as well as by Souham (III. corps). He had obstinately maintained, notwithstanding Marmont's reports to the contrary, that there was nothing of importance on the Halle road, and that the enemy was to be expected rather by that of Merseburg. He wished Marmont to come south across the Partha, to halfway between Leipzig and Liebertwolkwitz, whence he would be in a position to support the Emperor, or, in the improbable event of a strong force approaching from Halle, to assist Bertrand in that direction. It suffices here to record the fact that Napoleon's hopes were disappointed, and that, of all these expected reinforcements, only two divisions of the III. corps arrived, and they too late for a decisive stroke. The reasons for this will appear later.

In the meanwhile, Macdonald was ordered to storm the Kolmberg and push thence on Seifertshain, turning the right flank of the allies. When this movement was complete, the Emperor proposed to advance all along his line. Victor and Oudinot would advance on Auenhain, Lauriston on Guldengösssa, Mortier with two divisions of Young Guard on the Nieder Holz, the attack being supported, and the

enemy's centre shattered by the fire of a great battery, to be collected by Drouot between Victor's left and Lauriston's right.

Having thus driven a great wedge into the centre of the allies, the Emperor hoped to drive their left into the Pleisse, their right eastwards off its communications with Dresden. It was to give the finishing touch to this great movement that he wanted Marmont and Souham.

Macdonald himself went with Charpentier's division against the Kolmberg, whilst Gérard's division moved on Klein Pösna, and Ledru's on Seifertshain. Marchand in reserve. There was a moment's hesitation before the artillery fire from the Kolmberg, then it was carried with a rush, four guns being taken in the Swedish redoubt. Klenau narrowly escaped capture, his horse being killed. Schäfer's reserve brigade, led forward by Toll, broke and fled when only one battalion had come into action. It made for Fuchshain. The only redeeming point was a gallant charge by four squadrons of Ziethen's cavalry, which recaptured three guns taken by the French at the southern foot of the knoll. Sebastiani's cavalry came near to making an end of Schäfer's fugitives, but their leader's heart failed him on the arrival of Pahlen's 14 squadrons and a few of the dreaded Cossacks, whose shouts were more effective than their charge.

During this fight Lauriston drove the Austrians in Liebertwolkwitz back on Gross Pösna. Farther west, Klenau's repulse compelled Gortchakow to retire to the line Guldengösssa - University Wood.<sup>1</sup> Pahlen followed suit; Kleist had been forced back, leaving only a detachment desperately holding out in Markkleeberg. Eugen of Wurtemberg alone, though two-thirds of his force had been killed or wounded, obstinately held his place. A confused cavalry fight on Kleist's left had eventually ended in the repulse of the allies.

Then Kleist, receiving a fresh impulse from the advance of Rajewski's grenadiers, pushed forward again to the heights between Wachau and Markkleeberg, whence meeting Poniatowski and Augereau, he was again slowly forced back towards Cröbern. His detachment still clung desperately to the southern part of Markkleeberg.

Between the Pleisse and the Elster, Meerveldt made no progress during this period.

Napoleon had remained on the Galgenberg, watching the progress of the battle. When Macdonald had stormed the Kolmberg, and Lauriston had retaken Liebertwolkwitz, he wrote to the King of Saxony that "all is going well, and we have occupied the heights and villages." He also ordered all the bells of Leipzig to be rung, to announce his victory.

At 2 P.M. all the attacking columns of the allies had been driven back to their starting points.

*3rd period. After 2 P.M.*—During Macdonald's turning movement, Napoleon had been preparing for the general attack. The 1st cavalry corps and the Guard cavalry were massed at Meusdorf. Victor formed columns of attack, with Oudinot's two divisions of Young Guard on his left; Lauriston did likewise, with Mortier's two divisions behind him. Friant's division of Old Guard moved up towards Wachau.

When Napoleon gave the signal for the general advance, he still anxiously expected the arrival of Marmont, though he knew Bertrand had already been sent to Lindenau.

Victor and Oudinot advanced on Auenhain farm, Lauriston on Guldengösssa, Mortier on the University Wood, Macdonald on Seifertshain.

<sup>1</sup> The Ober and Nieder Holz.

Kleist was in desperate straits as he fell back before Poniatowski and Augereau on Cröbern. At this juncture Nostitz's cavalry arrived from beyond the Pleisse, just as Letort's French Guard cavalry and Berkheim, with ten more squadrons, reached the plain north of Cröbern. Nostitz sent two regiments against Letort and two against Berkheim. In each case the French were driven back, but the Austrians, suffering severely from the fire from infantry squares, and meeting more cavalry, were driven back to Cröbern. In support of the general advance, which had commenced just after 2 P.M., Drouot had collected a battery of 84 guns on the plateau in front of the Galgenberg.

Behind the guns was the 1st cavalry corps, now commanded by Doumerc, since Latour-Maubourg had lost a leg by a round shot. It was about 2.30 P.M., whilst the cavalry fight on the right was still in progress, when Doumerc sent forward Bordesouille with his cuirassier division of 18 squadrons, 2500 men at most. Sending 4 squadrons of Saxons against the battery on his right, Bordesouille charged straight ahead with the rest, starting from a point on the right of Drouot's great battery. One of the battalions of Eugen of Wurtemberg, still holding on in their old position, was carried away, and, though another had time to form square, Bordesouille gained possession of 26 guns. Hewing down the enemy right and left as they passed, the cuirassiers arrived at some ponds in front of the Wachtberg, on which were Alexander and the King of Prussia. The position of the sovereigns was analogous to that of Napoleon at Eylau after Augereau's repulse. But the French charge was nearly spent. As they struggled to get forward between the ponds, they were charged by the Cossack escort, and, on their left flank, by 13 squadrons of Russian cuirassiers. The French horses being blown, and their riders exhausted, the whole division was driven back in confusion behind Drouot, whose grape fire finally brought the pursuit to an end. It was 3.30 P.M. when the last of Bordesouille's horsemen disappeared behind the guns, and the artillery fire, which had been partially suspended during their charge, broke out with renewed violence. During this cavalry action Napoleon's infantry had pressed steadily on. Victor and Augereau on the right drove Kleist back on Cröbern, from which Bianchi, at the head of the Austrian reserves, began to debouch at 4 P.M.

Eugen of Wurtemberg had been forced back to the line Auenhain-Guldengösssa, with Rajewski's grenadiers behind him.

The Prussian Guards were now marching on Guldengösssa, where there was a battery of 94 Russian guns.

Klein Pösna had been occupied by Gérard and Sebastiani; Macdonald was advancing with Ledru's division to the attack (4 P.M.) of Seifertshain, and Charpentier's against the University Wood. At 5 P.M. Seifertshain had been stormed and retaken several times. As darkness fell, Gérard retired on Fuchshain, Ledru towards Marchand on the Kolmberg. Charpentier, after driving the Austrians from the Nieder Holz, and failing to take Gross Pösna from Ziethen, still held the Nieder Holz when darkness stopped the fighting.

Mortier, meanwhile, after assisting Charpentier's attack on the Nieder Holz, failed to make his way into the Ober Holz.

Maison, leading Lauriston's advance on Guldengösssa, got into the village, but was driven out by reinforcements and compelled to retire in such disorder to the heights that nothing more could be done. He was himself badly wounded.

Victor, at 4 P.M., had got possession of Auenhain, except the Manor House, which the Russians held. Presently Augereau, on Victor's right, was forced back from before Cröbern by Bianchi, with Kleist on his right, a movement which compelled Victor to retire from Auenhain.

Weissenwolf had now come up, and enabled Bianchi to get forward again to Markkleeberg and towards Dölitz.

The French right was now in a critical position, as Meerveldt, relieved by Bianchi's advance, had at last got across the Pleisse. At 5.30 he even got into Dölitz. But Napoleon had now sent Curial's Old Guard division, and Ricard's of Souham's corps, which was at last up, to strengthen his right. This resulted in the stoppage of Bianchi's advance, and the driving of Meerveldt's troops back over the Pleisse. Meerveldt himself, being shortsighted, rode into the midst of some Saxons and Poles, whom he mistook for Hungarians, and was taken prisoner.

At nightfall Bianchi was still between Dölitz and Markkleeberg, the former, including its "schloss," having been recaptured by the French. As a whole, the battle had been a drawn one: the gains of the allies on their left towards Markkleeberg were counteracted by the advance of the French on the other wing to Klein Pösna, to in front of Gross Pösna, and into the Nieder Holz.

Artillery fire continued into the night after darkness had stopped other fighting.

The ensuing night was spent by the allied sovereigns in Rötha, Borna, and Gröna. Napoleon was in the centre of Friant's division of the Old Guard.

## (2) LINDENAU

Gyulai's attack on Lindenau can be described more briefly than the battle about Wachau. His task was to form a connecting link between the Austrians on the left bank of the upper Pleisse and Blücher on the right bank of the Elster below Leipzig; also, by his attack on Lindenau, to lighten the task of the allies on his right and left. Any real success against Lindenau, which Napoleon had fortified, or any turning of the defile behind it, was not to be looked for. Therefore, Gyulai resolved merely to demonstrate, in order to withdraw as many as possible of the allies' opponents north and south of Leipzig. At 8 A.M. his look-out, on the church tower of Markranstädt, reported heavy fighting south of Leipzig, and Gyulai began his advance.

It was 10.30 when the Austrians, approaching Lindenau, saw the French drawn up in two lines across the Lützen road in front of the line Lindenau-Plagwitz, their artillery in three redoubts, and their cavalry (6 squadrons) advancing from their left wing.

Whilst Gyulai's artillery was bombarding the French position, and especially Lindenau, from both sides of the road, his 10 squadrons drove the French cavalry back behind their guns. At the same time, Austrian infantry moved on Klein Zschocher, seeking to drive the French on Lindenau. The only reserves were 3 battalions on the Markranstädt road, and two at Schönau. Cavalry escorted the guns.

Klein Zschocher was taken after a desperate struggle with the French garrison, which retired on Plagwitz. All attacks on the latter place failed, as it was strongly held, and was flanked by artillery beyond the Elster.

On the Austrian left, Leutzsch was taken by the Hessen-Homburg division. Beyond it the Austrians found themselves in a network of ditches and branches of the Luppe,<sup>1</sup>

<sup>1</sup> The southern branch of the lower Elster.



flanked by the fire of batteries beyond the stream. With great courage and patience they succeeded at last in approaching Lindenau, only to find the near side closed by walls and other defences. On the Leipzig side it was open, but was defended by artillery on the causeway leading to the city. Nevertheless, the Austrians succeeded in getting into Lindenau, which they had almost immediately to leave under the storm of artillery fire. In a second attack they captured two guns, which, however, they had to abandon, after spiking them, as they were once more forced from the village.

At 10 A.M. Ney had directed Bertrand (instead of Marmont, whom it was impossible to send owing to the development of affairs on his front) to proceed to the south of Leipzig. The commander of the IV. corps was on his way when he received an urgent appeal for help from Arrighi at Lindenau, who saw himself threatened by the advance of Gyulai's vastly superior force. Bertrand, accordingly, turned towards Lindenau with the whole of his corps. The position was really so strong that a brigade would have enabled Arrighi to hold it easily, and he would probably have done without any help. But it was the sole line of retreat of the French army to the Rhine, and must be held at all costs. Bertrand had joined Arrighi with Morand's and Fontanelli's divisions when the Austrians were finally ejected from Lindenau. The Hessen-Homburg division now retired to the heights west of Leutzsch, but, by placing skirmishers in the meadows along the Luppe, kept the French in apprehension of a fresh attack.

After the bells of Leipzig had announced the Emperor's apparent victory in the south, Bertrand began to advance towards Klein Zschocher, covered by a furious artillery fire from beyond the river. Twice he attacked the village, but each time was repulsed by Czöllich's brigade, reinforced by a battalion and some Cossacks. After this, the action was confined to artillery fire till evening, when Gyulai, withdrawing his main body to Markranstädt, still kept advanced posts in Klein Zschocher, Schöna, and Leutzsch.

### (3) MÖCKERN

Perhaps the most important of the three battles fought on the 16th October was that on the north of Leipzig, between Marmont and Blücher.

It will be remembered that Marmont had been ordered to seek out a position north of Leipzig, covering it in the directions of Halle and Landsberg. He selected one at Lindenthal and Breitenfeld, the very ground on which Gustavus Adolphus had defeated Tilly on September 7th, 1631.

The Emperor approved the position, but said some field fortifications were required. Marmont had reported the position good, though too extensive for defence by his corps alone. He required 24,000 to 30,000 men in order to be able to hold it for twenty-fours against Blücher. Napoleon promised that he should be supported by the III. corps if attacked by Blücher. That quite satisfied Marmont, who set to work at his fortifications, setting up many abattis in the wood which still stands between Lindenthal and Radefeld, and which he made almost into a fortress. He also threw up some redoubts. His advanced guard held Radefeld. On the 15th, Marmont felt more than ever secure, as the III. and IV. corps stopped behind him at Eutritzsch. That evening some French sappers, who had

been captured two days before, escaped from Halle, and reported to Marmont that Blücher was about to march from Halle on Leipzig, a report which was passed on to the Emperor at Reudnitz. At 10 P.M. Marmont, mounted on the church tower at Lindenthal, saw the whole sky towards Halle illuminated by the enemy's camp fires, and again reported to Napoleon, saying he required the aid of the III. corps. That night he received a letter from Berthier saying, "In case the enemy appears before you in great force, your corps, that of General Bertrand, and that of the Prince of the Moskowa are destined to be opposed to him." All seemed to be well, when a thunderbolt fell on Marmont in the shape of the Emperor's letter of the 16th at 7 A.M., ordering him to the south of Leipzig, his own place being taken by Bertrand, and asserting the Emperor's belief, in the face of all Marmont's reports, that there was no enemy of importance towards Halle. "Thence (from between Leipzig and Liebertwolkwitz)," writes Napoleon, "you can march on Lindenau if the enemy attacks seriously on that side, which seems to me absurd to suppose."

There was nothing for it but for Marmont to obey, since the Emperor had fallen deliberately into his error as to Blücher's movement, with all the information before him. His doing so is a remarkable instance of Napoleon's growing habit of making the wish father to the thought.

Scarcely had Marmont begun his movement towards Leipzig, when the enemy appeared and occupied Radefeld with a strong advanced guard.

Blücher, at Schkeuditz, having succeeded in getting Schwarzenberg's first orders changed, prepared for his march on Leipzig. Believing that the enemy would fight either at Lindenthal and Breitenfeld, or on the line Podelwitz-Hohenössig, he thought he had two alternatives open, either to march direct on Leipzig, leaving the enemy on his left, or else to attack him. Of assistance from Bernadotte he had no hope; for the British Commissioner, Colonel Stewart, had brought a message from the Crown Prince, saying he could only reach Landsberg on the 16th, but on the 17th he could support Blücher with 8000 or 10,000 cavalry and light artillery.

Blücher decided on attacking Marmont, and issued orders accordingly. Langeron, on the left, followed by Sacken as reserve, was to attack Freiroda and then Radefeld. Yorck turning leftwards from the Leipzig road at Lützschena, and leaving his advanced guard on the road, would move on Lindenthal. St Priest, on arrival, to follow Langeron and Sacken.

Blücher's intention was to gain the heights of Radefeld, and there decide, according to what he saw of the enemy's position, what was to be done next. Stewart was sent back to Bernadotte to urge him on.

It was 10 A.M. before Blücher's troops left their bivouacs. Langeron reached Radefeld without opposition, and drove Cœhorn's rearguard from it. Blücher, who was with Langeron, was surprised to see the French retiring on Lindenthal, but, still fearing an attack from Hohenössig, he left Langeron to watch it from Breitenfeld.

Yorck, meanwhile, had driven Normann's cavalry and 16 guns from Lindenthal, whilst his advanced guard had moved forward by the main road on Möckern, compelling the French to evacuate Stahmel and Wahren.

It was 2 P.M. when Blücher discovered the error of his assumption that the French would defend the Hohenössig-Podelwitz plateau. Yorck, also realising this, wheeled to his right on Horn's brigade at Lindenthal. But he still

had to keep in touch with Langeron on his left, and this resulted in the formation of a gap between Horn's brigade and Hunerbein's on its left, with a still larger gap between Horn and the advanced guard on the main road.

Blücher now ordered Langeron to clear Wiederitzsch. Being still afraid of an attack on his left by some of Napoleon's corps marching from Düben, he kept Sacken's and part of Langeron's troops in that direction.

Marmont, meanwhile, had seen without surprise that it was impossible for him to comply with Napoleon's order to go to the south of Leipzig. He took up a position with his left in the long village of Möckern on the right bank of the Elster, his right resting on the marshy Rietzschke brook towards Eutritzsch. The barracks of the present day stand much where his centre was. Beyond the brook, Gross and Klein Wiederitzsch were occupied by Dombrowski's Poles and Fournier's cavalry, all that Ney had been able to leave for Marmont's support, though, when he took post, the latter understood that Souham's two divisions (Ricard's and Brayer's) were still available.

The VI. corps was perhaps the best in the army, for it consisted largely of old soldiers. The artillery (84 guns), posted on the highest point of the front, flanked by 12 guns the approach to Möckern which, Marmont argued, must be the side to be attacked, since the French right was thrown back, and an attack on it would be endangered by Dombrowski's advanced position beyond the brook.

Yorck, too, saw matters in the same light, not daring to advance with his left in front, so long as Wiederitzsch was held against him. At 2 P.M. his advanced guard went forward against Möckern, supported on its left by Prince Charles of Mecklenburg's brigade.

The two first attacks on Möckern were repulsed. Then ensued one of the most desperate struggles of the war for the possession of this village. It was partially taken and retaken again and again. Reinforcements were sent in by both sides.

Almost simultaneously with the first attack on Möckern, Langeron sent his advanced guard and Kapzewitch's division against the Poles in Wiederitzsch. Here, too, the fighting between the Poles and their hereditary enemies was of the most desperate character. It was about 3 P.M. when Dombrowski had been driven back on Eutritzsch. Then Fournier's cavalry, with half of De France's division of cavalry, charged, and Kapzewitch was ejected from Wiederitzsch by the rallied Poles. Again he took it, and had driven the Poles in disorder on Eutritzsch, when there appeared Delmas' division escorting the parks and baggage by the road from Eilenburg. Though he had only 4700 men, Kapzewitch took him for a whole corps, on account of the trains accompanying him, and retired to the birch wood north-east of Wiederitzsch, whilst Olsuview deployed against Delmas. A detachment, sent by the latter to cover his right, took the wood, but was driven out again with the loss of a standard. Then Delmas, finding his line split in two, retired over the Partha, losing many wagons to the pursuing cavalry.

Yorck, meanwhile, after the failure of his first attacks on Möckern, had made up his mind to attack the centre of the French position, as well as the village, where the fight still swayed backwards and forwards with varying success.

Mecklenburg's attack with the bayonet on the French batteries was driven off with great slaughter; the French were already preparing to complete their victory when the explosion of several ammunition wagons spread confusion

in their ranks. The gunners, with their own shells bursting amongst them, abandoned their pieces, which the Prussians rushed forward to take. But Compans' infantry fell on their left, and they were driven back in disorder till the enemy was again checked by grape from the Prussian artillery. Hunerbein's and Horn's brigades were now west of the Lindenthal-Leipzig road, but Steinmetz's brigade was the only one still intact and in action.

It was 5 P.M. when Steinmetz went forward with his right on Möckern, into which the right hand regiment of each line turned as it got to the cross road through its centre. The Prussian artillery had now been brought up to within 700 yards of the French. Steinmetz's first line was within 100 yards of the enemy when, overwhelmed by artillery and musketry, it hesitated, turned, and fled. Marmont ordered Normann to charge with his cavalry and complete the victory. He refused, probably treacherously,<sup>1</sup> as Marmont alleges. He did charge at a later stage, but the golden opportunity, on this occasion, was lost. Had he charged home then, Steinmetz's first line would probably have broken his second, which, as it was, held firm.

In Möckern things had gone better for the Prussians who had at last driven the defenders out, though they had the greatest difficulty in maintaining themselves in the village.

The crisis of the battle had arrived. Marmont was leading forward his infantry to complete the ruin of Steinmetz, when Yorck sent forward the only reserve within reach. Breaking through the intervals of the infantry, the whole of his cavalry charged furiously on the advancing French infantry. Two battalions were ridden over, Normann's and Lorge's cavalry were swept away, and the Prussian first echelon was in the midst of Marmont's guns. The fight which ensued is indescribable; all arms were inextricably mixed up; cavalry, infantry, gunners fought in desperate personal encounter with swords, bayonets, clubbed muskets, gun rammers, anything that came to hand. Then the French yielded, falling back in the greatest disorder, leaving behind 35 guns, 8 ammunition wagons, 2 standards, and 400 prisoners.

Marmont's left, now that Möckern was lost, could hold no longer. All he could do was to cover his retreat with his still unbroken right. This, too, attacked now by Horn's and Hunerbein's brigades, was soon forced to retreat, though still maintaining good order.

When Marmont was across the brook he left 300 Wurtemburgers to guard the crossing at Gohlis, whilst he reorganised his broken left behind it. His right fell back on Eutritzsch.

That night the Prussians bivouacked with their right south of Möckern, left in front of Eutritzsch.

Blücher, always obsessed by the fear of an attack from the direction of Düben, had remained with Langeron beyond Lindenthal. It was only at 5 P.M. that he could make up his mind to call Sacken up. It was then too late for him to cover the four miles to the battlefield before all was over. St Priest had been sent forward earlier, but only one of his brigades fought at Wiederitzsch. To Yorck alone belonged the glory of the victory; on his corps fell the heaviest loss. Going into action 21,779 strong, it lost 7969 men, more than one-third. His infantry lost 7120 out of 16,120. Langeron lost about 1500 men.

Marmont puts his losses at 6000 or 7000, but they were probably greater. Two of his divisional generals, Compans and Friederichs, were wounded, as well as himself.

<sup>1</sup> We say this having regard to his subsequent conduct on the 18th.

Yorck captured 2000 prisoners, one eagle, two standards, and 40 guns; Langeron, one standard, 13 guns, and some hundreds of prisoners. Many ammunition wagons, Marmont's as well as Delmas', fell into the enemy's hands.

The battle ended dramatically; for, as the fighting ceased, the victorious Prussians joined in a vast chorus of the hymn of thanksgiving, "Nun danket alle Gott."

Here we pause to take a general survey of the results of the battles of the 16th October, and to call attention to the faults and merits of the combatants.

Napoleon was not ready when he was attacked, and had to resort to expedients, such as using his Guard to reinforce weak places at the very beginning of the battle, which he was not accustomed to. The fact that Macdonald was not up, and that Reynier could not arrive on the 16th at all, were the result of the late date at which the latter was kept on the right bank of the Elbe, in pursuit of what Napoleon believed to be the army of the north, and only discovered too late to be nothing but Tauenzien and Thümen.

The Emperor's position south of Leipzig was an extremely strong one on the right, and to a less extent in the centre, but his left was in the air. The allies might well have occupied the Kolberg overnight, in which case Klenau's attack on Liebertwolkwitz would have come off at least an hour earlier, and, with Macdonald not yet up, the French position there would have been critical. As it was, Gortchakow and Klenau did not support one another.

Napoleon, on the other hand, was tactically surprised before he was ready, and had to act on the defensive till after 11 A.M. Macdonald's late arrival has not yet been explained. Owing to it, Napoleon's scheme for turning the right of the allies was a failure, indeed it could hardly succeed in any case without reinforcements from the north, especially as the Emperor had to strengthen his right more than he anticipated, owing to the strenuous attack of Kleist on Markkleeberg, and of Eugen of Wurtemberg on Wachau.

It would seem that Napoleon would have done better to advance with his reinforced right at 11 A.M. instead of at 2 P.M. He would then probably have defeated Kleist and Eugen before Schwarzenberg had started off Bianchi, Weissenwolf and Nostitz, and before even the Russian and Prussian Guards were up. He could have sent Victor, Lauriston, and the whole of the Young Guard at 11 A.M. on Guldengossa and Auenhain against Kleist, Eugen, and Gortchakow, whilst Macdonald kept Klenau and Pahlen in play. These three columns of the allies would have been driven back, and would probably have involved the reserve in their ruin.

It would have been well, too, when the Emperor did advance at 2 P.M., if he had used the whole of the 111 squadrons, of whom Pelet and Thiers speak. Looking to what Bordesouille actually effected with only 18, it seems possible that the larger force might have gained a very real success. Gyulai's attack at Lindenau was too late to effect anything. The French force, at first, was so weak (4 battalions and 6 squadrons) that he might, in the early morning, have captured Lindenau and blocked up Napoleon's only line of retreat. When he did attack, Bertrand was up with about 7000 more men, and success was hopeless. Gyulai did very little good; for all he managed was, with his 19,000 men, to prevent 8000 or 9000 French from joining Napoleon.

The Emperor wrongly reckoned on Marmont's being able to come south. For this his own obstinacy, in refusing to

believe what Marmont had seen and reported to him, was largely to blame. It was quite impossible for Marmont, with his own corps only, to defend the Breitenfeld line against Blücher's army, and he rightly decided for that of Möckern-Eutritzsches. Even here, he had little hope, if Blücher brought his whole force into action. But the Prussian general employed only a small portion, owing to his apprehensions as to his left flank. Though they were as a matter of fact unfounded, Blücher was not unreasonable in entertaining them. He had every reason to suppose that a considerable part of Napoleon's army was still on the march from the north. He knew that, on the night of the 15th, there were still considerable French forces at Düben, and some of these might well intervene as they marched south. Indeed, there was serious danger from Reynier's corps, had that general marched direct from Düben, instead of "going, as he decided at the last moment, up the right bank of the Mulde, and across at Eilenburg.

Yorck's corps, as matters stood, very narrowly escaped defeat, and was only saved by its commander's prompt and decided employment of all his cavalry at the crisis of the battle.

The result of Marmont's defeat was to shut Napoleon completely in on the north of Leipzig; for Marmont's lost position could easily be held against Leipzig by a comparatively small force.

The general result of the fighting on the 16th was a serious defeat of the French at Möckern; a successful defence at Lindenau, and a drawn battle at Wachau. In Napoleon's then position, nothing short of a decisive victory at Wachau was of any use to him. Without that, he must be reduced to the defensive against the still increasing forces of the allies. There can be no possible doubt that the evening of the 16th should have found him hard at work arranging and commencing the retreat on the Rhine, which he was compelled to carry out on the 19th. He could still escape by Lindenau, for Gyulai could easily have been brushed aside from Markkränstadt, as was done later. Had he been in full retreat on the 17th, Napoleon would probably have reached the Rhine with at least 50,000 men more than he actually did, and the army would have been in a far less disorganised condition. Who can guess what would then have happened in 1814?

WHAT the night of the 16-17th October was like on the southern battlefield is best described in the words, quoted by Friederich, of a Hessian diarist of Marchand's division which bivouacked on the Kolberg. "It was the worst bivouac that the division had in this campaign. The weather was raw and damp, there was neither food, nor water, nor wood. Broken wheels, musket stocks, and saddles served for firing; the rain water, standing in puddles, into which men and horses had bled, had to be used for cooking. Numerous patrols were sent out, many piquets posted, so that half the men had to be under arms by turns."

Napoleon's tents were pitched "in the bed of a dried-up pond near the old tile factory, a short distance from the road leading to Rochlitz."<sup>1</sup> The Old Guard surrounded them.

Before they were pitched, Meerveldt was brought in as a prisoner. Napoleon, who knew him before, spoke affably with him for some time, and again sent for him later in the evening. Meerveldt has left a full account of the conversa-

tion. The most important point in it, from Napoleon's point of view, was the definite announcement that Wrede had joined the Austrians opposed to him on the Inn, and was about to march against the French communications at Frankfort and Mayence. That really convinced Napoleon that retreat was inevitable, though he still wanted to put it off. He then sent Meerveldt back to the Emperor of Austria, in the vain hope of opening negotiations which might, at least, give him more time. Needless to say, nothing came of Meerveldt's mission.

During the night, news of events at Lindenau and Möckern came in. Bad though the news was in general, the Emperor could not make up his mind for immediate retreat. Even allowing for the losses of the day, whilst adding in the 14,000 men of Reynier to be expected on the 17th, the Emperor could still have made good his retreat with at least 150,000 men. But the Emperor Napoleon was now, to a great extent, the master of General Bonaparte, and the Emperor could not bear to yield what practically meant his dominion in Germany, though the General doubtless saw that to do so was the only hope. At any rate, he would hold the battlefield for another day, which might impress on France the fact that he had not yet been beaten.

Early on the 17th Murat came over from Wachau, where he had spent the night, with consoling accounts of the enormous losses suffered by the enemy. Yet Napoleon must have known that his own losses had been equally great, and, what was worse, that ammunition would scarcely last for a repetition of yesterday's battle. He had really decided for retreat, though he meant to stay till the 18th. He had open to him three roads:—

- (1) By Merseburg, Freiburg, and Butteltstädt, to Erfurt.
- (2) By Weissenfels, Kösen, and Weimar, to Erfurt.
- (3) By Zeitz, Jena, and Schweinfurt.

The orders, issued at 7 P.M., directed Bertrand to secure the passages of the Saale and the Unstrut at Merseburg, Freiburg, Weissenfels, and Kösen. Mortier would replace Bertrand at Lindenau.

But why, if Napoleon meant to retreat by the west side of Leipzig with a great army, did he leave himself with a single difficult issue over the long causeway to Lindenau? Why were not numerous bridges built over the Pleisse and the Elster above the causeway? It is certain none were constructed, and, so far, no orders for them have ever been discovered. If none were given, was it because the Emperor feared the moral effect of advertising his intention to his own men, or the value of such information to the enemy?

Before he actually retreated through Leipzig, he decided to take up a fresh position on a smaller circumference round the city. At 2 A.M., on the 18th, in pouring rain, the troops left their bivouacs for their new positions on the line Connewitz - Dölitz - Probstheida - Zuckelhausen - Holzhausen - Zweinaundorf - Paunsdorf. Thence the line extended, through Schönefeld, along the left bank of the Partha to Pfaffendorf, whence it went to Gohlis. In detail the positions were these:—

#### I. RIGHT WING, UNDER MURAT

Lefol on the Pleisse; Poniatowski on the line Connewitz-Lösing; Augereau in support of these two; 4th cavalry corps behind Poniatowski.

Victor on the right of Probstheida, with the 5th cavalry corps behind him.

Guard, with 1st cavalry corps behind, between Stötteritz and Probstheida.

#### II. CENTRE—MACDONALD

Macdonald at Zuckelhausen, Holzhausen, and behind.

Lauriston in reserve behind Macdonald, with part of his corps in Zweinaundorf and Molkau.

Also Walther's Guard cavalry, with Nansouty left of him.

#### III. LEFT WING—REYNIER

Reynier—Saxon division in Paunsdorf with an advanced post at Heiterer Blick farm; Durutte's division left of Paunsdorf.

Marmont—From Durutte's left to Schönefeld.

De France's cavalry division (less Quenette's brigade with Bertrand) behind Paunsdorf.

Fournier's cavalry behind Schönefeld.

Souham in reserve between Schönefeld and Volkmarisdorf.

#### IV. IN LEIPZIG, HALLE SUBURB, AND ALONG THE PLEISSE TO GOHLIS

Dombrowski (infantry and cavalry) and Lorge's cavalry.

#### V. AT LINDENAU

Mortier, with two divisions of Young Guard.

After the departure of Bertrand, and allowing for losses on the one hand and for Reynier's arrival on the other, Napoleon still had about 160,000 men in and around Leipzig. Against these, when Bernadotte, Colloredo, and Bennigsen were in the field, the allies could bring about 295,000.

After the battle on the 16th, Schwarzenberg's orders of that evening required his troops to hold on where they were.

Colloredo was expected at Magdeborn at 6 A.M., as reserve to the right wing; Bianchi and Weissenwolf at Cröbern would occupy the same position towards the left. Gyulai would form the link with Blücher by the west of Leipzig. Bennigsen to come up by Grimma and Naunhof from Colditz. A French attack in the morning of the 17th was expected, and during the night Colloredo was directed to halt behind Magdeborn, near the Leipzig road.

Nothing happened up to 10 A.M. on the 17th, when the sound of guns north of Leipzig gave rise to the belief that Napoleon was attacking Blücher. Accordingly, an attack from the south, in three columns, was ordered, the right on Liebertwolkwitz and Holzhausen, centre also on Liebertwolkwitz, left along the right bank of the Pleisse. Gyulai, and Meerveldt's corps, now commanded by Lederer, were also to attack, all at 2 P.M.

At that hour a council of war was held on the heights of Guldengössa. Firing in the north had then ceased. Colloredo had arrived at 10 A.M., but his men were dead beat. Bennigsen was present in person, but his army was still behind. The attack was put off till next day. Gyulai had at first been ordered over to Cröbern, but, just as he started, he was ordered to wait till he was relieved by St Priest, who, as we know, had long been with Blücher. Then he began to demonstrate towards Lindenau, not being able to tell, in the wind and rain, whether the main army was engaged or not. Darkness finally stopped all but a little skirmishing.

During the night of the 16th-17th Blücher brought Sacken on the right, and St Priest on the left, into 1st line. Marmont had now retired across the Partha, leaving

Delmas' division, and part of the 3rd cavalry corps between the Partha and the brook. He held Gohlis and Eutritzsch; Dombrowski was at the Gerber gate of Leipzig.

Yorck's four brigades were now amalgamated by Blücher into two, owing to their reduction by the losses of the 16th.

Blücher, desiring to clear the country north of the Partha, sent Sacken, at 9.30 A.M., against Gohlis, Langeron against Eutritzsch. This brought Ney on to the field, who replaced the one and a half Wurtemberg battalions at Gohlis by Dombrowski, and ordered Delmas to the slopes between Gohlis and Schönefeld.

The Russian cavalry now drove Fournier and Lorge back into Leipzig, taking 5 guns and 500 prisoners. It also charged Delmas' infantry, who, however, repulsed them and went back to the Halle suburb. It was only after his retirement that the Poles evacuated Gohlis, going partly to the Rosenthal, partly to the Pfaffendorf farm. By 10 A.M. there were no French north of the Partha in this direction.

The stream here was so marshy that a crossing in face of the French was out of the question. At first, Blücher thought of sending Langeron round by the left, whilst St Priest and Sacken held the French in front. Then hearing the main army was not engaged, he postponed his attack till next day.

Meanwhile, Reynier coming from Eilenburg, reached Taucha, where he beat off a small attack by Winzingerode's cavalry. Then, after some hours' rest, he marched for the Heiterer Blick farm. Here he was compelled, by the flight of Arrighi's cavalry already mentioned, to take post facing Schönefeld. When, however, he was not attacked, he sent the Saxon division to Paunsdorf, Durutte's French between it and Schönefeld; Saxon cavalry at Heiterer Blick. In the evening, under orders from Napoleon, Guilleminot's division went to Lindenau.

Schwarzenberg's orders for the 18th are not forthcoming, but can easily be inferred from the actual formation and movements of the troops. The attack was in six columns.

I. The Hereditary Prince of Hessen-Homburg, with the 1st and 2nd "abteilungen" of the Austrian army, the Reserve divisions of Bianchi and Weissenwolf, and Nostitz's cavalry division, to attack by Markkleeberg-Lösning, with a detachment beyond the Pleisse helping when it could.

II. Barclay—Corps of Kleist and Wittgenstein, Russian and Prussian Guards, and Reserves. To take Wachau and Liebertwolkwitz, and then move on Probstheida.

III. Bennigsen—Polish reserve army, Bubna's (2nd) Austrian light division, Klenau's corps, Ziethen's brigade, and Platow's Cossacks, to envelop the enemy's left, moving from Fuchshain and Seifertshain on Zuckelhausen and Holzhausen.

IV. Bernadotte—Such parts of the northern army as were up, Langeron's and St Priest's corps (given over by Blücher) to cross the Partha and form the link between Blücher and the main army.

V. Blücher, with the rest of the Silesian army, to advance against the north-east side of Leipzig.

VI. Gyulai, with the 3rd Austrian "abteilung," Moritz Lichtenstein's light division (1st), and the detachments of Mensdorf and Thielmann, to attack Lindenau from Klein Zschocher.

The strengths of the various forces are estimated by Friederich, after allowing for losses on the 16th, as follows:—

	Men.	Guns.
Main army . . .	115,000	716
Polish army . . .	30,000	134

Colloredo . . .	20,000	50
Bubna . . .	6,500	18
Silesian army . . .	42,000	310
North army . . .	65,000	226
Cossacks . . .	16,500	12
Total . . .	295,000	1,466

They had a superiority of 135,000 over Napoleon, and more than double his guns.

*The battle up to 2 P.M.*—Monday, the 18th October, broke dull and cloudy after a wet night. By 8 A.M. it had cleared and the sun was shining brilliantly. Meerveldt had reached the allies' camp in the early morning, bringing Napoleon's proposals. There was no place for negotiations now short of the Rhine, unless in the very improbable event of a great French victory.

Napoleon's troops had been already five hours on the move when the allies began to advance at 7 A.M. He had moved his headquarters to Stötteritz on the previous evening; at 2 A.M. he went to Probstheida, the key of his battlefield, to superintend the movements. As it was too dark to see anything, he adjourned to Ney's headquarters at Reudnitz till 5 A.M., when he went into Leipzig, met Bertrand, and gave him his instructions for the march to the Saale, which was not to commence without a special order. Then, after visiting Lindenau, the Emperor returned to Stötteritz at 8 A.M. At 9, hearing of the enemy's movement, he sent orders, from the tobacco factory near Probstheida, to which he had now moved, to Bertrand to start for Weissenfels.

The battle up to 2 P.M. can be briefly described.

The allies soon found that Napoleon was gone from his position of the 16th, where they seem to have expected to find him still. Their left column, under the Prince of Hessen-Homburg, had some severe fighting at Dölitz, Dösen, and Lösning, all of which, as well as Meusdorf, were taken and re-taken, but eventually remained in the hands of the allies. The Prince of Hessen-Homburg, being wounded, was succeeded in command of this column by Colloredo. By noon it was in front of the French main position, with Lederer's detachment, between the rivers, in front of Connewitz. The fight after this was restricted to an artillery duel. Up to 2 P.M. the French on this side had merely been driven on to their main position.

Barclay, with the next column on the right, got within cannon shot of Probstheida, where he waited for the columns on his left and right to come up. He stood just in front of the elevation since known as the Monarchen Hügel, on to which the Tsar and the King of Prussia moved from the Galgenberg, as their troops advanced. By 2 P.M. this second column was thus in front of Probstheida, but unable to attack it, pending the arrival of the third. Here again the allies' artillery was busy preparing the way for attack.

Bennigsen, charged with the envelopment of the French left, had farthest to go. From Machern, at 3 A.M., he sent Platow by Hirschfeld and Althen to get into communication with Bernadotte's army. Platow's unexpected appearance created considerable confusion amongst Macdonald's trains, which were still at Sommerfeld, Engelsdorf, and Molkau. The rest of Bennigsen's army was assembled at Fuchshain by 6 A.M., waiting for Bubna, who only got across the Partha from Machern by Beucha at 8 A.M. He was delayed by the bridge at Beucha having been carried away.

As soon as Bennigsen heard that Bubna was marching on Klein Pösna, he advanced on that village, where he believed

the French left to be. Another column went by Seifertshain towards the Kolmberg to attack it, with a third advancing from the south, whilst Ziethen with the fourth was to clear the Nieder Holz and move on between the Kolmberg and Liebertwolkwitz, in touch with Barclay's right. On Bennigsen's extreme right, Platow and Bubna were to seek to gain the Leipzig-Wurzen road by Engelsdorf and Sommerfeld. As the French had retired, Bennigsen met with no opposition before 10 A.M., when Ziethen was before Zuckelhausen; Hohenlohe before Holzhausen; Doctorow and the advanced guard east of Baalsdorf; Bubna between Engelsdorf and Sommerfeld. There was no sign of Bernadotte. The roar of artillery fire was heard on the entire circle round Leipzig, except in the gap between Bennigsen's right and Langeron's left, where Bernadotte should have been.

It was important for Klenau and Ziethen to take Zuckelhausen and Holzhausen from Marchand and Charpentier respectively, in order to protect the right of an attack on Probstheida. About 1 P.M. Charpentier, attacked from the south and east by very superior forces, had to retreat in some disorder from Holzhausen. This compelled Marchand, who had hitherto maintained himself in Zuckelhausen, to retire also, though in good order. As the Austrians and Russians advanced on either side of Holzhausen, which was on fire, they were charged by Sebastiani and Walther's Guard cavalry, who were driven off by the allied cavalry. Gérard, behind Holzhausen, had now to retire, and another cavalry combat ensued in which Pahlen was not so successful, owing to momentary delay caused by his horse being killed and himself stunned. Macdonald had now fallen back to between Zweinaundorf and Paunsdorf, where he was heavily fired on by Austrian artillery established on the Steinberg, west of Holzhausen.

Doctorow and Bennigsen's advanced guard stood opposite the line Zweinaundorf-Molkau. On his extreme right Bubna, after bombarding Paunsdorf for two hours, ventured on an assault at noon. His first attack failed but the second sent Reynier back on Sellerhausen. Then Reynier, coming down on Bubna's left, compelled him to evacuate Paunsdorf again.

About this time Platow, near Heiterer Blick farm, more or less got between Normann's Saxon cavalry and the French. Normann solved the difficulty by going over to the allies, though he said he could not fight against the French without orders from the King of Saxony.<sup>1</sup> Some other bodies of Saxons and Westphalians had already changed sides.

At 2 P.M., then, Bennigsen had driven the French from some of their advanced posts, but they still held Zweinaundorf, Molkau, and Paunsdorf. Bennigsen dared not advance farther till he received the long expected support of Bernadotte.

That astute but unreliable personage, after his arrangement with Blücher, had ordered

(1) Bülow to march on Taucha, to force the passage of the Partha there, and to watch with detachments towards Wurzen.

(2) Winzingerode to follow Bülow's movement on Taucha, sending cavalry towards Eilenburg and Wurzen to protect his left.

(3) Langeron to search out all passages of the Partha between his present position and Taucha, to throw bridges,

and pass the stream below Taucha in touch with Winzingerode's right.

(4) The Swedes to cross between Langeron and Winzingerode.

(5) If the enemy should attack the northern and Silesian armies, all to take post on the heights of Plaussig.

Bülow, marching at 9 A.M., was by 2 P.M. nearly up to the line Plaussig-Heiterer Blick, facing west.

The rest of the North army was slowly approaching by Taucha, but it was not till 4 P.M. that the Swedes crossed the Partha at Plaussig. Some Cossacks, sent by Bülow to try and seize Napoleon's trains at Eilenburg, failed, as the Bavarian, Saxon, and Hessian escort remained faithful. The trains retired to Torgau.

Blücher, notwithstanding Bernadotte's orders, would not allow Langeron to go far towards Taucha, away from himself. He ordered him to cover Bülow's march at Mockau and Plaussig, only forcing the Partha when the North army should be engaged on its left bank. Nevertheless, part of Langeron's corps was across between Mockau and Plösen before Bülow was up, and had driven Marmont back towards Schönefeld.

Sacken, attacking with Blücher's right at Gohlis, had not succeeded in getting into the Halle suburb or the Rosenthal, in the face of a strenuous resistance by the Poles. At 1 P.M. Yorck had to be called up in support.

On the French side, Ney, seeing threats from Paunsdorf, Mockau, and Thekla, had drawn Marmont back to between Schönefeld and Paunsdorf. The VII. corps (Saxons) was between Paunsdorf and Stüntz; Souham (III.) in reserve at Volkmarshausen. When Normann's cavalry had gone over they were soon followed by Von Fabrice's Saxon cavalry.

Between 1 and 2 P.M. Langeron's artillery opened on Schönefeld, and he presently received orders from Bernadotte saying that, as most of the north army was across the Partha, he was to attack the village.

Meanwhile, Bertrand, bursting out impetuously from Lindenau, had completely defeated Gyulai, driving most of his forces across the upper Elster, part across the Luppe, and capturing many prisoners at Klein and Gross Zschocher. Bertrand was now marching on Weissenfels with three divisions,<sup>1</sup> and Quenette's cavalry brigade. The line of retreat on Weissenfels had been re-opened for Napoleon.

To sum up, by 2 P.M. the allies had gained no substantial success, though they had driven the French from Dölitz, Dösen, Zuckelhausen, Holzhausen, and Baalsdorf. Napoleon still held Lösnig, Probstheida, Molkau, Zweinaundorf, Paunsdorf, and Schönefeld; his main position was intact. Sacken in the north had been repulsed.

After 2 P.M.—On the left of the allies, towards Dölitz and Dösen, the French now again took the offensive. It was with the utmost difficulty that Bianchi and Colloredo kept their position, and were eventually able to return to the offensive. The fighting was furious, and it was only after repeated failures that the allies at last captured Lösnig. From Connewitz they were repulsed by Augereau and Poniatowski, the latter now reduced to 2500 Poles.

The attack on Probstheida fell to Barclay's column. This was the key of Napoleon's position, the loss of which must result in the collapse of the whole. Barclay would have waited for the advance of the columns on either side of him, but the Tsar insisted on an immediate attack.

<sup>1</sup> Normann and several other commanding officers were afterwards cashiered for their conduct on this day, and banished from Saxony; the regiments concerned were disbanded.

<sup>1</sup> Including Guilleminot's, the French division of the VII. corps.



The first attack was by two Prussian brigades, supported by the 2nd Russian infantry corps. They bravely faced an overwhelming rain of projectiles, and got partly into the south of the place, whence they were driven again with awful loss by Victor's reserves. On the east, where there was a gap in the wall surrounding the village, the Prussians made more progress at first. Then, coming under the fire of a 15-gun battery and charged by cavalry, they fell back. Again they advanced, this time right up to the centre of the village; again they were driven by infantry from the village, this time in disorder, notwithstanding reinforcements sent up by Ziethen from Zuckelhausen.

It was after 5 P.M. when Eugen of Wurtemberg with 1400 men, all that he had left, made another attempt on Probstheida from the south. But Napoleon had now replaced Victor's exhausted troops by those of Lauriston, and these were sent forward. Eugen's feeble force was driven off in disorder. Any further attack on Probstheida was forbidden by the allied monarchs, who had now received good news of the progress of the battle on their right. Barclay remained on the defensive, easily stopping Victor's attempts to break out. The struggle for Probstheida had been an heroic one on both sides. Vial had been killed at the head of his brigade of Victor's corps, which lost three-fourths of its numbers: Rochambeau and many of his staff, fighting with equal valour, were killed. The Prussians and Russians had behaved with equal gallantry. So terrible was the artillery fire that, next day, Kleist found no less than 30 disabled guns in and about Probstheida.

We now return to Bennigsen, and to the army of the North. It was 2.30 P.M. before Bülow's leading troops were really up. Then it was decided, in consultation with Bernadotte, that Bennigsen's right should not extend beyond Paunsdorf, whence the North army would take post up to the Partha. This enabled Bennigsen to close up his divided columns and act in greater force against Zweinaundorf and Molkau.

On the French side, Reynier's Saxons had been posted in front of Sellerhausen, to support Paunsdorf.

The Prussians now advanced on Paunsdorf, supported by a tremendous artillery fire and by that of Bogue's rocket brigade.<sup>1</sup> The then recently-invented Congreve rockets had a specially demoralising effect on the defenders, as the village was stormed. From the position to which they were driven back they were again forced, largely by rocket fire, to retire on Sellerhausen.

The two Saxon brigades chose this moment to abandon their French allies and pass over to the enemy. It appears that the Saxon officers had in the morning decided on this step. They informed General von Zeschau (the Saxon commander-in-chief). An adjutant was then sent to inform the king of this proposal. He returned at 2 P.M. saying the king looked to Von Zeschau to keep his men to their allegiance. The officers held this answer to be ambiguous; moreover, they said, the king was not a free agent. The French had lost the campaign, and now, when Durutte's French had enough on their hands to occupy them, without thinking of keeping their Saxon comrades in order, was the best opportunity, perhaps the last, they would have to go

over. When Reynier ordered the Saxon 12-pounder battery back, it marched off to the enemy, followed by the two infantry brigades. De France's cavalry, thinking they were going to attack the Prussians, cheered them as they passed. Von Zeschau made an attempt to induce them to remain, but his personal authority only sufficed to recall 24 officers and 593 men. Napoleon himself, in his bulletin,<sup>1</sup> attributed his defeat largely to the Saxon desertion. Some French writers have followed him, but Friederich shows that the total strength of the Saxon division on the 17th October was only 4544 and 22 guns. Allowing for losses and those who remained true to the French, on one side, and adding Normann's cavalry on the other, the total defection probably did not exceed 4000 men and 20 guns. That is hardly a loss which could vitally affect the course of a battle of such proportions, though it may be admitted to have had a demoralising effect.

Bennigsen's column could not venture on any general advance before the greater part of Bernadotte's army was in the field, and that was not till about 5 P.M. It was a little before that hour that the Saxons had changed sides, and then Nansouty, with the French Guard cavalry, issuing from between Stüntz and Stötteritz, made an attack on the gap between Bubna and the rest of Bennigsen's army. The attack never got beyond the line Paunsdorf-Zweinaundorf.

At this moment, Bennigsen, seeing that the North army was at last up, moved forward. Klenau, after getting into Zweinaundorf and being again expelled, finally took the village. Bubna stormed Molkau. There was another cavalry combat, as Klenau issued from Zweinaundorf, between the Russians and Sebastiani and Walther, who eventually retired before the fire of 24 guns and a Jäger brigade north of Zweinaundorf. Klenau now failed in an attack on Stötteritz, which was strongly defended by walls and ditches, and flanked by artillery from Probstheida. A counter-attack by the French on Zweinaundorf was repulsed before darkness brought the fighting here to an end. Bennigsen, like the commanders on his left, had gained no decisive success.

On his right, after Durutte's flight from Paunsdorf, Sellerhausen was stormed, but the captors were unable to get beyond it. Durutte and Delmas retired to the fork of the roads to Wurzen and Taucha. Durutte's retirement had exposed the flank of Marmont, who wheeled his right back till he stood on the line Sellerhausen-Schönefeld. He would still have been in danger, had not Ney sent Durutte to retake Sellerhausen, in which he was successful. Occupying it, Durutte was linked by Delmas to Marmont's right.

As the rest of the North army came up, it took post with its left on Paunsdorf, and its right touching Langeron, who continued the line to the Partha.

We left Langeron at 2 P.M., preparing for his attack on Schönefeld. The place was very strong, the marshes of the Partha prevented its being turned, the few entrances to it had been barricaded, and, as at Probstheida, there were numerous ditches, walls, and other obstacles. Marmont in person superintended the defence, which was entrusted to Lagrange's division (3000 men), with that of Friederichs on his right. Nevertheless, the Russians managed to force a way into it and up to the centre of the village. Thence the French counter attack drove them back to the outskirts. Just at this time Durutte's retreat had rendered possible an attack on the right flank of the village, which was to be executed by St Priest, whilst Kapzewitch reinforced the frontal attack. Marmont's guns were silenced by an over-

<sup>1</sup> The English rocket brigade, commanded by Captain Richard Bogue, had been attached to Bernadotte's bodyguard, on the understanding that, on days of battle, it was to be more freely used than the rest of the bodyguard. Congreve rockets had been used for the first time in war on the 16th September, when Davout's detachment under Pecheux was destroyed at Götterda.

whelming force, and he felt compelled to withdraw Lagrange and Friederichs to Reudnitz about 4.30 P.M.

Ney had now in reserve only about 7000 men and 40 guns of the divisions of Brayer and Ricard, who were ordered to retake Schönefeld. At this time both Ney and Souham were wounded as they reconnoitred the place.

Langeron's artillery ammunition having given out, he had again to retire, and the French, bursting into Schönefeld, became once more masters of it. Then the tide turned as Bernadotte replaced Langeron's guns by 60 of Winzingerode's and 20 of the Swedish corps. Brayer was wounded and his men had to fall back in disorder on Reudnitz along with Ricard. They occupied a position between Reudnitz and Schönefeld till 9 P.M., when they were once more driven back to the brook in front of Reudnitz. The North army, considering its great superiority of numbers, had done remarkably little.

On the north of Leipzig, Sacken, renewing his attacks on the Rosenthal and the Pfaffendorf farm, had again failed.

When, towards evening, Blücher heard that the enemy was retreating, apparently on Merseburg and Weissenfels, he ordered Yorck to occupy the passages of the Saale at Merseburg and Halle. Yorck started at 8 P.M., and, by 7 A.M. on the 19th, had the reserve cavalry and Horn's brigade at Halle, Hunerbein's at Burg Liebenau.<sup>1</sup>

As early as 2 P.M., Gyulai had orders to watch the French retreat. At 3 P.M. he reported Bertrand on the Lützen road. An Austrian detachment, too weak to maintain itself at Weissenfels, destroyed the bridge and retired on Zeitz.

Napoleon had ordered the retreat to begin at 11 A.M., and at once there commenced a continuous stream across the Lindenau causeway of everything that was not actually required on the battlefield. At 4 P.M. the 1st cavalry corps, followed by the 3rd and 5th, was sent to the slight elevations beyond Lindenau.

Napoleon had spent the morning at the tobacco factory. There is no record of his orders, or of what he said. At noon he had paid a short visit to Probstheida, and went there again at 2 P.M., when he was in the thick of the fire, encouraging his troops in their defence of the village. When he heard of the Saxon defection he went to the left and had a long conversation with Ney. Here he personally ordered the attack by Nansouty's cavalry. At 4 P.M. he had ordered the cavalry corps to Lindenau, and directed the whole artillery park to follow, after replenishing the ammunition supplies at the front, and destroying part of the empty wagons.

At 5 P.M., exhausted by a sleepless night, he slept calmly at the tobacco factory, sitting on a wooden bench, until he was waked by a round shot scattering the fire close by him. Whilst he slept, his staff stood silent and dejected around him.

Waking, he calmly dictated orders for the retreat of the troops next day. Up to the present these orders have not been found. According to Pelet, part of the artillery and parks was to go first, then, starting before daybreak, the rest were to follow in this order: Old Guard, Oudinot's two divisions of Young Guard, 4th cavalry corps, IX. and II. corps, 2nd cavalry corps. The rest were to defend Leipzig and cover the retreat.

At 6.30 P.M., finding his tents had gone on, the Emperor betook himself to the Hotel de Prusse, which still stands in the Ross Platz. Strange coincidence that he should spend this night in a hostel bearing the name of the nation which

had taken the principal part in his overthrow! The roads were so encumbered with the wreckage of his army that it was long before he got there.

The allied monarchs had spent most of the day on the Monarchen Hügel, where the Tsar and Frederick William remained till 8 P.M. The story that they knelt and publicly thanked the Almighty for their victory is devoid, Friederich says, of historical foundation. The allies bivouacked thus: Colloredo behind the line Lösning-Dölitz-Dösen; Barclay in front of Dösen and Probstheida, and in Zuckelhausen; Bennigsen on the line Zuckelhausen-Zweinaundorf-Molkau; Bernadotte about Stüntz, Sellerhausen, Paunsdorf, and Abtnaundorf; Langeron at Schönefeld; Sacken between Gohlis and the Partha. The French line ran from Connewitz to Probstheida, Stötteritz, Crottendorf, Reudnitz, and the Halle suburb of Leipzig. The outposts of the opposing forces were so close as to be able to distinguish one another's orders. We may appropriately close this account of what was certainly the greatest battle, so far, of modern war, with a quotation from Danilewski describing the scene on the battlefield that night:—

"Night fell; the sky glowed red, Stötteritz, Schönefeld, Dölitz, and one of the suburbs of Leipzig were in flames. Whilst with us (the allies) all were intoxicated with joy, and messengers of victory sped in every direction, indescribable confusion reigned in the enemy's army. Their baggage, their artillery, their broken regiments, the soldiers of which had been for days without food, were stopped for want of bridges over the streams round Leipzig. In the narrow streets resounded the cries of woe of innumerable wounded, as our shot and shell fell upon them. Over the battlefield, so recently filled with the thunder of 2000 guns, there reigned the stillness of the grave. The silence ensuing after a battle has something terrible in it which inspires the soul with an unspeakable feeling."

The first remark to be made about the battle of the 18th is that, from the point of view of Napoleon's interests, it should never have taken place at all, at least, not on the scale or in the position in which it did.

The allies played into the Emperor's hands by distributing their forces all round the circle instead of concentrating great strength against his most sensitive point. The blame for the failure to make an end of Napoleon there and then lies chiefly at Bernadotte's door. For days past he had been hanging back; even on the 18th he might easily have been up three or four hours before he was. Then there would have been an overwhelming force against Napoleon's left on the Partha. Even when he did arrive, Bernadotte acted very feebly. His Swedes did practically nothing, and the real success in this quarter was gained by Langeron in the capture of Schönefeld, which cost him 3700 men.

When Bertrand issued from Lindenau, Gyulai was actually recalled across the Pleisse, though the order was countermanded before he reached the river. There has always been a suspicion that the allies in this intended to leave open a road for retreat to the French. Friederich says, however, that there is no evidence of this to be found in the archives of Berlin, Vienna, or St Petersburg. The fear of Napoleon on the Continent was still so great that it cannot but seem far from improbable that the allies would have felt relieved to find him gone, even at the expense of a failure to destroy his army. Eighteenth century ideas were still powerful in the allied camp.

The allies were fully aware of their great numerical superiority, for Meerveldt told Napoleon that they had

<sup>1</sup> On the Elster, north-east of Merseburg.

350,000 men, and believed him to have only 120,000. That was an exaggeration of the disproportion, but still it seems strange that, when Bertrand drove Gyulai across the Elster, the Austrian was not reinforced, instead of being at first told to withdraw farther. Much must probably be attributed to distrust of Bernadotte, who might still fail to appear in his full strength. As it was, he made an unnecessary circuit to cross the Partha at Taucha. He might perfectly well have saved hours by crossing where Langeron did.

There seems to have been a fear amongst the allies that Napoleon would endeavour to break out towards Taucha, between Bennigsen and Bernadotte. When it is remembered that in doing so he would have had Bernadotte and Blücher on his left, Bennigsen on his right, the idea seems absurd. Nothing but a remnant of the French army could hope to get through to Torgau.

There was no commander on the side of the allies great enough to take full advantage of their splendid opportunities. To realise this, it is only necessary to think what Napoleon himself would have made of the situation had it been reversed.

**S**CHWARZENBERG'S orders to the generals assembled on the Monarchen Hügel on the evening of the 18th were very short and simple. "All parts of the army must be ready in battle order at daybreak to renew the battle. In case of the enemy's retreat, the army will advance, as on the 18th, in five columns concentrically on Leipzig, since only on the capture of the city can the victory be deemed decisive."

The following orders issued in the night :—

(1) Colloredo, now commanding the 1st column, to send Nostitz with three cavalry brigades to reach Pegau at 7 A.M.

(2) Lederer (left of the Pleisse) also to reach Pegau at 7 A.M. Alois Lichtenstein's division also to go thither.

(3) Bubna to march on Pegau, as soon as his troops were sufficiently rested.

Thus Schwarzenberg had already ordered 40,000 men from the battlefield to follow the enemy, and 20,000 more to be ready to move with the same object next day.

An order, sent through Nostitz at midnight, cancelled (1) and (2) above. It said the enemy's retreat was not yet certain. In reality there could be no doubt, and it is not clear why Schwarzenberg gave this counter order.

The night was dark and misty, the French outpost service very good, so it was difficult to get any knowledge of their actual movements.

At 2 A.M. they began evacuating Connewitz, Probstheida, and Stötteritz, and drawing off to Leipzig, leaving rear-guards in these places, and numerous camp fires burning. Only at 5 A.M. did the allies' patrols bring positive news of the French withdrawal.

Napoleon, as soon as he reached the Hotel de Prusse with Berthier and Murat, began issuing orders for the retreat, which he now recognised as inevitable. First, orders were sent to all the marshals to expedite the march during the night of troops, artillery, and all wounded fit to be moved.

Bertrand, with the IV. corps, Guilleminot's division, Quenette's cavalry brigade, and the French part of Margaron's troops were already gone, as well as Mortier with two Young Guard divisions, and two divisions of light cavalry of the Guard.

On the march to Lindenau were the 1st, 3rd, and 5th cavalry corps.

The order of march prescribed was :—(1) Old Guard, except the allied brigade of Rottenbourg; (2) Oudinot's two divisions of Young Guards; (3) the 4th cavalry corps; (4) Augereau and Victor; (5) Sebastiani's 2nd cavalry corps.

For the defence of Leipzig the troops were thus posted :—

Durutte's division, all that remained of the VII. corps after the Saxon defection, in the Halle suburb.

Marmont (VI.), and one division of the III. corps, were to hold the section from the Partha to the Grimma gate.

Souham (less one division) on Marmont's right, right of Souham, the V. corps, then the XI., and finally the VIII., the last resting its right on the Pleisse.

These corps to march away as soon as circumstances permitted.

Macdonald was to command the rearguard, consisting of the VII., VIII., and XI. corps, and, if possible, to hold Leipzig for twenty-four hours longer.

The bridge leading over the Elster to the Lindenau causeway was to be mined at once, and blown up as soon as Macdonald was over.

Having issued these orders, the Emperor looked farther ahead. Bertrand, who should have reached Weissenfels on the evening of the 18th, was to spread over the country between Kösen and Merseburg, watching the passages of the Saale and occupying Freiburg. He was also to arrange for the collection of supplies at Erfurt, and other convenient points.

The despatch rider who took these orders to Bertrand was to go on to Kellermann at Mayence, with orders to recall thither all recruits on the march to Erfurt and Würzburg. Also, Kellermann received orders regarding the calling out of the National Guard, and the defence of France. Erfurt and Würzburg were to be provisioned at once. To St Cyr, at Dresden, orders were sent to escape as best he could. Torgau and Wittenberg could capitulate, on condition of free exit for all troops, including sick and wounded.

The Emperor thought of everything, and it was only towards morning that he slept for a short time. Whilst he slept, Murat went to the King of Saxony to propose his going with Napoleon to Erfurt, the Emperor guaranteeing his security. This the king declined, saying he would await the arrival of the allies.

With the fall of darkness the troops began marching through Leipzig. Streams of them poured through each gate into the streets, which no one had thought of arranging to light. Naturally, confusion ensued, columns crossing columns, broken-down wagons barring the roads, and, still worse, the cavalry and artillery recklessly pushing past and through the infantry. Towards morning there was a feeble moonlight, which rendered less difficult the march of the II., IX., and V. corps.

Everywhere in the streets wounded men lay in agony, hungry and unattended. Many of them met an ignominious death by being ridden or driven over in the darkness.

Stragglers who had sought safety in houses came out and joined whatever troops happened to be passing, thus adding to the confusion of the columns.

At 2 A.M. the troops told off for the defence of Leipzig began to withdraw from their advanced positions to the suburbs. As day dawned, strenuous efforts were made everywhere to improve the defences of the place. There

were massive houses, brick or clay garden walls, plank fences, hedges, ditches, every sort of defence likely to be found in an open town. But, as Napoleon had selected for the defence of the city just those corps which were nearest the enemy, and would have him following close on their heels, there was necessarily little time left for improvising defences, or for studying the situation. The French soldier, with his inborn genius for the defence of localities, might be trusted to make the best of matters, but some places were insufficiently occupied, others were overcrowded. The gates and smaller entrances were closed, hedges and fences embanked, palisades set up as far as possible. Batteries were placed at the ends of streets, and the reserves collected on the open places.

When the allies began their attack, the defenders, under Marmont, Macdonald, and Poniatowski, were thus placed :—

(1) In the Halle (northern) suburb, Durutte's division and the special garrison of Leipzig. Behind him, two divisions III. corps.

(2) On Durutte's right, as far as the Hintertor, Ricard's division of the III. corps, with the 22nd division (VI. corps) behind.

(3) From the Blindentor to the outer Grimmator, the other two divisions of the VI. corps.

(4) From the Grimmator to the Windmill gate, Ledru's and Gérard's divisions of the XI. corps, with Charpentier's and Marchand's in reserve. Of Marchand's men, the Baden brigade was on the right, the Hessian brigade before the inner Grimma gate.

(5) From the Windmill to the Munz gate, near the Pleisse, was Rottenbourg's foreign division of Old Guard (only two battalions) and Poniatowski's corps. Dombrowski's division in reserve behind.

In the inner city, within the old wall, the Badener Count von Hochberg had succeeded Arrighi as governor. He had two Baden battalions and one Italian. The 1200 Saxons who had not deserted were left in front of the king's quarters in the Market Platz.

Altogether, Leipzig was defended by about 30,000 men on a perimeter of about 6500 paces; four to five men to the pace.

Day broke on Tuesday, October 19th, into a beautiful sunny autumn morning. The Tsar and the King of Prussia, with their headquarters, were early on the battlefield. The French, indications of whose movement had appeared in the night, were found to have retired on the suburbs. Even now, when there could no longer be any possible doubt of the French retreat, there was no serious idea at the allied headquarters of attempting to disturb it on the west of Leipzig. At 7 A.M. the allies began to advance on the city.

The battle up to 10 A.M. :—

The whole allied army advanced concentrically on Leipzig; Colloredo, nearest the Pleisse, and Barclay against the south side; Bennigsen on the south-east; the North army on the east; Blücher on the north. Only on the west was there nothing.

Blücher, on the allied right, was the only general who had any choice of directions, and he decided to make his principal attack with Langeron direct across the Partha on the Halle suburb, whilst a secondary attack, to the right across the Pleisse, was made by Sacken.

Bülow began the advance of the North army about 8 A.M., driving the French from Reudnitz and the other villages which they still held. By 10 A.M. he stood outside the

eastern suburbs, with Borstell on his right and the Hessen-Homburg division on his left. At that hour the French had abandoned everything they held outside the suburbs all round Leipzig. The allies stood ready for the attack on the suburbs.

Then there ensued a pause in the action, ordered by the Tsar with a view to negotiations for the surrender of the city. He had been approached by a deputation of the magistracy, who had really been urged to that course by Napoleon in order to gain time. At this time Alexander and Frederick William were at Napoleon's headquarters of the day before, at the tobacco factory. Soon after this deputation, an emissary from the King of Saxony also arrived. Neither he nor the deputation had any military authority. Nevertheless, they proposed to negotiate for the surrender of the city on the basis of an unhindered withdrawal of the French garrison. The two monarchs, anxious to spare Leipzig the horrors of a storm, were willing to agree, and sent Natzmer to say so. Into the details of this negotiation which, as might be expected, came to nought, we need not enter.

Napoleon, meanwhile, had been relieved to learn that the allies were making no serious attempt to cut off his retreat by the left bank of the Elster. He had also heard at 7 A.M. from Bertrand, that the Saale bridge at Weissenfels was restored. He at once sent orders for the construction of more bridges there. Bertrand was to occupy the defile of Kösen, and, if possible, Merseburg.

About 9 A.M. the Emperor mounted and went off with Murat to bid adieu to the King of Saxony. Even then he could not make up his mind to speak the truth; for he appears to have assured the king that he would be back again in a few days. The king had, before this, believed he was rid of the French for good, and, as he assured the emissary of the Tsar, it was in this belief that he had already sent his proposals for negotiations.

After a visit of half an hour, Napoleon left his ally and started for the Rannstädt Gate, leading to the causeway to Lindenau. The narrow gate and the causeway were so crowded with the retreating troops that the Emperor and his staff had literally to abandon themselves to the human stream and drift along with it. It was not till 11 A.M. that he dismounted at the Lindenau mill, after giving orders for officers to be posted to direct stragglers to their corps.

After dictating orders for the defence of Leipzig, he yielded to exhausted nature and slept calmly in the mill.

*Second period, from 10 A.M.*—Soon after 10.30, when the negotiations had broken down, the attack recommenced. By 11.30 the French had everywhere been driven from the suburbs into the inner city. So far, all had behaved splendidly; now the thought uppermost in the minds of all was of escape. Where men stood to resist, they did so generally because the way behind them was blocked. The left wing was nearest to the bridge, the VII. corps and the XI. were farthest, and in danger of being completely cut from it, as the allies got forward from north and south.

At the Grimma Gate, in the east, the fighting was more desperate than anywhere, for the French, driven by Bülow against the gate, found it shut against them by the Baden troops, who had instructions to allow no one to pass. The massacre was horrible, till at last the gate gave way. Through it the French poured, and, as they got through, the Badeners again closed and barricaded it.

Durutte, meanwhile, had held out beyond the Partha till the advance of Bülow's right, threatening his retreat, compelled him to retire. The bridge over the Partha was stormed by Langeron with fearful loss on both sides. Some of Durutte's men surrendered, the rest made for the Elster bridge.

The awful struggle at the Grimma Gate had continued with unabated fury, but now the defenders were turned, and the Hessians who held the gate surrendered. It was about 12.30 P.M. On the south, Poniatowski and his companions fought fiercely, but in vain, against overwhelming numbers.

Bülow's troops were pushing westwards through the city; Blücher was struggling forward from the north; the French cause was lost, and the troops had no hope save in reaching the bridge and the Lindenau causeway, now covered by a struggling crowd of desperate fugitives. Even this hope was soon taken from them.

Shortly before 1 P.M. Napoleon, sleeping calmly in the Lindenau mill, undisturbed by the roar of cannon, was at last awakened by a far louder and more awful explosion. As will be remembered, the bridge at the Leipzig end of the long causeway had been mined by Napoleon's orders. The mine was only to be fired when the last of the French had quitted the city. Colonel Montfort of the engineers was in charge of it. In vain he inquired of many passing generals which corps was to be the last over. No one knew. Then he went off to Lindenau to inquire of Berthier. In charge of the bridge he left a corporal of sappers named Lafontaine, with instructions not to fire the mine unless it appeared that the enemy was on the point of mastering it.

Montfort was carried along with the stream of fugitives to Lindenau, but getting back against the stream he found to be impossible. Meanwhile, some of Sacken's skirmishers had got forward into the meadows north of the causeway, whence they began firing at the fugitives. The unfortunate corporal, seeing these men, and seeing no French troops to drive them off, believed the time had come to blow up the bridge and lighted the train. As the fire reached the mine, it exploded with appalling effect. The air was filled with flying fragments of the bridge, with broken parts of waggons, and with the limbs of horses and men, which descended in a ghastly shower on the whole neighbourhood.

As the smoke cleared off, the unhappy soldiers on the Leipzig side of the stream found themselves with no alternative but surrender or a desperate endeavour to escape by swimming. Thousands surrendered, others tried swimming; some succeeded, many were drowned.

Macdonald, plunging into the Elster on his horse, succeeded in getting over; Poniatowski and Dumoustier were drowned in the attempt.

Towards the north-west corner of the city another fearful struggle had been taking place as the French and Dombrowski's Poles found themselves between Blücher's troops on the north and Bülow's on the east. Here the slaughter was so awful that, in places, the Pleisse was choked by a gruesome dam of dead men and horses, across which their comrades found a means of escape to the gardens beyond, only to be surrounded there and forced to surrender.

At 1 P.M. the fighting in the city was practically over, and the French troops still on that side had yielded themselves prisoners.

About that hour the Tsar and the King of Prussia, with Schwarzenberg and their staffs, rode into Leipzig by the Grimma Gate to the market-place. Troops lined the streets,

bands played, and even the French prisoners, whom there had been no time to disarm, presented arms. The inhabitants, filling the windows and covering the roofs, cheered vehemently, forgetting the horrors of the moment in the prospect of a brighter future. In the market-place the sovereigns met Bernadotte and Bennigsen coming from the presence of the King of Saxony. A little later came Blücher and Gneisenau from the Rannstädt Gate.

Passing the residence of the King of Saxony, who in vain awaited a visit from them, the monarchs tried to go to the Rannstädt Gate, but were prevented by the blockage of the streets, and by the shells which Marmont was throwing from beyond the river to prevent the issue of the enemy. They returned by the Grimma Gate to meet the Emperor of Austria, then arriving from Rötha, whither he soon returned. The Tsar and the King of Prussia then, at Bernadotte's request, went to inspect the Swedes at Reudnitz.

In the midst of the excitement, Blücher alone thought of pursuit. He would have sent Langeron after Yorck in the morning, had he not required him to support Sacken. He had to rest content with despatching the cavalry of both corps, which crossed the Elster at Schkeuditz at 11 A.M. When the bridge was blown up Blücher, seeing that there were already ample troops in Leipzig, stopped Sacken and Langeron and ordered both on Schkeuditz, which they reached early on the 20th.

In the evening Bennigsen's cavalry crossed the Elster by swimming, whilst Paskiewitch's infantry got across by an extemporised bridge. This brought to an end the French bombardment which had continued all day.

Sappers worked all night at constructing bridges for the allies. The rest of the troops bivouacked in the meadows round Leipzig.

What the losses were on both sides in the four days, 16th-19th October, will probably never be known with any accuracy. All attempts to distribute them between the different days are useless.

The allies' losses have been calculated at from 40,000 to 70,000 killed and wounded, both of which Friederich considers extreme figures. He estimates them roughly as follows, for the four days by nationalities:—

#### I. PRUSSIANS

	Officers.	Men.	Total.
Yorck . . . .	176	5,467	5,643
Kleist . . . .	244	7,882	8,126
Bülow . . . .	78	2,186	2,264
	498	15,535	16,033

#### II. RUSSIANS

Main Army . .	512	11,411	11,923
Silesian Army .	250	6,897	7,147
North Army . .	33	432	465
Polish Army . .	70	3,000	3,070
	865	21,740	22,605

#### III. AUSTRIANS

General Staff .	10	...	...
1st Light Division .	25	525	550
2nd Light Division .	11	227	238
I. Army Abteilung .	53	1,441	1,494
II. Army Abteilung .	53	1,885	1,938
III. Army Abteilung	39	1,486	1,525

IV. Army Abteilung	99	3,900	3,999
Reserve Corps	130	5,074	5,204
	420	14,538	14,958

## IV. SWEDES, ETC.

	9	169	178
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Grand total	1,792	51,982	53,784
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Other estimates are :—

	PLOTTHO.		HOFMANN.		BEITZKE.
	Officers.	Men.	Officers.	Men.	
Prussians . . .	522	14,950	620	13,550	16,430
Russians . . .	576	21,740	800	20,000	22,604
Austrians . . .	406	8,000	360	7,000	8,399
Swedes . . .	10	300	10	300	103
	1,514	44,990	1,790	40,850	
	46,504		42,640		47,536

It is still more difficult to estimate the losses of the French.

Friederich takes them at—

Killed and wounded . . .	38,000
Prisoners . . .	15,000
Sick and wounded in hospitals . . .	15,000
Germans gone over to allies . . .	5,000

73,000

Camille Rousset says Napoleon had 80,000 men left after crossing the Rhine. Marmont reckons only 60,000 fit to fight.

The trophies taken by the allies were: 28 flags and eagles, 325 guns, 900 ammunition wagons, besides many burnt by the French before the retreat; 14,400 cwt. of powder, and 40,000 muskets.

Of well-known French generals there were—

*Killed.*—Poniatowski, Dumoustier, Vial, Rochambeau, Friedrichs, and Delmas.

*Wounded.*—Ney, Macdonald, Marmont, Reynier, Lauriston, Souham, Latour-Maubourg, Pajol, Sebastiani, Compans, Gérard, Maison.

*Prisoners.*—Thirty-six generals, including Lauriston, Reynier, Charpentier, Pino, Count Hochberg, and Prince Emil of Hesse.

The most illustrious of the prisoners was the King of Saxony. After waiting in vain all day for a visit of the allied sovereigns, he sent Von Zeschau to request an interview with the King of Prussia and the Emperor of Austria. They referred him to the Tsar. But already the Russian Privy Councillor, Anstett, had informed the king, in the Tsar's name, that he was to be sent to Berlin, where all suitable arrangements would be made for his comfort. Nevertheless, he was a prisoner of war, guarded by a company of Russian Grenadiers. He left for Berlin on the 23rd October.

"The greatest general of the age would have found no retreat from his chosen position unless the enemy had allowed it. It did not depend on him that Sedan was not merely a repetition."<sup>1</sup> No attempt was made by the allies to forestall Bertrand, to occupy Freiburg, Kösen, and Naumburg, or to destroy the bridges at those places. Some

allowance must be made for the exhaustion of the allied troops on the night of the 18th, but still it seems more might have been done. With the great superiority of the allies in the east, they might apparently have reinforced Blücher, so as to enable him to interfere with the retreat by way of Schkeuditz. There was a quantity of cavalry which had done very little on the 18th, and might have been sent to Pegau during the night, and thence, on the 19th, against the line of retreat. The fact is that Schwarzenberg was not of a sufficient calibre as a general. To this may perhaps be added the mortal dread in which Napoleon's genius was held, and the fear that he might have some surprise in reserve against any bold movement. If the allies desired to cut off the retreat of the garrison of Leipzig, their attack should have been directed in greatest force against the French right and left near the rivers, rather than against their centre in the east, where they required to be "fixed." There was a good deal of confusion in the allies' attack, which was unnecessarily deferred. Columns crossed, got in one another's way, and put one another out of action. This was especially the case in the southern attack.

Napoleon's fault was in his neglect of details, which he appears to have left largely to his subordinates, with the result that, whilst his attention was fixed farther west, there was no unity of command in Leipzig. He had hitherto saved his subordinates practically all of the thinking, and now they still looked to him to arrange everything. The greatest fault of all was the reliance for the retreat of a great army on a single bridge. The Elster and the Pleisse are not great rivers like the Elbe, or even the Mulde. Even during the night of the 18th-19th, temporary bridges might have been built. But for this there has as yet been found no order of the Emperor, and, under his system of command, no initiative was to be expected from subordinates.

The premature explosion of the mine at the bridge probably cost the Emperor from 10,000 to 15,000 troops cut off in Leipzig. It appears to have been due to insufficient instructions given to the officer in charge. He, too, must bear some share of the blame for his conduct in leaving the mine in charge of an ignorant corporal, whilst he himself went off to get more definite orders.

<sup>1</sup> Quistorp, *Geschichte der Nord Armée im Jahre 1813*, ii. 307.



# THREE MEN STAND BETWEEN THE EMPIRE OF NAPOLEON AND SPAIN!

Moore, Beresford, and Wellesley

## La Bataille d'Espagnol-Talavera

July 28th, 1809

Volume III Wellesley vs. Joseph



"Soldiers! The sovereignty of a docile Iberian Peninsula has been upset by a rampaging mob of mercenaries, shopkeepers, and criminal despots. This incursion from a debased and subservient Portugal seeks to erode our continental system and violate the throne of Spain's beloved ruler, King Joseph. As freemen of Europe, it is your duty to rid the continent of these shackled Hanovarian hirelings. Our cowardly enemy has ended his flight before the gates of Talavera. There we shall deal these looting vermin the resounding defeat glory demands."

*La Bataille d'Espagnol-Talavera* is the third glorious volume in the series developed by the Marshal Enterprises Household. This masterfully executed grand tactical boardgame features the necessary 34" x 44" period map, charts, rules, display sheets, and historical commentary needed to win your baton on the field of honour. In this new edition from Clash of Arms, the die cut counter sheets have been reprinted on thick stock to provide vivid color and durability. If you missed *Talavera* the first time around, here is a marvelous opportunity to acquire a copy. Quantities are limited.

Napoleon has ordered Marshal Soult to take pressure off Messena's column before the Lines of Torres Vedras. He is to invade Portugal by following the opposite bank of the Tagus River. To do this, Soult must first relieve the siege of the key citadel of Badajoz. Beresford, Marshal of the Portuguese Army, guards Wellington's right flank and has orders to oppose just such a move. But he must contend with the diversity of his own command of Portuguese and British troops, and a newly arrived Spanish army under Blake. Man for man, the resulting battle was the bloodiest test of arms in the Peninsula.

*La Bataille D'Albuera - Espagnol* is the fourth volume published for the *Marshal Enterprises* series. This wonderfully executed game contains a 34" x 22" period map, charts, rules, historical commentary, organizational displays, and over 400 multi-colored unit counters reprinted on thick stock for this edition. While a reprint of the original game, *Albuera* still surpasses all standards of graphic design in the hobby today. *Albuera* is both a splendid introduction to the game system for first time buyers and a challenging game for veterans. Quantities are limited.



## La Bataille D'Albuera-Espagnol

May 16th, 1811

Volume IV Beresford vs. Soult

## La Bataille des Corunna-Espagnol

January 16th, 1809

Volume IX Moore vs. Soult



*Corunna* pits Sir John Moore, Father of the British Infantry, against a determined Marshal Soult, the Duke of Dalmatia. Landing a small British expeditionary force to assist the Spanish rebels against the French has backfired. Napoleon has launched a massive invasion of the Iberian peninsula sending Soult to trap the British.

Forced to abandon his baggage, horses, and wounded in a desperate attempt to reach the coast at *Corunna*, Sir John finds only a harbor empty of ships. Now he must buy time, for not only the corps of Marshal Soult approaches, which in itself would be an equal contest of arms, but marching just behind him is the corps of Marshal Ney. Which will arrive first, the "Duke of Damnation", as Soult became known to the British troops, or the fleet?

Will Sir John complete his strategic withdrawal? Will the French shatter the English forces, ending the "Spanish Ulcer" before it is known as such? Can you, as Soult, make the English dance to your tune and put paid to their Iberian position, or will Sir John have the piper's fee? Glory awaits the victor, prison hurls the loser in *La Bataille des Corunna-Espagnol*!

Available at better hobby shops or can be ordered by phone (610) 935-7622. Visa and MasterCard accepted, or send check or money order to: Clash of Arms Games, The Byrne Building #205, Lincoln and Morgan Sts., Phoenixville, PA 19460

### ORDERING INFORMATION



Name \_\_\_\_\_  
 Address \_\_\_\_\_  
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 Pay by Check/MO \_\_\_\_\_ VISA/MC \_\_\_\_\_ EXP Date \_\_\_\_\_  
 Card # \_\_\_\_\_  
 Signature \_\_\_\_\_

Qty	Price	Titles Available
_____	\$44.00	La Bataille des Corunna (New)
_____	\$48.00	La Bataille de Talavera
_____	\$36.00	La Bataille D'Albuera
_____	_____	Subtotal
_____	_____	Tax or Postage*
_____	_____	Total

\*PA residents add 6% sales tax, Canadians add 10% for postage, overseas add 20% for surface mail, 40% for air mail

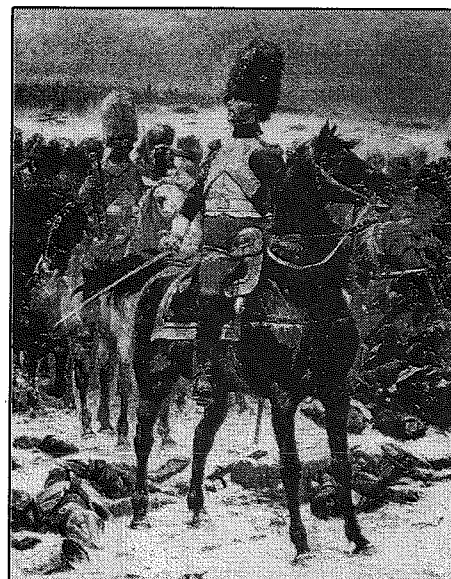
# Two Other Games by Kevin Zucker and Clash of Arms

**1807: The Eagles Turn East** and **The Emperor Returns** are the latest two titles in the acclaimed Napoleon at Bay series by Clash of Arms Games. The system presents a detailed simulation of operational warfare in the age of mass armies. It is the framework through which players maneuver historic armies while seeking to discover which combinations of force and maneuver lead to victory, or are formulas for defeat.

**The Russians have abandoned Warsaw** with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from *Paris* and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the *Vistula River* if the campaign to be launched in the Spring is to have the best chance of success. He orders Lannes to cross over....

Those who have made a study of valor and glory know whereof names such as *Pultusk* and *Golymin* speak. They know that in 1807 the Eagles stained with their own blood the snows of East Prussia around the village of *Preussisch-Eylau*, and that they soared highest on the banks of the *Alle*, above the town of *Friedland*. Comrades, as the Eagles turn, shall we not follow?

Kevin Zucker expands his award winning series to include Napoleon's three campaigns in Poland; *Pultusk-Golymin*, *Eylau* and *Friedland*. The game runs from the fall of Warsaw in December, 1806, through the signing of the *Treaty of Tilsit* in July, 1807. A time which saw Napoleon and his Grande Armee reach the zenith of their combined power and glory. *1807: The Eagles Turn East* comes with three 34" x 22" maps, four Organization Displays, 420 playing pieces, Standard and Exclusive Rules plus a Study Folder for additional learning., for only \$48.00.



**The events of June 18th, 1815** are now as much a part of legend as they are of history. But what would have happened if the Prussians had failed to show at *Waterloo*? What would have happened if Napoleon had instead driven up the road to *Mons* as Wellington expected, or instead driven on *Ghent* (his greatest fear), cutting the English off from the sea?

A lot has been written about the declining years of Napoleon. Yet strategically, the planning and surprise he sprang on the Coalition in 1815 can only be compared to his first Italian campaign, thought by many to be his finest. How could one of history's greatest commanders plan and execute such a campaign and yet be defeated in its climactic battle?

*The Emperor Returns* presents the critical days that ran from June 9th through July 3rd, 1815. The 34" x 22" game map portrays the theater of operations from the forest of the Ardennes to the flood-plains of the Atlantic coast. Either one or two players may command the Anglo-Allied and Prussian armies, while one player represents France. Over 200 playing pieces represent the combat units of the campaign (brigades, divisions, corps) differentiated between artillery, cavalry, and infantry. A study folder is included to acquaint players with the less known aspects of the campaign, all for only \$36.00.

Available at better hobby shops or can be ordered by phone (610) 935-7622. Visa and MasterCard accepted, or send check or money order to: Clash of Arms Games, The Byrne Building #205, Lincoln and Morgan Sts., Phoenixville, PA 19460

## ORDERING INFORMATION

Qty	Price	Title
—	\$48.00	<b>1807: The Eagles Turn East</b>
—	\$36.00	<b>The Emperor Returns</b>
—	\$40.00	<b>L'Armee du Nord</b>

Subtotal  
Tax or Postage\*  
Total

\*PA residents add 6% sales tax, Canadians add 10% for postage, overseas add 20% for surface mail, 40% for air mail.



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# NAPOLEON AT LEIPZIG

Post-publication playtesting of the 3rd Edition has revealed points that require clarification:

## **The Map:**

Road and Trail hexes are distinguished by the fact that Roads have small circular trees printed beside them. Examples of Road hexes are from 6510N (Gordenitz) through 5917N (Taucha) to 4128 (just outside Leipzig) and from 2625S through 2416S (the crossroads) to 2608S (Knauthwitz) and then north-eastwards. Examples of Trail hexes are from 6722N (Cunersdorf) through 5917 (Taucha) to 5514N (Seegnitz) and from 3122S (hex "K") to 3920S (Klein Beuben).

Town hexes always cost 1 MP to travel through, even if entering via a Road. For purposes of tracing Command, a Road or Trail through a Town hex still counts as 1/2 hex (Those small German towns impeded the progress of formed units of troops, but not a single courier).



The Demorilization Level for St Priest's Corps was left off the track. Ink in the letter "P" in the "3" position on the track.

The October 18th small scenario does begin with the 0600 October Night turn as noted in the Exclusive Rules, not the 1000 turn as printed on the Turn Track on the map.






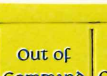



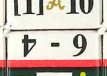










## **The Counters:**

The words "Swedish Capacity" were left off the back of the Swedish flag counter. You'll need to ink this in when playing the Grand Tactical Game that uses this counter.



						
(3) 10	(1) 10	(1) 10	(2) 6	(3) 6	(1) 6	(3) 6
9 (3)	9 (3)	9 (3)	9 (3)	9 (3)	9 (3)	9 (3)
						
						
(2) 6	(2) 6	(1) 6	(2) 6	(2) 6		
9 (3)	9 (3)	9 (3)	9 (3)	9 (3)		
						
3 Gd. Walt.	2 Gd. Let.	1 Gd. Orn.				

German

						
38 Stoch	31 D'Hen	39 b. Stoc	39 Hesse	31. Baden	31. Erfurt	24 b. Brau
2 - 4	4 - 4	2 - 4	3 - 4	3 - 4	4 - 4	2 - 4
						
25 Lt. Stoc	26 Lt. b. Bra	29 Lt. b. Stoc	24 Lt. b. Bra	24 Lt. b. Bra	24 Lt. b. Bra	24 Lt. b. Bra
						
10	6	(1) 4	4 - 4	4 - 4	4 - 4	3 - 6
						
3 Brasenb	4 Posse	6 Bone	1 Schurs	2 Reuter		
						
(1) 10	(2) 10	(1) 9	(2) 9	(1) 9	(2) 9	(2) 9
6 - 4	5 - 4	1 - 6	5 - 4	4 - 4	(1) 6	(1) 6
						
XIV Har	XIV Man	XIV Wu	XIV Lap	XIV Lap	XIV Lap	XIV Lap
						
7 - 4	7 - 4	4 - 4	8 - 4	9 - 4	5 - 4	2 - 6
						
XIV O'R	IIC Schw		V Udoml	V Rosen	V	IIC Kreto
4 - 7	3 - 7		9 - 6	6 - 4	9 - 2	3 - 6
						
IIC Dep	IIC Dika					

						
1 Lacoste	1 Coulou	2 Peret	2 Person	3 Rebal	3 Pelet	4 Flamin
8N4	6N4	6N4	4N4	6N4	6N4	8N4
						
Griois	1 Christi	1 Michel	2 Rousse	2 Rotten		Davaux
5 (3)	6 (3)	7 (3)	6 (3)	4 (3)		(1) 6
						
8 Brayer	8 Charier	9 Anthing	9 Verges	11 Vande	11 Dumo	23 Lt. Beu
7 - 4	6 - 4	5 - 4	5 - 4	3 - 4	5 - 4	4 - 7
						
7 - 4	5 - 4	4 - 9	4 - 4	4 - 4	4 - 4	2 - 6
						
Fouher	22 Bach	22 Coehor	21 Bugut	21 Jamin	20 Joubt	Charbon
2 - 6	3 - 7	3 - 7	3 - 6	2 - 6	3 - 7	2 - 7
						
9 - 6	2 - 7	4 - 7	2 - 6	4 - 6	2 - 4	3 - 4
						
1 Hv. Dou		51 Lagar	51 Ayra	52 Bagar	Pellegrin	Pellegrin
5 - 6	4 - 6	5 - 4	5 - 4	5 - 4	5 - 4	1 - 6
						
5 - 6	4 - 6	5 - 4	5 - 4	5 - 4	5 - 4	1 - 6

Polish & Italian

						
26 Siraw	26 Malac	27 Zottw	27 Grabo	Redel	Redel	
(3) 9	6 4	5 4	4 4	5 4	1 6	2 6
						
35 Zoch	31 Macd	15 St. And	15 Moral	28 Lt. Mon	27 Lt. Umi	7 Lt. Soko
2 - 4	2 - 4	2 - 4	2 - 4	2 - 7	2 6	3 7
						
1 - 6	(1) 6	(1) 6	(1) 6	4 (3)	5 (3)	3 (3)
						
33 Congre				1 Christi	1 Michel	2 Rousse
6 (3)				4 (3)	5 (3)	4 (3)
						
33 Congre				3 Gd. Walt.		
						
10				1 Gabelk	1 fuerst	2 Qualen
(3) 6	(3) 6	(3) 6	(2) 6	3 4	3 4	3 4
						
2 Lt.	1 Lt.			2 Haugtu	2 Beck	
						
10				2 4	3 4	3 4
						
33 Congre				2 4	3 4	3 4

Prussian / The Army of Silesia









...	b. Kenzell	b. Kenzell	b. Juergs	7 Welzin	2 Warbg	8 Girsu	1 Loshin
3 - 4	1 - 6	3 - 4	2 - 6	3 - 4	2 - 4	2 - 4	3 - 4
4 - 4	4 - 4	4 - 4	3 - 4	2 - 6	3 - 4	1 - 6	2 - 4
10 Jülich	9 Kleux	12 Augus	11 Zeltgen	Robert			

Oppenhm	5 b. Borstl	6 b. Kraftt	3 Th. Thom
2 - 6	4 - 4	3 - 4	4 - 4
	3 - 4	6 - 2	2 - 4

	IC Nikitr			II Schac	II Puschn	I Mesenz	I Helffre
	3 - 4	2 - 4	2 - 4	2 - 4	2 - 4	2 - 4	2 - 4
IC Moller	IC Lisane		3 - 4	3 - 4	1 - 6	1 - 6	2 - 4
2 - 7	1 - 7		VIII Pila	VIII Gur	IVC Bors	IVC Ema	VIII

Adv. Gd.	D. Lindfor	D. Paskie	D. Chowan		IIIC Pan	XI Lieve	XI Newje
3 - 6	4 - 4	4 - 4	3 - 4			2 - 4	2 - 4
4 - 4	4 - 4	4 - 4	Tschaplz		3 - 4		IIIC Lan
D	D	D	2 - 7				2 - 7

IC Korff	X Weszel	X	IX	X Urusso	X Turlsc	IX Udom	IX Kornl
1 - 6	1 - 6	3 - 4	3 - 4	3 - 4	3 - 4	2 - 4	3 - 4

	1 Lt.	1 Lt.	1 Lt. Schei	1 Lt. Thom	2 Lt. Helg	2 Lt. Wiel
1	4	6	2	3	2	3
3 - 4	2 - 4	2 - 4	2 - 4	2 - 4	1 - 7	1 - 4

X	3 Quosda	3 Wurmb	2 Czerbi	2 Giffing	1 Raigert	1 Raigert
3 - 4	2 - 4	2 - 4	2 - 4	3 - 4		1 - 4
4 - 4	2 - 4	1 - 7	4 - 4		1 - 4	2 - 4
2 Klopstin	2 Hleczp	1 Schoben			1 Raum	2 Schact

	3 Desfau	1 b. Mohr	3 deBest	3 Abele	2 Spleny
	1 - 7	1 - 7	2 - 4	3 - 4	3 - 4





# Napoleon at Leipzig

The Battle of Nations  
October 14-19, 1813

Allied Casualty Level/Track

**ARTILLERY EFFECTS**  
Crest Hexside: Blocks LOS  
Plunging Fire:  
Adds 2 Strength Points.  
Artillery-only in hex  
Defends at 1 Strength Pt.  
Cannister (adjacent):  
Roll less than str. to convert  
De or Ex to Dr, Ae to Ar.  
Enemy Concentration:  
Subtract 1 from die roll if  
10 or more enemy SPs.

**DEFINITIONS OF ORDERS**

1. Attack:  
Moving forces move normally and may enter EZOCs. Units starting in an EZOC may move directly from one EZOC to another. They may not take a voluntary retreat.

2. Ordinary:  
Move normally. Enter EZOCs. Must attack adjacent enemy. No voluntary retreat. May advance after combat.

3. Hold:  
Move normally. May not enter EZOCs. Not required to attack but cannot attack.

4. Withdraw:  
Move normally. May not enter EZOCs. Take an automatic "AR" if in an EZOC. If they have no retreat path, they attack normally instead.

5. March:  
Moving forces must move to a town objective (deploy within 3 MP). The March order continues in subsequent turns, unless cancelled by an enemy within 3 MP.

selectively. Voluntary retreat OK. No advance after combat.

**CAVALRY CHARGE CRT**  
Differential (Cavalry minus Defender)

Die	-5	-4,3	-2,1
1	Ov	Ov	Ov
2	Ov	Ov	Ov
3	•	Ov	Ov
4	•	•	Ov
5	•	•	•
6	•	•	•

Ov: Overrun succeeds. •: Cav. elim. Differential worse than -5 not allowed; greater than -1 treated as -1.

**COMBAT RESULTS TABLE**  
Probability Ratios (Odds)  
Attacker's Strength to Defender's Strength

Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Roll
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Attacks executed at greater than 6-1 are treated as 6-1; Attacks executed at worse than 1-5 are treated as 1-5.

Napoleon Bonaparte  
L'Empereur Napoléon Ier  
(1769-1821)

Michel Ney, Marshal, Prince de la Moskova

1	Attack	4	Withdraw
2	Ordinary	5	March
3	Hold		

Michel Ney  
(1769-1815)

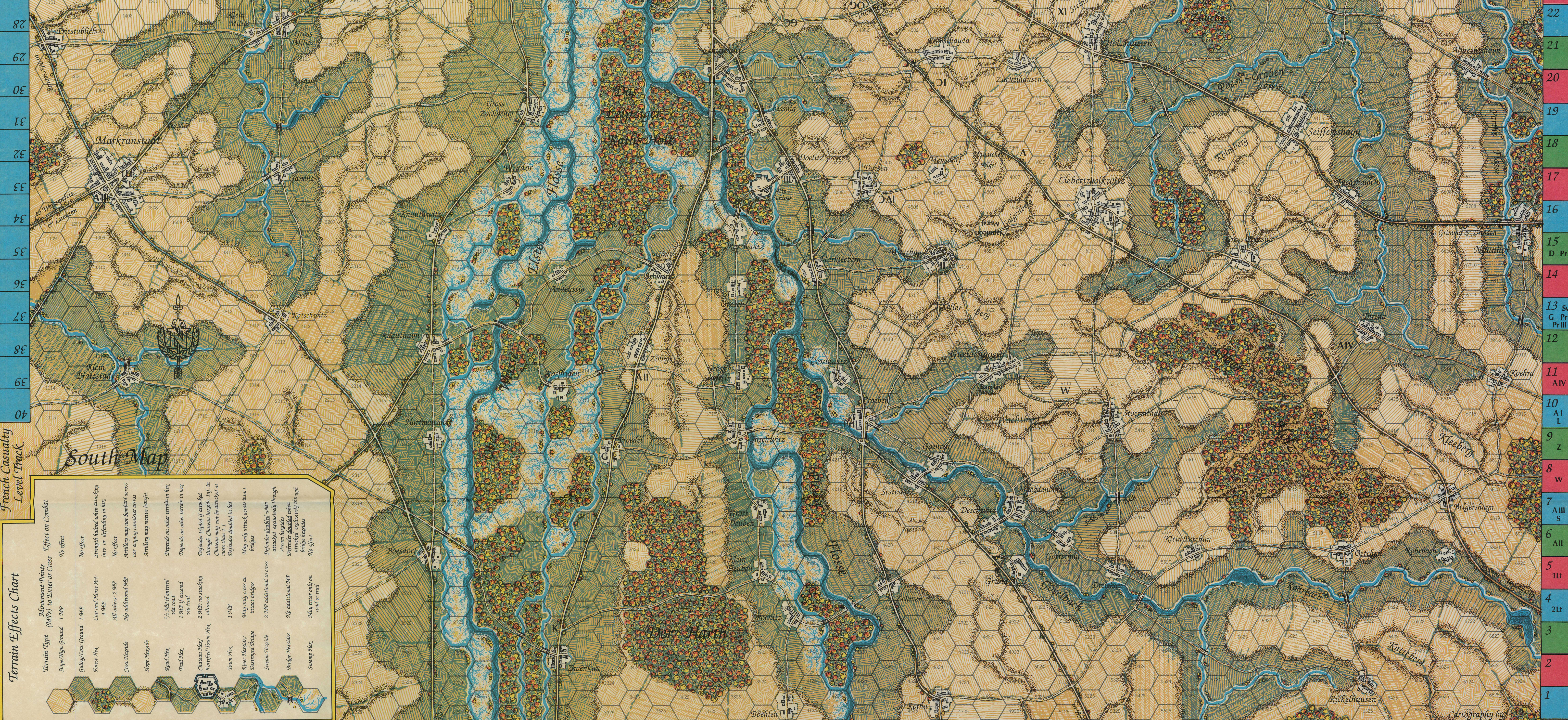
Joachim, Prince Murat, Marshal, King of Naples

1	Attack	4	Withdraw
2	Ordinary	5	March
3	Hold		

Joachim Murat  
(1767-1815)

Available for Reorganization										Destroyed Units										Turn Record/Reinforcement Track										Oct. 14 Begin Scenario French Reinf. (Marmont)										1100										1200										1300										1400 French Reinf. (Mortier)										1500										1600 French Reinf. (Og)										1700 French Reinf. (Oudinot)										Night 1800 End Scenario										Night 2100										Night 2400										Night 0300										Night 0600										0900 French Reinf. (Drouot, Mansouty)										1000										1100 Rain										1200										1300										1400 French Reinf. (Latour-Maubourg)										1500										1600 French Reinf. (Bertrand)										1700 French Reinf. (Macdonald)										Night 1800 French Reinf.										Night 2100 French Reinf. (Sebastiani)										2100																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																														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Terrain Effects Chart			French Casualty Level Track		
Terrain Type	Movement Points (MPs) to Enter or Cross	Effect on Combat	87	86	85
Slope/High Ground	1 MP	No effect	84	83	82
Gully/Low Ground	1 MP	No effect	81	80	79
Forest/Hedge	Cav and Horse Arc: 4 MP All others: 2 MP	Strength halved when attacking into or defending in hex No effect	78	77	76
Crest/Hedge	No additional MP	Artillery may not bombard across nor employ canister across Artillery may receive benefit	75	74	73
Slope/Hedge			72	71	70
Road/Hedge	1/2 MP if entered 1 MP if entered via rail	Depends on other terrain in hex Depends on other terrain in hex	69	68	67
Trail/Hedge	2 MP no stacking allowed	Defender disabled if attacked through Chateau hexide. Inf. in Chateau may not be attacked at Defender disabled in hex	66	65	64
Chateau Hex/ Fortified Town Hex	1 MP	May only cross at intact bridges	63	62	61
Town Hex		Defender disabled when attacked exclusively through intact bridges	60	59	58
River/Hedge/ Destroyed Bridge	2 MP additional to cross	Defender disabled if attacked exclusively through bridge hexides	57	56	55
Stream/Hedge	No additional MP	No effect	54	53	52
Bridge/Hedge			51	50	49
Swamp Hex	May enter only on road or trail		48	47	46

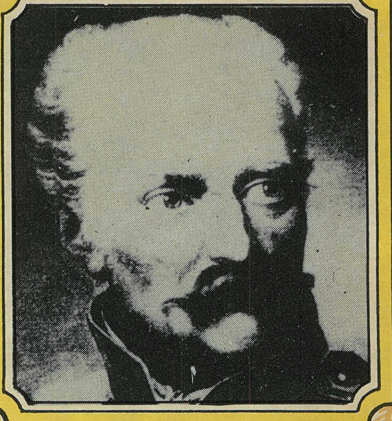
ARTILLERY EFFECTS		
Crest Hexide: Blocks LOS		
Plunging Fire: Adds 2 Strength Points.		
Artillery-only in hex: Defends at 1 Strength Pt.		
Canister (adjacent): Roll less than str. to convert De or Ex to Dr, Ae to Ar.		
Enemy Concentration: Subtract 1 from die roll if 10 or more enemy SPs.		

CAVALRY CHARGE CRT			
Differential (Cavalry minus Defender)			
Die	-5	-4,3	-2,1
1	0v	0v	0v
2	0v	0v	0v
3	•	0v	0v
4	•	•	0v
5	•	•	•
6	•	•	•

0v: Overrun succeeds. •: Cav. elim.  
Differential worse than -5 not  
allowed; greater than -1 treated as -1.

COMBAT RESULTS TABLE											
Probability Ratios (Odds)											
Attacker's Strength to Defender's Strength											
Roll	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	Roll
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	De	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6
Attacks executed at greater than 6-1 are treated as 6-1; Attacks executed at worse than 1-5 are treated as 1-5.											

Marshal Gebhard von Blucher		
1	4	
2	5	
3		



Gebhard Leberecht von Blücher (1742-1819)

Prince Karl Philipp von Schwarzenberg		
1	4	
2	5	
3		



Karl Philipp von Schwarzenberg (1771-1820)

Prince Barklay de Tolly		
1	4	
2	5	
3		



Mikhail Bogdanovich (1761-1818)

Baron Levin Benningsen		
1	4	
2	5	
3		



Jean August Benningsen (1748-1825)

Kronprinz Karl Johan, Bernadotte		
1	4	
2	5	
3		



Jean Baptiste Jules Bernadotte (1763-1844)

11130(-34109)

11130(-34109)

11130(-34109)

11130(-34109)

Available for Reorganization

Destroyed Units

Turn Record / Reinforcement Track

1100 Oct. 14 Begin Scenario	1200	1300	1400	1500	1600	1700	Nite 1800 End Scenario	Nite 2100	Nite 2400	Nite 0300 Oct. 15	Nite 0600	0900	1000	Rain 1100	1400	1500	Austrian & Prussian Reinf. (Merveldt, Homburg, Schwarzenberg)	1600	Austrian & Russian Reinf. (Konstantin)	1700	Nite 1800	Nite 2100	Nite 2400	Nite 0300 Oct. 16 Russian Reinf. (K)
Reinforcement units and scenarios for various sides including Austrian, Russian, and Prussian forces.																								