Lützen 1813 is a large scale tactical wargame simulating the battle of 2 May 1813 that marked the beginning of the first phase of the German campaign (based on the same principals as Bautzen 1813, published in VV150). The Russo-Prussian Coalition Army is on the offensive; the Tsar Alexander and his entourage anticipate victory over Napoleon, whose back is against the wall, and his army of conscripts, weak in cavalry.

1 - OVERVIEW

The game is based on a historical placement of the armies, with possible variations reflecting the errors of the two camps. The Coalition Army is assembled and ready to attack the poorly guarded French III corps and Imperial Army marching toward Leipzig, but not without any options for reactions. However, because of the Coalition's imperfect attack plan and the complex organisation within HQ, they are restricted from acting freely, rendering the task difficult.

The players must begin the game by familiarising themselves with the historical restrictions (see 11) and events (see 2) to fully grasp the initial situation and the choices they will have to make. Everything is explained in detail in chapter 2. Players' choices will affect the number of turns to play, the progression of operations for the two camps and the modification of the morale level for each each army (Chapters 9 and 10). Lützen 1813 comprises 8 historical combat turns (between 12.00 and 19.00 when night falls), but the playing of a Coalition initial random event (RE1) may cause the game to begin at 10.00 (see 2.3 B) and a die roll may cause it to continue until 21.00 (see 10.6). Players also have the option of Tactical Movement (see 7.6) which temporarily increases units' movement potential as long as combats have not been initiated. This option opens up potential alternative redeployments for creative players.

2 - GAME ELEMENTS

The game comprises a map, this set of rules and a board of 108 counters.

There are three types of counters: combatting units, commanders and markers.

2.1 - COMBATTING UNIT

• **Combatting unit** : contains the following information that impacts the game:

– **Type**: the units represented in the game are often mixed, but those composed principally of infantry are represented by a foot soldier (2 movement points), those composed principally of cavalry are represented by a cavalryman (3 or 4 movement points).

– **Combat potential** corresponds to the unit's strength: one point represents about 1100 men or 650 cavaliers.

– **Quality** (also incorporates the aspects of fatigue and motivation) : A = elite, B = fair, C = weak or ? = random.

– **Movement capacity,** expressed in movement points (MP). Each unit has between 2 and 4 points. For commander movement, see 7.1.

Note : in Lützen, the movement capacities may be doubled or tripled under certain conditions : (see 2.3, 6.2, 10.4, and 11).

– **Owning Formation :** represented by a stripe of the unit's colour.

– **Colour of the Nation**: the counters are printed with a blue background for the French and their allies and a two-toned background for the Coalition: green for the Russians and grey for the Prussians.

Note : Take care not to confuse the colour of the nations and that of the formations. For command or combat, only the colour of the formation counts. The Coalition army was formed in three lines, each with a mix of nationalities to seal the Russian and Prussian fate together.

Other information with no direct impact on the game is given, such as the name of the unit or the eagle that designates the units of the Russian and French imperial guards. A croix de guerre indicates the units of the Prussian Guard.

The combatting units may have a back side that represents losses. The back side is used when the unit suffers a step loss, for units that have two

steps. These units will be eliminated if they receive a second step loss. Any eliminated unit contributes to a loss of morale for its army (see 8.5.1).

Special cases : the units of the Guard have special characteristics that distinguish them from line units.

– their quality does not diminish after a loss in combat ;

– the movement of the French Guard is not hindered by the Cossacks (see below) ;

– the units of the Guard are never affected by the combat penalty for a drop in army morale (see 8.4.e) ;

– the cavalry units of the Guard have a bonus of **+1** (France) or **+2** (Russia and Prussia) during a charge on infantry in clear terrain (see 8.6.1) ;

– a Guard unit may choose to suffer an additional step loss instead of retreating one hexagon (see 8.5.1).

2.2 - COMMANDERS

These units represent the principal commanders and their general staff who influence movement and sometimes the combat of the units of their formation.

Exceptions : Napoleon can command all the units of his camp. Due to the presence of Russian and Prussian emperors and their interference with the command of the army, Wittgenstein has no authority over the Russian Guard.

A commander counter has two principal pieces of information: the colour of his formation and his combat modifier. The back side of a commander counter is used when he is wounded or killed (in this case the counter represents his general staff). A wounded or killed commander has a combat modifier on a white background (dark-coloured background for his normal state).

2.3 - MARKERS

The game uses various Event marker counters that are never assimilated to commanders or combatting units. There are 7 for the Coalition player (C), 6 for the French player (F), and 4 with shared effects (excluding the cost on Morale) for both camps. They are only played **once** per turn and can be recovered as indicated except where prohibited.

Some markers specify Random Events (RE) whose effects are described below. The RE simulate the "What If?" that will modify the initial situation (or RE1 that are played only on the first turn). The rules for set up and use of these markers are described in 2.4. Their effects are as follows:

A - Cossacks (C) : Before or during any movement of a French unit (including during movement after combat), the Coalition player may reveal a Cossack marker and either : reduce the movement capacity of the unit or the stack to 1 hexagon for the current turn **or** prevent the unit from entering the ZoC (French player's choice). The Cossacks also prevent the cavalry's retreat before combat. The units of the Guard, cavalry or stacks containing one of these units are not affected by the reduction in movement capacity. These effects reflect the qualities of harassment of this often irregular and poorly armed cavalry that was consequently inefficient in classic cavalry combat. The effects of the Cossack markers are not cumulative. Once played on turn **n**, the marker is returned to play on turn **n+2**.

Note : The Cossacks cannot engage with French counters located more than three hex. from a Coalition unit or commander.

B - Bridge on the Elster (C, RE1) : the Coalition Army's deployment was delayed by the scribbled writing of Wittgenstein's orders which caused disorder during the crossing of the bridges over the Elster. The battle that was originally to begin early in the morning was delayed to 11.00 and then to 12.00. The use of this marker allows the Coalition player to begin the combat at 10.00, giving him more time to break the French centre before the arrival of the French corps marching toward Leipzig. This marker may

only be played once per game, on the first turn (initially 12.00). The turn marker is then moved from 12.00 to 10.00. The restrictions on the activation of Coalition corps are all shifted according to the order of the turns (**example** : the autorisation to engage the Prussian second line for an attack shifts from 16.00 to 14.00). On the other hand, the French activations follow the initial time counter for the turns (12.00, 13.00…). When the Coalition player uses this marker, **+2** is added to the French morale. If it is revealed by the French player on the first turn, it leads only to a reduction of **-1 point** in the Coalition morale (simulating the effect of the initial shambles of the Coalition attack). The marker is discarded after use or if it is revealed after the 1st turn. The players continue to draw the markers from turn 1 (12.00), then shift all the turn 2 markers forward 2 turns (**example** : the markers for 13.00 become those for 11.00…).

C - Euler Battery (C) : When the Coalition player reveals this artillery marker (3 ; +2), he receives either a bombardment with an attack value of **3** (see 8.8), or a support in a combat in contact with a friendly unit with a die roll bonus of **+2**. The effects are cumulative with those of the Artillery markers. This marker is returned to the game on turn **n+2**. It is not affected by the RE Artillery without munition. If this marker is revealed by the French player, it is simply discarded.

D - Clairvoyant cavalry (C, RE1) : the preparatory information gleaned by the Prussian cavalry only identified slight enemy presence in the villages of Groß-Gorschen and Rahna. Therefore, Blücher was surprised by the presence of Souham's division and ordered the preliminary bombardment of the French position, further delaying the initial attack. The use of this marker by the Coalition player eliminates the engagement restriction for the Prussian 1st line during the first turn of the game. It also sets the **command range for the Coalition commanders at 5,** since Wittgenstein now knows in advance the size of the French presence. This marker may only be played **once** during the game, on the first turn. The use of this marker adds **+1** to the French morale. If the French player reveals it on the first turn, simply remove **1** from the Coalition morale (discovery of Souham's division's presence and not just weak detachments). The marker is discarded after use or if it is revealed after the first turn.

E - Drouot (F) : The use of this marker (artillery 2 ; +2) allows the French player to benefit from a bombardment using an attack value of **2**, or from a bonus in combat of **+2** on the die for a French unit. The effects are cumulative with those of the Artillery markers. This marker is returned to play on turn **n+2**. It can be played on any turn, but if it is played on the 18.00 turn or later, the French player benefits from two bombardments or attacks instead of one. If this marker is revealed by the Coalition player, it is simply discarded.

Historical note : This corresponds to the historic moment when Drouot formed a great battery to support the final offensive.

F - Alexander (F, RE) : Use of this marker enables the French player to cancel the effect of the RE1 Bridge on the Elster on the command range of the Coalition commanders for the rest of the game **OR** to block the movement and attacks of the Russian and Prussian Guard for the current turn. The use of this marker removes **1** from the French morale. If the Coalition player reveals this marker, he adds **+1** to his morale (Alexander does not intervene in Wittgenstein's battle). Discard the marker after use.

G - 10th Hussards (F, RE1) : historically, the French III corps' light cavalry did not perform its mission of movement cover and reconnaissance. If it had occupied the Monarchen Hugen, it would have discovered the Coalition movement during the night between 1 and 2 May. By revealing this marker on the first turn, the French player is able to quickly alert Marshal Ney's HQ and the Imperial GQG. Ney's counter may be placed on a III corps counter starting on the first turn. The movement potential of all the III corps counters is **doubled** for this turn. Marchand's division may be redeployed as the French player chooses between hex. **805** and **1708**. Finally, Morand's IV corps tests its entry with a **+1 bonus**. Discard

the marker after use. Use of this marker by the French player adds **+2** to the Coalition morale. If the marker is revealed by the Coalition player, remove **1** from the French morale.

H - Artillery without munitions (F, RE) : The Russian artillery suffered from a munition supply problem. This marker is only active if it is revealed by the French player at the beginning of any turn starting with turn 3; otherwise it is discarded with no effect. Starting with the turn it is revealed, the Coalition player must remove one Artillery counter per turn. The use of this marker adds **+1** to the Coalition morale. Leave this marker on the turn track and move it along as a reminder of its effects. If the marker is revealed by the Coalition player, simply remove **1** from the French morale.

I - Wolonski persists (F, RE) : the Russian Guard that forms the 3rd line of reserve of the Coalition Army wasn't in position until late in the day (16.00) because of the chaotic crossing of the Elster but also because of the orders and counter-orders of Emperor Alexander and Lieutenant-General Wolonski (or Volkonski) that halted the troops' movement. This marker may be played on any turn by the French player and stops all movement or engagement by the Russian Guard for the current turn. Discard the marker after use. Use of this marker removes **1** from the French morale. If this marker is revealed by the Coalition player, simply add **1** to the Coalition morale.

J - Artillery (F and C) : The use of these markers awards the player with either a bombardment using an attack value of **3** (see 8.8), or a support in combat in contact with a friendly unit with a bonus of **+1** on the die. Several Artillery markers may be played for the same bombardment (8.8) or combat. Once they are played on turn n, the marker is returned to the game on turn **n+2**.

K - Losses (F and C) : drawing this marker causes the player to lose an Artillery counter or two Cossack counters, as the adverse player chooses, for the rest of of the game.

L - The Guards attack (F and C, RE) : This marker may be played starting with the 16.00 turn or the 14.00 turn if the battle has been moved up. If it is revealed before, it is simply discarded with no effect. This marker removes all engagement restrictions for the French or Russian Guards, depending on which camp reveals it. Discard the marker after use. Use of this marker adds **+1** to the morale of the camp that reveals it.

M - General staff (F and C, RE) : ah ! If only the general staff had been more effective… This marker may only be played **after** the completion of the 14.00 turn. If it is revealed before then, it is simply discarded with no effect other than on the morale of the camp that revealed it (**+1**). If the French revealed it, the entire IV corps of General Bertrand may enter during the current turn (including the Franquemont division). Général MacDonald's corps may do the same on the 16.00 turn. If this marker is revealed by the Coalition, the Russian Guard may be activated starting on turn 16.00 or 14.00 if the beginning of the battle has been moved up.

N - Lost bullet (F and C, RE) : This can be played anytime for either camp. A French corps commander (chosen by the Coalition) or Blücher (or Scharnhorst historically) is wounded. No other combined attacks (with another counter) may be carried out this turn for the French corps in question or for the Prussian 1st and 2nd lines. Use of this marker removes **-1** from the morale of the camp that revealed it. Discard the marker after use.

O - Alternative Reinforcements (F and C, RE) : this marker brings in reinforcements who were not historically present during the Battle of Lützen. It may be played on any turn and immediately activates the entry of the chosen reinforcements. If the French player reveals the marker, he chooses to have enter General Lauriston's V corps **OR** General Oudinot's XII corps plus the Jett and Franquemont counters (Bertrand's

IV corps). If this marker is revealed by the Coalition, bring in Lieutenant General Miloradovitch's IV corps. Use of this marker removes **-1** from the morale of the camp who plays it. Discard the marker after use.

2.4 - SET UP OF MARKERS

Lützen 1813 begins with the markers on the turn counter track. This is a separate and important phase of the game (see 3). On the 1st turn, the French player keeps 2 Artillery markers in hand and the Coalition player keeps 3 Artillery markers and 3 Cossack markers in hand. Then, the players gather the remaining markers in a container to be drawn at random and placed on the turn track. Each player randomly distributes three markers per turn on the turn track without revealing them. The Coalition player places the first marker on the turn of his choice, then the French player, and so on, without ever consulting them. They will be revealed according to the rule described in chapter 5. See chapter 3 below for more informations on managing the drawing of markers.

3 - HOW TO WIN

Historically, Wittgenstein positions his army on the right flank of the French Army as it marches toward Leipzig and mounts a large scale ambush to destroy part of it before most of Napoleon's troops arrive. His offensive falls on a poorly guarded part of the French Army (Ney's Corps), south of Lützen. Blücher's initial attack is badly prepared and does not yield the expected results and the arrival of the various French corps then of Emperor Napoleon foils the Coalition plans. Pushed by Tsar Alexander, Wittgenstein and Blücher persist in their attempts to knock out the French despite the alarming French numerical superiority. In the end, through clumsiness and a lack of French cavalry, the Coalition Army avoids the encirclement trap and loses as many troops as the French but maintains its morale for the next combat (Bautzen on 20 and 21 May).

In this battle, the French player's objective is to destroy the Coalition Army, bogged down in its initial central attack and caught in a vice on its two wings by the successive arrivals of the French corps. The French player must hold strong, prevent the Coalition's morale from falling too quickly (provoked when it falls to 0), and better organise the arrival of his reinforcements.

The Coalition player must attempt to improve the organisation of his initial attack so as to obtain the quick expected results and then use this advantage to pursue the battle in conditions that could destroy the French morale (which must fall to 0) or reorganise a general retreat (if his morale falls to 0 first) and preserve his forces for the rest of the campaign.

The rules for historic restrictions for engagement and their modification by random events (**RE**), which modify the initial morale of the armies, or the Tactical Movement option must be managed carefully by the players to reach their respective objectives. The victory conditions are described in chapters 9 and 10.

Game note : the set up of markers, while random, is nevertheless subject to the players' choice in placing the different types of markers (**RE1**, **RE** or **E)** on the different turns. The Coalition player has more RE1 and E markers (2/1 RE1 and 4/3 E – which increases to 14/8 with those kept in hand initially, see 2.4) and the French player has more RE markers (7/4 RE). The Coalition player must therefore favour positioning RE1 on turn 1 (12.00) on the track to try to improve the combat set up, while minimising the risk of only revealing the French RE1 (10th Hussards). He must also try to place as many E markers as possible early in the game to benefit from more advantages while limiting the number of RE potentially more favourable to the French. The French player must do the opposite. Each player must keep in mind that only 2 markers are revealed per turn — the 3rd is discarded — and that the Coalition player always chooses the first marker (see 5). The French player must avoid at all costs only leaving one RE per turn, because the Coalition player will be the one to benefit and will surely reveal the RE for the turn (also receiving a bonus via its effects or its impact on army morale).

4 - GLOSSARY

• **Hexagon**: the map is organised by hexagons (hex.) that each represent a particular terrain. The hex. edges may also define the specifics of a battlefield like rivers, slopes, ditches... Each terrain element effects movement and combat (see the Terrain Effects Table). A unit may only occupy one hex.

Exception : By player's choice and on the first turn **only,** Souham's unit 2 may occupy one of both of the Groß-Gorschen hexagons. The player attributes to each hex between 1 and 3 strength points for the counter, for example : hex. 1309 = 1 point, hex. 1408 = 3 points. Starting on turn 2, the counter may only occupy one hex of the village. Any retreat authorises the presence of the counter in one of the village spaces. The counter may be expelled by a second attack on the same turn in the case of a second retreat. Any loss turns the counter over to its back side.

• **Stacking** : the number of units present in a hexagon is limited to two (commanders and markers do not count). There are two exceptions :
– the presence of a corps commander, formation commander or commander in chief increases the limit to three units ;
– towns and villages can accommodate a stack of three units. Any over-stacked hexagon suffers a **penalty of 1 on the combat die** for each excessive combat unit ; this does not count in the tallying of troop strength for combat.

• **Zone of control (ZoC)** : All combatting units (and not their commanders) have a ZoC that extends to the six adjacent hexagons except in the town/village hexagons and across rivers/streams without a bridge.
Exception : Units located in towns or villages (ex : Rahna) have a ZoC that extends to the six adjacent hexagons regardless of terrain.
A unit must stop as soon as it enters an enemy ZoC. If it begins its movement in an enemy ZoC, it can move to a hexagon free of enemy ZoC and continue its movement but **cannot enter** another enemy ZoC during this turn. Friendly units have no effect on enemy ZoC except for retreats after combat (see 8.5.1).
Exception : Commanders can enter an enemy ZoC, as can the Coalition units once the general retreat has been ordered at an additional cost of **+3 MP**.

5 - GAME TURN

A game turn represents approximately 1 hour of real time. It is composed of a French game sequence and a Coalition game sequence which are identical for every turn.

Reminder 1 : On the first turn, the French player keeps in hand two Artillery markers; the Coalition player keeps 3 Artillery markers and 3 Cossack markers.

Reminder 2 : Players must refer to chapter 6 to respect the historical restrictions for the activation of the various corps or lines, as well as for those of historical or random reinforcements.

1. Coalition player sequence

A. Secret drawing of one of the 3 markers for the current turn. According to their effects described in 2, they are applied or the marker may be held onto and revealed later.
B. Coalition bombardments and movements.
C. Coalition combats.

2. French player sequence

D. Secret drawing of one of the 2 remaining markers for the current turn. According to their effects described in 2, they are applied or the marker may be held onto and revealed later.
E. French bombardments and movement.
F. French bombardments and combats.

3. The last marker of the turn is discarded without being revealed. The turn marker is moved forward one space and the Coalition player picks up the game sequence on 1.

Note : drawing an enemy marker (for example Cossacks ! by the French player) doesn't require it to be revealed; it simply has no effect on the game.

6 - ACTIVATION RESTRICTIONS

Chapter 11 - Restrictions lists the turns and the explicit conditions in which certain French and Coalition counters may be activated. They are summarised below:

6.1 - THE COALITION LINES

The Coalition Army is organised by attack lines, identified on the counters as 1L (and their reserve 1LR), 2L (and 2LR), R (army reserve) and 3L (Russian Imperial Guard). They can only be engaged progressively as the game moves along [ex : 1L and R on turn 2 (historically 13.00), 2L on turn 4 (historically 16.00), 3L on turn 6 (historically 18.00), etc.].

Game note: Restrictions on engagement concern combat restrictions only (i.e., attacking a hex. by units, section 8). They in no way restrict bombardments (paragraph 8.8) or the movement of the units concerned (units subject to an engagement restriction may therefore enter the opponent's ZOC to carry out a bombardment, but in no way to engage in combat.

Historic note: Blücher was surprised to discover Souham's presence in the villages, and so he began his offensive with a cannonade, thereby losing a bit of the effect of surprise. As a result, no Coalition attack is authorised on the 1st turn, only bombardments.

6.2 - THE FRENCH CORPS

The French Army is partially surprised in full movement toward Leipzig, with Ney's corps and Souham's division at the head forming the right flank. The noise of the cannonade begins the concentration of the French forces on Lützen (Napoleon had anticipated a refusal of his right to attack the enemy) but not without trouble. The initial restrictions initiales apply from the 1st turn, including :

• The French Guard must pursue its movement toward Lützen and occupy the exit hex 701 until Napoleon arrives ; Guard units may be placed up to two hexes from hex. 701.

• Marchand's division has a movement potential reduced by 1 until Ney arrives ;

• Ney is placed on a counter of the III corps on turn 3 (14.00). In accordance with point 7.2, the III corps counters are out of command until now. Note that the movement potential of the III corps troops can be modified by a die roll when Ney arrives (see 12) ;

• the Imperial Guard cannot be engaged in attack until Napoleon enters the game (turn 3, 15.00) ;

• the movement potential of the French troops can be modified on the turn in which Napoleon enters the game, etc.

6.3 - HISTORICAL REINFORCEMENTS

Since the entire Coalition Army is in place on turn 1, only the French side benefits from historical reinforcements. They are Bertrand's IV corps, MacDonald's XI corps (assembled into a single formation here) and Latour-Maubourg's I cavalry corps. The historical arrival turns and the movement potential of the units may be adjusted by RE and/or the die rolls indicated for Restrictions and Events. The conditions for the entry of reinforcements is given in 10.2.

6.4 - RANDOM REINFORCEMENTS

Both camps could have benefitted from additional reinforcements if the orders had been better transmitted or respected. These reinforcements may enter the game only if RE are played — i.e. general staff for the French player or random reinforcements for both players. The conditions for the entry of random reinforcements are given in 10.3.

Note : the French player has two markers that permit the entry of random reinforcements while the Coalition player only has one. This simulates Napoleon's more flexible plan.

7 - MOVEMENT
7.1 - OVERVIEW

The combatting units have a maximum movement capacity indicated on the counter (see 2). Commanders have a movement potential of 7 MP which frees them from the effects of the ZoC (see 4).

The Terrain Effects Table (see page 16) indicates the number of movement points necessary to enter different types of hexagons. For example, it costs 2 MP to enter a woods hexagon. Movement points are not transferable from one unit to another nor can they be transferred to another turn. All units must stop for the rest of the turn as soon as they enter an enemy ZoC (see rule 4 for the exceptions). Units can never enter a hexagon occupied by a combatting enemy unit.

The minimum movement of one hexagon is always possible (except across prohibited terrain like a river).

Exception : all the rivers in Lützen 1813, like the Floßgraben, are considered to have steep and scrubby banks and are impossible for the cavalry and artillery to cross without bridges.

7.2 - MOVEMENT OF REINFORCEMENTS

On the turn of their arrival and until they are 3 hex from an enemy unit, all reinforcements benefit from a movement potential of 4 hex. per turn for infantry units and 6 hex. for cavalry. This movement capacity may be modified by dice rolls (see 11). **Important** : reinforcement units may **never** use an improved movement to enter an enemy ZoC.

7.3 - COMMAND

A combatting unit only uses its full movement potential if it begins the movement phase **5 hexagons or fewer** from its formation or corps commander (or commander in chief). Otherwise, it is declared out of command and cannot enter an enemy ZoC during its movement phase. A unit already in the ZoC and that is declared out of command for the current turn may remain in the ZoC but cannot carry out an attack during the current turn (except bombardment).

Exception 1 : Ney's formation units, once they enter the map, are considered in command and move with their full movement potential. On the other hand, those present at the beginning of the game are considered out of command until Ney enters the map.

Exception 2 : in Lützen, the Coalition attack is reduced to a frontal attack on the villages at the centre of the French position with no ideas for manoeuvre despite the powerful Russian and Prussian cavalry. As a result, the Coalition range of command is reduced to 3 spaces in Lützen 1813, except where otherwise indicated in 2A and 2F.

7.4 - FOG OF WAR

The battle of Lützen has no decoy markers available to mask units. Nevertheless, a player may never inspect his adversary's stacks of counters, even during the combats. Similarly, a player is never obligated to reveal a marker he has drawn, regardless of the type (simple, RE or RE1). This provides some uncertainly to the expected play-out of the battle.

7.5 - CAPTURE OF A COMMANDER

A commander who is alone in a hexagon, voluntarily or following the elimination of the units with which he was stacked, can be captured. When an enemy unit enters his hexagon, roll the die; the commander is captured on a **6**. Any other result requires him to redeploy to the closest friendly unit. The capture of a commander has the same consequences as his elimination in combat (see 8.7).

7.6 - TACTICAL MOVEMENT

Each camp may choose a **Tactical movement** option at the beginning of the turn by announcing it to his adversary. This option doubles the movement capacity of commanded units only for the current turn. However, the units may not enter an enemy ZoC during the turn, nor may they engage in **any offensive combat** other than Bombardment. This option is useful in that authorises an alternative deployment at the start of the game or permits encirclement options during the battle.

8 - COMBAT
8.1 - OVERVIEW

Combat occurs between adjacent units or with the help of the Artillery markers (see 8.8). The in-phase player is **never** required to attack.

8.2 - ATTACK OF SEVERAL UNITS

- Units of a stack may only attack together as a single stack.
- A single stack of units may attack two enemy hexagons simultaneously.
- A hexagon occupied by the enemy must be attacked as a whole and only once per combat phase.
- Several friendly stacks may attack an enemy stack if all the attackers are adjacent to the defender.
- Coalition units from different formations cannot attack together (but they can defend together).
- In the case of an attack of a stack composed of units from two formations, the Coalition chooses the participating formation but all the units are subjected to the effects of the combat.

Exception : if the combat continues past the 19.00 turn, these are night turns. Combined attacks and bombardments may no longer be carried out.

8.3 - RETREAT BEFORE COMBAT

If a stack composed exclusively of cavalry units is attacked exclusively by the infantry, these units can refuse the combat and retreat one hexagon. This hexagon must be free of enemy ZoC. The attacking units may neither advance after combat nor attack another target.

Exception: When the Coalition player orders a general retreat (see 3 and 9), the retreat before combat against infantry only is also authorised for any Coalition infantry unit whose quality is **greater** than that of the greatest attacking enemy unit (see also 2.3-A).

8.4 - COMBAT RESOLUTION

Combats are declared without inspecting the opponent's stack. They are then resolved one by one in the order chosen by the in-phase player. At the time of the combat resolution, right after each camp has revealed the makeup of its forces, each player decides which unit will be the "head unit". This is the unit that will take the first loss but will also be used to calculate the quality factor.

For each combat, a die roll modifier (DRM) is calculated by the sum of the following elements:

a - Strength ratio : the size of all the attackers is added up, as well as the size of all the defenders.

Note : The notion of defender has nothing to do with the overall strategic situation; the French will be the attacker during its combat phase and the defender during the Coalition phase.

The total of the attackers is divided by the total of the defenders to get a strength ratio, rounded in favour of the defender.

Please note: strength ratios greater than 3/1 are limited to a bonus of **+3**.

Example : 15 strength points attack 4 points, the strength ratio is 3/1 in favour of the attacker. This strength ratio corresponds to a combat DRM. In this same example, 3/1 gives a +3 DRM for the strength ratio. A total strength of 16 attacking 4 gives a ratio of 4/1 which results in the same bonus of +3.

b - Quality : the "head" units are compared in this combat. A head unit of quality A gives a +1 DRM to the attacker and -1 DRM to the defender.
A unit of quality C gives a -1 DRM to the attacker and +1 DRM to the defender. Quality B has no effect. The DRM of each camp are added together to establish the quality DRM.

Examples: the Russian attacks with Schaevitch (quality A) and the French defends with Raglovitch (B), the final quality DRM will be +1+0 = +1. The French attacks with Dumoustier (A) and the Russian defends with Markov (C), the final quality DRM will be +1+1 = +2.

The head unit takes the **first** loss for its camp. If more than one step loss is attributed to this camp, the second loss is attributed as the player wishes (this can be the head unit again).

If the chosen head unit has a "?" type quality, the player rolls a die at the moment of the calculation of the quality DRM, adding the bonus of the commander in chief if he is present: **1 or 2** = C, **3 or 4** = B, **5 or 6** = A. Re-roll the die for the same unit in any later combats.

c - Terrain : the "Terrain Effects Table" gives a DRM based on the terrain occupied by the defender or an obstacle (bridge, fortifications) between the defender and **all** the attackers. Unless otherwise indicated, terrain DRM are cumulative.

Exception : cavalries that are alone in occupying a town or a wood do not benefit from a defensive bonus, unless they are supported by an artillery bonus during the combat (see point h).

Note : Lützen, the only town of the game, is located off the map. The neighbouring villages were often surrounded by orchards enclosed by hedges or earth levees. The seizure of the villages of Groß and Kleingorchen, Rahna , Kaja and Starsiedel are subject to special rules that resemble those regarding redoubts in Bautzen 1813 (see 8.5.1).

d - Commanders : a commander present in a hexagon provides a DRM whilst attacking that is equal to the value of his combat modifier. In defence, the commander subtracts a DRM equal to the value of his combat modifier. Only one commander per camp can provide his modifier in a combat. The presence of a commander also modifies the die roll for the determination of the quality of a troop « **?** » (see b above).

e - French and Coalition morale : Depending on the evolution of the French and Coalition morale, the DRM for a combat initiated by either camp will be modified by a penalty. If either camp's morale is **less than or equal to 3**, the combat penalty will be 1 (or **-1** in attack and **+1** on the adversary's DRM in defence). Units stacked with Napoleon and Guard units from either camp are never affected, regardless of the army's morale level.

f - Combined attack: If the defender has only infantry or cavalry and the attacker has infantry AND cavalry, the DRM is +1 unless the defender is in a town/village/wood or on the other side of a bridge.

g - Over-stacking: the DRM is **-1** per unit exceeding the stacking limit in attack and +1 per unit exceeding the stacking limit in defence. The over-stacking unit (choice of the defending player) does not count in the combat calculation but does suffer its effects.

h – Artillery support: the DRM can be modified in attack and/or in defence if one or both players use one or more Artillery markers (see 2, Markers C, D and H). This artillery support is independent of the use of the markers during a bombardment (see 8.8), bearing in mind that they may only be used for one of the two options (bombardment or support).

i – Concentric attack: An attack led by two units (or more) on the same defender and via opposite hexagon sides gives a bonus of **+2**.

Example : hexagon 1509 is attacked via hexagons 1508 and 1510, or via 1409 and 1608.

The **final** combat modifier is the **sum** of all these modifiers.

Example : Blücher with Carnall (2 A 2), Arnhalt (4 B 2 infantry) and Dolffs cavalry (4 A 4) attack Compans (7 A 2 infantry), Bonnet (8 A 2 infantry) and commander Marmont in Starsiedel. The strength ratio is 2+4+4 = 10 to (8+7 = 15) or 1/1.5 for a strength ratio DRM of -1. The Prussian chooses Carnall as his head unit and the French chooses Compans. The quality DRM is 0. With Starsiedel the terrain DRM is -2. For the commanders, Marmont in defence gives a commander DRM of -2 and Blücher gives a DRM of +2. At this point in the game, the French morale is 8 and the Coalition morale is 3.

The morale DRM is therefore -1 for this Coalition attack. The Prussian plays 2 artillery support markers, gets a 1+1 and a Euler battery marker, adding an additional +2, for a total artillery support of +4. Finally, the attacker has both infantry and cavalry, and the defender has only infantry. But the "Combined Attack" bonus is not applicable for a combat in which the defender is in a village. The overall DRM is -1+0-2+0-1+4 = 0.

8.5 - COMBAT RESULT

Once the overall DRM is determined, the attacker rolls two dice (2D6) to get a number between 2 and 12. The DRM is added to or subtracted from this die roll result to get the modified result.
Check this modified result on the Combat Resolution Table to discover the combat result. This result is given in the form X/Y. X applies to the attacker and Y to the defender.
A number indicates the number of step losses. The head unit chosen by each camp must take the first loss. The rest of the losses are freely attributed by the owner (who may attribute two losses to the same unit if it has two available step losses).

Note : Some units only have one step loss (no value on the back side). If a unit that is already turned over must suffer a second step loss, it is destroyed (removed from the game).

An **R** result indicates a retreat of a hexagon by the concerned stack(s) according to the owner's choice, if possible outside of enemy ZoC. All the units of the same hexagon retreat together.

8.5.1 - Retreat and advance after combat

If the result is **R**, the following choices apply :

• Retreat may not occur across enemy units but can take place across enemy ZoC at the cost of an additional step loss per stack if this is the only route possible. Any counter that exits the map from retreat may return to the game via its exit hex or an adjacent hex on turn n+2.

Exception : retreat to a ZoC may take place without a penalty if the hexagon is already occupied by a friendly unit and if this does not cause over-stacking. Otherwise, the counter that was supposed to retreat remains in place and loses an additional step.

• Any Russian line infantry or French, Prussian or Russian Guard counter that suffers a **R** result may choose to remain in place and lose a step instead of retreating one hexagon. For a R2 result, the player may choose to suffer a loss and retreat one hexagon or, for a stack of two units, to suffer a step loss for each counter and remain in place.
• If the only available hexagon is one that must still suffer an attack, the units may retreat there but they will not count in the calculation of the strength ratio (except for a potential penalty for over-stacking).
• The attacker may advance **only one** unit and only if the defender received a result **R** and decided to retreat.

Exception : on turn 1, advance after combat is authorised in the villages. But starting with turn 2, there is **never** advance after combat during attack on the hexagons of Groß-Gorschen, Klein-Gorschen, Rahna and Starsiedel, except on a result of # for line units, or • for Guard units as indicated on the Combat Table. A unit that is expelled from one of these villages cannot reoccupy the same hex during the same turn.

Example (cont.) : The Coalition rolls two dice and gets 12. The DRM of 0 applies and the modified result is unchanged for a combat result of 1/2R2#. The Coalition must lose a step with its head unit, Carnall, that is turned over. The French takes 2 step losses, the first on Compans and the second on Bonnet, both are turned over and retreat 2 hex. Marmont must test for the Death of commanders and rolls a 1: he is bruised and can take up the combat again.

authorises the entry of a Prussian unit in the village of Starsiedel.

8.6 - TACTICAL ADVANTAGES

8.6.1 - Cavalry charge

Coalition cavalry that attacks a French infantry unit that is alone in clear terrain does so with a bonus of **+1** on the die, **+2** if it's a Guard cavalry unit. A bonus of **+1** only applies to the French cavalry for a charge of the cavalry of the Guard or the heavy cavalry of the Reserve (Latour-Maubourg).

8.6.2 - French tactical option

In all the French attacks involving a French commander in contact with the enemy, the French player can declare before rolling the dice that he is using "the tactical option".
In this case, the combat result is reduced by one loss for each camp and the defender suffers an automatic R result instead of each loss **greater than 1**.

Example : 1/2 becomes 0/ 1R, 1/1 becomes 0/R.
There is an increased risk of losing the commander in question and point 8.7 modified to : if the result of the dice is 2, 3 or 4 before modifiers (DRM).

8.6.3 - Napoleon's Option

In an attack led by Napoleon in contact with the enemy, the French can transform an R result for the defender into an obligatory step loss.

Exception : any combat involving at least one Coalition cavalry unit cancels both French tactical options.

8.7 - WOUNDING AND DEATH OF COMMANDERS

During a combat, if the result of the two dice is "2" before modifiers (DRM), a commander in attack is wounded. Similarly, on a "12" before DRM, one of the commanders in defence is hit. If two friendly commanders are concerned, the affected one is drawn at random.
For each commander hit, a die is rolled: on a **1**, the commander is bruised and takes up the combat again, **2 - 5** the commander is wounded, on a **6** he is killed. This concerns both commanders who are "at the front", present in the hexagons that attack or defend, but also the commanders targeted by a ranged attack (see 8.8).

Note : Commanders who are killed have an influence on morale (see 9). For Napoleon, his wounding also has an influence on morale; his death would lead to automatic French defeat.

The counter of a wounded or killed commander is turned over to its back side and most often has a reduced combat modifier of 0.
An eliminated commander is replaced by his general staff (back side of his counter) who will only be used for the command rule. A commander counter that is turned over because the commander was killed is immunised against other commander loss results.
However, a commander counter that is turned over because the commander was wounded is still at risk of being killed in combat and provoking a reduced morale for the army.

8.8 - BOMBARDMENT

The Artillery markers (F and C), Euler (C) and Drouot (F) allow for a ranged attack called **Bombardment**. This may only take place during the active player's combat phase, before or during the movement of friendly troops. Bombardment has the advantage of making space for the moving troops to manoeuvre.
Only the enemy units in a zone of control of a friendly unit may be targeted. Several markers may be played simultaneously on the same target. The effects of the markers are cumulative. Each additional counter gives a bonus of **+1** on the die.
To carry out a bombardment, use the following procedure:
– Add up the sizes of the targeted units.
– Divide this value by the bombardment value of the marker that is played (Artillery 3, Drouot and Euler 2). The calculated value is rounded down and cannot be less than 0.
– To this calculated value, we add the result of **2d6**, as well as any die roll modifiers (see below).

Consult the Bombardment Table. Apply the result to the targeted unit or stack and proceed immediately with any retreat movement.

– The played marker is put aside for future turns according to the indications given in 2.

Exception : Starting with Turn 7 (18.00), the Drouot marker may perform two Bombardments per turn. This is the set up of the great battery to support the final attack.

8.8.1 – Fire modifiers

Height : +2 for fire from high to low. -1 for fire from low to high.

Per additional marker : +1.

Cavalry : +1 for fire on a cavalry unit.

8.8.2 – Wounding and death of commanders

If a commander is present in the targeted hexagon, and the fire result is 12, even after a DRM, check to see if the commander is wounded or killed (see 8.7).

9 - ARMY MORALE

An army's morale indicates the will of both the units and the chain of command to continue the combat. For the French army, it is linked solely to the cumulation of the losses suffered and the possible death of the commanders. For the Coalition army, it also concerns the possession of certain geographic objectives ; its evolution may induce the choice to retreat, of which the ultimate goal is to preserve the army for the next battle. Therefore, this does not signify an admission of total defeat.

At the beginning of the game (before the players' initial choices), the morale of both armies is 11. When either army's morale reaches 0, it leads to a general retreat and modifies the victory conditions for the both camps (see 10.3). The morale of the armies is adjusted as the game proceeds and not at the end of the turn (to avoid a potential draw).

The armies' morale is adjusted throughout the game, and the verification occurs at the end of each turn. The points indicated by a (C) only concern the Coalition army, and those with an (F) the French army :

Initial choices

The revelation by the players of Random Events markers (RE) may lead to a modification of the armies' initial morale before the start of combat. The specific cost of each RE is indicated in the events (see 2). This may lead to an increase in the armies' morale beyond the initial value (11) up to a maximum of 15.

A. Geographic objectives

The geographic objectives are indicated by a value on the map: each time one of these objectives is won by the Coalition player, the French army's morale decreases by the indicated value. If the French player takes back an objective, his morale increases by this same value. However, the morale of the two armies can never exceed its initial modified value before the beginning of the 1st turn (see below).

Specifically, the French player loses 2 morale points for the loss of each hexagon of Groß-Görschen (1309, 1408), Klein-Görschen (1406), Rahna (1108), Kaja (1205) and Starsiedel (805). He loses 1 point for the loss of Eisdorf (1708) and 5 points if one of the hexagons on the road to Lützen (701 or 901) is occupied by a commanded troop. The Coalition player loses 2 points for each hexagon of Monachen Hügel (811, 911 and 1011), and 5 points if Werben is occupied by a commanded French troop (1713).

B. Losses in combat

Each player must tally his losses on a sheet of paper. These losses lead to a loss in morale as follows:

French: one morale point is lost for each counter that is eliminated.

Coalition: one morale point is lost for every two counters that are eliminated.

C. Death of a commander

The loss of morale points operates as follows: when a commander is captured or killed (and not wounded), the morale of the concerned army is reduced by 1.

Special cases

– If the commander in question is Blücher or Wittgenstein, the Coalition morale is reduced by 3.

– If Ney is captured or killed, the French morale is reduced by 3. If Napoleon is wounded, the morale is reduced by 4. If Napoleon is killed or captured, the French lose the game.

10 – SCENARIO, 2 MAY 1813

The French Army is marching toward Leipzig, staggered by army corps and Marshal Ney's corps covering the right of the Imperial column. Because they are lacking in cavalry, the French Army has remained blind to the Coalition's offensive preparations. They have planned an attack on Ney's positions while the latter is expecting to find only weak avant-postes. The game is played in two phases. The first is an offensive battle for the Coalition, aiming to destroy the French troops present at the beginning of the day. The second is the French contre-offensive with its many reinforcements arriving progressively. The result of the clash will largely be determined by the initial choices of the players who must absolutely avoid a decisive defeat. The campaign of 1813 has just begun...

10.1 - INITIAL PLACEMENT

FRENCH

• Imperial Guard : Dumoustier in 601 ; Roguet in 401 ; Ornano in 701 and Letort in 702.

• VI Corps : Marmon and Bonnet in 303 ; Compans in 304.

• III Corps : Souham 1 in 1108 ; Souham 2 in 1309 and 1408 ; Brenier in 1205 ; Girard in 905 ; Ricard in 901 ; Marchand in 1602 ; Laboissière in 1102. These units are out of command until Ney arrives.

Historical note : part of Souham's division is dispersed to forage, unaware that the enemy is nearby. As an exception, the Souham 2 counter occupies 2 hex at the start of the game. See the special rules in point 4.

COALITION

Wittgenstein in 911 ; Blücher in 1011.

• 1st Line : 1st brigade Klüx, Cavalry von Mutius in 1111 ; Arnhalt in 1211 ; 2nd brigade Ziethen, Cavalry Starkenfeld in 609 ; Carnall in 610 ; Losthin in 711.

• Reserve 1st Line : Cavalry Dolffs in 810 ; 3rd brigade Röder, Katzler in 811 ; Prussian Guard Albensleben in 1011 and Natzmer in 911.

• 2nd Line York : 1st brigade Hunerbein in 1013, 2nd brigade Horn in 1012 and Dragons Horn in 913.

• Reserve 2nd Line York : Steinmetz in 1212.

• Army Reserve: Wintzingerode in 914, Cavalries Alexiev in 914 and Lanskoi in 512 ; Corps Berg, Kasakowski, Lukov in 613 ; Corps Wurtemberg, Schafchaskoi in 612 ; St-Priest in 513.

• Russian Guard 3rd Line : Tormasov and Sulima in 1213 ; Rosen in 1314 ; Duca in 1514 ; Schaefvich in 1313 ; Zwielinief in 1114 ; Udom II in 1413 and Depreradovitch in 1513.

10.2 - HISTORICAL REINFORCEMENTS

The Coalition has no reinforcements. For the French player, units from the II, IV and XI Corps (with the I Cavalry Corps) enter the map according to the conditions described in points 2, 6 and 11 (especially according to certain values for passing entry tests successfully). If the entry hex of these reinforcements is occupied by an enemy unit, the entry occurs by the two adjacent hexagons, but keeping in mind the effects of the ZoC (see 4). The entry of each counter proceeds in the order given below and the reinforcements' movement proceeds according to the rule described

in 7.2.

Turn 1-12.00. IV corps : Morand in **106** (according to a test).

Turn 3-14.00. Ney on player's choice of one of the III corps counters.

Turn 4-15.00. Napoleon, Ornano and Letort in **901** (according to a test) ; IV corps : Freysia in **108** ; XI corps and I Cavalry Corps: Ercolei in **2001** ; MacDonald and Charpentier ; Fressinet ; Bordessoule ; Gérard then Bruyère, all in **2304**.

Turn 5-16.00. Napoleon, Ornano and Letort in **901** ; IV corps : Bertrand and Morand in **108** ; Peyri in **108** (according to a test).

Turn 6-17.00. IV corps : Peyri in **108**.

Note : the I cavalry corps (Latour-Maubourg) manoeuvred all day in support of the XI corps; they are represented together to save space.

10.3 - RANDOM REINFORCEMENTS

According to the use of random event markers RE (see 2), the random and/or non historical reinforcements present for either camp may enter the map. The conditions are described in points 2, 6 and 11 (especially according to certain values for successful entry tests) :

• **For the French player:** IV corps : Franquemont in **106** (according to points M or O in 2.3) ; Jett in **106** (according to point M in 2.3). V corps : Lauriston, Puthod and Maison in **2001** ; Lagrange in **2201** and Rochambeau in **2303** (according to point O in 2.3). XII corps : Oudinot, Pacthod, Lorencz and Raglovitch in **102** (according to point O in 2.3).

• **For the Coalition player**. IV corps : Miloradovitch, Korff, Markov and Volkonski in **1714** (according to point O in 2.3).

10.4 - EXCEPTIONS

1. The Coalition player must pay special attention to the restrictions simulating the historical progressive engagement of the Coalition Army, due to the hesitations of Wittgenstein's GQG. They are summarised in points 6 and 11.

2. The use of the Cossacks marker is limited, according to point 2.3 A.

3. The Coalition player's command range begins at 3 spaces.

4. During the turn of the entry of Marshal Ney and Napoleon's troops, the movement potential for the French army may be doubled (see events).

5. The French Imperial Guard must move toward Lützen within the first moments of the battle and until Napoleon's arrival.

10.5 - VICTORY CONDITIONS

The principal objective of the Coalition player is to bring the French Army's morale down to 0 before the Coalition Army reaches 0 itself and before the end of the game. To do so, French losses and the capture of objectives are taken into account: at the end of a turn, if the French morale is 0, it's a major Coalition victory and the game ends. The death or capture of Napoleon provokes an automatic French defeat and a strategic victory for the Coalition.

The French player's objective is the destruction of the Coalition army. For this, he must :

1. Bring the Coalition morale down to 0 before the French army's does (constituting a marginal victory but not the end of the game), inflicting the most losses possible and/or retaining geographic objectives (see 9).

2. When the Coalition army's morale reaches 0, the general staff of the Tsar orders a general retreat. The purpose of this order is to preserve the Coalition forces for the next battles. At the beginning of the turn following that of the Coalition's morale falling to 0, the following rule applies:

Each unit that exits by road hexagons between **1514** and **2311** is put aside for the evaluation of the final victory level: the Coalition player must exit at least 48 strength points including 20 Prussian and 10 Russian Guard. At the end of the game, tally up the points of the units saved this way. If the total is **less than or equal to 48** or if the quota of Prussian or Russian Guard strengths is not respected, it is a major French victory. Moreover, if Blücher or Wittgenstein have been killed or captured, it's a strategic French victory.

All other cases are equal to the result of a the Coalition morale equalling 0: a marginal French victory. In this case, the Coalition army is quasi-intact and can take up the struggle again.

10.6 - RANDOM END OF THE GAME

At the end of the day, the battle was interrupted by nightfall which facilitated the Coalition's retreat. Starting with 19.00 (turn 8 or turn 10 depending on the time at the beginning of the battle) and until the 21.00 turn, the Coalition player tests the interruption of the battle at the beginning of his turn: on a **2d6 roll**, a result of **2-7** ends the game. The victory level is calculated according to the following points:

A. If the Coalition morale is **equal to 0** all the Coalition troops still present on the map and that have a straight line of free hexagons toward their retreat route are taken into account for the final calculation of victory points (according to point 2 above).

B. If the Coalition morale is greater than 0 and greater than the French morale, it's a marginal Coalition victory.

C. If the Coalition morale is greater than 0, but less than the French morale, it's a marginal French victory.

In any case, the battle comes to a progressive end at 21.00 — the combattants are exhausted...

11 - RESTRICTIONS

11.1 - HISTORICAL TURNS

Turn 1-12.00. **French** : obligatory movement for the Guard toward Lützen's exit hex (Guard units may be placed up to two hexes from hex. 701). Marchand -1 in movement. Test 1D6 = 1-4 Morand enters in **106**. **Coalition** : Bombardment only. No attack for Lines 1L, 1LR and R.

Turn 2-13.00. **French** : Test 1D6 = 1-5 Morand enters in **106**. **Coalition** : Attack authorised for Lines 1L and R.

Turn 3-14.00. **French** : Ney placed on III Corps counter. Test 1D6 : 1-4 All the III Corps counters have +2 in movement. **Coalition** : Attack authorised for Line 1LR.

Turn 4-15.00. **French** : Test 1D6 = 1-4 Napoleon in **901**. End of the restrictions for the Guard if Napoleon has entered. French movement +2. Freysia in **108**.

Turn 5-16.00. **French** : Napoleon in **902**. End of the restrictions for the Guard. French movement +2. Bertrand and IV corps in **108**. Test 1D6 = 1-4 Peyri in **108**. **Coalition** : Attack authorised for Lines 2L and 2LR.

Turn 6-17.00. **French** : Morand enters in **106** ; Peyri in **108**. MacDonald and XI corps in **2001**. **Coalition** : Attack authorised for Duca.

Turn 7-18.00. **French** : Bombardment Drouot x 2. **Coalition** : Attack authorised for the whole Line 3L (Russian Guard).

Turn 8-19.00. **French** : Bombardment Drouot x 2. Random end of the battle.

Turns 9-20h and 10-21.00. Random end of the battle.

11.2 - TURNS ACCORDING TO RE1 CLAIRVOYANT CAV.

Turn 1-10h. **French** : obligatory movement for the Guard toward Lützen's exit hex (Guard units may be placed up to two hexes from hex. 701). Marchand -1 in movement. **Coalition** : No restriction in engagement for Lines 1L, 1LR and R.

Turn 2-11.00. **French** : obligatory movement for the Guard toward Lützen and the 2 surrounding spaces. Marchand -1 in movement.

Turn 3-12.00. **French** : obligatory movement for the Guard toward Lützen and the 2 surrounding spaces. Marchand -1 in movement. Test 1D6 = 1-4 Morand enters in **106**. **Coalition** : Attack authorised for Line 1L R.

Turn 4-13.00. **French** : Test 1D6 = 1-5 Morand enters in **106**.

Turn 5-14.00. **French** : Ney placed on a III Corps counter. Test 1D6 = 1-4 All IIIe Corps counters have +2 in movement. **Coalition** : Attack authorised for Lines 2L and 2LR.

Turn 6-15.00. **French** : Test 1D6 = 1-4 Napoleon in **901**. End of restrictions for the Guard is Napoleon has entered. French movement +2. Freysia in **108**.

Coalition : Attack authorised for Duca.

Turn 7-16.00. **French** : Napoleon in **901**. End of restrictions for the Guard. French movement +2. Bertrand and IV corps in **108**. Test 1D6 = 1-4 Peyri in **108**. **Coalition** : Attack authorised for the whole Line 3L (Russian Guard).

Turn 8-17.00. **French** : Morand enters in **106** ; Peyri in **108**. MacDonald and XI corps in **2307**.

Turn 9-18.00. **French** : Bombardment Drouot x 2.

Turn 10-19.00. **French** : Bombardment Drouot x 2. Random end of the battle.

Tours 11-20.00 and 12-21.00. Random end of the battle.©

Erratum

Counters Bruyère and Bordesoule belong to the Latour-Maubourg's 1st cavalry corps but manoeuvre in the game with MacDonald's XI corps and should have a blue stripe.

TERRAIN EFFECTS TABLE

Effects : Movement – Combat/Bombardment

Clear

Town/Village

Elevation

Road :+1 hex if the entire movement occurs on a road, canceling out any additional costs for terrain that is crossed

Path : cancels out any additional costs for terrain that is crossed

Woods

Stream/River : Uncrossable (cav and art) except by bridge/+1MP -1 across a bridge/+1

Swamp : -1 in attack and in defence

BOMBARDMENT

DRM generated by the bombardment ratio

R - Retreat one hex

R2 - Retreat two hexes

1 : one loss

T : Wounded test for a commander if stacked

STRENGTH RATIO

DRM generated by the strength ratio

COMBAT RESULTS TABLE

R = retreat one hex

R2= retreat 2 hexes

1 = one loss

• = advance authorised in a village hex*

If the attacking unit is in the Guard

= advance authorised in a village hex*

* : Groß- and Klein-Gorschen (1309, 1406, 1408), Rahna (1008), Kaja (1205) and Starsiedel (805)