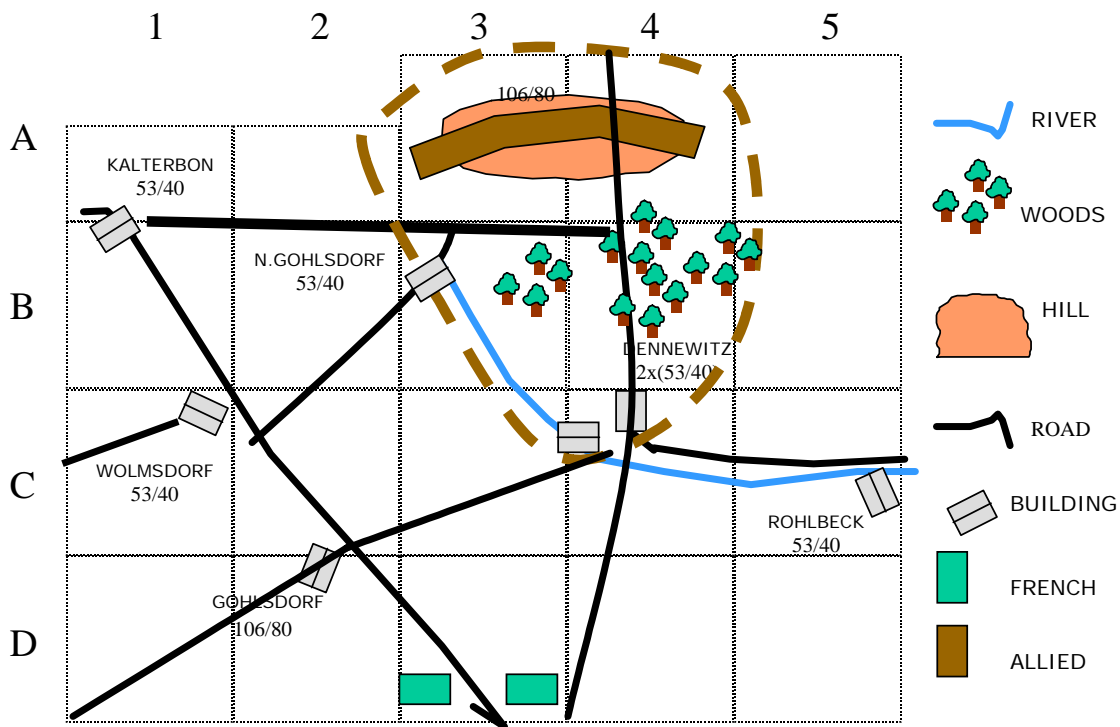


Scenario 3: The Battle of Dennewitz 6th of September 1813

After its rout in Gross-Beeren, the french Army of Berlin, now commanded by Marshall Ney, is advancing in a long column formed by the corps IV, VII and XII against the weak Prussian IV Corps located at Dennewitz. The Prussian reinforcements (III Corps) are rapidly advancing towards the sound of guns.

3.1 Map: The Dennewitz battlefield.



Map Notes:

3.1.1: All the buildings have a +1 combat modifier. Prussian forces are deployed firstly.

2.2 Dennewitz Orders of Battle

Highlighted batteries are optional divisional batteries. For their characteristics see Information chart

(3) **Army of Berlin (F)**: Ney 30E(10)+3 . [6M] until 14 h. [12M] from 14 h. to 18 h. [17M] after 18 h. Arrighi 24A(6)+1 is a positional wing commander that can command any unit from III cavalry corps. (IIIC)

(2) **IV Corps (IV)** Bertrand 20G(6)+1 [5F]

(1) **12^a Division (12)**: Morand 13E(8)+2

1B/12/IV: 16 FrLN [10D] **2B/12/IV**: 20 FrLN [12D] **3B/12/IV**: 20 FrLN [12D] **12 Fr6# 12 Fr6#**

(1) **15^a Division (15)**: Fontanelli 8A(6)+0

1B/15/IV: 20 ItLT [12D] **2B/15/IV**: 20 ItLN [14D] **3B/15/IV**: 20 ItLN [14D] **15 Fr6# 15 Fr6#**

(1) **38^a Division (38)**: Franquemont 8G(5)+1

1B/38/IV: 28WtLN [17D] **38 Wt6#**

(1) **Corps Cavalry (IV/C)** Jett 9A(5)+0

1B/IV/C: 6 WtLC [6D]

(1) **5^a Division Light Cavalry (5/IIIC)** Lorge 8G(6)+0

1B/5/IIIC 16 FrLC [10D] **IIIC Fr#6**

Corps Artillery (IV): **IV**: Fr12# **IV**: Fr12# **IV**: Fr12# **IV**: Fr6# **IV**: Wt6#

(2) **VII Corps (VII)** Reynier 20A(5)+1 [5F]

(1) **24^a Division (24)**: Lecoq 8A(6)+0

1B/24/VII: 20 SxLT [12D] **2B/24/VII**: 24 SxLN [17D] **24 Sx6# 24 Sx6#**

(1) **25^a Division (25)**: Von Sähr 8P(4)+0

1B/25/VII: 16 SxLT [10D] **2B/25/VII**: 16 SxLN [11D] **25 Sx6# 25 Sx6#**

(1) **32^a Division (32)**: Durutte: 8A(6)+1

1B/32/VII: 20FrLN [12D] **2B/32/VII**: 16FrLN [10D] **32 Fr6# 32 Fr6#**

(1) **Corps Cavalry (VII/C)** Lindeneau 8A(5)+0

1B/V/C: 6 SxtLC [3D]

(1) **4^a Division Heavy Cavalry (4/IIIC)** DeFrance 10G(6)+1

1B/4/IIIC 8 FrDC [4D] **2B/4/IIIC** 8 FrDC [4D] **IIIC Fr#6**

Corps Artillery (VII): **VII**: Sx12# **VII**: Sx6# **VII**: Sx6#

(2) **XII Corps (XII)** Oudinot 23E(5)+2 [4F]

(1) **13^a Division (13)**: Pachtod 8G(5)+1

1B/13/XII 16 FrLN [10D] **2B/13/XII** 16 FrLN [10D] **13 Fr6# 13 Fr6#**

(1) **14^a Division (14)**: Guillemint 8A(4)+0

1B/14/XII: 16FrLT [10D] **2B/14/XII**:16FrLN[10D] **3B/14/XII**:20FrLN [12D] **14 Fr6# 14 Fr6#**

(1) **29^a Division (29)**: Raglovich 8A(4)+0

1B/29/XII 16BvLT [8D] **2B/29/XII** 20BvLN [14D] **29 Bv6# 29 Bv6#**

(1) **Corps Cavalry (XII/C)** Beaumont 10G(6)+1

1B/XII/C: 8 WtLC [4D]

(1) **6^a Division Light Cavalry (6/IIIC)** Fournier 8A(5)+0

1B/6/IIIC 20 FrLC [12D] **IIIC Fr#6**

Corps Artillery (XII): **XII**: Fr12# **XII**: Fr12# **XII**: Fr6#

(3) **Army of the North (A)** Bernadotte 30G(10)+0..[2M] until 12 h. [11M] from 12 h. to 16 h.[14M] after 16 h.

(2) **Prussian IV Corps (PIV)** Tauentzien 23G(8)+1 [2F]

(1) **2nd Brigade (2)** Lindenau 10A(5)+0

1B/2 : 16 PrLN [8D] **2B/2**: 20PrLW [14D] **3B/2**: 24PrLW [17D] **2 Pr#62 Pr#6**

(1) **Reserve Cavalry (PIVC)**: Röder 10G(6)+1

1B/ PIVC : 10PrLWC [6D]

(1) **Reserve Artillery (PIV)**: **PIV**: Pr#6 **PIV**: Pr#6

(2) **Prussian III Corps (PIII)** Bulöw 23G(8)+1 [9F]

(1) **3rdt Brigade (3)** Hesse-Homburg 10E(6)+1

1B/3: 16 PrLN [8D] **2B/3**: 16 PrLN [8D] **3B/3**: 16 PrLN [8D] **4B/3**: 8 PrLC [4D] **3 Pr#6**

- (1) **4st Brigade (4)** Thümen 10G(6)+1
1B/4 : 20 PrLT [10D] **2B/4**: 20PrRES [10D] **3B/4**: 20PrLN [10D] **4B/4**:8 PrLC [4D] **4**: Ru12#
4: Ru12# **4 Pr#62** Pr#12
- (1) **5st Brigade (5)** Börstell 10A(7)+0
1B/5 : 20 PrLN [10D] **2B/5**: 20PrLN [10D] **3B/5**: 20PrLW [14D] **4B/5**:10 PrLC [5D] **5 Pr#6**
- (1) **6st Brigade (6)** Krafft 8G(6)+1
1B/6 : 16 PrLT [8D] **2B/6**: 20PrLN [10D] **3B/6**: 24PrLW [17D] **(6)**: Pr12# **(6)**: Rs12#
- (1) **Reserve Cavalry (3C)**: Von Oppen 10A(7)+0
1B/3C: 8PrLC [4D] **2B/3C**: 12PrLWC [7D] **3C**: Pr#6 **3C**: Pr#6
- (1) **Reserve Artillery (III)**: **III**: Pr#6

(2) Russian Reserves (R)

- (1) **14 Division (14R)** Helfrich 8A(5)+0
1B/14R: 20 RsLN [10D] **2B/14R**: 16 RsGN [6D] **14R**: Rs12#
- (1) **21 Division (21R)** Laptiev 8A(5)+0
1B/21R: 20 RsLN [10D] **2B/21R**: 20 RsLN [10D] **3B/21R**: 6 RsLC [3D] **21R**: Rs12# **21R**: Rs6#
- (1) **Cavalry Division (RC)**: Orurk 10A(5)+0
1B/RC: 6RsLC [3D] **2B/RC**: 6RsLC [3D] **RC**: Rs#6 **RC**: Rs#6

3.4. Special rules

3.4.1 Game Length: From 9 to 20 h (22 turns). The French are the first side.

3.4.2 Arrival times:

French:

IV Corps starting at 9 hours deployed in D3 - D4

VII Corps at 13 hours deployed in D3 - D4

XII Corps at 15 hours deployed in D3 - D4

Allied:

4st (4), 3rd (3) Brigades at 12 hours deployed at A1 area

6st (6), Reserve Cavalry (3C) and Reserve Artillery (3A) , at 12 hours deployed at C1 area

5st (5) Brigade at 15 hours deployed at B1 area

R Russian Reserves at 17 hours deployed at B1 area

3.4.3 Options : The French have eight free rolls and the allied seven. The French have the initiative.

3.5 Victory Conditions

The hill at A3-A4 and Gohlsdorf are worth 106/80 victory points each, and the buildings of Dennewitz, Kalterbon, Rohlbeck and Volmsdorf 53/40 points each for Prussian/French.

3.6 Historical Dennewitz

NOTES

a For infantry in square, use the other (OT) modifier if vs. any infantry. For infantry not in square, use the “OT” modifier if vs. any attacking cavalry, and not in a town, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the “OT” modifier vs. infantry or artillery not in square and not in a town, entrenched, or with friendly cavalry in the same combat. Use the current modifier in all other combats.

b The “RSP (Response) number is used for cavalry recalls (with a “-1” modifier for Austrian HC and LC , a “-4” for british (not KGL) and “-2” for all other cavalry), rallying and for square (with a “+1” for Prussian GD, GN and LN in line formation until 1809, “+2” for Austrian GN and LN in column formation after 1807, and “+1” for all other infantry in column formation. General RSP modifiers are: “-1” if Poor, “+1” if Good and “+2” if Excellent. The disorder modifier is “-3”. A modified RSP number is also the withdrawal modifier.

c ROOTS Infantry and gunners 46 cm, cavalry and limbered artillery 69 cm. Routing units always in column or limbered

d Subtract for the “LIN or UNL” speed. Also the cost to “about face”. Cannot used while within 3 cm of an enemy unit

e Eliminated on “1-3” when alone or attached to a routed, dispersed or eliminated unit

f Use the current formation modifier

g May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade enemy cavalry

h May dismount

i Same as when mounted

j Can all-out attack Number = army morale value

k Two fire hits from one shoot or One combat hit are required to eliminate an artillery, pack train or wagon crew figure (also disorders the unit). Any artillery, pack train or wagon is eliminated with two eliminated crew

l Use a “-1” modifier for artillery representing only 4-5 guns. Gunners without thier gun lose their ability to fire

m Per 4 cavalry or infantry bases or per 1 artillery, pack train or wagon base. 1 point less for batteries of only 4-5 guns

n 10-12 gun batteries are represented by two separate artillery bases

p May not initiate combats

q May initiate combats only if attached to infantry or cavalry

s Is skirmish infantry

3.3 Dennewitz Information Table

Army of Berlin (French)

UNIT TYPE		COMBAT MODS				DRD	RSP	FIRE	MOVEMENT c			MOVE MODS		
		COL or LIM	LIN or ULM	SQ vs CAV	a vs OT	Rtr NO r	DSP b	MODS l	COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM d
T	General eq	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
O	Messenger ep	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
D	Wagon/Pack Train p	-7	-	f	f	k	3/-	-	25	---	35	6/1	-	-
O	Dismounted Cavalry	-3	-2	+3	-7	i	i	5/-4	12	2	37	2/1	3/1	2
	FrLC Hús,Lan, s	-2g	0g	----	+4	2/3	6/D	-----	37	35	55	3/1	2/1	17
	FrDC Dragones	-1g	+1g	----	+4	2/3	6/C	-----	38	35	60	3/1	2/1	15
	FrLN Inf. línea	-2	+1	+6	-5	2/3	5/D	10/0	23	3	40	3/1	3/1	3
	FrLT Inf. ligera s	-2	+1	+6	-5	2/3	5/D	10/+1	25	3	45	2/1	2/1	3
	Fr12# Heavy Artillery p	-5	-3	f	f	k	6/-	30/+2	22	7	31	6/1	1/1	5
	Fr6# Foot Artillery p	-5	-3	f	f	k	6/-	22/+2	22	7	31	6/1	1/1	5
	Fr6# Horse Artillery p	-5g	-3g	f	f	k	6/-	22/+2	30	10	52	4/1	1/1	7
	ItLt Inf. ligera s	-2	+1	+6	-5	2/3	5/D	10/+1	28	5	45	3/2	3/2	5
	ItLN Inf. línea	-2	+1	+6	-5	2/3	5/D	8/0	23	5	40	3/1	2/1	5
	SxLC Hús,Lan,Dra h s	-2g	0g	----	+3	2/3	5/C	-----	38	35	55	3/1	2/1	17
	SxLT Inf. ligera s	-2	-1	+5	-5	2/3	4/D	10/0	25	8	45	3/2	3/2	5
	SxLN Inf. línea	-2	-1	+5	-5	2/3	4/E	8/-1	20	5	40	3/1	3/1	5
	Sx12# Heavy Artillery p	-5	-4	f	f	k	4/-	30/0	23	5	35	6/1	1/1	5
	Sx6 Foot Artillery p	-5	-4	f	f	k	4/-	23/0	23	5	35	6/1	1/1	5
	Sx6# Horse Artillery p	-5g	-4g	f	f	k	4/-	23/0	30	8	53	4/1	1/1	8
	WtLC Hús,Lan,Dra h s	-2g	0g	----	+4	2/3	5/C	-----	38	35	60	3/1	2/1	18
	WtLN Inf. línea	-2	+1	+6	-5	2/3	5/E	10/-1	23	3	40	2/1	2/1	2
	Wt6# Foot Artillery p	-5	-3	f	f	k	6/-	22/+2	22	7	31	6/1	1/1	5
	Wt6# Horse Artillery p	-5g	-3	f	f	k	6/--	22/+2	25	10	53	4/1	1/1	8
	BvLT Inf. ligera s	-2	0	+5	-5	2/3	5/C	13/+1	30	8	45	3/2	3/2	5
	BvLN Inf. línea	-3	0	+5	-6	2/3	4/D	8/-1	23	5	40	2/1	2/1	5
	Bv6# Foot Artillery p	-5	-3	f	f	k	5/-	22/+1	22	7	31	6/1	1/1	5
	Bv6# Horse Artillery p	-5g	-3	f	f	k	5/-	23/+1	30	10	50	4/1	1/1	8

3.3 Dennewitz Information Table

Army of Berlin (Allied)

UNIT TYPE		COMBAT MODS				DRD	RSP	FIRE	MOVEMENT c			MOVE MODS		
		COL or LIM	LIN or ULM	SQ vs CAV	a vs OT	Rtr NO r	DSP b	MODS l	COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM d
T	General eq	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
O	Messenger ep	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
D	Wagon/Pack Train p	-7	-	f	f	k	3/-	-	25	---	35	6/1	-	-
O	Dismounted Cavalry	-3	-2	+3	-7	i	i	5/-4	12	2	37	2/1	3/1	2
	PrLC Hús,Lan,Dra h s	-1g	+1g	----	+4	2/3	6/C	-----	38	35	58	3/1	2/1	18
	PrLWC Cab. Landwher h s	-3g	-1g	----	+3	1/3	5/D	-----	35	33	60	4/1	3/1	18
	PrLN Infantería	-1	+2	+7	-4	2/4	6/C	10/0	25	8	40	2/1	2/1	5
	PrLT Inf. ligera s	-2	+1	+6	-5	2/4	6/C	10/+1	25	8	45	3/2	3/2	3
	PrLW Landwher	-2	-1	+5	-5	1/3	4/E	8/-1	20	3	40	3/1	2/1	3
	Pr12# Heavy Artillery p	-5	-3	f	f	k	6/-	30/+1	23	5	35	6/1	1/1	5
	Pr6# Foot Artillery p	-5	-3	f	f	k	6/-	23/+1	23	5	35	6/1	1/1	5
	Pr6# Horse Artillery p	-5g	-3g	f	f	k	6/-	23/+1	28	10	53	4/1	1/1	8
	RsLC Hús,Lan,Dra h s	-2g	0g	----	+3	2/3	5/C	-----	38	35	60	3/1	3/1	20
	RsLN Infantería	-2	+1	+6	-4	2/5	4/C	8/-1	23	5	40	2/1	2/1	5
	RsGN Granaderos línea	0	+3	+8	-2	3/5	5/B	10/0	25	8	45	2/1	2/1	5
	Rs12# Heavy Artillery p	-5	-3	f	f	k	4/-	30/0	20	5	35	6/1	1/1	5
	Rs6# Foot Artillery p	-5	-3	f	f	k	4/-	23/0	20	5	35	6/1	1/1	5
	Rs6# Horse Artillery p	-5g	-3g	f	f	k	4/-	23/0	28	8	53	4/1	1/1	8