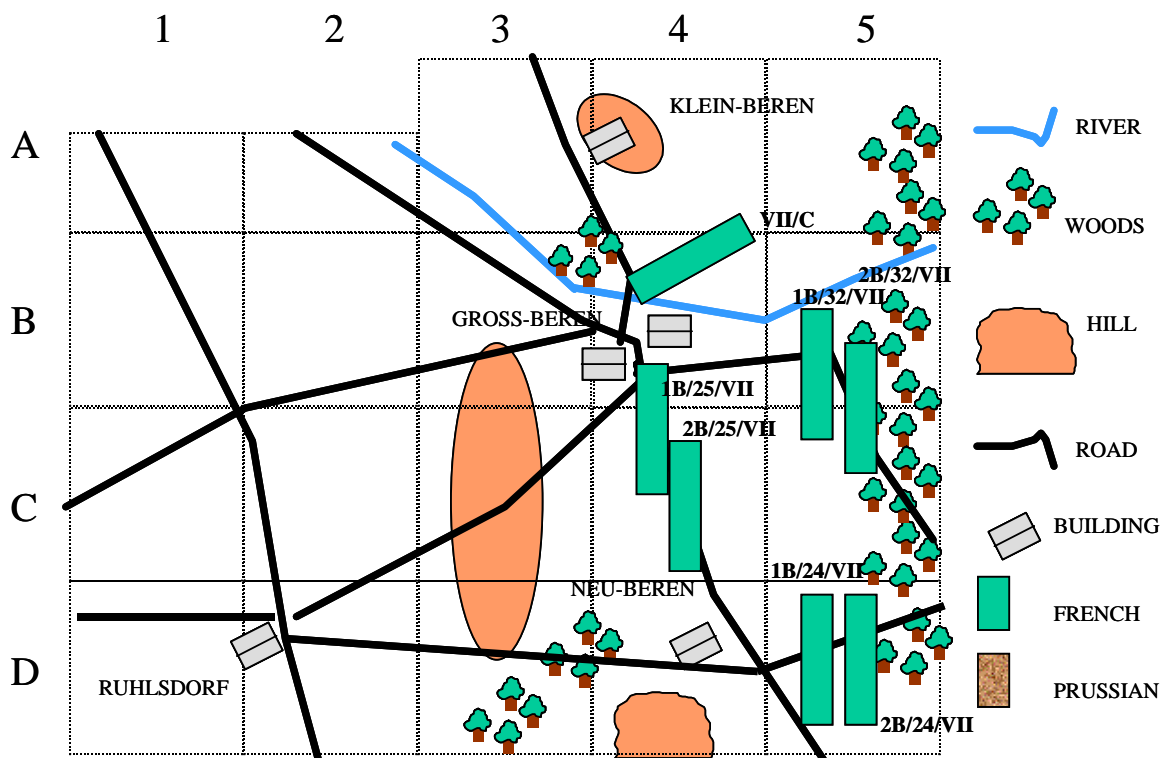


# Scenario 4b: The Battle of Gross Beren 23rd of August 1813

The three french Corps comprising the Army of Berlin under Oudinot, are advancing towards Berlin in three different columns unaware of the presence of the allied Army of the North. Whereas the IV french Corps (Bertrand) fights indecisively against the prussian IV Corps (Tautenzien) in Blankefelde, the VII Corps (Reynier) in Gross Beren clashes with the prussian III Corps (Bülow). Oudinot, at the head of XII Corps and the III Cavalry Corps is at some kilometers of Gros Beren.

## 4.1 Map: The Gross Beren battlefield.



All squares are 40 cm x 40 cm (15.7 inch x 15.7 inch)

### Map Notes:

- 4.1.1: All the buildings have a +1 combat modifier. Cavalry and artillery only can cross the river at the bridge
- 4.1.2: French forces are deployed firstly.

## 4.2 Gross Beren Order of Battle

(2) **VII Corps (VII)** Reynier 20A(10)+1 [6M] until 19,30 hours. [10M] after

(1) **24<sup>th</sup> Division (24)**: Lecoq 8A(6)+0 [2F]

**1B/24/VII**: 16 SxLT [10D] **2B/24/VII**: 20 SxLN [14D] **3B/24/VII**: 20 SxLN [14D] **VII**: Sx6#

(1) **25<sup>th</sup> Division (25)**: Von Sähr 8P(4)+0 [1F]

**1B/25/VII**: 16 SxLT [10D] **2B/25/VII**: 20 SxLN [14D] **VII**: Sx6#

(1) **32<sup>nd</sup> Division (32)**: Durutte: 8A(6)+1 [2F]

**1B/32/VII**: 16FrLN [10D] **2B/32/VII**: 20FrLN [12D] **3B/32/VII**: 20FrLN [12D] **VII**: Fr6#

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

**1B/V/C**: 16 SxtLC [8D]

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

(2) **XII Corps (XII)** . Only part appearing at the west in Neu-Beren at 19,30 hours

(1) **6<sup>th</sup> Division Light Cavalry (6/IIIIC)** Fournier 8A(5)+0 [1F]

**1B/6/IIIIC** 12 FrLC [7D] **2B/6/IIIIC** 12 FrLC [7D] **6/IIIIC**: Fr6#

(1) **13<sup>th</sup> Division (13)**: Pachtod 8G(5)+1 [1F]

**1B/13/XII** 16 FrLN [10D] **2B/13/XII** 20 FrLN [12D] Fr6#

(1) **14<sup>th</sup> Division (14)**: Guilleminot 8A(4)+0 [2F]

**1B/14/XII**: 16 FrLT [10D] **2B/14/XII**: 20 FrLN [12D] **3B/14/XII**: 24 FrLN [14D] Fr6#

(2) **Prussian III Corps (III)** Bulöw 23G(10)+1 [12M]

(1) **3rd<sup>rd</sup> Brigade (3)** Hesse-Homburg 10E(6)+1 [2F]

**1B/3**: 24 PrLN [12D] **2B/3**: 20 PrLN [10D] **3B/3**: 20 PrLW [14D] **4B/3**: 12 PrLC [10D] Pr6#

(1) **4<sup>th</sup> Brigade (4)** Thümen 10G(6)+1 [2F]

**1B/4** : 20 PrLT [10D] **2B/4**: 20PrRES [10D] **3B/4**: 20PrLN [10D] **4B/4**: 12 PrLC [10D] Pr6#

(1) **5<sup>th</sup> Brigade (5)** Börstell 10A(7)+0 [2F]

**1B/5** : 20 PrLN [10D] **2B/5**: 16PrLN [8D] **3B/5**: 16PrLW [11D] **4B/5**: 12 PrLC [10D] Pr6#

(1) **6<sup>th</sup> Brigade (6)** Krafft 8G(6)+1 [2F]

**1B/6** : 20 PrLT [10D] **2B/6**: 20PrLN [10D] **3B/6**: 20PrLW [14D] Pr6#

(1) **Reserve Cavalry (RC)**: Von Oppen 10A(7)+0 [2F]

**1B/RC**: 12PrLC [6D] **2B/RC**: 12PrLC [6D] **3B/RC**: 12PrLWC [7D] **RC**: Pr#6

(1) **Reserve Artillery (III)**: **III**: Pr#12 **III**: Ru12# **III**: Ru12#

Units highlighted are optional divisional artillery units

## 4.3. Special rules

**4.3.1 Game Length**: From 18 to 22 h (8 turns). The Prussian are the first side.

**4.3.2 Arrival times**:

**French**: **XII Corps** at 19,30 hours deployed in Neu-Beren area

**Allied**: **3<sup>rd</sup> (3), 6<sup>th</sup> (6), 5<sup>th</sup> (5) Brigades, Reserve Cavalry (3C) and Reserve Artillery (3A)** , at 18 hours in route column from D1 to A1

**4<sup>th</sup> (4), Brigade** at 19,30 hours deployed at A3

**4.3.3 Options** : The French have two free rolls and the prussian three. The French have the initiative.

## 4.4 Victory Conditions

Each building is worth 22/27 victory points and the hill at C3 and the cross-roads at C1 45/75 victory points for the Prussian/French.

## 4.5 Historical Gross-Beren

After an inconclusive fight with the prussian advance guard, the VII Corps of GD Reynier occupied Gross-Beren believing that the fight was over. The prussian forces attacked and after a piecemeal battle (the french forces were scattered in the woods at south), the french were defeated and retired. The XII Corps under Oudinot failed to aid the french, and after the battle, the Army of Berlin retired. This defeat (combined with the indecisive engagement at Blankefelde) cost his command to Marshall Oudinot, replaced by Ney.

## 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** **ROUTS** 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

### 4.3 Gross-Beren Information Chart

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
<b>T</b>	General eq	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
<b>O</b>	Messenger ep	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
<b>D</b>	Wagon/Pack Train p	-7	-	f	f	k	3/-	-	25	---	35	6/1	-	-
<b>O</b>	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
	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
	Fr6# Arti p	-5	-3	f	f	k	6/-	22/+2	23	5	35	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
	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# 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
	Ru12# Heavy Artillery p	-5	-3	f	f	k	4/-	30/0	20	5	35	6/1	1/1	5
	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# 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