

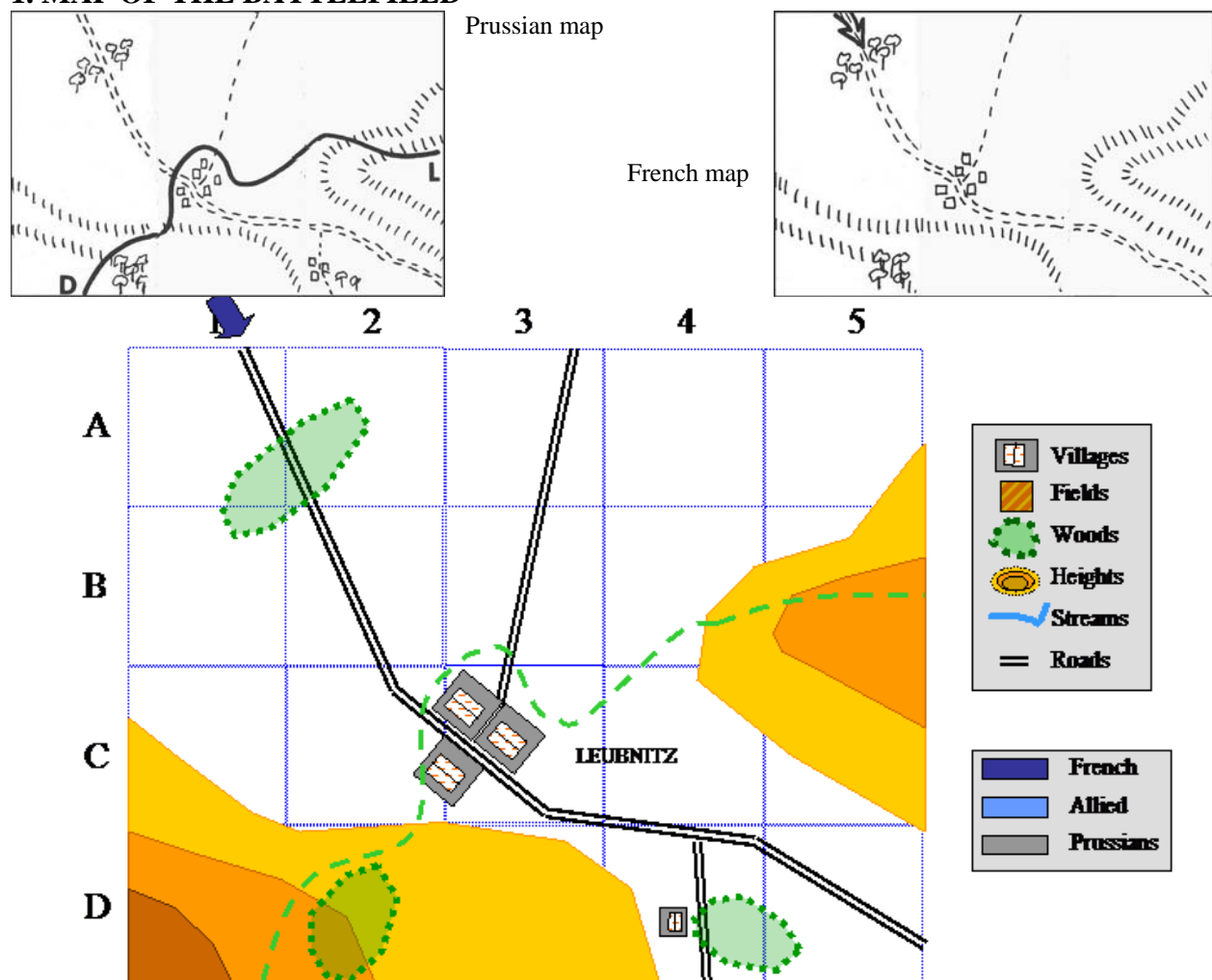
Holding action at Leubnitz (28th August 1813)

This scenario is an adaptation of the C.S. Grant's 'Holding Action' scenario of his book 'Programmed Wargames Scenarios'.

The affaire is set between the battles of Dresden and Kulm. The Allied Army of Bohemia has been routed at Dresden by Napoleon himself. The Russian general Wittgenstein has been ordered to form a rearguard supported by the Klux's Prussian 9th Brigade (Kleist's 2nd Prussian Corps) to cover the Army's retreat towards Bohemia. Urged by Napoleon, the Maréchal Gouvion Saint-Cyr is pursuing the Allied with his XIV Corps and finally has caught the retreating Prussians near Leubnitz on the road towards Kulm.

The orders of battle are adapted from the Nafziger's book 'Napoleon at Dresden. The Battle of August 1813' (The Emperor Press, Chicago, 1994) with a little help from the members of the Benno's Figures and Napoleon Series Forums, which provided the names of the Prussian commanders.

1. MAP OF THE BATTLEFIELD



MAP NOTES

1.1 All buildings are not fortified, have a "+1" combat modifier. Leubnitz can contain a maximum of 1 Infantry battalion and/or 1 gun.

1.2 Woods and high areas (brownish coloured) are rough terrain. Cavalry and artillery can move through only in column/march column/limbered formation.

1.3 The terrain squares are 40x40 cm (15.7"x15.7") at 1/900 scale (1 in. to 25 yds)

2. ORDERS OF BATTLE¹

(3) **Allied Rearguard (R)** Wittgenstein 36"G(6)+1 [8M]

(2) **9th Prussian Brigade (9)** Klux 32"P(4)+0 [8M]. Schmalensee is a positional "wing-commander" who may command any infantry unit in the brigade. See 3.4 for the Wittgenstein's effect on command.

(2) **Infantry (9I)** Schmalensee 20"E(8)+1

(1) **1st West Prussian Regiment (1WP)** Goltzheim 12"A(5)+0 [3F]

1/1WP 24PrLN [12D]; 2/1WP 24PrLN [12D]; **Fus/1WP** 24PrLT

(1) **6th Reserve Regiment (6Res)** Löbell 12"A(4)+0 [2F]

1/6Res 24PrRES [12D]; 2/6Res 24PrRES [12D]; 3/6Res 20PrRES [10D]

(1) **SilSchut** 12PrJG [6D]

(1) **7th Silesian Landwher (7SLW)** Falkenhausen 12"A(5)+0 [2F]

1/7SLW 20PrSLW [12D]; 2/7SLW 16PrSLW [10D]; 3/7SLW 20PrSLW [12D];

4/7SLW 20PrSLW [12D]

(1) **Cavalry (9C)** Borcke 12"A(5)+0 [1F]

NeuDrag 18PrLC [9D]; **1SLWC** 14PrLWC [8D]

(9) Pr6#; (9) Pr6#; (9C) Pr6#; (9C) Pr6#

The **Fus/1WP** could be detached from the 1WP and if a "Light Brigade" (Fus/1WP + Sil.Schü,) were formed, it will be commanded by Douglas 12"A(5)+0 (the historical commander of the Fus/1WP).

Alternative labels are provided for the commanders listed above and additional commanders are also included to make "ad-hoc" multi-unit task-forces.

(3) **XIV Corps (XIV)** St-Cyr 40"G(6)+0 [10M]. See 3.4 for the St-Cyr's effect on command.

(2) **43^{me} Division (43)** Claparede 32"G(7)+1 [10M]

(1) **1st Brigade (1)** Godard 12"A(5)+0 [3F]

2/27L/1 20FrLT [12D]; 3/27L/1 16FrLT [10D]; 3/29L/1 16FrLT [10D]; 2/100/1 20FrLN [12D];

3/100/1 20FrLN [12D]; 4/100/1 20FrLN [12D]

(1) **2nd Brigade (2)** Butrand 12"G(7)+1 [4F]

2/45/2 16FrLN [10D]; 3/45/2 20FrLN [12D]; 3/65/2 16FrLN [10D]; 2/103/2 20FrLN [12D];

4/103/2 20FrLN [12D]; 2/59/2 20FrLN [12D]; 3/94/2 20FrLN [12D]

(43) Fr6#; (43) Fr6#

(2) **10^{me} Light cavalry Division (10LC)** Pajol 12"G(7)+1 [2F]

14/10LC 21FrLC [11D]; 2It/10LC 16ItLC [8D]; 7Lan/10LC 14PdLC [7D]; (10LC) Fr6#; (10LC) Fr6#

The above OOB is the organic distribution of the 43^{me} Division. In this scenario the distribution of forces is other: vanguard, main force and two flank-guards. Alternative labels are provided for the commanders listed above and additional commanders are also included to make "ad-hoc" multi-unit task-forces.

3. SPECIAL RULES FOR LEUBNITZ

As all the Scenarios of the book "Programmed Wargames Scenarios" this one is heavily randomised, giving a different game each time it is played. The rules below are the resulting after rolling all the required dice (an EXCEL spreadsheet was used instead)

3.1 Game Length

15.00 - 18.30 h (24 turns)¹. There are no free-rolls in this Scenario. The French have the initiative and are the first side.

3.2 Deployment

3.2.1 Prussian retreating force.

Its mission is "to cause the enemy the maximum delay without taking unacceptable losses", i.e. higher than a 30%. The Force (including Light Infantry elements) must be deployed behind the line marked in the map. It will be divided into a Main body (90%) deployed at both sides of the main road occupying the high ground if necessary, and a Reserve (10%, 26 figures, i.e. one battalion). One infantry unit must be deployed in the village.

The retreat will be ordered when casualties reach a 22.5%. The defence will be static on the single narrow front across the pass. A breakthrough by 2 or more French units will be followed up by the pursuit by the Prussians, off the table, using his nearest cavalry unit

¹ The men scale is 1:30 for infantry and cavalry and 1:4 for guns. A turn is between 7.5 -10 minutes. The terrain scale is 1/900, i.e. 1 in. to 25 yds.

3.2.2 French pursuing force

Its mission is “to break through the Prussian forces as quickly as possible and continue the advance on the route heading south-east”. NOTE: A breakthrough cannot occur on the left-hand side of Prussian position but only in the centre or right segments close to the pass. The force is divided into an Advance guard (20%, 30 figures), a Main body (60%, 177 figures) and two Flank guards (10%, 30 figures each):

French force composition	Units	Arrival turn*
Advance guard	14/10LC, 3/29L/1, 2/100/1, (10LC)	First turn
Left flank guard	2It/10LC, 3/27L/1	One turn after Advance guard**
Right flank guard	7Lan/10LC, 2/27L/1	Same turn than the Advance guard**
Main-body	Rest of units, Claparede and St-Cyr	Three turns after Advance guard

* Apply the OR 13.8.2 rule for Varying Time Arrivals to each task-force separately

** At a maximum distance of 30” from the central road

The Claparede’s battle plan is: The advance guard will attack quickly straight down the main route hoping to break through the centre orders are: The Main force will advance rapidly, in support of the advance guard. If the later has made little progress then the line of attack will be directly up the road. Any isolated Prussian position or strong point will be to bypassed and any single French unit will take the opportunity to break through should it appear.

3.3 Cavalry scale and bases

The Cavalry is the same than that of infantry: 1/30. When necessary, multiply the cavalry figures for 3/2 (for example to determine outnumbering in mixed combat) and remove 2 cavalry figures for each 3 losses suffered.

3.4 C-i-C ratings

Do not use “10” as Response number of the C-i-C’s but use the values assigned to them in the OOB. If present, the effect of Wittgenstein or St-Cyr is to allow a second opportunity for a non-passed command test of, respectively, Klux or Claparede, Use the command numbers of Wittgenstein or St-Cyr in this second thrown.

3.5 Rallying of units and avoiding rout and dispersal

Routed units can try to rally without an attached general with an additional '-3' modifier. Rout and Dispersal attempts can be made without an attached general using an additional '-3' modifier. A successful dispersal attempt must be preceded by a rout move.

3.6. Battalion commanders, Staff officers and such

All Infantry battalion/Cavalry regiment commanders are A(5)+0 for command control tests when acting in an *independent* role. A task-force having two or more Infantry battalion/Cavalry regiment can be formed as wished by the C-i-C and sufficient labels have been provided. All these generals are 12”A(5)+0.

5. VICTORY POINTS

Taken from the book “Programmed Wargames Scenarios”: *The criteria for victory in this scenario are complex and a draw or more precisely failure by both sides is possible. The first point is "what is maximum delay"? A time limit must be set after which Blue will have caused that delay. He may of course achieve the delay but lose unacceptable casualties. In this case Red will not have broken through, Blue will have sacrificed too much for the delay and will not have won. On the other hand Red may have broken through but with little of his army left to continue or he may have taken too long to achieve his breakthrough. In short the balance between victory and defeat is a fine one and it must be left to the player, players or umpire to be the final arbiter when all the factors are considered.*

6. HISTORICAL OUTCOME

St-Cyr attacked the Prussian rearguard with his habitual indecision and only after urged by Napoleon himself. The Prussians were able at last to continue their retreat and St-Cyr was recalled by Berthier and addressed to other point. The Klux’s brigade will arrive at the French rear area during the second day of the battle of Kulm, thus decisively contributing to the French rout (See the Kulm Scenario).

7. BIBLIOGRAPHY

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4. LEUBNITZ UNIT ROSTER

COUNTRY	UNIT	NAME	COMBAT MODIFIERS*				DRD	ROUT NUM r	RSP	DSP b	FIRE	MOD l	MOVEMENT c			MOVEMENT MODS		
			COL or LIM	LIN or ULM	SQ vs CAV	vs OT a							COL or LIM	LIN or ULM	MRCH COL	RGH or SQR	BCK or SID	CHG FOR d
~	GEN	General eq	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~	
~	MES	Messenger ep	~	~	~	~	~	~	~	~	~	~	36"	~	2/1	1/1	~	
~	WAG	Wagon/Pack Train p	-7	~	~	f	f	f	3	~	~	~	10"	~	12"	6/1	~	~
~	DCV	Dismounted Cavalry	-3	-2	+3	-7	l	l	l	l	8"	-4	5"	1"	15"	2/1	3/1	1"
French	LC	Light Cavalry h	-2 g	0 g	~	+4	2	3	6	C	~	~	15"	14"	22"	3/1	2/1	7"
French	LN	Line Infantry	-2	+1	+6	-5	2	3	5	D	16"	0	9"	1"	16"	3/1	3/1	1"
French	LT	Light Infantry	-2	+1	+6	-5	2	3	5	D	16"	0	10"	1"	18"	2/1	2/1	1"
French	6#	6# Foot Artillery p	-5	-3	f	f	k	k	6	~	36"	+2	9"	3"	14"	4/1	1/1	3"
French	6#	6# Horse Artillery p	-5 g	-3 g	f	f	k	k	6	~	36"	+2	12"	4"	21"	4/1	1/1	3"
Poland	LC	Light Cavalry h	-1 g	0 g	~	+4	2	3	6	C	~	~	15"	14"	24"	3/1	2/1	6"
Italy	LC	Light Cavalry h	-2 g	0 g	~	+3	2	3	5	C	~	~	15"	14"	24"	3/1	2/1	7"
Prussian	LC	Light Cavalry h	-1 g	+1 g	~	+4	2	3	6	C	~	~	15"	14"	23"	3/1	2/1	7"
Prussian	LWC	Landwehr Cavalry h	-3 g	-1 g	~	+3	1	3	5	D	~	~	13"	12"	24"	4/1	3/1	7"
Prussian	LN	Line Infantry	-1	+2	+7	-4	2	4	6	C	16"	0	10"	3"	16"	2/1	2/1	2"
Prussian	LT	Light Infantry	-2	+1	+6	-5	2	4	6	C	16"	+1	10"	3"	18"	3/2	3/2	1"
Prussian	RES	Reserve Infantry	-1	+2	+7	-4	2	4	6	C	16"	0	10"	3"	16"	2/1	2/1	2"
Prussian	SLW	Silesian Landwehr	-2	+1	+6	-5	2	3	5	D	16"	0	9"	2"	16"	3/1	2/1	2"
Prussian	JG	Jager/Shutzen Infantry s	-2	0	+6	-5	2	4	6	C	20"	+2	12"	4"	18"	3/2	4/3	2"
Prussian	6#	6# Foot Artillery p	-5 g	-3 g	f	f	k	k	6	~	36"	+1	9"	2"	14"	4/1	1/1	3"
Prussian	6#	6# Horse Artillery p	-5 g	-3 g	f	f	k	k	6	~	36"	+1	11"	4"	21"	4/1	1/1	3"

Labels for Leubnitz

R [8M] Wittgenstein 36"G(6)+1	9 [8M] Klux 32"P(4)+0	9I Schmalensee 18"E(8)+1	1WP [2F] Goltzheim 12"A(5)+0	6Res [2F] Löbell 12"A(4)+0	7SLW [2F] Falkenhausen 12"A(5)+0	9C [1F] Borcke 12"A(5)+0	1WP [F] Schmalensee 18"E(8)+1	1WP [F] Goltzheim 12"A(5)+0	1WP [F] Henne 12"A(5)+0
R [8M] Wittgenstein 36"G(6)+1	1WP [F] Douglas 12"A(5)+0	SilSchüt.[F] Streit 12"A(5)+0	7SLW [F] Falkenhausen 12"A(5)+0	7SLW [F] Kuckbusch 12"A(5)+0	7SLW [F] Wallenstein 12"A(5)+0				
1/1WP [12D] 24PrLN	2/1WP [12D] 24PrLN	Fu/1WP [12D] 24PrLT	SilSchüt. [6D] 12PrJG	1/6Res [12D] 24PrRES	2/6Res [12D] 24PrRES	3/6Res [10D] 20PrRES	1/7SLW [12D] 20PrSLW	2/7SLW [10D] 16PrSLW	3/7SLW 12D] 20PrSLW
		<i>Fusiliers</i>	<i>Jagers</i>	<i>Reserve</i>	<i>Reserve</i>	<i>Reserve</i>	<i>Landwehr</i>	<i>Landwehr</i>	<i>Landwehr</i>
4/7SLW [12D] 20PrSLW	9 FA Pr6#	9 FA Pr6#	NeuDrag [9D] 18PrLC	1SLWC [8D] 14PrLWC	9C HA Pr6#	9C HA Pr6#	G FA Fr6#		
<i>Landwehr</i>			<i>Dragoons</i>	<i>Landwehr</i>					
XIV [10M] St-Cyr 40"G(6)+0	43me [10M] Claparede 32"G(7)+1	AG [2F] Pajol 12"G(7)+1	LFG [1F] Deschamps 12"A(5)+0	RFG [1F] Tanski 12"A(5)+1	1 [1F] Godard 12"A(5)+0	2 [4F] Butrand 12"G(7)+1	1b [F] Sebastini 12"A(5)+0	1c [F] Boucheron 12"A(5)+0	2a [F] Freitag 12"A(5)+0
2b [F] Monteyremar 12"A(5)+0	2c [F] Bonnaire 12"A(5)+1								
14/10LC [11D] 21FrLC	3/29L/1 [10D] 16FrLT	2/100/1 [12D] 20FrLN	10LC HA Fr6#	2lt/10LC [8D] 16ltLC	3/27L/1 [10D] 16FrLT	7La/10LC [7D] 14PdLC	2/27L/1 [12D] 20FrLT	3/100/1 [12D] 20FrLN	4/100/1 [12D] 20FrLN
<i>Hussars</i>				<i>Chasseurs</i>		<i>Lanciers</i>			
2/45/2 [10D] 16FrLN	3/45/2 [12D] 20FrLN	3/65/2 [10D] 16FrLN	2/103/2 [12D] 20FrLN	4/103/2 [12D] 20FrLN	2/59/2 [12D] 20FrLN	3/94/2 [12D] 20FrLN	43 FA Fr6#	43 FA Fr6#	10LC HA Fr6#