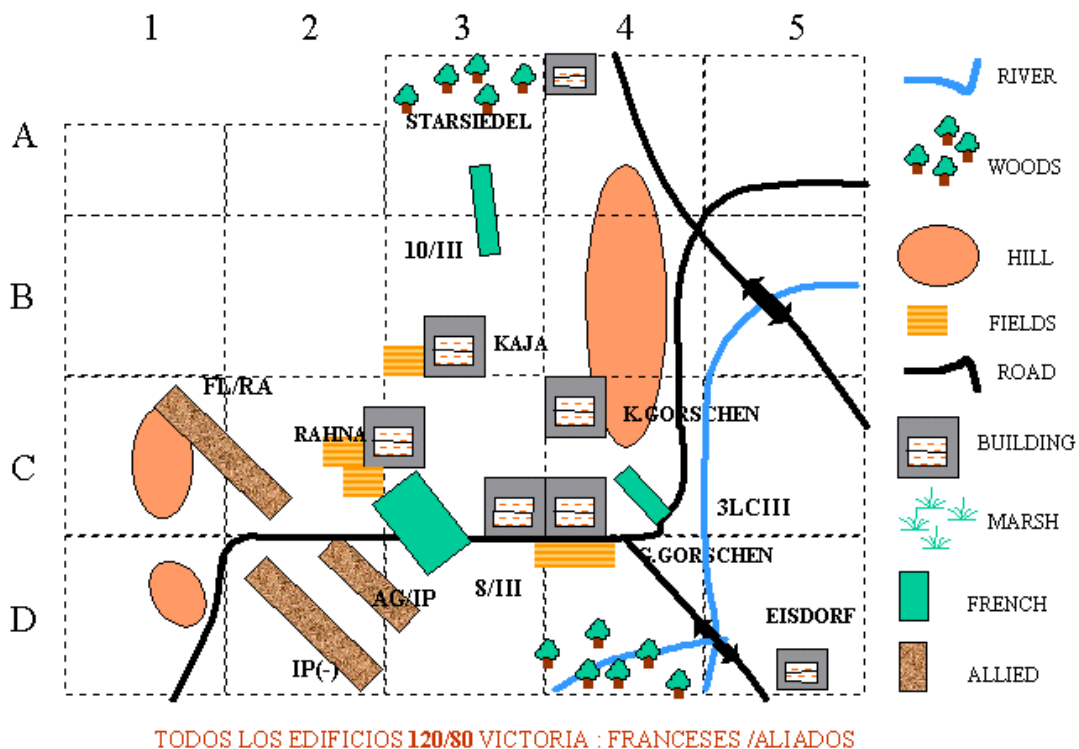


Scenario 32.1: The Battle of Lutzeniki 2nd of May 1813

The battle of Lutzeniki is the first battle of the May phase of the 1813 campaign.

32.1.1 Map: The Lutzeniki battlefield.



Map Notes:

32.1.1: All the buildings have a +2 combat modifier. The river is fordable for infantry and cavalry units in column or march column formation. Artillery units must cross at the bridges limbered or in march column formation..

32.1.1.2.: Napoleon, Ney and Eugène are not on the tabletop at the start of the game. Until Ney arrives there is not French supreme commandant.

32.1.3: Tormasov is not on the tabletop at the start of the game.

32.1.4: French on table units are setup first, and then the allied forces.

32.1.2 Lutzeniki Orders of Battle

(4) **Grande Armée (F)**: Napoleon 70E(10)+3D.[8M] (*101 pts-*) until G(-) arrives, then [10M] until YG/G arrives, then [12M] until XI&Eugène arrive, then [16M] until IC arrives, and then [19M]. Eugène is a positional wing commander for the XI and IC. Druout may be used to command any artillery unit

(2) **Imperial Guard (G)** Mortier 20G(6)+1 [4F] (*324 pts.*)

(1) **Old Guard Division (OG/G)**: Roguet 12G(8)+2

1B/OG : 24 FrOGD [7D]

(1) **Young Guard Division (YG/G)** Dumoustier 10G(6)+1

1B/YG: 28 FrYGD [11D] 2B/YG: 28 FRYGD [11D]

3B/YG: 28 FRYGD [11D]

(1) **Guard Cavalry (GC)** Walter 10G(7)+1

1B/GC 16FrGLC [5D] 2B/GC 16 FrGHC [5D]

(1) **Corps Artillery (G)** Druout 10G(8)+1

G : FrG#12 G : FrG#12 G : FrG#12 G : FrG#12 G : FrG#6 G : FrG#6

(2) **III Corps (III)** Ney 25E(6)+3 [8F] (*297 pts.*)

(1) **8st Division (8/III)**: Souham 8G(8)+0

1B/8/III 24 FrPLT [12D] 2B/8/III 20 FrPLN [10D] 3B/8/III 24 FrPLN [12D]

4B/8/III 20 FrLN [10D]

(1) **9st Division (9/III)**: Brenier 10E(8)+1

1B/9/III 16 FrPLT [8D] 2B/9/III 20 FrLN [10D] 3B/9/III 16 FrLN [8D]

4B/9/III 20 FrLN [10D]

(1) **10st Division (10/III)**: Girard 8G(7)+1

1B/10/III 20 FrPLT [10D] 2B/10/III 20 FrLN [10D] 3B/10/III 20 FrLN [10D]

(1) **24st Light Cavalry (C/III)** von Jett 8A(5)+0

1B/C/III: 12 FrLC [6D] 2B/C/III: 12WtLC [5D]

(1) **Corps Artillery (III)** Boulart 8A(5)+0

III: Fr#12 III: Fr#12 III: Fr#6 III: Fr#6

(3) **Armée de l'Elbe (AE)** Eugène 28G(7)+1 (*33 pts.*)

(2) **XI Corps (XI)** MacDonald 23G(5)+1 [4F] (*166 pts.*)

(1) **31st Division (31/XI)**: Fresinet 8A(5)+0

1B/31/XI 20 FrPLN [10D]

(1) **35st Division (35/XI)**: Gerard 10G(6)+1

1B/35/XI 24 FrLN [12D] 2B/35/XI 24 FrLN [12D]

(1) **36st Division (36/XI)**: Charpentier 10A(5)+0

1B/36/XI 24 FrPLN [12D] 2B/36/XI 28 FrPLN [14D]

(1) **Cavalry Division (C/XI)** Fresia 10A(5)+0

1B/C/XI: 8 ItLC [3D]

Corps Artillery (XI) XI: Np4# XI: Np4#

(2) **I Cavalry (IC)** Latour-Maubourg 15G(6)+1 [3F] (*96 pts.*)

(1) **1st Light Cavalry Division (LC/IC)** Bruyere 10G(5)+1

1B/LC/IC 8 FrLC [4D] 2B/LC/IC 8 FrLC [4D]

(1) **1st Cuirassier Division (CC/IC)** Bordesoulle 10A(6)+0

1B/CC/IC 8 FrHC [4D] 2B/CC/IC 8 FrHC [4D]

Corps Artillery (IC): IC: Fr#6 IC: Fr#6

(4) Allied Army Alexander/Wittgenstein: 40/56E/G(10)+0/+1 [18M] (80 pts.) until SL/RA arrives, then [16M] until IIP arrives, then [27M]. Tormasov is a positional wing commander for Russian units (*Optional: Only will receive orders directly from Alexander so when Wittgestein is in command, Tormasov will always to dice for control*). Blücher is a positional wing commander for Prussian units.

(3) Army of Silesia (S) Blücher 25E(8)+3 (37 pts.)

(2) Prussian III Corps (PIII) Bulöw 23G(8)+1 [9F] (342 pts.)

(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:** 6 PrLC [3D]

(1) 4st Brigade (4) Thümen 10G(6)+1

1B/4 : 24 PrLT [12D] **2B/4:** 16PrRES [8D] **3B/4:** 16PrLW [11D]

(1) 5st Brigade (5) Börstell 10A(7)+0

1B/5 : 24 PrLN [12D] **2B/5:** 20PrLN [10D] **3B/5:** 24PrLW [17D] **4B/5:** 6 PrLC [3D]

(1) 6st Brigade (6) Krafft 8G(6)+1

1B/6 : 20 PrLN [10D] **2B/6:** 16PrLN [8D] **3B/6:** 20PrLW [14D] **4B/6:** 6 PrLC [3D]

(1) Reserve Cavalry (IIC): Von Oppen 10A(7)+0

1B/IIC: 12PrLC [6D] **2B/IIC:** 8PrLWC [5D] **3C:** Pr#6

(1) Reserve Artillery (IIP):

IIP: Ru12# **IIP:** Ru12# **IIP:** Ru12# **IIP:** Ru12#

(2) Prussian I Corps (IP) Yorck 25E(7)+1 [6F] (272 pts.)

(1) Advance Guard: (AG) : Katzler 8A(4)+0

1B/AG: 16 PrGN [6D] **2B/AG** 16 PrLW [10D] **3B/AG** 6 PrLC [4D] **AG** Pr#6

(1) 1st Brigade (1) Steinmetz 8A(5)+0

1B/1: 16 PrGN [6D] **2B/1:** 16 PrLW [10D]

(1) 2st Brigade (2) Mecklenburg 8A(5)+0

1B/2 : 24 PrLN [12D] **2B/2 :** 24 PrLN [12D]

(1) 7th Brigade (7) Horn 8A(6)+0

1B/7 : 16 PrLN [8D] **2B/7:** 16 PrLW [10D]

(1) Reserve Cavalry (IC): Jürgass 10G(7)+1

1B/IC 8 PrLC [4D] **2B/IC:** 8 PrLWC [5D] **1C:** Pr#6

(1) Reserve Artillery (IP): **IP:** Pr#12 **IP:** Pr#12 **IP:** Pr#6

(3) Reserve Army (RA) Tormasov 25G(5)+1 (29 pts.)

(2) First Line (FL/RA) Konovnizin 15E(8)+2 [4F] (221 pts.)

(1) Guard Light Cavalry Division (GLC): Schaevitch 8A(6)+0

1B/GLC: 8 RsGLC [3D] **2B/GLC** 8 RsGLC [3D] **IIR:** RsG#6 **IIR:** RsG#6

(1) 1st Grenadier Division (1/IIR): Sulima 10G(6)+1

1B/1/IIR: 16RsGN [6D] **2B/1/IIR:** 16RsGN [6D] **IIR :** Rs#12 **IIR :** Rs#12

(1) 2nd Grenadier Division (2/IIR): Zvileniev 8A(5)+1

1B/2/IIR: 16 RsGN [6D] **2B/2/IIR:** 16RsGN [6D] **3B/2/IIR:** 16RsGN [6D]

IIR : Rs#12 **IIR:** Rs#12

(2) Second Line (SL/RA) Gallitzin 20E(7)+2 [5F] (273 pts.)

(1) 1st Cuirassier Division (1CC): Depreradovitch 10G(6)+1

1B/1CC 12 RsGHC [5D] **2B/1CC** 8 RsHC [3D]

RCR : RsG#6 **RCR :** RsG#6

(1) 1st Guard Division (1RG) Rosen 8G(6)+1

1B/1RG 16 RsGD [5D] **2B/1RG** 16 RsGD [5D] **RG** RsG#12

RG RsG#12

(1) 2nd Guard Division (2RG) Udom II 8A(6)+0

1B/2RG 16 RsGD [5D] **RG** RsG#12 **RG** RsG#12

(1) 2nd Cuirassier Division (2CC): Duka 10G(7)+0

1B/2CC 8 RsHC [3D] **2B/2CC** 8 RsHC [3D] **RCR** RsG#6

RCR : RsG#6

32.1.4. Special Rules

32.1.4.1- Game length/Setup

11.30 – 21.00 hours (19 turns). Allies are the first side

The French III(-) must be set-up in march column formation on the road. No french units may be set-up inside a town. Napoléon, Ney and Eugène are not on the tabletop at the start of the game. Until Ney arrives there is not French supreme commandant.

Tormasov is not on the tabletop at the start of the game.

French on table units are set-up first and then the allied forces.

32.1.4.2. Arrival times (Can be varied according to the usual rolling)

French: Ney 12.00 hours. On the road from Lutzen (B5)

G(-YG/G): 13.30 hours. In march column on the road from Lutzen (B5)

YG/G: 1400 hours. In march column at A4 road

Napoleon: 14.00. On the road from Lutzen (B5)

XI & Eugène: 16.30 hours. . In march column at any D5 road

IC: 17.00 hours. In march column at any D5 road

Allies: Tormasov:: 12.00 hours. At D1

SL/RA: 13.30 hours. Deployed at C1

IIP: 14.00 hours. Deployed at D1

32.1.4.3. Options:

French. Prior to the arrival of Ney (12.00 hours) there is not Army or Corps commander for the French army. From then until the arrival of Napoleon (14.00 hours) Ney is the French supreme commander and has a response number of 10.

Allied. Czar Alexander was present and was prone to interfere. At the start of each Allied Command Step, roll one die: 1-4 Alexander takes charge and the supreme Allied commander ratings are 48E(10)+0. If 5-10 is rolled, Wittgenstein is in charge and the ratings are 66G(10)+1

Night. Turns from 19.00 hours on are night turns. Use night rules or at least 'blunder combat'

Initiative. Allied have initiative, but if they hold it when Napoleon arrives, must immediately turn over to French, so allied must use the initiative before 14.00 hours (or 13.00 since Napoleon could arrive two turns before). Both sides get 5 free rolls.

32.1.4.4 Victory points:

All towns are considered to be French-controlled at the start. The buildings of Gross Gorschen, Kaja, Klein Gorschen, Rahna and Starsiedel are worth 120/80 French/Allied victory points each.

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 their 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(usually Russian) 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

32.1.3 Lutzeniki Information Chart

UNIT TYPE		COMBAT MODS				DRD	RSP	FIRE	MOVEMENT c			MOVE MODS		
		COL or	LIN or	SQ vs	a vs	RtrNO r	DSP h	MODS l	CO L	LIN or	MCH	RGH or	BCK or	CG FM
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
	FrGHC Gd. Heavy	+2g	+3g	----	+5	2/4	8/A	-----	33	30	55	4/1	3/1	15
	FrGLC Gd. Light	+1g	+2g	----	+4	2/4	8/A	-----	35	33	60	3/1	2/1	15
	FrHC Coraceros	+1g	+2g	----	+5	2/4	6/C	-----	33	30	53	4/1	3/1	18
	FrLC Hús,Lan, h	-2g	0g	----	+4	2/3	6/C	-----	38	35	55	3/1	2/1	18
	FrOGD Old Guard j5	+2	+5	+9	0	4/5	8/A	10/0	30	13	45	2/1	2/1	3
	FrYGD Y.Guard Inf.	-1	+2	+7	-4	2/4	6/B	13/0	30	5	45	3/2	3/2	3
	FrLN. Inf. línea	-2	+1	+6	-5	2/3	5/C	10/0	23	3	40	3/1	3/1	3
	FrPLN Prov Inf. línea	-2	0	+5	-6	2/3	5/C	8/-1	20	3	38	4/1	3/1	3
	FrLT Inf. ligera	-2	+1	+6	-5	2/3	5/C	10/+0	25	3	45	2/1	2/1	3
	FrPLT Pr. Inf. ligera	-2	+1	+5	-5	2/3	5/C	10/+0	25	3	42	3/2	3/2	3
	FrG12# G Hea Arti p	-4	-2	f	f	k	8/-	30/+2	23	8	35	6/1	1/1	5
	Fr12# Heavy Arti p	-5	-3	f	f	k	6/-	30/+2	23	5	35	6/1	1/1	5
	Fr6# G Hor Arti p	-4g	-2g	f	f	k	8/-	23/+2	30	10	55	4/1	1/1	5
	Fr6# Horse Artiy p	-5g	-3g	f	f	k	6/-	23/+2	30	10	52	4/1	1/1	8
	ItLC Ita Light cavy h	-2g	0g	---	+3	2/3	5/B	---	38	35	60	3/1	2/1	18
	WtLC Wurt.Lig cav h	-2g	0g	---	+4	2/3	5/B	---	38	35	60	3/1	2/1	18
	Np4# Horse Arry p	-6g	-4g	f	f	k	4/-	20/-1	25	10	52	4/1	1/1	8
	PrLC Hús,Lan,Dra h s	-1g	+1g	----	+4	2/3	6/C	-----	38	35	58	3/1	2/1	18
	PrLWC Cab. Landwh 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# Horse Artillery p	-5g	-3g	f	f	k	6/-	23/+1	28	10	53	4/1	1/1	8
	RsGHC Corac. Guard	+1g	+2g	----	+6	2/4	7/B	-----	33	30	50	4/1	3/1	13
	RsGLC Hús, Guard.	0g	+1g	----	+4	2/4	6/B	-----	35	33	60	3/1	3/1	15
	RsHC Coraceros	+1g	+2g	----	+5	2/4	5/C	-----	33	30	50	4/1	3/1	18
	RsGD Guard j3	0	+3	+8	-1	3/5	6/A	10/0	30	10	45	2/1	2/1	3
	RsGN Grenadier Line	0	+3	+8	-2	3/5	5/B	10/0	25	8	45	2/1	3/2	3
	RsG12# G.H Art. p n	-5	-2	f	f	k	5/-	30/+1	23	5	31	6/1	1/1	5
	Rs12# Heavy Art. p n	-5	-3	f	f	k	4/-	30/0	20	5	31	6/1	1/1	5
	RsG6# G. H Art. p n	-5g	-2g	f	f	k	5/-	23/+1	30	10	53	4/1	1/1	8

Lutzeniki Labels

Napoleon 70E(10)+3D	G [4F] 20G(6)+1 Mortier	OG/G 12G(8)+2 Roguet	YG/G 10G(6)+1 Dumoustier	GC 10G(7)+1 Walter	G 10G(8)+1 Druout
III [8F] 25E(6)+3 Ney	8/III 8G(8)+0 Souham	9/III 10E(8)+1 Brenier	10/III 8G(7)+1 Girard	C/III 8A(5)+0 Von Jett	AE 28G(7)+1 Eugène
XI [4F] 23G(5)+2 MacDonald	31/XI 8A(5)+0 Fresinet	35/XI 10G(6)+1 Gerard	36/XI 10A(5)+0 Charpentier	C/XI 10A(5)+0 Fresia	IC [3F] 15G(6)+1 Latour-Mauburg
LC/IC 10G(5)+1 Bruyère	CC/IC 10A(6)+0 Bordesoulle	III 8A(5)+0 Boulart			
1B/OG [7D] 24 FrOGD	1B/YG [11D] 28 FrYGD	2B/YG [11D] 28 FrYGD	3B/YG [11D] 28 FrYGD	1B/GC [5D] 16 FrGLC	2B/GC [5D] 16 FrGHC
G FrG#12	G FrG#12	G FrG#12	G FrG#12	G FrG#6	G FrG#6
1B/8/III [12D] 24FrPLT	2B/8/III [10D] 20FrPLN	3B/8/III [12D] 24FrPLN	4B/8/III [10D] 20FrPLN	1B/9/III [8D] 16FrPLT	2B/9/III [10D] 20FrLN
3B/9/III [8D] 16FrLN	4B/9/III [10D] 20FrLN	1B/10/III [10D] 20 FrPLT	2B/10/III [10D] 20 FrLN	3B/10/III [10D] 20 FrLN	1B/C/III [6D] 12 FrLC
2B/C/III [5D] 12 WtLC	III Fr#12	III Fr#12	III Fr#6	III Fr#6	1B/C/XI [3D] 8 ItLC
XI Np4#	XI Np4#	1B/LC/IC [4D] 8FrLC	2B/LC/IC [4D] 8FrLC	1B/CC/IC [4D] 8FrHC	2B/CC/IC [4D] 8FrHC

Lutzeniki Labels

IC Fr#6	IC Fr#6				
1B/31/XI [10D] 20FrPLN	1B/35/XI [12D] 24FrLN	2B/35/XI [12D] 24FrLN	1B/36/XI [12D] 24FrLN	2B/36/XI [14D] 28FrLN	

Lutzeniki Labels

Alexander/ Wittgenstein 40E(10)+0 56G(10)+1	Blucher 25E(8)+3	IIP [9F] 23G(8)+1 Bulöw	3 10E(6)+1 Hesse-Homburg	4 10G(6)+1 Thümen	5 10A(7)+0 Börstell
6 8G(6)+1 Krafft	IIC 10A(7)+0 Von Oppen	I[6F] 25E(7)+1 Yorck	AG 8A(4)+0 Kaztler	1 8A(5)+0 Steinmtez	2 8A(5)+0 Mecklenburg
7 8A(6)+0 Horn	IC 10G(7)+1 Jurgass	RA 25G(5)+1 Tormasov	◆ [4F] 10E(8)+2 Konovzinin	◆ GLC 8A(6)+0 Schaevitz	◆ 1/IIR 10G(6)+1 Sulima
◆ 2/IIR 8A5(+1) Zvilieniev	◆◆ [5F] 15E(7)+2 Gallitzin	◆◆ 1CC 10G(6)+1 Depreredov	◆◆ 1RG 8G(6)+1 Rosen	◆◆ 2RG 8A(6)+0 Udom II	◆◆ 2CC 10G(7)+0 Duka
1B/3 [8D] 16 PrLN	2B/3 [8D] 16PrLN	3B/3 [8D] 16PrLN	4B/3 [3D] 6PrLC	1B/4 [12D] 24 PrLT	2B/4 [8D] 16PrRES
3B/4 [11D] 16 PrLW	1B/5 [12D] 24 PrLN	2B/5 [10D] 20 PrLN	3B/5 [17D] 24 PrLW	4B/5 [3D] 6 PrLC	1B/6 [10D] 20 PrLN
2B/6 [8D] 16PrLN	3B/6 [14D] 20 PrLW	4B/6 [3D] 6 PrLC	1B/IIC [6D] 12 PrLC	2B/IIC [5D] 8 PrLWC	3C Pr#6
IIP Rs#12	IIP Rs#12	IIP Rs#12	IIP Rs#12	1B/AG [6D] 16PrGN	2B/AG [10D] 16PrLW
3B/AG [3D] 6 PrLC	AG Pr#6	1B/1 [6D] 16 PrGN	2B/1 [10D] 16 PrLW	1B/2 [12D] 24 PrLN	2B/2 [12D] 24 PrLN
1B/7 [8D] 16 PrLN	2B/7 [10D] 16 PrLW	1B/IC [4D] 8 PrLC	2B/IC [5D] 8 PrLWC	IC Pr#6	IP Pr#12

Lutzeniki Labels

IP Pr#12	IP Pr#6	1B/GLC [3D] 8 RsGLC	2B/GLC [3D] 8 RsGLC	IIR RsG#6	IIR RsG#6
1B/1/IIR [6D] 16 RsGN	2B/1/III [6D] 16 RsGN	IIR Rs#12	IIR Rs#12	1B/2/IIR [6D] 16 RsGN	2B/2/IIR [6D] 16 RsGN
3B/2/IIR [6D] 16 RsGN	IIR Rs#12	IIR Rs#12	1B/1CC [5D] 12 RsGHC	2B/1CC [5D] 12 RsHC	RCR RsG#6
RCR RsG#6	1B/1RG [5D] 16 RsGD	2B/1RG [5D] 16 RsGD	RG RsG#12	RG RsG#12	1B/2RG [5D] 16 RsGD
RG RsG#12	RG RsG#12	1B/2CC [3D] 8 RsGHC	2B/2CC [3D] 8 RsGHC	IIR RsG#6	IIR RsG#6