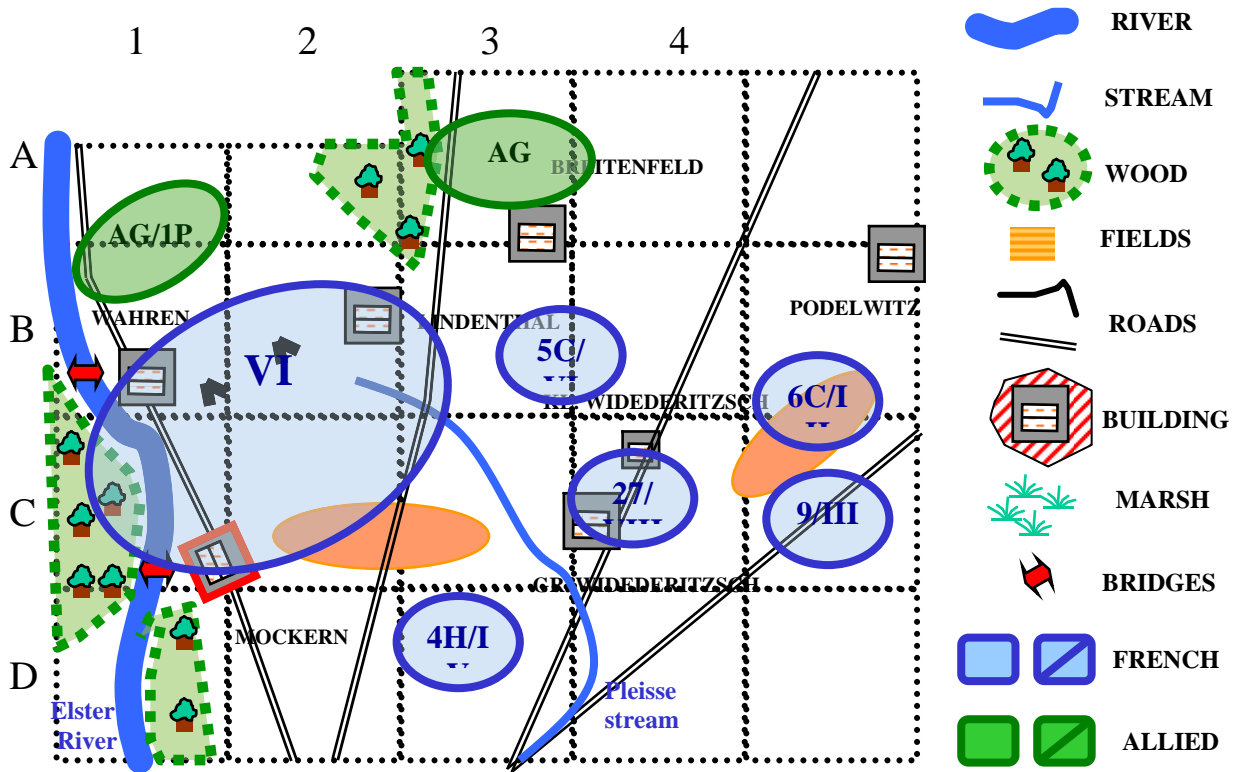


Scenario 7.2: The Battle of Mockern 16th of October 1813

The battle of Mockern is the north section of the battle of Leipzig.

7.2.1 Map: The Mockern battlefield.



Map Notes:

7.2.1.1: Mockern is fortified +2 for combat. All the other buildings are +1 unfortified for combat. The earthworks are -1 for fire cover and +1 for combat.

7.2.1.2.: All water may be crossed by artillery at bridges or fords. The Elster river is un-fordable, and **all** units may cross them only at bridges. Infantry and cavalry units may ford any other water only in column or march column formation. The woods are rough terrain.

7.2.1.3: French units are set first on table. Allied units are then setup at least at 6" of French units

7.2.2 Mockern Orders of Battle*

French forces: Ney 10"E(6)+3 (256 Inf; 64 Cav; 9 Art)*

Ney was very busy controlling the northern front thus allowing Marmont to act as C-i-C. To simulate that, Ney is an independent Wing Commander for all units except the Marmont's VI Corps. However, he **always** must test for Command Control against his Response Number (6) in the Command Step. If successful he is in command, i.e. present in the battlefield. If unsuccessful he is out of command, i.e. riding through the battlefield. Test for his subordinate units according to the rules. He never can attach himself to any combat unit.

The Moral Number of the Army is depending upon the number of units present and must be calculated. Its maximum value is [14M]

(2) VI Corps (VI) Marmont 10"G(10)+1 [6F] (132 Inf; 18 Cav; 4 Art)

Marmont was the actual C-i-C during the battle. However the French chain of command only allowed him to give orders to his own VI Corps.

(1) **20st Division (20/VI):** Compans 3"G(6)+1

1B/20/VI: 24 FrMLN [12D] **2B/20/VI:** 20 FrPLT [12D]

(1) **21st Division (21/VI):** Lagrange 3"A(5)+0

1B/21/VI: 20 FrVLT [10D] **2B/21/VI:** 28 FrMLN [14D]

(1) **22st Division (22/VI):** Frederichs 3"A(5)+0

1B/22/VI: 24 FrPLN [14D] **2B/22/VI:** 16FrVLN [8D]

(1) **Fifth Light Cavalry Division (5C/VI)** Lorge 3"G(6)+0

1B/5C/VI: 10 FrLC [6D]

(1) **Twenty Fifth Light Cavalry Division (25C/VI)** Norman 3"G(5)+1

1B/25C/VI: 8 WtLC [5D]

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

Independent divisions. (Under Ney) (16 Inf; 20 Cav; 1 Art)

(1) **27st Division (27/VIII):** Dombrowsky 4"E(7)+1 [1F]

1B/27/VIII 16 PdLN [8D] **2B/27/VIII** 8 PdLC [4D] **27/VIII :** Pd#6

(1) **Fourth Heavy Cavalry Division (4H/IV):** Defrance 4"G(6)+1 [1F]

1B/4H/IV: 12 FrDC [6D]

(2) III Corps (III) Souham 8"G(6)+0 [5F] (Under Ney) (108 Inf; 26 Cav; 4 Art)

(1) **8th Division (8/III):** Brayer 3"A(5)+0

1B/8/III 16FrPLT [10D] **2B/8/III** 20 FrPLN [12D]

(1) **9th Division (9/III):** Delmas 3"A(6)+1

1B/9/III 20 FrLN [12D] **2B/9/III** 16 FrLN [10D]

(1) **11th Division (11/III):** Ricard 3"G(7)+1

1B/11/III 20 FrLN [12D] **2B/11/III** 16 FrLN [10D]

(1) **23th Light Cavalry Brigade (23LC/III)** Beurmann 3"A(5)+0

1B/23LC/III: 8 BdLC [4D]

(1) **Sixth Light Cavalry Division (6C/III)** Fournier 3"A(5)+0

1B/6C/III: 10 FrLC [6D] **2B/6C/III:** 8 FrLC [5D] **6C/III:** Fr#6

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

* The cavalry scale is also 1:120. To convert the number of cavalry figures given in this OOB to the official NB number, multiply the number by 1.5: i.e. 8 figures are transformed in $8 \times 1.5 = 12$ standard NB figures.

(3) **Army of Silesia (S)** Blücher/Gneisenau 14"G(10)+2D [11M]; [15M]; [18M] (368 Inf; 74 Cav; 28 Cos; 25 Art)
Blucher was not involved in the battle, so only the Gneisenau 'side' is active and he can not be attached.

(2) **Prussian I Corps (1P)** Yorck 10"E(7)+1 [6F] (144 Inf; 30 Cav; 7 Art)

(1) **Advance Guard: (AG/1P)** : Katzler 3"A(4)+0

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

(1) **1st Brigade (1/1P)** Steinmetz 3"A(5)+0

1B/1/1P: 12 PrGN [5D] **2B/1/1P:** 16 PrSLW [10D]

(1) **2nd Brigade (2/1P)** Mecklenburg 3"A(5)+0

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

(1) **7th Brigade (7/1P)** Horn 3"A(6)+0

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

(1) **8th Brigade (8/1P)** Hünnerbein 3"A(5)+0

1B/8/1P : 24 PrRES [12D]

(1) **Reserve Cavalry (C/1P):** Jürgass 4"G(7)+1

1B/C/1P 8 PrLC [4D] **2B/C/1P:** 6 PrLC [3D] **3B/C/1P:** 6PrLWC [4D]

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

(2) **Army Corps of Langeron** Langeron 10"G(7)+2 [4F] (100 Inf; 14 Cav; 12 Cos; 10 Art)

(1) **Advance Guard (AG)** Rudsevich 5"A(5)+0

(1) **Russian I Cavalry Corps (1CR)** Korf 5"A(6)+0

1B/1CR 14RsLC [7D] **2B/1CR** 12RsCLC [8D]

(1) **9st Division (9/9R)** Udom II 3"A(6)+0

1B/9/9R: 16 RsLN [8D] **2B/9/9R:** 16 RsJG [8D]

Corps Artillery (9R): **9R:** Ru#12 **9R:** Ru#12] **1CR :** Ru#6 **1CR :** Ru#6

(2) **9th Corps (9R)** Olsousiev 7"G(6)+1

(1) **15th Division (15/9R)** Kornilov 3"A(5)+0

1B/15/9R: 20 RsLN [10D]

(2) **10th Corps (10R)** Kapzevich 7"A(4)+0

(1) **8th Division (8/10R)** Ourusov 3"A(4)+0

1B/8/10R: 16 RsLN [8D]

(1) **22th Division (22/10R)** Tourchaninov 3"A(6)+0

1B/22/10R: 16RsLN [8D] **2B/22/10R:** 16RsJG [8D]

Corps Artillery (10R) **10R:Rs#12** **10R:Rs#12** **10R:Ru#12** **10R:Ru#12** **10R:Ru#12** **10R:Ru#12**

(2) **11th Corps (11R)** Sacken 8"A(6)+1 [4F] (60 Inf; 24 Cav; 20 Cos; 6 Art)

(1) **10th Division (10/11R)** Lieven 3"A(4)+0

1B/10/11R: 20 RsLN [10D]

(1) **27th Division (27/11R)** Neverovsky 5"G(8)+2

1B/27/11R: 20 RsLN [10D]

(1) **16th Division (16/11R)** Repminsky 3"A(4)+0

1B/16/11R: 20 RsJG [10D]

Corps Cavalry **11CR** Vassilshikov 3"A(5)+0

1B/11CR 8RsLC [4D] **2B/11CR** 8RsLC [4D] **3B/11CR** 8RsLC [4D]

Corps Artillery (11R): **11R:** Ru#12 **11R:** Ru#12 **11R:** Ru#12 **11R:** Ru#12 **11R:** Ru#6 **11R:** Ru#6

Cossacks **11Co** Karpov 4"G(8)+1

1B/11Co 10RsCLC [7D] **2B/11Co** 10RsCLC [7D]

(2) **8th Corps (8R)** Saint Priest 8"A(6)+1 [3F] (64 Inf; 6 Cav; 6 Cos; 2 Art)

(1) **11th Division (11/8R)** Gourialov 3"A(5)+0

1B/11/8R: 16 RsLN [8D] **2B/11/8R:** 16 RsLN [8D]

(1) **17th Division (17/8R)** Pillar 3"A(6)+0

1B/17/8R: 16 RsLN [8D] **2B/17/8R:** 16 RsJG [8D]

Corps Cavalry **8CR** Borozdin II 4"G(6)+1

1B/8CR 6RsLC [3D] **2B/8CR** 6RsCLC [4D]

Corps Artillery (8R): **8R:** Ru#12 **8R:** Ru#12

7.2.4. Special rules

7.2.4.1 Game Length: 9.00 to 18.30 h (19 turns). Allied are the first side.

7.2.4.2 Setup.

French

The French **VI** Corps, the independent 27th (**27/VIII**) and 4th Heavy Cavalry (**4H/IV**) divisions, the 6th Light Cavalry (**6C/III**) and 9th (**9/III**) divisions and the III Corps artillery (**III**) are on the table at the start of the game.

Army of Silesia

The Prussian I Corps (**AG/IP**) and the Langeron's Russian (**AG**) Advance-Guards are deployed on the table at the start of the game.

7.2.4.3 Reinforcements

The optional rule for arrivals must be applied. Roll 1D10: two turns before the normal entering turn a '1' allows to enter; one turn before, '1-3'; the same turn, '1-6'; in later turns '1-8'.

French (all units in march column):

Ney 10,30 h (D2 by Gohlitz)

8/III (Brayer) and **Souham** 13,00 h (C5)

11/III (Ricard) 13,30 h (C5)

23LC/III (Beurmann) 14,00 h (C5)

After their arrival, **8/III**, **11/III** and **23LC/III** must test to see if they remain in the battlefield or march towards Leipzig and Lindenau. To remain in the battlefield, they must pass a Command Control test (with the following modifiers: +2 for Excellent; +1 for Good and -1 for Poor Generals). Failing the test, the unit must circulate in march column, exiting the table by the D3 road. Marmont can make a last attempt before the unit leaves the battlefield, by attaching himself to the commanding General and using his '+1' modifier (he is a Good General) in a last Command Control test. All these tests simulate the repeated (and historically unsuccessful) attempts made by Marmont to get reinforcements during the day.

Army of Silesia:

Blucher, Yorck and the rest of the **IP**: 9,30 h deployed at A1-A2 area. Each division must test for entry independently and simultaneously. **Yorck** enters with the first Prussian unit and **Blucher** with the second one.

Langeron, 9R and **10R**: 10,30 h deployed at A3-A4 area. Each division must test for entry independently and simultaneously. **Langeron** enters with the first Russian unit and the Corps Commanders enter with their first unit.

Saint Priest and **8R** 13,00 h in march column at A5 road. Each division must test for entry independently and simultaneously and **Saint Priest** enters with the first one.

11CR and **Sacken** 14,00 h in march column at A3 road. Because of poor staff work, **Sacken's** command was not fully involved in the battle. Therefore, after his arrival accompanying **11CR** he must pass a Command Control to move the division thus leaving free the entering point.

16/11R and **11Co**. In the following Arrival Step after the previous unit leaves vacant the entering point (i.e. one turn later) the following unit in the queue can start to test for Arrival (consider that turn as being *one turn* before normal arrival turn so '1-3' is required in the first die roll).

10/11R Same as above.

27/11R and **Art/11R**

7.2.4.4 Options: Neither side has the initiative. The French get 6 free rolls and the Allied 5 free rolls.

7.2.5 Victory Conditions

All objectives are considered to be French-controlled at the game's start. Mockern and the heights at C2-C3 are worth 50/28, and the buildings of Klein Widderitzsch, Gross Widderitzsch, the bridge at Mockern, the heights at C5 and the end-roads at D2 and D5 are worth 25/14 French/Allied victory points each.

Historically, Marmont was deprived from the help of II Corps and was routed. However, the Prussian I Corps was severely mauled. The loss were about 7000 for each side.

Re-fight. The French won an indecisive victory (a draw?) leaving the battlefield in the Allied's hands. However, the French were able to cause a greater number of losses: 13680 vs. 9360. Making the NB correction of 75% (see

Second Day rule) the real losses were 12700 vs 7000. The difference with the historical outcome is due to the greater involvement of Russian troops in the re-fight.

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
- * Does not count for moral

7.2.3 Mockern Information Chart

| Country | Unit | Name | COMBAT MODIFIERS | | | | DRD | ROU T NU a | RSP | DSP b | FIRE | MOD 1 | 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 | ~ | |
| ~ | DCV | Dismounted Cavalry | -3 | -2 | +3 | -7 | I | I | I | I | 2" | -4 | 5" | 1" | 15" | 2/1 | 3/1 | 1" |
| French | DC | Dragoon Cavalry h | -1 g | +1 g | ~ | +4 | 2 | 3 | 6 | C | ~ | ~ | 15" | 14" | 24" | 3/1 | 2/1 | 6" |
| French | LC | Light Cavalry h | -2 g | 0 g | ~ | +4 | 2 | 3 | 6 | D | ~ | ~ | 15" | 14" | 22" | 3/1 | 2/1 | 7" |
| French | VLN | Veteran Line Infantry | -1 | +2 | +7 | -4 | 2 | 4 | 6 | C | 4" | 0 | 10" | 3" | 18" | 2/1 | 2/1 | 2" |
| French | LN | Line Infantry | -2 | +1 | +6 | -5 | 2 | 3 | 5 | D | 4" | 0 | 9" | 1" | 16" | 3/1 | 3/1 | 1" |
| French | MLN | Marine Infantry | -1 | +2 | +6 | -5 | 3 | 4 | 5 | C | 4" | 0 | 8" | 3" | 17" | 3/1 | 2/1 | 2" |
| French | VLT | Veteran Light Infantry | -1 | +2 | +7 | -4 | 2 | 4 | 6 | C | 5" | +1 | 12" | 3" | 18" | 3/2 | 3/2 | 1" |
| French | LT | Light Infantry | -2 | +1 | +6 | -5 | 2 | 3 | 5 | D | 4" | 0 | 10" | 1" | 18" | 2/1 | 2/1 | 1" |
| French | PLT | Pro. Light Infantry | -2 | +1 | +5 | -5 | 2 | 3 | 5 | D | 4" | 0 | 10" | 1" | 17" | 3/2 | 3/2 | 1" |
| French | PLN | Pro. Line Infantry | -2 | 0 | +5 | -6 | 2 | 3 | 5 | D | 3" | -1 | 8" | 1" | 15" | 4/1 | 3/1 | 1" |
| French | 12# | 12# Heavy Artillery p | -5 | -3 | f | f | k | k | 6 | ~ | 12" | +2 | 9" | 2" | 14" | 6/1 | 1/1 | 2" |
| French | 6# | 6# Horse Artillery p | -5 g | -3 g | f | f | k | k | 6 | ~ | 9" | +2 | 12" | 4" | 21" | 4/1 | 1/1 | 3" |
| Baden | LC | Light Cavalry h | -2 g | 0 g | ~ | +4 | 2 | 3 | 5 | C | ~ | ~ | 15" | 14" | 24" | 3/1 | 3/1 | 7" |
| Poland | LC | Light Cavalry h | -1 g | 0 g | ~ | +4 | 2 | 3 | 6 | C | ~ | ~ | 15" | 14" | 24" | 3/1 | 2/1 | 6" |
| Poland | LN | Line Infantry | -2 | +1 | +6 | -5 | 2 | 4 | 5 | C | 4" | 0 | 10" | 2" | 16" | 2/1 | 2/1 | 2" |
| Poland | 6# | 6# Horse Artillery p | -5 g | -3 g | f | f | k | k | 5 | ~ | 9" | +1 | 12" | 4" | 21" | 4/1 | 1/1 | 3" |
| Westphalia | LC | Light Cavalry h | -2 g | 0 g | ~ | +3 | 2 | 3 | 5 | D | ~ | ~ | 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 | GN | Grenadier Infantry j3 | 0 | +3 | +8 | -2 | 3 | 5 | 6 | B | 4" | 0 | 11" | 4" | 18" | 2/1 | 3/2 | 1" |
| Prussian | LN | Line Infantry | -1 | +2 | +7 | -4 | 2 | 4 | 6 | C | 4" | 0 | 10" | 3" | 16" | 2/1 | 2/1 | 2" |
| Prussian | RES | Reserve Infantry | -1 | +2 | +7 | -4 | 2 | 4 | 6 | C | 4" | 0 | 10" | 3" | 16" | 2/1 | 2/1 | 2" |
| Prussian | SLW | Silesian Landwehr | -2 | +1 | +6 | -5 | 2 | 3 | 5 | D | 4" | 0 | 9" | 2" | 16" | 3/1 | 2/1 | 2" |
| Prussian | 12# | 12# Heavy Artillery p | -5 | -3 | f | f | k | k | 6 | ~ | 12" | +1 | 9" | 2" | 14" | 6/1 | 1/1 | 2" |
| Prussian | 6# | 6# Horse Artillery p | -5 g | -3 g | f | f | k | k | 6 | ~ | 9" | +1 | 11" | 4" | 21" | 4/1 | 1/1 | 3" |
| Russian | LC | Light Cavalry h | -2 g | 0 g | ~ | +3 | 2 | 3 | 5 | C | ~ | ~ | 15" | 14" | 24" | 3/1 | 3/1 | 8" |
| Russian | CLC | Cossack Cavalry h * | -4 g | -2 g | ~ | +2 | 1 | 2 | 4 | E | ~ | ~ | 17" | 16" | 26" | 2/1 | 2/1 | 8" |
| Russian | LN | Line Infantry | -2 | +1 | +6 | -4 | 2 | 5 | 4 | C | 3" | -1 | 9" | 2" | 16" | 2/1 | 2/1 | 2" |
| Russian | JG | Jager Infantry | -2 | 0 | +6 | -4 | 2 | 4 | 5 | C | 4" | 0 | 10" | 4" | 18" | 2/1 | 2/1 | 2" |
| Russian | 12# | 12# Heavy Artillery np | -5 | -3 | f | f | k | k | 4 | ~ | 11" | 0 | 8" | 2" | 14" | 6/1 | 1/1 | 2" |
| Russian | 6# | 6# Horse Artillery np | -5 g | -3 g | f | f | k | k | 4 | ~ | 8" | 0 | 11" | 3" | 21" | 4/1 | 1/1 | 3" |

French Dragoon cavalry units have been included to take into account the veteran units, proceeding from Spain, which formed the Heavy Cavalry units