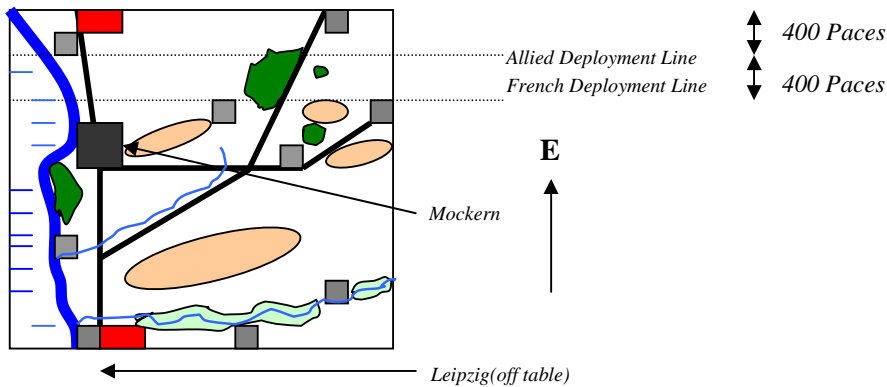


## BATTLE FOR MOCKERN (AT LEIPZIG) 1813



This game is fought over 1 standard size DBM table, French deploy first, Allies move first. The game lasts 21 turns.

Allies must achieve 10 VP to win the game otherwise the French win. 3 VP for the BUA and each Supply Base captured and 1 VP per destroyed element.

Reinforcements 'march on' from turn 6 and can 'March Move' on their first turn. All Commanders are on the table from the start of the game, however the Sub Commanders CAP dice for both sides is not available until turn 6.

### French:

CinC *Ney* (1200paces -1CAP)  
 1 x Sub Commander *Marmont* (600paces +1CAP)  
 3 x Ms(E) (Marines)  
 1 x Ms/Lt(E) (37<sup>th</sup>)  
 3 x Ms  
 1 x LC(M) (Wurtenberg)  
 3 x LC  
 2 x FA (one is fixed with its own Fortification)  
 1 x HA

### Reinforcements:

3 x Ms (One is Polish)  
 1 x LC (Polish)

### Allies:

CinC *Blucher/Gneisenau* (1200paces +1CAP)  
 1 x Sub Commander *Langeron* (600paces)(*can only command Russians*)

### Russians:

5 x Ms  
 1 x Lt  
 2 x Ck  
 1 x LC  
 3 x FA  
 1 x HA

### Prussians:

(*All Prussians come on as reinforcements*)  
 2 x Ms(E) (Grenadiers)  
 2 x Ms  
 2 x Ms(M) (Landwehr)  
 1 x Lt  
 1 x Jg  
 2 x LC  
 1 x LC(M) (Landwehr)  
 1 x FA  
 1 x HA