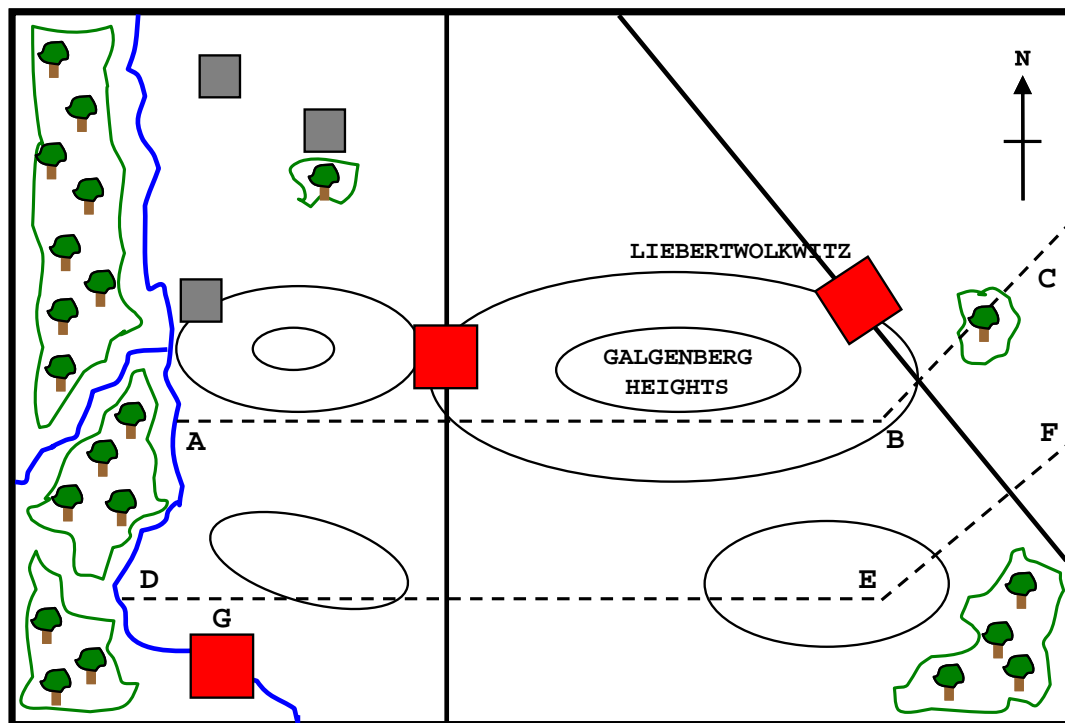


DBN Scenario No 11

LIEBERTWOLKWITZ - 14 October 1813

The battle of Liebertwolkwitz took place just South of Leipzig on the 14th October 1813, and was the largest cavalry battle in history. Murat had been placed in charge of the southern flank with orders to cover Napoleon's withdrawal on Leipzig. Murat (not a cautious man) took up a strong defensive position around Liebertwolkwitz with a force which included a large amount of dragoon cavalry under the command of Pajol. The Advanced Guard of the Allied Army of Bohemia, under the command of Wittgenstein, approaching without too much caution from the South, also included a large force of cavalry. The battle proved to be a bloody affair, with Murat nearly captured twice, and was the forerunner to the largest battle of the Napoleonic wars, 'Leipzig' or 'The Battle of the Nations'.



The Battlefield. The battle board is 3'x 2'. The River on Western edge of the board is impassable.

Deployment. French deploy first North of the Line A-B-C, The Allies then deploy South of the Line D-E-F and the French then move first. The 2 x Russian HC arrive as reinforcements on Turn 8 at Point 'G'

Forces Involved.

French:

1 x CinC (Marshall Murat) (Gaming Note 1)
2 x Sub Commander (Gaming Note 2)
9 x LC (2 are Polish)
1 x LC(M) (Polish)
12 x Ms (3 are Polish)
2 x HA
1 x FA

Total: 28 Elements.

Allies:

1 x CinC (General Wittgenstein) (Gaming Note 1)

Russian

1 x Sub Commander (Gaming Note 2)
2 x HC (from Turn 8)
3 x LC
2 x IC (Cossacks)
3 x LI
4 x Ms
1 x HA
1 x FA

Austrian

1 x Sub Commander (Gaming Note 2)
1 x HC
6 x Ms
1 x HA

Prussian

1 x HC
1 x LC(M)

Total: 28 Elements.

Gaming Notes.

1. Both CinCs are classed as Average but due to their incautious nature suffer a -1 CAP.
2. All Sub Generals are classed as Average but had small staffs and so their command radius are reduced to 600 paces.
3. The game should last no more than 16 turns.

Victory Conditions. The victor is the first to achieve 10 VP. 3 VP for capturing the Galgenberg Heights, 2 VP for the capture of each enemy controlled BUA and 1 VP per destroyed element.