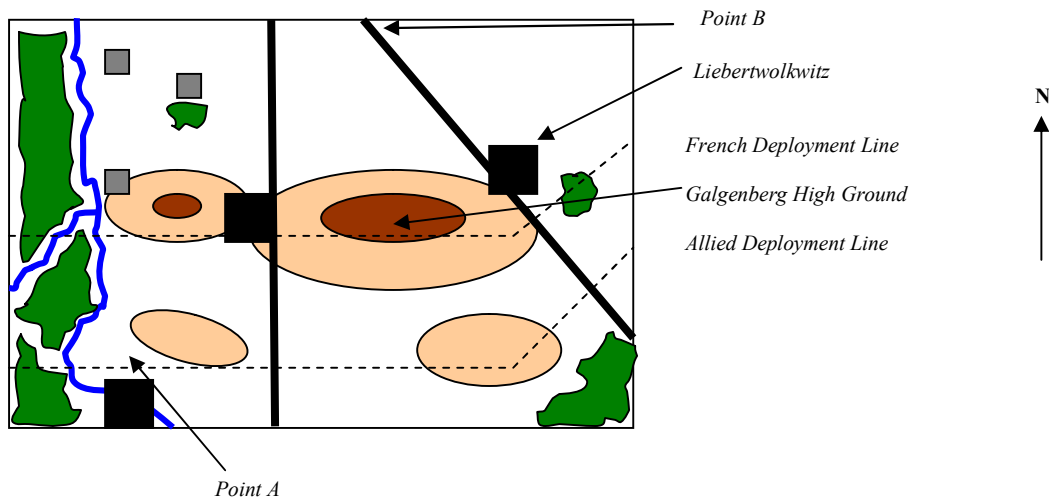# LIEBERTWOLKWITZ 1813 (South of Leipzig)
(The Largest Cavalry Battle of the Napoleonic War)

This game is played over a 4'x 3' table, French deploy first, French move first. The game should last no more than **16 turns**.

4 Victory Points to the Allies are gained by <u>capturing</u> the Galgenberg High Ground and 3 Victory Points for the capture of an enemy controlled BUA. 1 Victory Point per Destroyed unit. First to achieve **15 Victory Points is the Winner**. If there is no clear Winner by the end of Turn 16 then it is considered to be a Marginal French Strategic Victory.

FRENCH:
1 x CinC *Murat* (1200paces –1 CAP)
2 x Sub Commander (600paces)
2 x Ms/LI(E) (Young Guard)
10 x LC (3 are Polish)
8 x MS (3 are 'Stoic' Polish)
2 x Horse Arty
1 x Foot Arty

ALLIES:
1 x CinC *Witgenstein* (1200paces –1 CAP)
2 x Sub Commander (600paces, one for the Russians/Prussians, one for Austrians -1CAP)
4 x HC (2 Russian, 1 Prussian, 1 Austrian)
4 x LC (3 Russian, 1 Austrian)
1 x LC(M) (Prussian)
3 x IC (Cossacks)
3 x LI (2 Russian, 1 Austrian)
10 x MS (6 Austrian, 4 Russian)
2 x Horse Arty (Russian & Austrian)
1 x Foot Arty (Russian)

The 2 x Russian HC Formation arrive as reinforcements on Turn 8 at Point 'A'
The 2 x French Young Guard Formation arrive as reinforcements on Turn 8 at Point 'B'
The arriving reinforcements have 2 Intrinsic 'one time' CAP's to be used as STM.

At this time the French LC were motivated but on inferior mounts and were not very capable horsemen, therefore French LC move as HC, except for one unit which is classed a LC(S) and this unit is the Veteran Dragoons newly arrived from Spain.

6 Jan 18