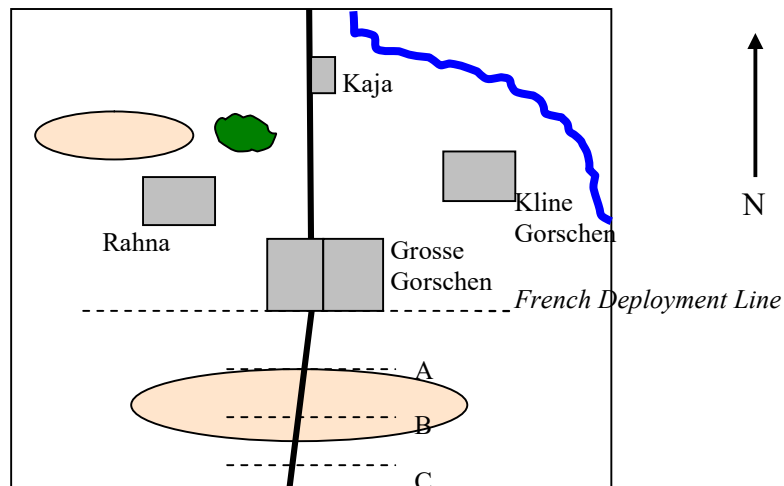


NEYS STAND AT LUTZEN – MAY 1813

This game represents the opening stages of the Battle of Lutzen.

Marshal Ney's 3rd French Corps, made up of raw young troops, was surprised early in the morning of the 2nd May 1813 by the sudden arrival, from the South of the Allied Army.

The Advanced Guard of the Allied Army was led by that 'Old War Horse' Marshal Blucher with his well trained and motivated Prussian 1st Korps. The scene is set.



This game lasts 12 Turns and is played on a 2'x 2' table.

Kline Gorschen and Rahna are None Linier Fortifications (NLF's).

Grosse Gorschen is made up of two NLF's, Kaja is a Strong Point. The River is not fordable.

ALLIES: (all are Prussian unless named Russian)

CinC – Blucher/Gneisenau (+1 CAP)*

2 x Ms(E) (1 Guard, 1 Grenadier)

2 x Jg (one is (E) *Guard Jaeger*)

4 x Ms

3 x LC (one is Russian)

2 x HA (one is Russian)

1 x FA

1 x IC (Cossacks)

* *Blucher can be detached from Gneisenau (his Chief of Staff) and attach himself in the style of a 'Special ADC' to a Prussian unit or formation and give +2 in Close Combat, however Gneisenau loses the +1 CAP and Blucher must test for Commander Casualty if winner or Loser in Close Combat.*

FRENCH:

CinC – Ney Marshal of France*

4 x Ms

10 x Ms(M)

1 x LC (Poorly Mounted, therefore move as Heavies)

1 x FA

* *Ney gives +2 in Close Combat but must test for Commander Casualty if Winner or Loser in the combat.*

DEPLOYMENT:

The Allies deploy along Lines A,B & C:

Deployed @ A (*600paces from edge of board*) is 2 x Ms, 1 x LC (Prussian) and 1 x FA.

Deployed @ C (*100paces from edge of board*) is 1 x LC (Russian), 1 x IC, 1 x HA (Russian).

Deployed @ B (*400paces from edge of board*) is all other Allied units.

Lines A, B & C are 800paces long.

The French have: 2 x Ms, 6 x Ms(M) and 1 x LC available for Initial Deployment anywhere along or behind the French Deployment Line which is 400paces from Line A.

The French can not start the game deployed inside the Fortifications (*as buildings (NLF's) were for commanders and supply staff not for Infantry, who camped and formed up in the open fields*). The remaining French units (except Ney) start the game 'off table' in one long single column arriving at the northern road at turn 1.

COMMAND & CONTROL:

On turn 1, 2 and 3 it cost one extra CAP to move any French unit or formation as Ney does not arrive 'on table' until turn 4. On arrival Ney can be deployed anywhere except in contact with the enemy. The Allies get +1 CAP per Turn and the French get +2 CAP extra on the first Turn only. The French take the first move.

VICTORY CONDITIONS:

The French need to Destroy 7 units to win (*Cossacks don't count*) or hold at least 2 NLF/SP at the end of Turn 12. The Prussians need to capture 4 NLF/SP and hold them to win the game. The loss of any of the famous CinC's equates to 3 casualties. The elimination of the Prussian Guard Ms(E) equate to 2 casualties. Any other result is a Draw.

Authors Notes:

At the time of the Allied attack Ney's Corps was busy cooking breakfast and Ney was away from his Corps in conference with Napoleon, this situation caused the French Divisional Commanders a lot of command confusion at the start of the battle. Therefore Command and Control is and should be a big problem for the French player throughout the battle particularly as Command and Control was never one of Neys strong points. The better quality Ms units in Neys 3rd Corps are the slightly better trained & motivated Light Infantry Regiments.

The Allies have their own problems, they must maintain the initiative and not waste time, this is because, historically following turn 12 the French Guard start arriving, then Napoleon himself arrives, then the dithering Allied High Command arrives and takes charge of the Allied battle, they then loose the initiative and the battle completely changes.

Grosse Gorschen was a large village and was not well suited to defence therefore it is represented as two NLF's and not as a BUA. There is a great temptation for the CinC's to get involved in Close Combat and 'lead from the front' but it comes at a great risk, enjoy !

Special Rule: In this scenario there is a fairly unique situation, in that there is two NLF's (villages) adjacent to each other. In this situation, if one is 'Occupied' and next to an enemy Occupied NLF then both are automatically considered to be 'in contact' but cannot initiate Combat (see rule 8.21). Thereby both sides absorb each other's Firepower to no measurable effect (in fact they neutralised each other) However they can provide Close Combat Support to any friends attacking the connected enemy NLF from outside.