

Battle of Lutzen

May 2nd, 1813

Introduction: After crossing the river Saale on April 30th, Napoleon divided the Grand Armee into three columns. His hope was to maneuver into the Coalition's interior lines and defeat them in detail before they could combine. Napoleon's lack of cavalry, and what he did have was inexperienced, failed to alert him to the presence of over 70,000 troops under Wittgenstein concentrating against his left flank. This allowed Ney's III Corp to be surprised on the road from Lutzen to Leipzig, Napoleon was close by though, touring the 1632 battlefield. Quickly grasping the situation, Napoleon was able to call reinforcements and prepare a hasty trap for Wittgenstein lead columns. Blucher took the bait, continuing to press Ney beyond the support of the other allied formations. A large grand battery tore apart the Prussian attack, and a massive counter attack led by the Young Guard quickly turned the day in Napoleon's favor. But the large number of allied horse managed to check Napoleon's advance and allowed the allies to retreat unmolested. Had the French cavalry force been the power it was in previous years Lutzen could have been one of Napoleon's greatest victories.

Scale: Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

Players: Anywhere between 2-10 players.

Terrain and Weather: The gaming table is 8 feet by 5 feet. Weather is clear. Woods and Urban Area are rough ground for movement. Urban areas grant a -2/+2 DRM advantage to defenders for fire and melee. Woods provide a -1/+1 DRM advantage to defenders for Fire and Melee. Slopes provide a +1 DRM advantage to Melee only.

Playing Time: The game begins at the 11:30 am and ends with the 7:30 pm turn, a total of 17 turns.

Deployment: Units set up per the accompanying map, the French deploy first. Brigades are deployed in Lines, Supported Lines or Brigade Masse while artillery sets up limbered or unlimbered, but must deploy as depicted or no more than 12 inches away from a leader stand within their chain of command. Leaders deploy within 12 inches of any unit from their command. The French, 9th, 11th, 39th Divisions and 24th Lt Bde all start in road column, with artillery at the rear of the respective formations. No French units can be deployed in urban areas at start.

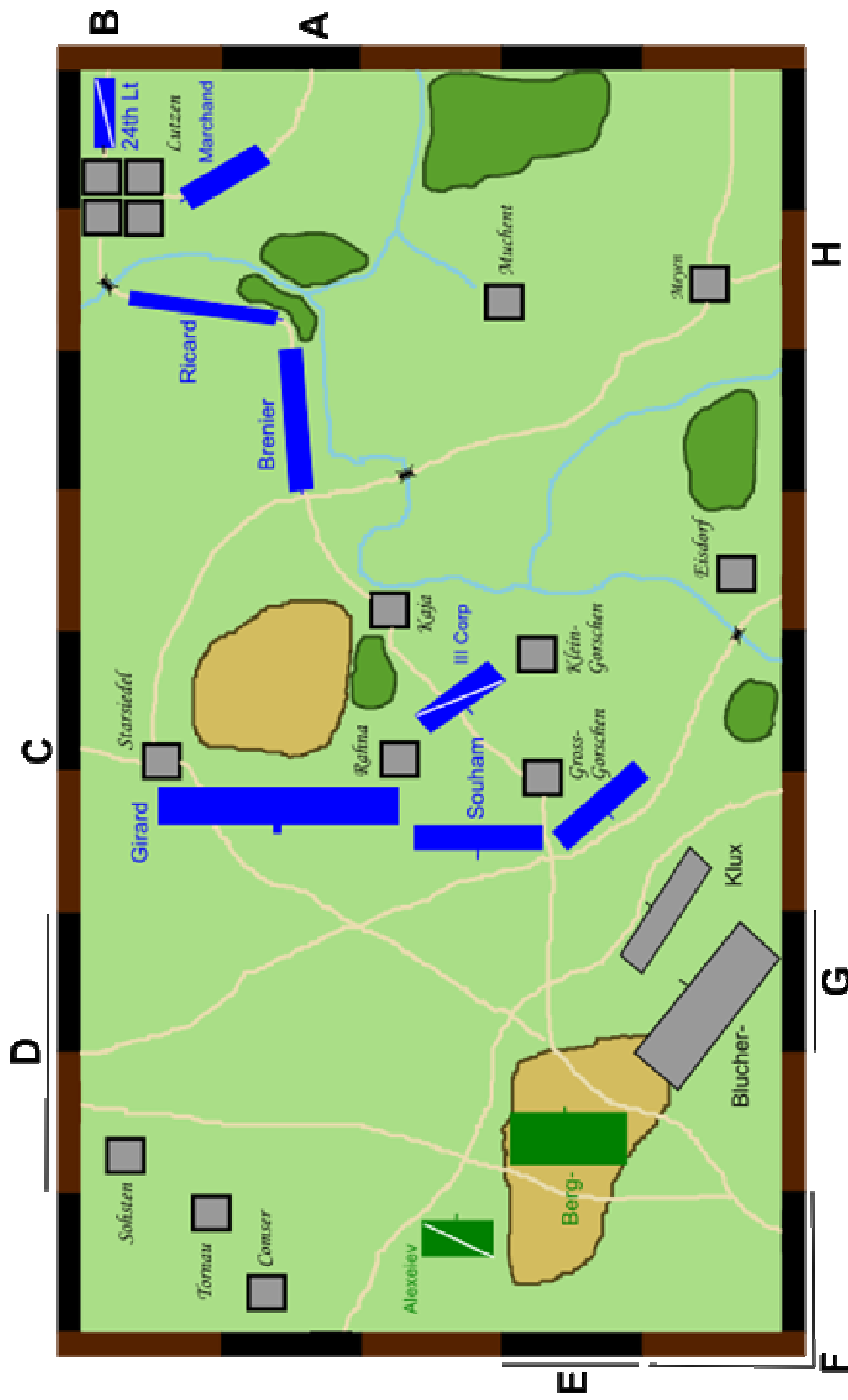
Initiative & Leaders: Roll for initiative at the beginning of each turn. Napoleon, if unattached has a +3 DRM. Wittgenstein, if unattached has a -1 DRM. Napoleon, Ney and Blucher are Charismatic leaders. Initially there is no French leader higher than division commander on the field. Until Ney arrives the French player has a -3 DRM for initiative and reserve movement. Once Ney arrives the French have a 0 DRM, until Napoleon arrives on the board. Eugene can add his leadership benefit to any XI Corp or I Cavalry Corp unit. Blucher can add his leadership benefit to any Prussian unit.

Troop Quality: All infantry, except the Old Guard which are Impulse infantry, are Columnar with skirmishers so noted.

Reinforcements: As listed on each army's OoB. All units enter either deployed or road/march column, at the Point Location(s) on the map. If there is not enough physical space for all units scheduled to arrive to enter the table, they are considered "backed up" off table and may automatically enter next turn. Use the Reinforcement Table on page 16 of AOE to vary arrival times, for a more intense optional game.

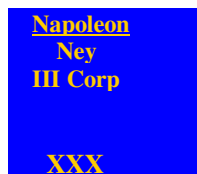
Special Rules: The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

Victory Conditions: Determine victory using the Casualty Point Chart on page 17 of AoE. If Napoleon dies the French automatically lose and must sit down and watch the entire Adam Sandler movie "*Jack and Jill*",... that's right all of it...no scanning either



Battle of Lutzen

French Army



Chasseraux – 6th Provisional Legere, 10th, 11th, 19th Provisional Ligne

Chemineau – 21st, 24th Provisional Ligne



Anthing – 2nd Provisional Legere, 29th Legere, 136th Ligne
Goris – 4th Provisional Legere, 139th Ligne

Grillot – 138th, 145th Ligne
Van Dedem – 140th, 141st Ligne

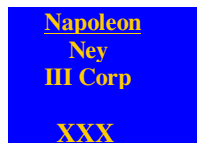


Tarayre – 9th Legere, 17th, 18th Provisional Ligne
Stockhorn – 2/1st, 3rd Baden Line

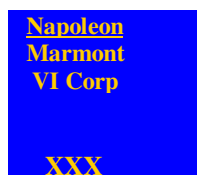
Dumoulin – 142nd, 144th Ligne
von Hessen – 1st Hessian Light, 2nd Hessian Line, Hessian Leib Guard, 2/Frankfurt “Zweyer Regiment



Turn 2 arrive in road column at point A



Turn 4 arrive in road column at point C



Beaumont – 7th Lancers

Calcult – 1st, 3rd Marine Artillery Regiments

Joubert – 32nd Legere, 20th, 25th Provisional Ligne



Buquet – 2nd, 4th Marine Artillery Regiments

Jamin – 37th Legere, 1/Joseph Napoleon Regiment






Ficatier – 23rd Legere, 11th Provisional Ligne

Buquet – 13th, 16th Provisional Ligne (Yes there are two Brigade commanders name Buquet here)

Turn 5 arrive in road column at point B






<u>Napoleon</u> Mortier Imp. Guard
XXX

<u>Mortier</u> Roguet Old Guard	<u>Roguet</u> ---- OG 8/-/3 Sk	<u>Roguet</u> OG Foot Art
XX		

<u>Mortier</u> Walthier Gd Cav	<u>Walthier</u> Ornano OG 13/-/5 LC	<u>Walthier</u> Letort OG 10/-/4 HC
XX		

Roguet – 1st, 2nd Grenadiers & Chasseurs a' Pied, Velites of Turin & Florence
Letort – Grenadiers a' Cheval, Empress Dragoons, Polish Lancers

Ornano – Chasseurs a' Cheval, Berg Lancers, Dutch Lancers, Gendarmes d'Elite

<u>Mortier</u> Drouot Gd Art	<u>Drouot</u> OG Heavy Art	<u>Drouot</u> OG Heavy Art	<u>Drouot</u> OG Heavy Art	<u>Drouot</u> OG Horse Art	<u>Drouot</u> OG Horse Art
XX					

Turn 6 arrive in road column at point C

<u>Mortier</u> Dumoustier Young Gd	<u>Dumoustier</u> Berthezene E 11/7/5 Sk	<u>Dumoustier</u> Lanusse E 7/5/3 Sk	<u>Dumoustier</u> Tindal E 10/7/4 Sk	<u>Dumoustier</u> E Foot Art	<u>Dumoustier</u> E Foot Art
XX					

Berthezene – Fusiliers Grenadiers & Chasseurs, 6th, 7th Tirailleurs

Lanusse – 1st, 2nd Tirailleurs

Tindal – 1st, 2nd, 6th, Voltigeurs

Turn 6 arrive in road column at point A

<u>Grand Armee</u> Napoleon +3
XXXX

Turn 10 arrive deployed at Area D

<u>Napoleon</u> Betrand IV Corp
XXX

<u>Betrand</u> R Foot Art	<u>Betrand</u> Fresia C 3/-/2 LC
	

<u>Betrand</u> Morand 12 th Div	<u>Morand</u> Bellair R 13/10/7 Sk	<u>Morand</u> Nagel R 13/10/7 Sk	<u>Morand</u> R Foot Art	<u>Morand</u> R Foot Art
XX				

Bellair – 13th Ligne, 3rd Provisional Ligne

Nagel – 23rd Ligne, 2nd Provisional Croatian Regiment

<u>Betrand</u> Pevri 15 th Div	<u>Pevri</u> Martel R 11/8/6 Sk	<u>Pevri</u> St. Andrea R 5/4/3 Sk	<u>Pevri</u> Moroni R 10/8/5 Sk	<u>Pevri</u> R Foot Art	<u>Pevri</u> R Foot Art
XX					

Martel – 1st, 4th Italian Ligne

St Andrea – 6th Italian Ligne

Moroni – 7th Italian Ligne, Milan Guard Bn

Turn 11 arrive in road column at Point H

<u>Napoleon</u> Eugene Armee d'Elbe
XXX

<u>Eugene</u> MacDonald XI Corp
XXX

<u>MacDonald</u> Fressinet 31 st Div	<u>Fressinet</u> 1 st Bde C 7/6/4 Sk	<u>Fressinet</u> R Foot Art
XX		

Fressinet – 11th, 13th Provisional Demi-Brigade

<u>MacDonald</u> Gerard 35 th Div	<u>Gerard</u> Senecal R 9/7/5 Sk	<u>Gerard</u> Zucchi R 8/6/4 Sk	<u>Gerard</u> Cavalry R 2/- LC	<u>Gerard</u> R Foot Art	<u>Gerard</u> R Foot Art	<u>Gerard</u> R Horse Art
XX						

Senecal – 6th, 112th Ligne

Zucchi – 2nd Italian Legere, 5th Italian Ligne

Cavalry – 4th Italian Chasseurs

<u>MacDonald</u> Charpentier 36 th Div	<u>Charpentier</u> Simmer R 8/6/4 Sk	<u>Charpentier</u> Meunier C 9/8/6 Sk	<u>Charpentier</u> R Foot Art	<u>Charpentier</u> R Foot Art
XX				

Simmer – 14th, 22nd Legere

Meunier – 14th, 14th Provisional Demi-Brigade

Turn 12 arrive in road column at Point H

<u>Eugene</u> Latour-Maubourg I Cav Corp
XXX

<u>Latour</u> R Horse Art	<u>Latour</u> R Horse Art

<u>Latour</u> Bruyere 1 st Light	<u>Bruyere</u> Bessieres R 3/-2 LC
XX	

<u>Latour</u> Chastel 3 rd Light	<u>Chastel</u> Merlin R 5/4/3 LC
XX	

Bessieres – 7th, 8th Hussars, 9th Lancers, 16th Chasseurs

Merlin – 1st, 2nd, 6th, 8th, 9th, 19th, 25th Chasseurs, 6th Hussars

<u>Latour</u> Bordesouille 1 st Cuir	<u>Bordesouille</u> Berkheim E 4/3/2 A
XX	

Berkheim – 2nd, 3rd, 6th, 9th, 11th, 12th Cuirassier

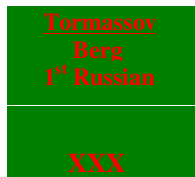
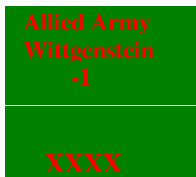
<u>Latour</u> Doumerc 3 rd Cuir	<u>Doumerc</u> Chouard E 3/2/- HC
XX	

Chouard – 4th, 7th, 14th Cuirassier, 7th, 23rd, 28th, 30th Dragoons

French

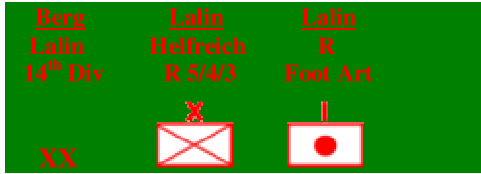
Infantry	318
Cavalry	59
Artillery	36
Total	128,700

Allied Army



Mesenzov – Perm, Sievesk Infantry

Prince of Siberia – Kalouga, Mohilev Infantry



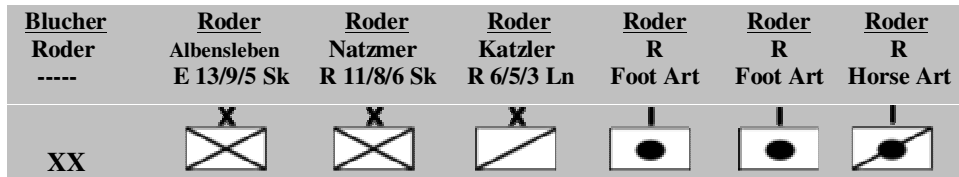
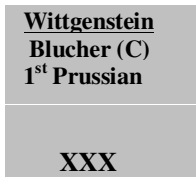
Helfreich – Estonia, Tenguinsk Infantry



Kasatschkosky – Covered Grenadiers

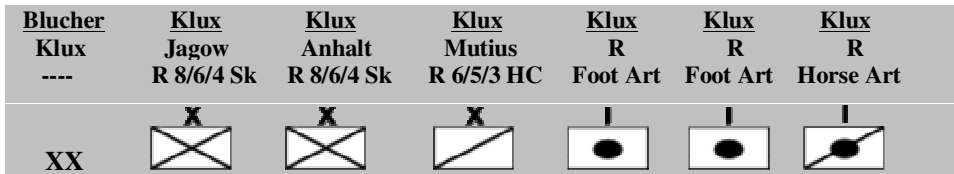


Alexeiev – Mitau Dragoons



Albensleben – Guard Infantry Regiment, Guard Jager, Normal Infantry Bn
Katzler – West Prussian Uhlans, Brandenburg Hussars

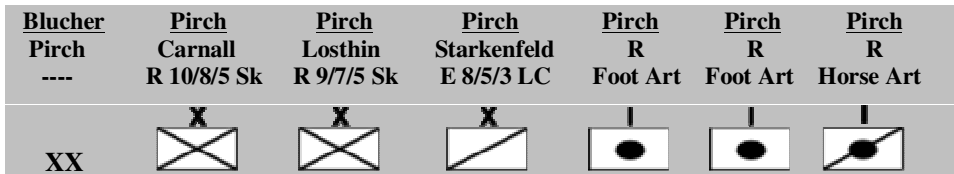
Natzmer – Leib Infantry Regiment, 2 Grenadier Bns



Jagow – 1st West Prussian

Anhalt – 2nd West Prussian

Mutius – 1st West Prussian Dragoons, Nuemark Dragoons



Carnall – 1st Silesian, Silesian Grenadier Bn

Losthin – 2nd Silesian, Silesian Schutzen Bn

Starkenfeld – 1st, 2nd Silesian Hussars, Silesian Uhlans

Turn 2 arrives at area G



Turn 3 arrives deployed at area F



Knorring – Lithuanian, Tartar Uhlans, Converged Dragoons

Turn 5 arrives deployed at area E

Tormassov Konovnizin III Corp	Konovnizin Sulima 1 st Gren Div	Sulima Kniaschnin E 4/3/2	Sulima Acht E 4/3/2	Sulima R Heavy Art	Sulima R Foot Art
XXX	XX				

Kniaschnin – Count Arakcheyev, Ekaterinslav Grenadiers

Acht – St. Petersburg, Tauride Grenadiers

Konovnizin Zwielenief 1 st Gren Div	Zwielenief Pissareff E 4/3/2	Zwielenief Golowin E 4/3/2	Zwielenief R Foot Art
XX			

Pissareff – Kiev, Moscow Grenadiers

Golowin – Astrakhan, Fangoria Grenadiers

Tichischerin – Guard Dragoons, Cossacks, Black Sea Cossacks

Konovnizin Schaevitch Gd Lt Cav	Schaevitch Tschailkov E 5/3/2 LC	Schaevitch Tichischerin E 5/3/2 LC
XX		

Tschailkov – Guard Hussars, Uhlans

Tormassov Gallizin V Corp
XXX

Gallizin Rosen 1 st Gd Div	Rosen Potemkin E 4/3/2	Rosen Krapovitzky E 4/3/2	Rosen R Heavy Art
XX			

Potemkin – Preobragenski, Semenovski Guard
Krischanovsky – Finland, Lithuanian Guard

Krapovitzky – Guard Jager, Ismailov Guard
Scheltuchin – Lieb, Pavlov Grenadiers

Gallizin Udom II 2 nd Gd Div	Udom II Krischanovsky E 4/3/2	Udom II Scheltuchin E 4/3/2	Udom II R Heavy Art
XX			

Gallizin Depreradovich 1 st Cuir Div	Depreradovich Arenief E 4/3/2 A	Depreradovich Rosen E 4/3/2 A	Depreradovich Kretov E 4/3/2 A	Depreradovich R Horse Art	Depreradovich R Horse Art
XX					

Arenief – Chevalier Garde, Horse Guards

Rosen – Emperor, Empress Cuirassier

Kretov – Astrakhan, Ekaterinoslav Cuirassier

Gallizin Duca 2 nd Cuir Div	Duca Leontiev E 4/3/2 A	Duca Gudowitsch E 4/3/2 A	Duca Massalov E 4/3/2 A	Duca R Horse Art
XX				

Leontiev – Gluchov, Pskov Cuirassier

Gudowitsch – Military Order, Starodoub Cuirassier

Massalov – Little Russian, Novgorod Cuirassier

Tormassov Euler Art Res	Euler R Heavy Art	Euler R Heavy Art	Euler R Foot Art	Euler R Foot Art	Euler R Foot Art
XX					

Turn 6 arrive deployed at F

Blucher Yorck II Prussian
XXX

1st Bde – 1st East Prussian

Yorck Hunerbein ----	Hunerbein 1 st Bde R 10/8/5 Sk	Hunerbein R Foot Art
XX		

2nd Bde – 1/1st West Prussian, 2/1st Silesian, 2/2nd Silesian, East Prussian Jager

Yorck Horn ----	Horn 2 nd Bde R 10/8/5 Sk	Horn R Foot Art
XX		

<u>Yorck</u> Steinmetz ----	<u>Steinmetz</u> 1 st Bde R 10/8/5 Sk	<u>Steinmetz</u> R Foot Art
XX		

Steinmetz – Colberg Regiment

Turn 7 arrives deployed at area E

<u>Wittgenstein</u> Winzingerode Left Wing	<u>Trubetzkoy</u> Lanskoj Hussar Div	<u>Lanskoj</u> Paradovsky E 8/5/3 LC	<u>Lanskoj</u> Ilowaisky C 8/7/5 Ir	<u>Lanskoj</u> R Horse Art	<u>Lanskoj</u> R Horse Art	<u>Lanskoj</u> R Horse Art
XXX	XX					

Paradovsky – Alexandria, Soum, White Russia Hussars

Ilowaisky – Cossacks

Turn 8 arrives deployed at area F

<u>Winzingerode</u> Eugene II Russian	<u>Eugene</u> Schachafskoi 3 rd Div	<u>Schachafskoi</u> Schilvinsky R 5/4/3	<u>Schachafskoi</u> Kapustin R 5/4/3 Sk	<u>Schachafskoi</u> R Foot Art	<u>Eugene</u> St. Priest 4 th Div	<u>St. Priest</u> Treffurt R 5/4/3	<u>St. Priest</u> Ivanov R 5/4/3 Sk	<u>St. Priest</u> R Foot Art
XXX	XX				XX			

Schilvinsky – Mourmansk, Revel, Tchernigov

Kapustin – 20th, 21st Jager

Treffurt – Kremensoug, Tobolsk, Volhynie

Ivanov – 4th, 34th Jager

Turn 9 arrives deployed at area E

<u>Winzingerode</u> Dolffs Pr Res Cav	<u>Dolffs</u> Werder E 7/5/3 HC	<u>Dolffs</u> Willmann E 7/5/3 HC	<u>Dolffs</u> R Horse Art
XX			

Werder – Garde du Corp, Guard Light Regiment

Willmann – Brandenburg, East Prussian, Silesian Cuirassier

Allies

Infantry	166
Cavalry	98
Artillery	35
Total	80,900