

# Black Powder Scenario: Liebertwolkwitz, 1813

The second part of the 1813 campaign saw Napoleon's outnumbered and rebuilt forces in Germany under pressure from all sides by the combined forces of Austria, Prussia, Russia and Sweden. He ordered his forces to converge on the key town of Leipzig in Saxony, hoping to use his central position to defeat each of the approaching Allied armies in turn.

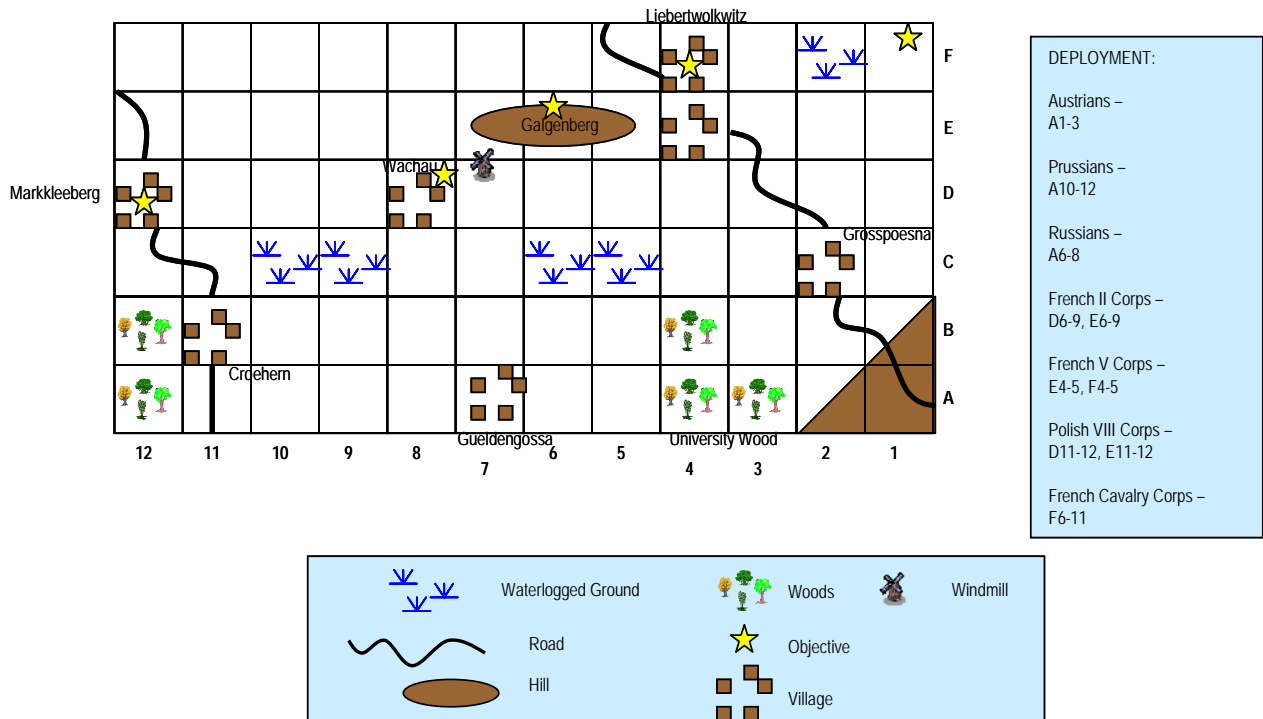
On the 14<sup>th</sup> of October, the advanced guard of the Allied Army of Bohemia, under Wittgenstein, appeared to the south. It had been raining heavily, so a lot of the low lying ground in this area was waterlogged, which would reduce maneuverability for both forces.

Wittgenstein immediately began deploying his forces for battle, eager to bring the French to action. Wanting more time to concentrate his forces, Napoleon ordered Murat to engage in a delaying action, centered on the village of Liebertwolkwitz.

The day had opened damp and foggy. Around mid day the fog lifted and the rest of the day was sunny. The scenario commences when the fog has lifted (as did the action historically).

Map:

## Black Powder Mega-Game Liebertwolkwitz, 1813



Order of Battle – Allied:  
CiC – Lt. General Count Wittgenstein [8]

Austrian IV Corps – Klenau [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
German Line	24 / std	SB musket	6	3	18"	4+	3	
German Line	24 / std	SB musket	6	3	18"	4+	3	
German Line	24 / std	SB musket	6	3	18"	4+	3	
German Line	24 / std	SB musket	6	3	18"	4+	3	
German Line	24 / std	SB musket	6	3	18"	4+	3	
Hungarian Line	24 / Lg*	SB musket	7	3	18"	4+	4	
Hungarian Line	24 / Lg*	SB musket	7	3	18"	4+	4	
Grenz	24 / std	Rifled musket	6	3	24"	4+	3	Skirmishers, sharpshooters
Cuirassiers	12 / std	Sword	9	-	-	3+	3	Reliable, HC +d3
Cuirassiers	12 / std	Sword	9	-	-	3+	3	Reliable, HC +d3
Cuirassiers	12 / std	Sword	9	-	-	3+	3	Reliable, HC +d3
Chevauleger	16 / Lg	Sabre	7	-	-	4+	4	Marauders
Chevauleger	16 / Lg	Sabre	7	-	-	4+	4	Marauders
Chevauleger	16 / Lg	Sabre	7	-	-	4+	4	Marauders
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	
Medium Horse Bty		6# gun	1	3/2/1	36"	4+	1	Marauders

*Skirmishers - may adopt skirmish formation  
Marauders - no distance penalty to orders*

*Sharpshooters - may re-roll one missed shot each time it shoots  
Reliable - +1 to command if all units ordered are reliable*

Prussian II Corps – Kleist [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Prussian Line	24 / std	SB musket	6	3	18"	4+	3	
Prussian Reserve	24 / std	SB musket	5	3	18"	4+	3	
Prussian Reserve	24 / std	SB musket	5	3	18"	4+	3	
Prussian Landwehr	30 / Lg	SB musket	6	2	18"	5+	4	Unreliable
Prussian Landwehr	30 / Lg	SB musket	6	2	18"	5+	4	Unreliable
Prussian Jaeger	24 / std	Rifled musket	6	3	24"	4+	3	Skirmishers, sharpshooters
Dragoons	16 / Lg	Sword	9	-	-	4+	4	Heavy cavalry +1
Dragoons	16 / Lg	Sword	9	-	-	4+	4	Heavy cavalry +1
Medium Foot Bty		6# gun	1	3/2/1	36"	4+	2	
Medium Foot Bty		6# gun	1	3/2/1	36"	4+	2	
Medium Foot Bty		howitzer	1	2	36"	4+	2	

*Skirmishers - may adopt skirmish formation      Sharpshooters - may re-roll one missed shot each time it shoots  
Unreliable - fail command on a score equal to command rating  
Howitzer - may fire overhead, reduce morale save by 2, -1 to hit at long range*

Russian I Corps – Prince Gortschakow [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Russian Grenadier	24 / std	SB musket	6	3	18"	4+	3	Steady, Reliable, Elite 4+
Russian Jaeger	24 / std	SB musket	6	3	18"	4+	3	Skirmishers, Steady, sharpshooters
Russian Musketeer	24 / std	SB musket	6	3	18"	4+	3	Steady
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	
Medium Foot Bty		6# gun	1	3/2/1	36"	4+	2	

*Reliable - +1 to command if all units ordered are reliable      Skirmishers - may adopt skirmish formation  
Sharpshooters - may re-roll one missed shot each time it shoots      Steady – automatically passes first break test*

Russian II Cavalry Corps - Count Pahlen [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Cuirassiers	12 / std	Sword	9	-	-	3+	3	Reliable, HC +d3
Dragoons	12 / std	Sword	8	-	-	4+	3	Heavy cavalry +1
Hussars	12 / std	Sabre	6	-	-	4+	3	Marauders
Cossacks	12 / std	Lance	5	-	-	5+	3	Marauders, Lancers, Unreliable

*Lancers - if lancers charge/countercharge, -1 to enemy cav morale saves and -2 to enemy infantry or guns morale save*  
*Reliable - +1 to command if all units ordered are reliable*      *Marauders - no distance penalty to orders*  
*Unreliable - fail command on a score equal to command rating*

### Order of Battle – French: CiC – Marshal Murat [7]

French II Corps - Victor [7]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
French Ligne	36 / Lg	SB musket	7	3	18"	4+	4	Reliable (Att Column or Mixed Att Column)
French Ligne	36 / Lg	SB musket	7	3	18"	4+	4	Reliable (Att Column or Mixed Att Column)
French Ligne	36 / Lg	SB musket	7	3	18"	4+	4	Reliable (Att Column or Mixed Att Column)
French Ligne	36 / Lg	SB musket	7	3	18"	4+	4	Reliable (Att Column or Mixed Att Column)
French Legere	36 / Lg	SB musket	7	3	18"	4+	4	Skirmishers, sharpshooters
French Legere	36 / Lg	SB musket	7	3	18"	4+	4	Skirmishers, sharpshooters
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	
Medium Horse Bty		6# gun	1	3/2/1	36"	4+	1	Marauders

*Mixed Attack Column - may adopt mixed AC, shoot at 1 dice as skirmishers, fire from front hits skirmish target, may reform AC and charge in one move*  
*Marauders - no distance penalty to orders*      *Reliable - +1 to command if all units ordered are reliable*  
*Skirmishers - may adopt skirmish formation*      *Sharpshooters - may re-roll one missed shot each time it shoots*

French V Corps - Lauriston [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
French Ligne	24 / std	SB musket	6	3	18"	4+	3	Reliable (Att Column or Mixed Att Column)
French Ligne	24 / std	SB musket	6	3	18"	4+	3	Reliable (Att Column or Mixed Att Column)
French Ligne	24 / std	SB musket	6	3	18"	4+	3	Reliable (Att Column or Mixed Att Column)
French Legere	24 / std	SB musket	6	3	18"	4+	3	Skirmishers, sharpshooters
French Legere	24 / std	SB musket	6	3	18"	4+	3	Skirmishers, sharpshooters
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	

*Mixed Attack Column - may adopt mixed AC, shoot at 1 dice as skirmishers, fire from front hits skirmish target, may reform AC and charge in one move*  
*Reliable - +1 to command if all units ordered are reliable*      *Skirmishers - may adopt skirmish formation*  
*Sharpshooters - may re-roll one missed shot each time it shoots*

French (Polish) VIII Corps - Prince Poniatowski [9]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Polish Line	32 / Lg	SB musket	7	3	18"	4+	4	Reliable, elite 4+
Polish Line	32 / Lg	SB musket	7	3	18"	4+	4	Reliable, elite 4+
Heavy Foot Bty		12# gun	1	3/2/1	48"	4+	2	

*Reliable - +1 to command if all units ordered are reliable*      *Elite - overcomes disorder on 4+ in command phase*

French I Cavalry Corps - Latour-Maubourg [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Cuirassiers	12 / std	Sword	9	-	-	3+	3	Reliable, HC +d3
Cuirassiers	12 / std	Sword	9	-	-	3+	3	Reliable, HC +d3
Lancers	16 / lg	Lance, carbine	8	1	12"	4+	4	Marauders, Lancers
Hussars	16 / lg	Sabre, carbine	7	1	12"	4+	4	Marauders
Medium Horse Bty		6# gun	1	3/2/1	36"	4+	1	Marauders

*Lancers - if lancers charge or countercharge, -1 to enemy cavalry morale saves and -2 to enemy infantry or guns morale save*

*Reliable - +1 to command if all units ordered are reliable*

*Marauders - no distance penalty to orders*

French V Cavalry Corps - Pajol [8]								
Unit	Size	Armament	HTH	Shoot	Range	Morale	Stamina	Special Rules
Dragoons	12 / std	Sword, carbine	8	1	12"	4+	3	Heavy cavalry +1
Hussars	12 / std	Sabre, carbine	6	1	12"	4+	3	Marauders
Chasseurs	16 / lg	Sabre, carbine	7	1	12"	4+	4	Marauders
Carabiniers	12 / std	Sword	10	-	-	3+	3	Reliable, HC +d3
Medium Horse Bty		6# gun	1	3/2/1	36"	4+	1	Marauders

*Reliable - +1 to command if all units ordered are reliable*

*Marauders - no distance penalty to orders*

### Terrain Notes:

Hills – in this area the hills were flat topped with gentle slopes. No movement penalties, normal visibility rules apply.

Waterlogged Areas / Plowed Fields – heavy rains had made low ground in the area muddy and water logged, while areas of plowed fields around the villages had also been softened by rain and were not easy going. In game terms they are treated as rough ground: skirmishing infantry or cavalry are not affected, other infantry and cavalry move at 1/2 speed through them, and artillery cannot enter them.

Woods - are treated as normal woods in Black Powder: infantry in skirmish can move through them at 1/2 speed, and must reform on exiting unless they are skirmish capable. Cavalry and Artillery prohibited.

Villages - each village block is treated as a "building" in Black Powder terms: it may hold one infantry unit plus up to one battery (which may only enter if deployed at the start of the game, and cannot move thereafter). Entering an unoccupied village block requires an extra 6" of movement, as does assaulting an occupied one. Units in a village have a up to 2 per facing, up to their total shoot value; and a hand to hand combat value of the same. Units in a village receive a +2 morale save, and a +3 combat resolution bonus (large or standard sized) or +2 (if small). Units in villages ignore break test results that oblige it to retire and must be broken to be evicted.

### Special Notes:

French Artillery – Murat can elect to concentrate any or all of his artillery batteries (except the Polish battery) in a grand battery which may deploy anywhere on the Galgenberg.

French Cavalry Carbines – outranged Allied ones, were used effectively showing the experienced nature of the French cavalry (as opposed to their mounts, which were generally poor).

Murat – Liebertwolkwitz was not his finest hour, as reflected in his poor command rating, but he was still a dashing and inspiring figure with his troops, so he provides a +1 when attached in melee.

### Winning the Game:

The Allied goal was to defeat the French forces in front of them and push on to the outskirts of Leipzig. The Allies win if they can seize and hold any 3 of the 5 objectives marked on the game map at the start of their turn, or if they are able to break the French army.

Murat's goal was simply to delay the Allied advance, to buy time for Napoleon to complete his deployment. The French win the scenario if the Allies fail to achieve their victory conditions within 8 turns, or the Allied force is broken.