

GERMANY 1813 v1.2

HISTORY

After the Russian disaster, Napoleon fought an indecisive campaign in the first part of 1813 against the Prussia-Russia Coalition. Both sides signed the Poischwitz Truce (June 4 1813) and tried to rebuild their forces, but the Coalition gained the upper hand with the alliance of Austria, who had remained neutral before. On August 16 both sides were ready to resume a campaign that would decide the destiny of Europe.

Design notes

This scenario has been designed with the Germany1813.exe and it has to be played with it. This is a modification of the original 19th.exe. The 19th.exe provides a new set of units designed specifically to model 19th century warfare. Cavalry units are considered “armour” so whenever they attack infantry units, AT values are considered. The net result of this is to make infantry units more vulnerable to cavalry attacks as it was the case in the Napoleonic Wars. Players will notice that combined arms is the best tactic to be used. In Germany1813.exe I have added a “command abilities” equipment, this is in fact an artillery unit with a range of 1 hex, so that fire support can be provided to friendly units, simulating the benefit of having a leader handling directly operations. The different leaders have a different amount of command abilities equipment, to simulate their different abilities.

There are 3 types of cavalry.

Lance: mountain cavalry icon

Sabre: normal cavalry icon

Heavy: armoured cavalry icon

The Austrian light Corps (mechanized infantry icon) was a mix of cavalry and light infantry,

The scenario scale is Army Corps, all Divisions, and Division size Corps have been made unable to subdivide using the platoon symbol for them. This has been made to avoid the proliferation of “ant units” and the formation of long, non-historical, battlefronts.

The **attrition divider** has been set to 3, so that combat should be rather bloody, as it was at the time

1. House Rules

- a) Cavalry units are not allowed to dig in, this is to represent the basically offensive role of cavalry in those times
- b) Cavalry may not attack garrison units (when they are alone) inside a fortress hex, however they are allowed to attack when there are any other non garrison units in the same hex as for game purposes they are considered not inside the walls of the fortress
- c) Only 1 friendly HQ can be in the same hex providing artillery support
- d) Bridges can't be blown up
- e) French player can't enter Nüremberg unless the Bavarian Corps is activated

2. Events

- a) The French army had built a huge equipment store in his depot at Dresden to supply the entire French army in Saxony, the loss of Dresden means -10 Supply
- b) Most French replacements traveled through the Imperial road, severing that link between the Grande Armée and France would be a massive blow for the French side, taking any of those cities has the following impact on replacements

<u>Leipzig</u>	*70
<u>Erfurt</u>	*50
<u>Gera</u>	*40
<u>Eisenach</u>	*30
- c) Berlin was the capital of Prussia, the loss of this city will be a devastating blow for the allies, producing a permanent shock 90 effect
BERLIN Shock 90
- d) There is a 3 turns Pestilence 1 for the loss of any of the following cities (in capital letters in the map), this is to model a sudden burst of desertion because of the demoralizing effect of the loss of those cities

Allies

Breslau

Prague

Stralsund

French

Dresden

Leipzig

Hamburg

- e) If Napoleon HQ unit is destroyed the French player suffers an automatic defeat
- f) The **Bavarian Corps will activate** when/if the allies take Dresden, and will enter at Nüremberg. **The French player can't enter that city until the activation happens.** Historically the Bavarians were allies of

Napoleon, but switched sides when it was clear the French was the losing side in the campaign.

- g) The Blockade Corps will activate on turn 29, giving the chance to the Allied Player to take the besieged cities, if they have not received help from the French player

3. Proficiency

At this time in the campaign most of the units were raw recruits, so they are considered untried. Veterans were a scarce commodity, and they have been given +25% bonus in proficiency over untried units of their respective armies (exception, French Old Guard under Friant +30%) Veteran units wear a mark (*) after the leader name to be easily identified by the players. These units have low priority replacement to represent the fact that veterans were more difficult to replace than average troops, so be careful with them. They were concentrated in the Combined Army for the Allies, and in the Guard, Polish and Bertrand Corps (1 Wurtembergian division and 1 Italian division, both veterans)

Proficiency list

French:

Infantry 50% (veterans 75%, Friant 80%, reserve 40%)

Cavalry 40% (veterans 65%)

French infantry at this campaign has a high level of very young recruits (18-20 years old) but still have a cadre of some 20.000 veteran officials that provided the framework for a still valuable fighting force

French Cavalry was the weakest part of the army, it was not only badly trained but also badly mounted, suffering from a lack of remounts

Veteran units display an * sign by their name.

Allies

Austrian/Prussian/Bavarian

Infantry: 40% (veterans 65%, reserve 30%)

Cavalry: 50% (veterans 75%)

Prussian/Swedish

Infantry: 50% (veterans 75%, reserve 40%)

Cavalry: 50% (veterans 75%)

Cossacks: 30%

Austrian and Russian infantry suffered from a deficient command structure, besides Austrians were not very motivated in this war. The Prussian army had endured a deep reform after his defeat in 1806 and was better organized, although with a higher reserve component. Allied cavalry was much better mounted than French cavalry, so the difference in their proficiency. Cossacks were good for exploration and other campaign duties, but their performance in battle against regular cavalry was rather poor, still it can be very effective against infantry.

All HQ units have a proficiency of 70% (exception, Napoleon 80%)

4. Replacements

Veteran units have very low replacements, HQs, Bridging brigades and garrisons do not reconstitute.

Replacements are lower for French cavalry, reflecting the difficulties of the French army to find suitable horses. Artillery at the time was not replaced along the campaign, but it was reconstituted after the campaign was over for the following one, so there are no replacements at all for guns, you will have to live with what you have until the end of the campaign/scenario.

French have half the infantry replacements of Allies, that is to reflect not only lower manpower reserves but also a higher level of disease and desertion among the very young French conscripts recruited for this campaign.

For every city with a garrison taken there will appear a new garrison for the occupation force as a reinforcement. (exceptions, Bremen and Thorn)

5. Supply

I have tried to simulate supply lines using railroads that for aesthetic reasons are not shown in the map. The **supply range has been set to 0, so that outside those supply lines the available supply drops very quickly.** Additionally players will have to watch their supply lines rearward to avoid being cut off.

Although Napoleonic armies are famous for not using the 18th century supply system, relying instead on living from the country, at this campaign armies become so large that it was necessary to reverse to the old system of supply depots and trains.

The French army has 2 main supply routes, one through the Elbe River and their fluvial ports, the other through the Imperial road that crosses Germany from East to West linking with French territory, and from these supply nets secondary supply depots were established to allow French armies to operate offensively. To model this I have set a railroad parallel to the Elbe with some ramifications from their fluvial ports, and another one parallel to the Imperial road until those secondary depots. There is another supply line from Hamburg, at the end of which the allies have a supply point. **There are independent supply points at Oldenburg, Würzburg and Nuremberg for both sides.**

The Allies have their main supply depots at Berlin, Prague, Breslau and Stralsund with secondary depots depending on those for the prosecution of offensive operations, again this has been modeled with railroads parallel to the roads, and the French have supply points at the end of the railroad from Stralsund at Lubeck.

6. Bibliography

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