

**Markkleeberg, am 16 October 2013**

**Number of players: 2**

**Playing time: @3 hours**

**Table size: 4'x6' at 1BW = 1"**

**Number of turns: 24 + Bonus turns**

**French set up first. Allies move first.**

**Objective: the middle town base in Markkleeberg is an Allied objective.**

**On table at start, either in Markkleeberg or on open ground up to 18" from the North table edge.**

**Poniatowski, VIII Corps morale 24 (break point 9)**

**Krasinski, 27th Division Vigour +1**

1st Btn, 8th IR            Reliable/Amateur/Sk1

2nd Btn, 8th IR            Reliable/Amateur/Sk1

1st Btn, 16th IR           Reliable/Amateur/Sk1

2nd Btn, 16th IR           Reliable/Amateur/Sk1

1st Btn, Vistula R        Valiant/Experienced/Sk2

2nd Btn, Vistula R        Valiant/Experienced/Sk2

Foot Battery              3 Medium, 1 Howitzer

**Uminski, 27th Cavalry Brigade Vigour +1**

Krakusi                    Valiant/Experienced/Pursuit/Lance

14th Cuirassiers         Valiant/Experienced/Shock

Horse Battery             2 Medium, 1 Howitzer

**Enter anywhere along the North table edge on die roll of 6. Start rolling on the turn after Polish troops are ejected from one village base of Markkleeberg. Add 1 to the die roll for each failed attempt so far.**

**(Augereau, IX Corps)**

**(Semelé, 2nd Division)**

**Bagneris Vigour 0**

1st Btn, 37th prov R     Reliable/Amateur/Sk1

2nd Btn, 37th prov R     Reliable/Amateur/Sk1

1st Btn, 39th prov R     Reliable/Amateur/Sk1

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**Kleist, Column 4 morale 29 (break point 10)**

**Set up on table, up to 12" from the South table edge**

**Prince August 12 Brigade**

1 Foot Battery 3 Medium, 1 Howitzer

2nd Silesian LW cavalry      Reliable/Amateur/Lance

**Oberst Von Löbell Vigour +1**

2nd Btn, 6th RIR      Reliable/Amateur/Sk2

2nd Btn, 11th RIR      Reliable/Amateur/Sk2

1st Btn, 2nd IR      Reliable/Experienced/Sk2

2nd Btn, 2nd IR      Reliable/Experienced/Sk2

3rd Btn, 2nd IR      Reliable/Experienced/Sk2

**Enter the table anywhere along the Southern edge, on the first friendly turn after a Prussian unit first occupies a town base of Markkleeberg.**

**Oberst von Schwichow Vigour 0**

1st Btn, 11th RIR      Reliable/Amateur/Sk2

3rd Btn, 11th RIR      Reliable/Amateur/Sk2

1st Btn, 10th LW      Unpredictable/Amateur/Sk1

2nd Btn, 10th LW      Unpredictable/Amateur/Sk1

**Helfreich, 14th Division Vigour 0**

Tengisk combined R      Reliable/Experienced/Sk1

Estonian combined R      Reliable/Experienced/Sk1

Tulsk combined R      Reliable/Experienced/Sk1

Nowoginsk combined R      Reliable/Experienced/Sk1

Map key:

High ground brown.

Town bases grey.

Only the East-West stream is fordable. The network of North-South rivers are impassable.

