

Möckern 16 October 1813: a scenario for Absolute Emperor.

Background

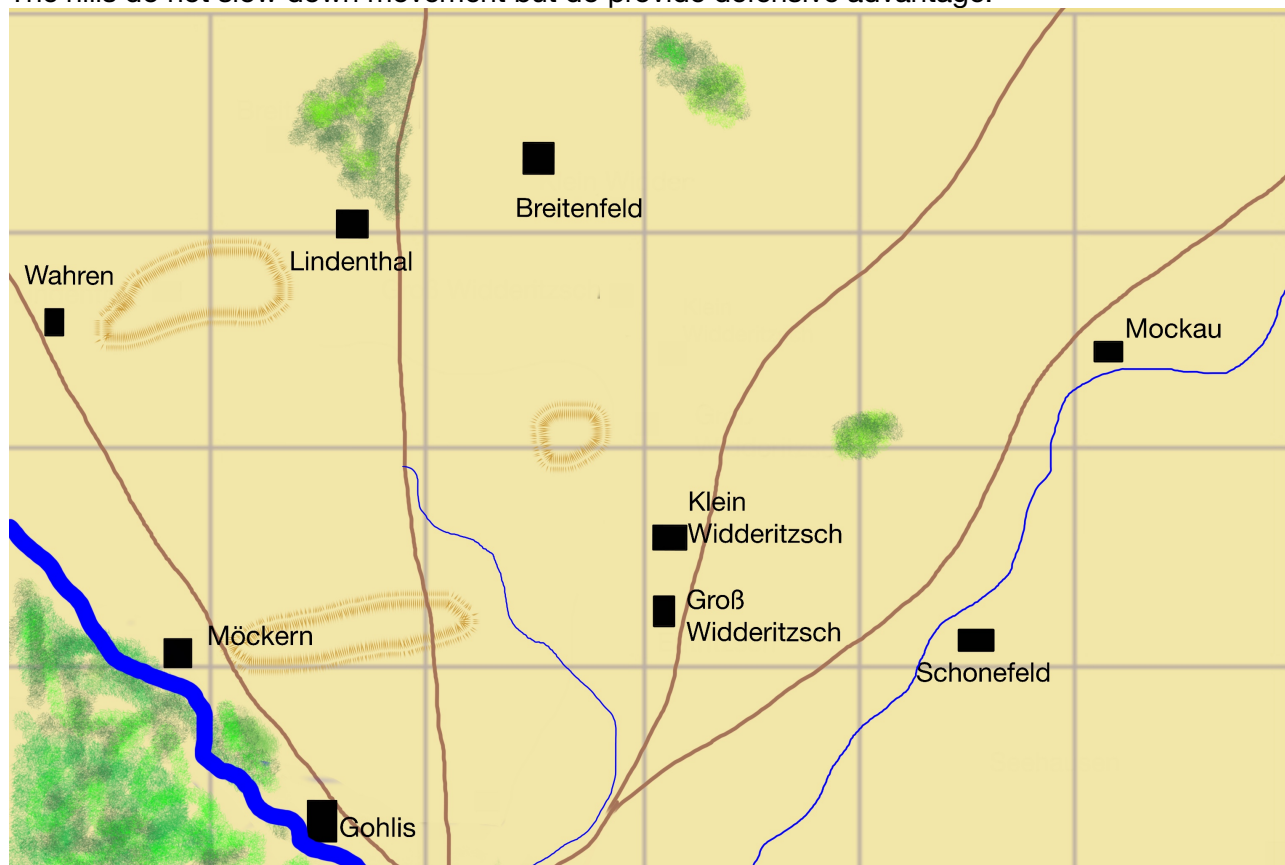
On 16 October 1813 Napoleon's army stood at bay in the city of Leipzig, surrounded by advancing Allied armies. Napoleon's plan for the day was to strip his northern flank to reinforce an attack by his troops facing Schwarzenberg's Army of Bohemia to the South. He ordered Marmont to take his VI Corps out of its entrenchments north of Leipzig and set off southward. However, after Marmont had abandoned his position and was approaching Leipzig, Blücher's Army of Silesia appeared from the North. On his own authority Marmont halted his retreat and took up a defensive position before the city, with his left flank resting on the village of Möckern. Thanks to Blücher's aggressive advance, Napoleon would now have fewer troops at his disposal against Schwarzenberg. Moreover, his northern flank was significantly at risk from Blücher's advancing army.

Fortunately for Napoleon, Blücher did not take full advantage of his opportunity on 16 October. Blücher believed that significant French forces were approaching from the North East and he feared an assault on his left flank. He spent most of the battle on that side of the field and he held back much of his army in anticipation of an enemy attack that didn't happen. The burden of the day's fighting consequently fell most heavily on Yorck's First Corps: Blücher himself plays no part in this scenario.

The game begins just as Marmont has taken position at Möckern and Yorck's Advance Guard approaches the village. Both sides will have access to the troops that took part in the critical fighting on the day.

The Map

1 map square is 1 square foot at the standard AE scale (or 9"square at reduced scale). The Elster river in the South western corner is impassable. Other streams may be forded. The hills do not slow down movement but do provide defensive advantage.



Deployment

The French set up first. The Allies set up second.

Game length

The game lasts 12 turns or until one side loses all elan.

French. Starting elan 9

Set up on the table, in or within 24" (18" reduced) of the village of Möckern:

VI Corps Marmont, elan 5 (6 if Möckern is garrisoned at start of game, - see victory conditions)

20/VI seasoned Infantry

21/VI veteran Infantry

22/VI seasoned Infantry

VI seasoned light cavalry

VI Artillery

Set up within 12" (9" reduced) of the village of Klein Widderitzsch:

IV seasoned line cavalry (under VI Corps Command)

Set up in or within 8" (6" reduced) of Klein Widderitzsch:

Dąbrowski, elan 4

27/VIII veteran Polish Infantry

C/27/VIII veteran Polish Light Cavalry

Reinforcements

Entry point on the northern table edge, on the road towards Klein Widderitzsch:

Turn 3

Delmas, elan 2

9/III seasoned French Infantry

Allies. Starting elan 6

Set up on the table, within 8" (6" reduced) of the village of Wahren:

1P Yorck, elan 6

AG/1P veteran Prussian Infantry

Reinforcements

Entry point on the Western table edge, on the road towards Wahren:

Turn 2

1/1P seasoned Prussian Infantry

2/1P seasoned Prussian Infantry

Turn 3

7/1P seasoned Prussian Infantry

8/1P 6 seasoned Prussian Infantry

Turn 4

C/1P seasoned Prussian Light Cavalry

1P Artillery

Entry point on the northern table edge, on the road toward Lindenthal:

Turn 2

RC Langeron, elan 4
C/RC seasoned Russian Light Cavalry
X/RC seasoned Russian Infantry
RC artillery

Turn 3

IX Olsouviev, elan 3
9/IX seasoned Russian Infantry
15/IX seasoned Russian Infantry
IX artillery

Victory Conditions

Victory goes to the side that reduces enemy elan to zero.

The village of Möckern provides an extra point of elan to the side that garrisons it. Thus, provided a unit is in garrison at the start of the game, Marmont's elan at the start of the battle is 6 not 5. If Möckern changes hands, the commander of the evicted side loses one elan point. At the same time the new occupier gains a bonus elan point as soon as they place a unit into garrison in it. Note that this point will not be added until the new occupants have formed garrison. The extra point may change sides as often as the village changes hands.

** Marmont's Corps included several regiments of Naval Artillerymen or Marine Infantry, transferred from coastal garrisons to make up losses from the Russian campaign. These troops performed very well in battle. Because they wore dark blue greatcoats and red epaulettes, several Prussian participants mistakenly reported fighting the Imperial Guard at Möckern. Each of Marmont's divisions had a mix of troop types. I made two of them seasoned and one veteran because it contained a majority of better quality troops.*

** I made Dabrowski's infantry veteran as on the day, it fought with great courage against heavy odds.*