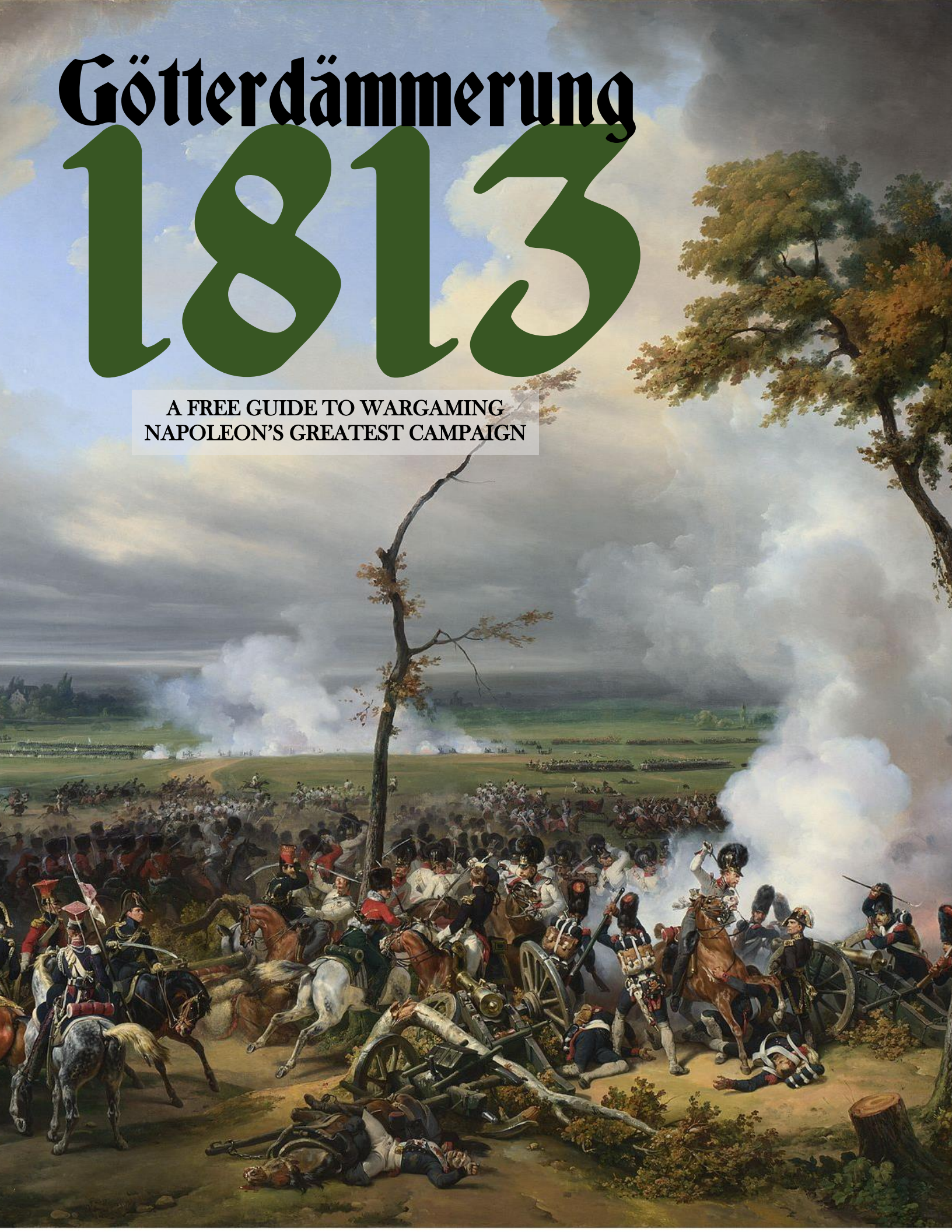


# Götterdämmerung 1813

A FREE GUIDE TO WARGAMING  
NAPOLEON'S GREATEST CAMPAIGN



# Götterdämmerung 1813

by Little Wars TV

## MARCH 4, 1813.

Russian Cossacks clatter through the city streets of Berlin, chasing the last French troops from the Prussian capital. Across central Europe, Napoleon's empire recedes in chaotic retreat.

The emperor himself is newly arrived in Paris, quelling a potential coup and recruiting fresh levies to replace the hideous losses from his ill-fated Russian invasion. While Napoleon scrambles to raise a conscript army, his stepson Eugene is left in Germany to rally France's dwindling allies. The stage is set for an epic showdown that will decide the fate of Europe. Will Napoleon's empire endure, or will his foes unite for a final Götterdämmerung in Germany?



## WARGAMING THE 1813 CAMPAIGN

The 1813 campaign can be neatly subdivided into three operational phases. In March, Eugene de Beauharnais must cobble together the remnants of French power in central Europe to slow the advance of Russian and Prussian armies. There is a pause in early April before the second dramatic phase of the campaign. Napoleon returns to take command for a whirlwind period lasting for about six weeks between late April to June. A controversial summer truce provides both sides with a pause to recruit new armies before the final chapter in the Fall of 1813. It's a chapter that ends with the Battle of Leipzig—the largest of the Napoleonic Wars—in late October 1813.

But that is how the historical story concludes. Napoleon's ultimate defeat in Germany was never a certain outcome. In fact, he allowed multiple opportunities to slip from his grasp in uncharacteristic fashion. This free PDF will help you and your friends explore the 1813 campaign in a new way, where history may yet be rewritten....



## RESOURCES WE RECOMMEND

This PDF is not a complete game system—it is only a free collection of tools and resources our club used to play our own 1813 campaign. For operational level maneuver across Germany, we used the hex and counter board game *Campaign of Nations*, written by John Theissen in 2018. You can purchase a copy from the publisher, Hollandspiele. This simple, fast-playing game formed the backbone of our campaign structure.

Because we love miniatures, we chose to translate some of our largest battles from the board game to miniature tabletop engagements. In this PDF we'll explain how we married *Campaign of Nations* with one of our favorite Napoleonic wargames, *Volley & Bayonet*.

## THE FREE STUFF

While we cannot give you a free copy of *Campaign of Nations* or *Volley & Bayonet*, there are some helpful tools we can offer!

First and foremost, we've compiled complete orders of battle research for the armies engaged in 1813, including divisional strength returns. If you want to generate miniature tabletop battles from any of your map encounters, you'll find this research invaluable. The armies appear as you would need to reference them when using a set of rules like *Volley & Bayonet*.

Naturally, you can always convert our research for use with other tabletop battle games. But if you do choose to play *Volley & Bayonet*, we also have our custom quick reference sheet available on Little Wars TV under the Free Stuff section. Our revised QRS is not a substitute for the complete game rules, but we do think you'll find it much more convenient and useful than the player aid found in the original publication.

This PDF also includes our design notes for how you can marry the board game to your miniature battles. *Campaign of Nations* is not specifically designed to be used with miniatures, but we came up with an easy way for wargamers to seamlessly bounce back and forth between hex and counter operational play and tabletop battlefields.

Finally, the original *Campaign of Nations* game only covers the third phase of the 1813 campaign, after the summer truce expires in mid-August. We simply expanded the map a bit and imported new orders of battle to use the game for Napoleon's Spring campaign starting in April. In this PDF, we'll show you exactly how you can do the same, turning *Campaign of Nations* into a bigger play experience. The rules are the same.

## WHEN TO USE MINIATURES

The board game *Campaign of Nations* has a simple battle mechanic, and for most of our map-driven encounters, we used the board game rules as written. Our players agreed ahead of time that we'd only switch over to miniature battles with the mutual consent of both sides and if at least 10+ divisions were engaged on each side. We picked *Volley & Bayonet* as our preferred "big battle" miniature rules. In the standard game, a base represents a brigade. We kept all the rules the same but simply decided to call a base a division instead. We researched and used historical orders of battle to determine what each corps chit in *Campaign of Nations* should include for miniatures.

While we played our campaign with 15mm figures on 3" square bases, the scale truly doesn't matter. You could just as easily play in 6mm, 10mm, or whatever figure scale you have available.

## USING THE MINIATURE ROSTERS

Chits in *Campaign of Nations* are listed with strength points. 1 SP in the board game represents 10,000 men. As chits suffered losses in the board game, we updated our *Volley & Bayonet* rosters proportionally. One "hit" on our *Volley & Bayonet* roster equals 1,000 men; thus, if a corps losses 1 SP in the board game, simply cross off 10 hits on the corresponding miniature roster. We allowed the player controlling the corps to determine which of his units suffered the losses. Hits are permanent and cannot be recovered.

This does require some minor bookkeeping for players, but it's quick to do. Just remember, anytime you lose SP in the board game, you also lose hits on your miniature rosters!

## Ready to get started?



## TERRAIN

When converting to a tabletop battle, we allowed both sides input for setting up terrain by mutual agreement on a 6'x4' table. Napoleonic battles were typically fought areas open for maneuver! If you and your friends are feeling more competitive, we recommend using our *Age of Hannibal* terrain cards to set up your battles! That system works equally well for Napoleonic battlefields as it does for ancient battlefields—just remember to remove the Stratagems!

## ATTACKER COORDINATION ROLLS

In *Campaign of Nations* the Attacker must roll for coordination if attacking from multiple adjacent hexes. This roll should still be made when resolving your battle with miniatures. If the Attacker passes his roll, he is allowed to immediately deploy the flanking force on a side table edge. If he fails his roll, the smaller of his two converging forces may not arrive to the tabletop until the start of Turn 4 at the earliest. Roll 1d6 starting Turn 4 and the flanking force enters from the table edge on a 6. Add +1 to the die roll for each subsequent turn the roll is attempted.



## DISRUPTED UNITS

In *Campaign of Nations*, “Disrupted” units suffer a half-strength penalty when rolling on the CRT for battles. This is a significant penalty in game terms. If Disrupted units are involved in a tabletop miniature battle, lower the Disrupted corps’ Exhaustion level by half (round up).

Exhaustion is a mechanic in *Volley & Bayonet* representing the “staying power” of a corps. When a corps meets or exceeds its Exhaustion level, it suffers major game penalties. By lowering the Exhaustion level for the corps, we felt this was a reasonable representation of how “Disruption” could impact a miniature game. If you are not using *Volley & Bayonet* as your game rules, you’ll need to consider how you want to represent this penalty in your games.

## BATTLE LENGTH

At divisional scale, where one unit of figures represents an entire division, we consider 1 “turn” of *Volley & Bayonet* to be about 1 hour of real time. All tabletop battles last at least 10 turns. After the 10<sup>th</sup> turn, roll 1d6. On a 4+, the battle continues one more turn. After 12 turns, the battle ends automatically as darkness settles.

Upon mutual consent of the players, a tabletop battle may continue to a second day.

Battles can also end if one side withdraws all units from a friendly-controlled table edge, or all of its corps are Exhausted. The side that holds the field has won.

## CONSEQUENCES

The winner of the battle may immediately restore 50% of the boxes he lost during that battle (does not include previously suffered losses), while the loser may restore 25% (round down in both cases). Update chit strengths accordingly when switching back to the operational board game, applying the results of tabletop battle losses.

Victory points from the battle are assessed and earned per the standard *Campaign of Nations* rules.



# SPRING 1813

## GAME SET UP

While you could use the *Campaign of Nations* board game map as provided in the Hollandspiele boxed set, we opted to make our own version of the map, expanding it multiple rows to the east, west, and north. Expanding to the east allows Erfurt to appear on the new map edge (Napoleon's assembly point in April), while expanding to the west allows for more maneuver room around Breslau (historically, where the Spring campaign ends). Expanding north includes the critical cities of Stettin and Hamburg.

*Campaign of Nations* includes strategy and event cards for each side. You can use the same cards to run the Spring campaign, but only include the following four cards from each deck:

**FRENCH:** Allies Delayed, Night March, Emperor of Old, Bridge Traffic Jam

**ALLIES:** Night March, French Delayed, Befreiungskrieg I, French Cavalry Shortage

## NEW GAME PIECES

*Campaign of Nations* is only intended for the Fall campaign, so we had to create our own set-up rules and map chits for the Spring. The new chits appear below, and you're welcome to cut them out and use them in your own campaign. The Allied order of battle for the Spring was notoriously convoluted and disparate, which required some streamlining here.

### SPRING FRENCH DEPLOYMENT

(Eugene, Victor, Lauriston, MacDonald):  
MAGDEBURG  
(Davout): on the road 3 hexes north of  
MAGDEBURG

(Napoleon, Guard, Ney, Marmont): strung out in  
road column from ERFURT west  
(Bertrand): SAALFELD  
(Oudinot): BAYREUTH

## TURN LIMIT

The Spring campaign lasts at least 6 turns with the option to continue a maximum of 9 turns. Turns 7–9 are possible truce turns, as the two sides engage in talks. Roll 1d6 at the start of Turn 7. On a result of 5-6, the campaign ends immediately. On a result of 4, the campaign ends after this turn. On a result of 1-3, the campaign continues.

If the campaign continues to Turn 8, make the same roll but add +1. On Turn 8, all movement is reduced by 1 on the campaign map. If the campaign continues to Turn 9, make the same roll and add +2. On Turn 9, all movement is reduced by 2 on the campaign map.

Automatically end after Turn 9.

## OBJECTIVES

The French gain +1 VP for control of Magdeburg or Leipzig, and +2 VP for Dresden, Berlin, Breslau or Hamburg.

The Allies gain +2 VP for Breslau, Berlin, Dresden, Leipzig, or Magdeburg. They earn +5 VP for Hamburg.

Both sides earn Battle VP per the original game rules. The Allies earn a minimum of +1 VP for any tabletop field engagement against Napoleon, win or lose.

## NEUTRAL POWERS

The Austrian Empire is neutral in the Spring 1813. Neither side may cross the mountains ringing Prague. The city of Torgau is held by a division of 6,000 neutral Saxon troops and may not be entered by either side.

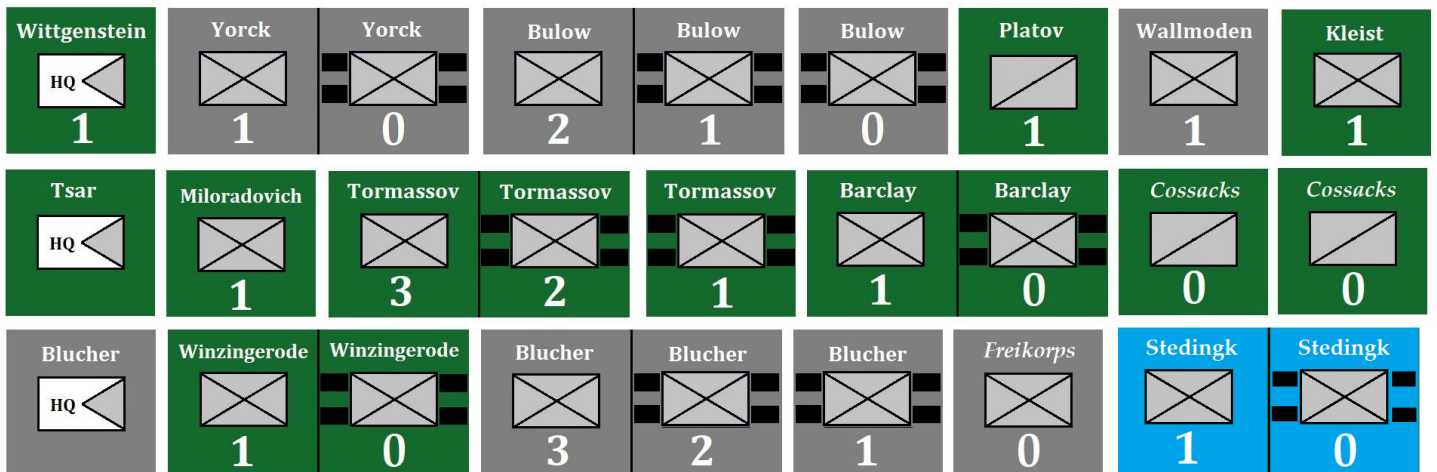
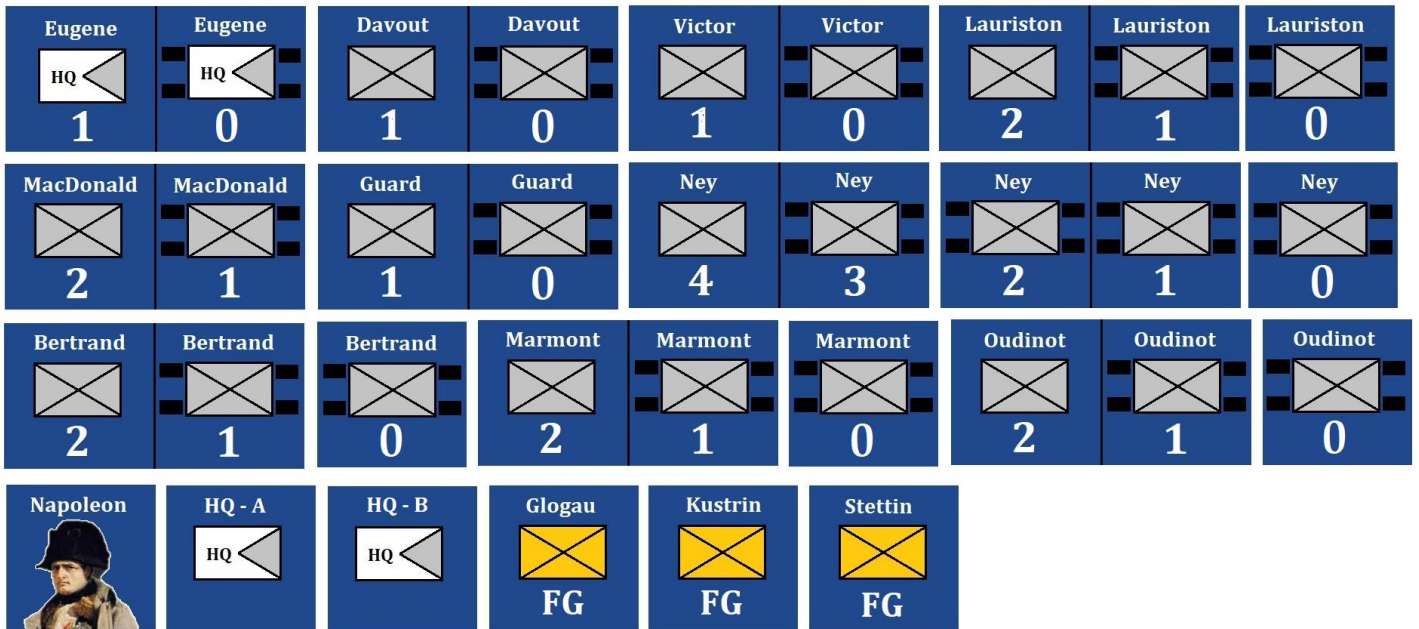
### SPRING ALLIED DEPLOYMENT

(Bulow): within 1 hex of DESSAU  
(Wittgenstein, Yorck): within 1 hex of HALLE  
(Blucher, Winzingerode): within 2 hexes of LUTZEN  
(Wallmoden): within 2 hexes of STETTIN  
(Platov): anywhere between HAMBURG & BERLIN,  
and at least 3 hexes from any French units  
(Miloradovich): within 1 hex of DRESDEN  
(Tormassov, Tsar): within 1 hex of BAUTZEN

(Cossacks & Freikorps): anywhere east of the ELBE RIVER, and at least 3 hexes from any French units

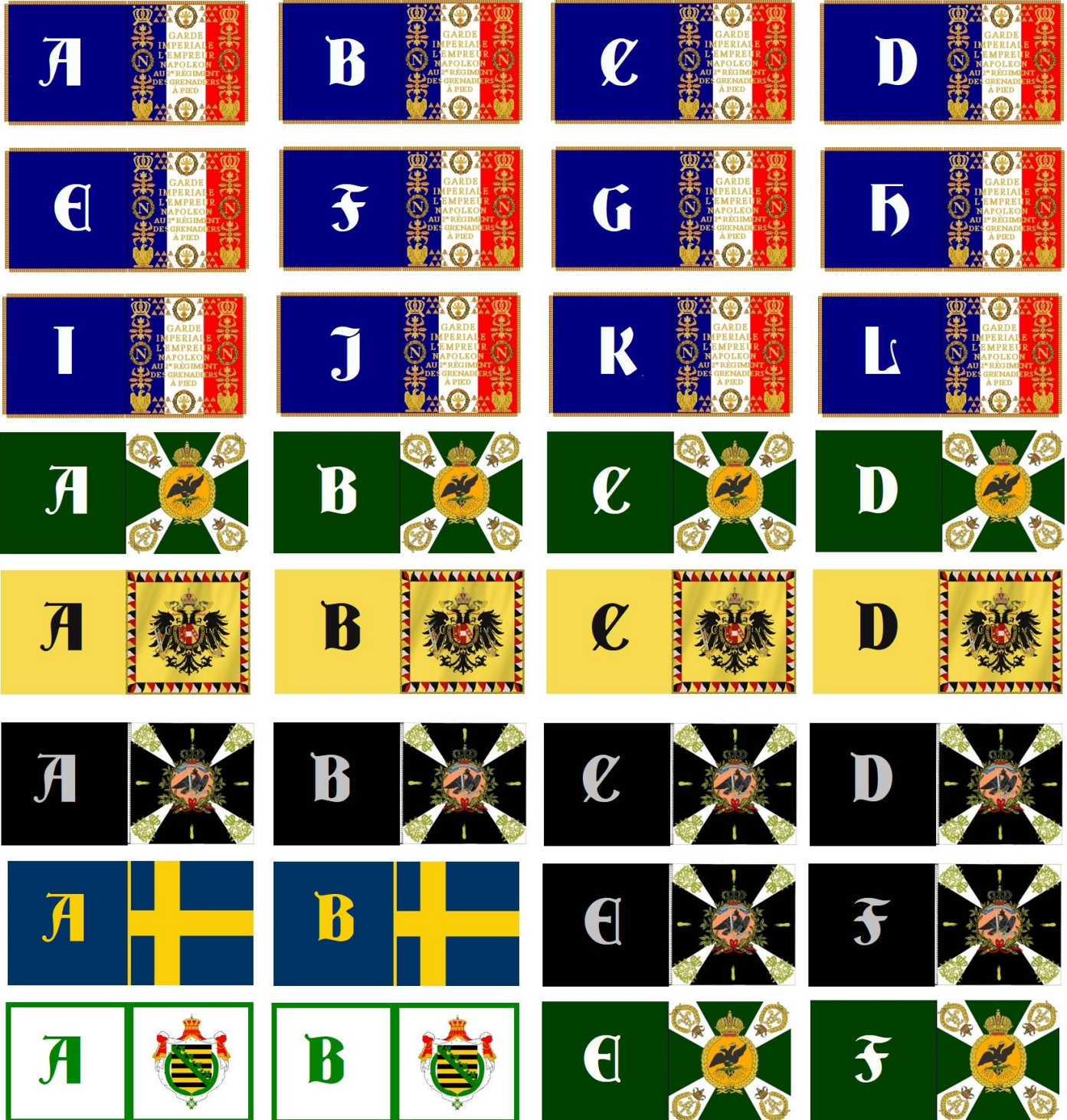
## NEW BOARD GAME PIECES

Because Campaign of Nations is only designed for the Fall 1813 campaign, we had to create new pieces for the Spring. We designed our new pieces to look as close to the original game chits as possible. All the chits you need to play the Spring campaign appear below. Total French strength is 200,000 men, while Allied strength will rise as high as 160,000 throughout the Spring.



# Fog of War Flags

As a new optional rule, you could hide the standard board game chits on the operational map with flag markers. This conceals the size of a chit stack to the opposing side. We like this rule! If you use it, we allowed active units within 3 hexes of the enemy to inquire about approximate strength. The enemy must give a range of 0-5, 6-10, or 10+ points in the stack, but need not offer any further detail until battle. When using flags, we also gave Blucher's command 2 extra flags to represent harassing *Freikorps* and Wittgenstein 1 extra flag for Cossacks. These new flags are strength 0 and are removed from play if contacted. They are decoys to confuse the French!



# Spring 1813 HQ Sheets

## French Headquarters

### TURN LIMIT

6 to 9 turns

### OBJECTIVES

The French gain +1 VP for control of Magdeburg, +1 VP for Leipzig, +2 VP for Dresden, +3 VP for Berlin, Breslau or Hamburg.

The Allies gain +2 VP for Breslau, Berlin, Dresden, Leipzig, or Magdeburg. They earn +5 VP for Hamburg.

Both sides earn Battle VP per the original game rules. The Allies earn a minimum of +1 VP for any tabletop field engagement against Napoleon, win or lose.

### SPRING NOTES

Neither side may cross the mountains ringing Prague. The city of Torgau is held by a division of 6,000 neutral Saxon troops and may not be entered by either side.

### FRENCH ORDER OF BATTLE, SPRING 1813

#### ARMY OF THE ELBE

I Corps (Davout)	~16,000
II Corps (Victor)	~16,000
V Corps (Lauriston)	~23,000
XI Corps (MacDonald)	~19,000
Army Attachments (Eugene)	~15,000

#### ARMY OF THE MAIN

Guard (Napoleon)	~11,000
III Corps (Ney)	~42,000
IV Corps (Bertrand)	~24,000
VI Corps (Marmont)	~23,000
XII (Oudinot)	~24,000

Total Returns: 213,000





# Spring 1813 OOB

## FRENCH ARMIES

### ARMY OF THE ELBE

Eugene Beauharnais

#### I CORPS

#### Davout [Ex. 10]

Domonceau	○○○○○○○○○○	4	<i>French conscript infantry</i>
Dufour	○○○○○○○	5	<i>French infantry</i>
Sebastiani	○○	4	<i>French light cavalry</i>
I Artillery	○	5	<i>French artillery</i>

#### II CORPS

#### Victor [Ex. 10]

Dubreton	○○○○○○○○○	4	<i>French conscript infantry</i>
Vial	○○○○○○○○○○○	4	<i>French conscript infantry</i>
II Artillery	○	4	<i>French conscript artillery</i>

#### V CORPS

#### Lauriston [Ex. 16]

Maison	○○○○○	5	<i>French infantry</i>
Puthod	○○○○○○○	4	<i>French conscript infantry</i>
Lagrange	○○○○○○○	5	<i>French infantry</i>
Rochambeau	○○○○○○○	5	<i>French infantry</i>
V Artillery	○○○	5	<i>French artillery</i>

#### XI CORPS

#### MacDonald [Ex. 12]

Fressinet	○○○○○	5	<i>French infantry</i>
Gerard	○○○○○○○○○	4	<i>French conscript infantry</i>
Charpentier	○○○○○○○	5	<i>French infantry</i>
XI Artillery	○○○	4	<i>French conscript artillery</i>

#### RESERVE

#### Eugene [Ex. 9]

Rouget	○○○○	6	<i>Imperial Guard infantry</i>
Dombrowski	○○○○	5	<i>Polish infantry</i>
Latour-Maubourg	○○○	4	<i>French light cavalry</i>
Reynier	○○○○	4	<i>French conscript infantry</i>

Grandeau	○○○○○○○○○	4	<i>Stettin garrison</i>
Laplane	○○○○	4	<i>Glogau garrison</i>
d'Albe	○○○○	4	<i>Kustrin garrison</i>

Add Reynier's Division  
to the Reserve on Turn 4

# Spring 1813 OOB

## FRENCH ARMIES

### ARMY OF THE MAIN

Napoleon Bonaparte

#### IMPERIAL GUARD

Napoleon [Ex. 9]

Dumoustier ○○○○○○○○○○  
Bessieres ○○○  
Guard Art. ○○○

6 *French Young Guard infantry*  
6 *French Guard light cavalry*  
6 *French Guard heavy artillery*

#### III CORPS

Ney [Ex. 25]

Souham ○○○○○○○○○○○○  
Brenier ○○○○○○○○○○  
Girard ○○○○○○○○  
Ricard ○○○○○○○○  
Marchand ○○○○○○  
III-1 Artillery ○○  
III-2 Artillery ○○

4 *French conscript infantry*  
5 *French infantry*  
5 *French infantry*  
4 *French conscript infantry*  
4 *Baden/Hessian infantry*  
5 *French heavy artillery*  
4 *French conscript artillery*

#### IV CORPS

Bertrand [Ex. 15]

Morand ○○○○○○○○○○○○  
Peyri ○○○○○○○○○○  
Franquemont ○○○○○○  
IV Artillery ○○

4 *French conscript infantry*  
4 *Italian infantry*  
4 *Wurttemberg infantry*  
4 *French conscript artillery*

#### VI CORPS

Marmont [Ex. 15]

Compans ○○○○○○○○  
Bonnet ○○○○○○○○○○○○  
Friedrichs ○○○○○○  
VI Artillery ○○

4 *French conscript infantry*  
4 *French conscript infantry*  
4 *French conscript infantry*  
4 *French conscript artillery*

#### XII CORPS

Oudinot [Ex. 15]

Pacthod ○○○○○○○○○○  
Lorenz ○○○○○○○○○○  
Raglovich ○○○○○○○○  
XII Artillery ○○

4 *French conscript infantry*  
5 *French infantry*  
4 *Bavarian infantry*  
4 *French conscript artillery*

# Spring 1813 HQ Sheets

## Allied Headquarters

### TURN LIMIT

6 to 9 turns

### OBJECTIVES

The French gain +1 VP for control of Magdeburg, +1 VP for Leipzig, +2 VP for Dresden, +3 VP for Berlin, Breslau or Hamburg.

The Allies gain +2 VP for Breslau, Berlin, Dresden, Leipzig, or Magdeburg. They earn +5 VP for Hamburg.

Both sides earn Battle VP per the original game rules. The Allies earn a minimum of +1 VP for any tabletop field engagement against Napoleon, win or lose.

### SPRING NOTES

Neither side may cross the mountains ringing Prague. The city of Torgau is held by a division of 6,000 neutral Saxon troops and may not be entered by either side.

### ALLIED ORDER OF BATTLE, SPRING 1813

#### ARMY ON THE ELBE

I Corps (Berg)	~5,000
II Prussian Korps (Yorck)	~12,000
III Prussian Korps (Bulow)	~17,000
Attachments (Wittgenstein)	~21,000
Cossacks (Platov)	~7,000
*Stedingk	~14,000

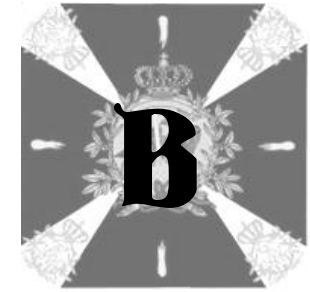
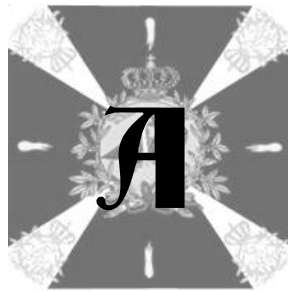
#### ARMY OF SILESIA

II Corps (Winzingerode)	~14,000
I Prussian Korps (Blucher)	~25,000

#### TSAR'S ARMY

Vanguard (Miloradovich)	~10,000
III Corps (Konovnizin)	~9,000
V Corps (Lavrov)	~14,000
Cav. Corps (Constantine)	~4,000
Reserve Corps (de Tolly)	~12,000

Total Returns: 164,000



# Spring 1813 OOB

## RUSSIAN ARMY

### ARMY ON THE ELBE

### Count Wittgenstein

#### VANGUARD

#### Wittgenstein [Ex. 14]

Berg	○○○○	5	Russian infantry
Borstall	○○○○○	5	Prussian infantry
Kleist	○○○○○○	5	Russian infantry
Alexioff	○○	4	Cossack cavalry
R-I Artillery	○○○	5	Russian artillery

#### II PRUSSIAN CORPS

#### von Yorck [Ex. 10]

Huenerbein	○○○○○	4	Prussian conscript infantry
Horn	○○○○	4	Prussian conscript infantry
Steinmetz	○○○	4	Prussian conscript infantry
P-II Artillery	○○○	5	Prussian artillery

#### III PRUSSIAN CORPS

#### von Bulow [Ex. 13]

Hesse-Homburg	○○○○○○○○	4	Prussian conscript infantry
Clausewitz	○○○○	4	Prussian conscript infantry
Borstel	○○○○	4	Prussian conscript infantry
von Oppen	○○	4	Prussian heavy cavalry
P-III Artillery	○○○	5	Prussian artillery

Wallmoden	○○○○○○○○○○	4	Prussian conscript infantry
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Platov	○○○○○○○○	4	Cossack cavalry
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#### SWEDISH CORPS

#### Stedingk [Ex. 8]

Posse	○○○○○○	4	Swedish infantry
Sandels	○○○○○○	4	Swedish infantry
Skjoldebrand	○○	4	Swedish heavy cavalry
Swedish Artillery	○○	4	Swedish artillery

Stedingk's Corps appears outside Stettin on Turn 4. This corps may not advance into any hex south of Berlin.

# Spring 1813 OOB

## RUSSIAN ARMY

### MAIN ARMY

### Tormassov & the Tsar

#### VANGUARD

Choglikov           ○○○  
Prince Volchonsky   ○○○  
Korff               ○○○○  
Vanguard Artillery   ○○○

#### Miloradovich [Ex. 8]

4 *Russian conscript infantry*  
4 *Russian conscript infantry*  
5 *Russian heavy cavalry*  
5 *Russian horse artillery*

#### III RUSSIAN CORPS

Sulima           ○○○○○  
Zwileniev       ○○○○  
R-III Artillery ○○

#### Konovnizin [Ex. 8]

5 *Russian grenadier infantry*  
5 *Russian grenadier infantry*  
5 *Russian heavy artillery*

#### V RUSSIAN CORPS

Rosen           ○○○○○○  
Udom           ○○○○○○  
Chalikov       ○○  
R-V Artillery ○○

#### Lavrov [Ex. 11]

5 *Russian guard infantry*  
5 *Russian guard infantry*  
5 *Russian light cavalry*  
5 *Russian heavy artillery*

Add Lavrov to  
Tormassov on Turn 6

#### CAVALRY CORPS

Depreradovich   ○○  
Duka           ○○  
Horse Artillery ○○

#### Grand Duke Constantine [Ex. 4]

5 *Russian heavy cavalry*  
5 *Russian heavy cavalry*  
5 *Russian horse artillery*

#### RESERVE CORPS

Tchaplitz       ○○○○  
Langeron       ○○○○○  
Sass           ○○○  
Res. Artillery ○○○

#### Barclay de Tolly [Ex. 8]

4 *Russian conscript infantry*  
4 *Russian conscript infantry*  
4 *Russian conscript infantry*  
5 *Russian artillery*

de Tolly's Corps arrives  
at Posen on Turn 5

# Spring 1813 OOB

## PRUSSIAN ARMY

### ARMY OF SILESIA

von Blucher

#### II RUSSIAN CORPS

Winzingerode [Ex. 8]

Schachovsky	OOOO	4 <i>Russian conscript infantry</i>
Pyschinitki	OOO	4 <i>Russian conscript infantry</i>
Trubetsky	OOOOO	4 <i>Russian light cavalry</i>
Prince Obolenski	OO	3 <i>Cossack cavalry</i>
R-II Artillery	O	5 <i>Russian artillery</i>

#### I PRUSSIAN CORPS

von Blucher [Ex. 15]

Roeder	OOOOOOOOO	5 <i>Prussian infantry</i>
Kluex	OOOOO	5 <i>Prussian infantry</i>
Ziethen	OOOOO	5 <i>Prussian infantry</i>
Dolffs	OOOO	5 <i>Prussian light cavalry</i>
P-I Artillery	OO	5 <i>Prussian heavy artillery</i>
P-I/2 Artillery	OO	5 <i>Prussian artillery</i>

# Spring 1813 Unit Labels

DAVT.	Domonc.	Dufour	Sebast.	I Art.	VICTOR	Dubret.	Vial	II Art.	LAUR.
Maison	Puthod	Lagrange	Rocham.	V Art.	MacDN.	Fressinet	Gerard	Charp.	XI Art.
EUGENE	Rouget	Dombr.	LatourM	Reynier	Grand.	Laplane	d'Albe		
NAP.	Dumous.	Bessieres	Gd. Art.	NEY	Souham	Brenier	Girard	Ricard	March.
III Art. 1	III Art. 2	BERT.	Morand	Peyri	Franq.	IV Art.	MARMT	Comps.	Bonnet
Friedrs.	VI Art.	LOUDNT.	Pacthod	Lorencz	Raglov.	XII Art.			

WITTG.	BERG	Lukov	Borstall	Kleist	Alexioff	I Art.	YORCK	Hunerb.	Horn
Steinmtz	II Art.	BULOW	Hesse-H.	Clausew.	Borstel	Oppen	III Art.	Wallmd.	Platov
STEDGK.	Posse	Sandels	Skjold.	Sw. Art.	TORMS.	Choglik.	Volchon.	Korff	Vn. Art.
KONOV.	Sulima	Zwilen.	RIII Art.	LAVRV	Rosen	Udom	Chalikhv.	RV Art.	CONST.
Depred.	Duka	H Art.	TOLLY	Tchaplz.	Langeron	Sass	Res. Art.		
BLUCH.	WINZIG.	Schachv.	Pyschin.	Trubet.	Oblenski	RII Art.	Roeder	Kluex	Ziethen
Dolffs	P-I Art.	P-II Art.							

# FALL 1813

## GAME SET UP

*Campaign of Nations* is already designed for the Fall campaign, but we still used our expanded map as described earlier. All strategy and event cards for each side should be used per the original game rules. We used the same chit pieces as provided in *Campaign of Nations*, except the French Young Guard only receives one SP 2 chit instead of two SP 2 chits (we were unable to find historical sources to back up the size of the Young Guard above 30,000 men).

Historical unit returns for the Fall campaign—especially on the allied side—can vary quite a bit depending on your source. We tried to cross-reference multiple sources, relying heavily on original research conducted by Dr. George Nafziger. We had to further adjust the organization of allied divisions to match up with the *Campaign of Nations* unit chits.

If you are using our Fog of War optional rule, give the Army of Silesia 1 dummy Cossack unit with 0 SP in the Fall (they had 3 such units in the Spring).

## STACKING RULES

The original game allows stacking over 10 SP in a hex with a -1 Move Point penalty. This, in our experience, is not nearly enough of a penalty. We recommend you simply **do not allow** friendly stacking beyond 10 SP. This forces players to think harder about their movement and draw in forces for battles using the coordination rolls in *Campaign of Nations*.

## TURN LIMIT

Use the standard limit of the board game (17 turns).

## OBJECTIVES

Compare the VP scored in the Spring campaign. The side with the highest VP starts on the Fall track at that differential. (Ex: In the Spring, if the Allies scored 8 VP and the French 10, the French begin the Fall with 2 VP).

If you are linking the Spring and Fall campaigns, there are no “first time” bonuses for the occupation of Berlin and Dresden, as there would be in the standard *Campaign of Nations* rules. The French gain +2 VP for ending in control of Prague, Dresden, or Hamburg.

The Allies gain +2 VP for Berlin, Dresden, Leipzig, or Hamburg. Both sides earn Battle VP per the original game rules.

## CONSEQUENCES OF THE SPRING

We assume that both sides will add large numbers of conscripts and fresh troops to bolster their armies over the summer truce, bringing the forces up to their historical sizes. Losses from the Spring campaign are erased and new OOBs are used for the Fall. Those appear on the following pages. There could be other consequences from the Spring, as well...

## SET UP RULES

If linking your Spring and Fall campaigns, the initial set up for the Fall will likely deviate from the original *Campaign of Nations* rules. We allowed units to begin set up at or immediately adjacent any city that side controlled at the end of the Spring. For the allies, the Army of Bohemia may deploy anywhere south of the mountains ringing Prague (no other allied armies may start deployed in this region).

## SAXON DEFECTION

If the Allies end the Spring in control of Leipzig, all Saxon units are removed from the French Fall OOB. One Saxon division is added to the Allied OOB.

## HAMBURG

If the Allies end the Spring in control of Hamburg, all Württemberg units are removed from the French Fall OOB. This penalty represents part of the political capital Napoleon would have lost along with Hamburg.

## AUSTRIAN NEUTRALITY

If Napoleon ends the Spring campaign with 12+ VP, the Austrians are hesitant to join the coalition against him. They will only become active the turn after the Allies win a battle with at least 10+ divisions engaged per side. The Austrians are active from the outset of the Fall campaign—and remain so—if Napoleon fails to earn 12+ VP at the end of the Spring.





# Fall 1813 HQ Sheets

## French Headquarters

### TURN LIMIT

17 turns

### OBJECTIVES

The French gain +2 VP for control of Berlin or Prague. French earn +2 VP if the Russian Guard chit, Austrian Reserve chit, or Stedingk chit are eliminated from the board game.

Both sides earn Battle VP per the original game rules.

### FRENCH ORDER OF BATTLE, FALL 1813

Old Guard (Mortier)	~21,000
Young Guard (Mouton)	~29,000
I Corps (Vandamme)	~30,000
II Corps (Victor)	~19,000
III Corps (Ney)	~36,000
IV Corps (Bertrand)	~15,000
V Corps (Lauriston)	~17,000
VI Corps (Marmont)	~16,000
VII Corps (Reynier)	~14,000
VIII Corps (Poniatowski)	~10,000
IX Corps (Augerau)	~9,000
XI Corps (MacDonald)	~16,000
XII Corps (Oudinot)	~20,000
XIII Corps (Davout)	~26,000
XIV Corps (St. Cyr)	~24,000
Attachments	~29,000
I & V Cav. Corps (Latour-M.)	~16,000
II Cav. Corps (Sebastiani)	~6,000
III & IV Cav. Corps (Arrighi)	~11,000

Total Returns: 364,000



# Fall 1813 OOB

## FRENCH ARMIES

### FRENCH ARMIES

Napoleon Bonaparte

#### IMPERIAL GUARD

#### Mortier [Ex. 16]

Friant	○○○○○○○	6	<i>French Old Guard infantry</i>
Curial	○○○○○	6	<i>French Middle Guard infantry</i>
d'Ornano	○○○	6	<i>French Guard light cavalry</i>
Desnouttes	○○○	6	<i>French Guard light cavalry</i>
Walther	○○○○	6	<i>French Guard heavy cavalry</i>
Guard Art.	○○○	6	<i>French Guard heavy artillery</i>

#### YOUNG GUARD

#### Mouton [Ex. 20]

Pacthod	○○○○○○○○○	5	<i>Young Guard infantry</i>
Barrois	○○○○○○○○○	5	<i>Young Guard infantry</i>
Decouz	○○○○○○○○○	5	<i>Young Guard infantry</i>
Rouget	○○○○○○○○○	5	<i>Young Guard infantry</i>
YG Artillery	○○○	6	<i>French Guard artillery</i>

#### I CORPS

#### Vandamme [Ex. 20]

Dumonceau	○○○○○○○○○○○○○	4	<i>French conscript infantry</i>
Philippon	○○○○○○○○○○○○○	4	<i>French conscript infantry</i>
Dufour	○○○○○○○○○○○○○	5	<i>French infantry</i>
I Artillery	○○	5	<i>French conscript artillery</i>

#### II CORPS

#### Victor [Ex. 14]

Teste	○○○○○○○	4	<i>French conscript infantry</i>
Corbineau	○○○○○○○	4	<i>French conscript infantry</i>
Mouton	○○○○○○○○○	4	<i>French conscript infantry</i>
II Artillery	○○	5	<i>French conscript artillery</i>

#### III CORPS

#### Ney [Ex. 25]

Souham	○○○○○○○○○	4	<i>French conscript infantry</i>
Delmas	○○○○○○○	5	<i>French infantry</i>
Albert	○○○○○○○○○	5	<i>French infantry</i>
Ricard	○○○○○○○○○	4	<i>French conscript infantry</i>
Marchand	○○○○○○○○○	4	<i>Baden/Hessian infantry</i>
Beurmann	○○	4	<i>French/Baden light cavalry</i>
III-1 Artillery	○○	5	<i>French heavy artillery</i>
III-2 Artillery	○○	4	<i>French conscript artillery</i>

# Fall 1813 OOB

## FRENCH ARMIES

### FRENCH ARMIES

Napoleon Bonaparte

#### IV CORPS

Bertrand [Ex. 10]

Morand	○○○○○○○○	4	<i>French conscript infantry</i>
Fontanelli	○○○○	4	<i>Italian infantry</i>
Franquemont	○○○○	4	<i>Wurttemberg infantry</i>
IV Artillery	○○	4	<i>French conscript artillery</i>

#### V CORPS

Lauriston [Ex. 12]

Maison	○○○○○	5	<i>French infantry</i>
Puthod	○○○○○○	4	<i>French conscript infantry</i>
Rochambeau	○○○○○○	5	<i>French infantry</i>
V Artillery	○○○	5	<i>French artillery</i>

#### VI CORPS

Marmont [Ex. 11]

Compans	○○○○○○	4	<i>French conscript infantry</i>
Bonnet	○○○○○	4	<i>French conscript infantry</i>
Friedrichs	○○○○○	4	<i>French conscript infantry</i>
VI Artillery	○○	4	<i>French conscript artillery</i>

#### VII CORPS

Reynier [Ex. 9]

Lecoq	○○○○○	4	<i>Saxon conscript infantry</i>
Von Sahr	○○○○	4	<i>Saxon conscript infantry</i>
Durette	○○○○○	4	<i>French conscript infantry</i>
VI Artillery	○○	4	<i>Saxon conscript artillery</i>

#### VIII CORPS

Poniatowski [Ex. 6]

Kaminiecki	○○○○○	5	<i>Polish infantry</i>
Dambrowsi	○○○○○	5	<i>Polish infantry</i>
VIII Artillery	○○	5	<i>Polish artillery</i>

#### IX CORPS

Augereau [Ex. 6]

Turreau	○○○○○	4	<i>French conscript infantry</i>
Semele	○○○○	4	<i>French conscript infantry</i>

Augereau arrives Turn 14  
at Jena

# Fall 1813 OOB

## FRENCH ARMIES

### FRENCH ARMIES

Napoleon Bonaparte

#### XI CORPS

#### MacDonald [Ex. 12]

Gerard	○○○○○○○	4	<i>French conscript infantry</i>
Fressinet	○○○○○	5	<i>French infantry</i>
Charpentier	○○○○○	5	<i>French infantry</i>
XI Artillery	○○	4	<i>French conscript artillery</i>

#### XII CORPS

#### Oudinot [Ex. 14]

Pachod	○○○○○○○○○○○○	4	<i>French conscript infantry</i>
Raglovich	○○○○○○○○○○○○	4	<i>Bavarian conscript infantry</i>
XII Artillery	○○	5	<i>French conscript artillery</i>

#### XIII CORPS

#### Davout [Ex. 18]

Loison	○○○○○○○○○	4	<i>French conscript infantry</i>
Thiebault	○○○○○○○○○	4	<i>French conscript infantry</i>
Pecheux	○○○○○○○○○	4	<i>French conscript infantry</i>
Lallemand	○○	5	<i>French light cavalry</i>
XIII Artillery	○○	5	<i>French conscript artillery</i>

#### XIV CORPS

#### St. Cyr [Ex. 16]

Dupas	○○○○○○○	4	<i>French conscript infantry</i>
Claparede	○○○○○○○	4	<i>French conscript infantry</i>
Serrurier	○○○○○○○	4	<i>French conscript infantry</i>
Razout	○○○○○○○	4	<i>French conscript infantry</i>
XIV Artillery	○○	5	<i>French conscript artillery</i>

Grandeau	○○○○○○○○○	4	<i>Stettin garrison</i>
Girard	○○○○○○○○○	4	<i>Magdeburg garrison</i>
Laplane	○○○○	4	<i>Glogau garrison</i>
d'Albe	○○○○	4	<i>Kustrin garrison</i>
Wittenburg	○○○	4	<i>Wittenburg garrison</i>
Torgau	○○	4	<i>Torgau garrison</i>

# Fall 1813 OOB

## FRENCH ARMIES

### FRENCH ARMIES

Napoleon Bonaparte

#### I & V CAVALRY CORPS

Latour-Maubourg & Pajol [Ex. 11]

Berckheim	OO	5	<i>French light cavalry</i>
Chastel	OOO	5	<i>French light cavalry</i>
Pire	OO	5	<i>French light cavalry</i>
Bordesoulle	OO	5	<i>French heavy cavalry</i>
Doumerc	OO	5	<i>French heavy cavalry</i>
L'Hertier	OOO	5	<i>French heavy cavalry</i>
Milhaud	OO	5	<i>French heavy cavalry</i>
I Cav. Art.	OOO	5	<i>French horse artillery</i>

#### II CAVALRY CORPS

Sebastiani [Ex. 5]

Roussel	OO	5	<i>French light cavalry</i>
Exelmans	OO	5	<i>French light cavalry</i>
St.-Germain	OO	5	<i>French heavy cavalry</i>
II Cav. Art.	OO	5	<i>French horse artillery</i>

#### III & IV CAVALRY CORPS

Arrighi & Kellerman [Ex. 7]

Lorge	OOO	5	<i>French light cavalry</i>
Fournier	OO	5	<i>French light cavalry</i>
Defrance	OO	5	<i>French heavy cavalry</i>
Sokolnicki	OO	5	<i>Polish light cavalry</i>
Sulkowski	OO	5	<i>Polish light cavalry</i>

# Fall 1813 HQ Sheets

## Allied Headquarters #1

### TURN LIMIT

17 turns

### OBJECTIVES

The Allies gain +2 VP for control of Dresden and +1 for Leipzig. They earn +2 VP for each French Guard chit eliminated from the board game.

Both sides earn Battle VP per the original game rules.

### ALLIED ORDER OF BATTLE, FALL 1813

#### ARMY of the NORTH

Corps Win. (Winzingerode)	~25,000
III Prussian Korps (Bulow)	~35,000
IV Prussian Korps (Tauentzien)	~25,000
Swedish Army (Stedingk)	~17,000
Attachments	~36,000

#### ARMY of BOHEMIA

Advance Gd. (Schwarzenberg)	~10,000
Right Wing (Colloredo)	~24,000
Left Wing (Merveldt & Gyulai)	~30,000
IV Korps (Klenau)	~26,000
Reserve (Hessen-Homburg)	~19,000

#### RUSSO-PRUSSIAN ARMY

Vanguard (Platov)	~7,000
II Prussian Korps (Kleist)	~36,000
Russian Guard (Constantine)	~36,000
Russian Cav. Korps (Gallitzin)	~7,000

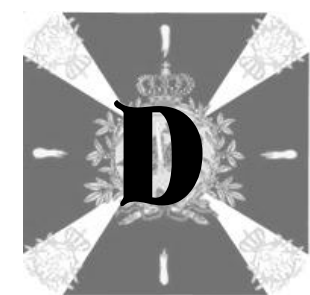
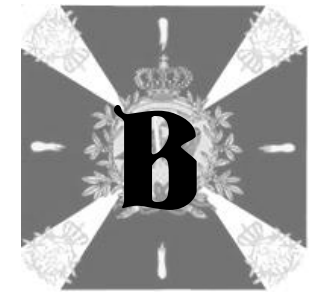
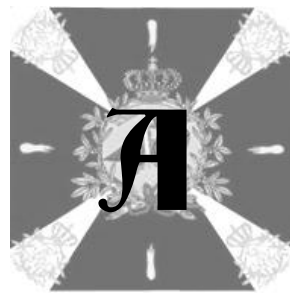
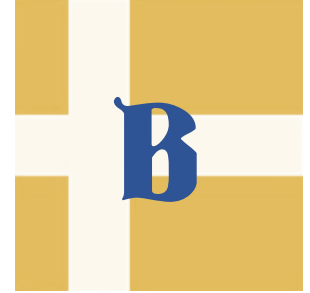
#### ARMY OF SILESIA

I Prussian Korps (Yorck)	~38,000
Corps Langeron (Langeron)	~33,000
Corps Sacken (Sacken)	~13,000
Corps St. Priest (St. Priest)	~7,000
Attachments (Blucher)	~9,000

#### ARMY of POLAND

Advance Gd. (Benningesen)	~13,000
Right Wing (Docturov)	~24,000
Left Wing (Osterman-Tolstoy)	~18,000

Total Returns: 488,000



# Fall 1813 HQ Sheets

## Allied Headquarters #2

### TURN LIMIT

17 turns

### OBJECTIVES

The Allies gain +2 VP for control of Dresden and +1 for Leipzig. They earn +2 VP for each French Guard chit eliminated from the board game.

Both sides earn Battle VP per the original game rules.

### ALLIED ORDER OF BATTLE, FALL 1813

#### ARMY of the NORTH

Corps Win. (Winzingerode)	~25,000
III Prussian Korps (Bulow)	~35,000
IV Prussian Korps (Tauentzien)	~25,000
Swedish Army (Stedingk)	~17,000
Attachments	~36,000

#### ARMY of BOHEMIA

Advance Gd. (Schwarzenberg)	~10,000
Right Wing (Colloredo)	~24,000
Left Wing (Merveldt & Gyulai)	~30,000
IV Korps (Klenau)	~26,000
Reserve (Hessen-Homburg)	~19,000

#### RUSSO-PRUSSIAN ARMY

Vanguard (Platov)	~7,000
II Prussian Korps (Kleist)	~36,000
Russian Guard (Constantine)	~36,000
Russian Cav. Korps (Gallitzin)	~7,000

#### ARMY OF SILESIA

I Prussian Korps (Yorck)	~38,000
Corps Langeron (Langeron)	~33,000
Corps Sacken (Sacken)	~13,000
Corps St. Priest (St. Priest)	~7,000
Attachments (Blucher)	~9,000

#### ARMY of POLAND

Advance Gd. (Benningesen)	~13,000
Right Wing (Docturov)	~24,000
Left Wing (Osterman-Tolstoy)	~18,000

Total Returns: 488,000



# Fall 1813 OOB

## ARMY of the NORTH

### Army of the North

### Bernadotte

#### CORPS WINZINGERODE

#### Winzingerode [Ex. 18]

Voronzov	○○○○	5	<i>Russian mixed infantry/cavalry</i>
Laptiev	○○○○○○	4	<i>Russian conscript infantry</i>
Vuich	○○○○○○	4	<i>Russian conscript infantry</i>
Harpe	○○○○○	6	<i>Grenadiers</i>
Pahlen	○○○○	5	<i>Russian light cavalry</i>
Artillery-W1	○○○	5	<i>Russian heavy artillery</i>
Artillery-W2	○○	5	<i>Russian artillery</i>

#### III PRUSSIAN KORPS

#### Bulow [Ex. 18]

Hesse-Homburg	○○○○○○○○○	4	<i>Prussian landwehr</i>
Thueman	○○○○○○○	5	<i>Prussian infantry</i>
Borstell	○○○○○○○	4	<i>Prussian landwehr</i>
Krafft	○○○○○○○○○	5	<i>Prussian infantry</i>
Oppen	○○○○○	5	<i>Prussian light cavalry</i>
III-P Artillery	○○○	5	<i>Prussian artillery</i>

#### IV PRUSSIAN KORPS

#### Taumentzen [Ex. 16]

Dobschutz	○○○○○○○○○	5	<i>Prussian landwehr</i>
Lindenau	○○○○○○○○○	4	<i>Prussian landwehr</i>
Wobester	○○○○○○○	4	<i>Prussian landwehr</i>
IV-P Artillery	○○	5	<i>Prussian artillery</i>

#### SWEDISH ARMY

#### Stedingk [Ex. 11]

Skjoldebrand	○○○○○○○	4	<i>Swedish infantry</i>
Sandels	○○○○○○○○○	4	<i>Swedish infantry</i>
Boyen	○○○○○	4	<i>Swedish infantry</i>
Skyveldebrand	○○○	4	<i>Swedish heavy cavalry</i>
Swedish Artillery	○○	4	<i>Swedish artillery</i>
Rocket Artillery	○○	4	<i>Rocket artillery</i>

#### RESERVE

#### Bernadotte [Ex. 7]

Prince of Mecklenberg-Sch.	○○○○○	4	<i>German conscript infantry</i>
Dorenberg	○○○○○	4	<i>German conscript infantry</i>
Gibbs	○○○	5	<i>British infantry</i>
Wallmoden	○○○○○○○○○○○○○○○	4	<i>Prussian landwehr, Hamburg Observation</i>
Hirschfeldt	○○○○○○○○○	4	<i>Prussian landwehr; Magdeburg Observation</i>
Heinrichs	○○○○○○○○○	4	<i>Prussian landwehr; Kustrin Observation</i>
Plotz	○○○○○○○○○○○○○	4	<i>Prussian landwehr; Stettin Observation</i>



# Fall 1813 OOB

## ARMY of BOHEMIA

Army of Bohemia

Schwarzenberg

### VANGUARD Schwarzenberg [Ex. 7]

Prince Maurice	○○○○○	5	<i>Austrian light infantry</i>
Bubna	○○○○○	5	<i>Austrian light infantry</i>
Van. Artillery	○○	5	<i>Austrian artillery</i>

### I KORPS (RIGHT WING) Colloredo [Ex. 16]

Hardegg	○○○○○○○○	4	<i>Austrian conscript infantry</i>
Wimpfen	○○○○○○○○	4	<i>Austrian conscript infantry</i>
Greith	○○○○○○○○	4	<i>Austrian conscript infantry</i>
I Artillery	○○○	5	<i>Austrian heavy artillery</i>

### II KORPS (LEFT WING) Merveldt [Ex. 9]

Lederer	○○○○○○	4	<i>Austrian conscript infantry</i>
Lichtenstein	○○○○○○	4	<i>Austrian conscript infantry</i>
II Artillery	○○	5	<i>Austrian artillery</i>

### III KORPS (LEFT WING) Gyulai [Ex. 14]

Crenneville	○○○○○○	4	<i>Austrian conscript infantry</i>
Murray	○○○○○○	4	<i>Austrian conscript infantry</i>
Hessen-Homburg	○○○○○○	4	<i>Austrian conscript infantry</i>
III Artillery	○○	5	<i>Austrian artillery</i>

### IV KORPS Klenau [Ex. 18]

Mohr	○○○○○○	5	<i>Austrian infantry</i>
Hohenlohe	○○○○○○○○	5	<i>Austrian infantry</i>
Mayer	○○○○○○○○	5	<i>Austrian infantry</i>
Desfours	○○○○	5	<i>Austrian heavy cavalry</i>
IV Artillery	○○○	5	<i>Austrian heavy artillery</i>

### RESERVE KORPS Hessen-Homburg [Ex. 14]

Weissenwolf	○○○○○○○○	5	<i>Austrian grenadiers</i>
Bianchi	○○○○○○○○	5	<i>Austrian infantry</i>
Nostitz	○○○○	5	<i>Austrian heavy cavalry</i>
Res. Artillery	○○○	5	<i>Austrian heavy artillery</i>

Prague Garrison	○○○○○○○○	4	<i>Austrian conscript infantry</i>
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# Fall 1813 OOB

## RUSSO-PRUSSIAN ARMY

(assigned to the Army of Bohemia)

### Russo-Prussian Army

### Barclay de Tolly

#### VANGUARD

#### Platov [Ex. 6]

Pahlen III	○○○	5	<i>Russian light cavalry</i>
Moeller	○○	5	<i>Cossacks</i>
Kudascheff	○○	4	<i>Cossacks</i>
Van. Artillery	○○	5	<i>Russian horse artillery</i>

#### II PRUSSIAN KORPS

#### Kleist [Ex. 25]

Klux	○○○○○○○○○	4	<i>Prussian landwehr</i>
Pirch	○○○○○○○○○	4	<i>Prussian landwehr</i>
Zeithen	○○○○○○○○○	5	<i>Prussian infantry</i>
Ferdinand	○○○○○○○○○	4	<i>Prussian landwehr</i>
Roeder	○○○○	5	<i>Prussian light cavalry</i>
II-P Artillery	○○	5	<i>Prussian artillery</i>
II-P Hvy. Art.	○○	5	<i>Prussian heavy artillery</i>

#### RUSSIAN GUARD

#### Constantine [Ex. 25]

Choglokov	○○○○○○○○○	5	<i>Russian grenadiers</i>
Sulima	○○○○○○○○○	5	<i>Russian grenadiers</i>
Baron Rosen	○○○○○○○○○	6	<i>Russian Guard infantry</i>
Udom I	○○○○○	6	<i>Russian Guard infantry</i>
Alvensleben	○○○○○○○	6	<i>Prussian Guard infantry</i>
Cevich	○○○	6	<i>Russian Guard heavy cavalry</i>
Guard Art.	○○○○	5	<i>Russian Guard artillery</i>
Reserve Art.	○○○	5	<i>Russian heavy artillery</i>

#### CAVALRY CORPS

#### Gallitzin [Ex. 7]

Depreradovich	○○○	5	<i>Russian heavy cavalry</i>
Kretov	○○	5	<i>Russian heavy cavalry</i>
Duka	○○	5	<i>Russian heavy cavalry</i>
Horse Artillery	○○	5	<i>Russian horse artillery</i>

# Fall 1813 OOB

## ARMY of SILESIA

### Army of Silesia

### Blucher

#### I PRUSSIAN KORPS

#### Yorck [Ex. 25]

Katzeler	○○○○	5	<i>Prussian light infantry</i>
Steinmetz	○○○○○○○○○	5	<i>Prussian guard infantry</i>
Charles	○○○○○○○○	5	<i>Prussian infantry</i>
Horn	○○○○○○○○○	4	<i>Prussian landwehr</i>
Hunerbein	○○○○○○○○	4	<i>Prussian landwehr</i>
Jurgass	○○○○	5	<i>Prussian light cavalry</i>
I-P Artillery	○○○	5	<i>Prussian artillery</i>
I-P Hvy. Art.	○○	5	<i>Prussian heavy artillery</i>

#### CORPS LANGERON (a/b)

#### Langeron [Ex. 25]

Rudsevich	○○○	5	<i>Russian light cavalry</i>
Udom II	○○○○○○○	5	<i>Russian infantry</i>
Kornilov	○○○○○○○	4	<i>Russian conscript infantry</i>
Urussov	○○○○○○○	4	<i>Russian conscript infantry</i>
Gurgalov	○○○○○○○	4	<i>Russian conscript infantry</i>
Pilar	○○○○○○○	4	<i>Russian conscript infantry</i>
VIII Art.	○○	5	<i>Russian artillery</i>
IX Artillery	○○○	5	<i>Russian artillery</i>
X Artillery	○○○	5	<i>Russian artillery</i>

#### CORPS SACKEN (b/b)

#### Sacken [Ex. 10]

Lanskoi	○○○	5	<i>Russian light cavalry</i>
Lieven III	○○○○○○○	4	<i>Russian conscript infantry</i>
Neverovsky	○○○○○○○	4	<i>Russian conscript infantry</i>
Sacken Art.	○○	5	<i>Russian artillery</i>

#### CORPS ST. PRIEST (Cav.)

#### St. Priest [Ex. 5]

Borozdin	○○○	5	<i>Russian heavy cavalry</i>
Kaisarov	○○○○	3	<i>Cossacks</i>
Horse Art.	○○	5	<i>Russian horse artillery</i>

#### [Blucher HQ]

Tippelskirch	○○○○○○○	6	<i>Prussian guard infantry</i>
Karpov II	○○○	4	<i>Cossacks</i>

# Fall 1813 OOB

## ARMY of POLAND

### Army of Poland

### Benningsen

The Army of Poland arrives Sept. 7 from the eastern map edge

#### ADVANCE GUARD

#### Benningsen [Ex. 10]

Bulatov	○○○○	5	<i>Russian infantry</i>
Ivanov	○○○○○○○	5	<i>Russian infantry</i>
Bagration	○○○	3	<i>Cossacks</i>
Art.-Adv.	○○	5	<i>Russian horse artillery</i>

#### RIGHT WING

#### Docturov [Ex. 15]

Chovansky	○○○○○○○○○	5	<i>Russian infantry</i>
Paskievich	○○○○○○○○○○○	5	<i>Russian infantry</i>
Lindfors	○○○○○	4	<i>Russian conscript infantry</i>
Pushkin	○○○○○	5	<i>Russian infantry</i>
Artillery-R	○○○	5	<i>Russian heavy artillery</i>

#### LEFT WING (b)

#### Osterman-Tolstoy [Ex. 10]

Muromoc	○○○○○○○○○○○	3	<i>Russian militia</i>
Titov	○○○○○○○○○○○	3	<i>Russian militia</i>
Tschlapitz	○○	3	<i>Russian militia light cavalry</i>
Artillery-L	○○	4	<i>Russian artillery</i>

# Fall 1813 French Unit Labels

NAP.	Friant	Curial	d'Ornano	Desnout.	Walther	Gd. Art.	MOUT.	Pacthod	Barrios
Decouz	Rouget	YG Art.	VAND.	Dumon.	Philipp.	Dufour	I Art.	VICTOR	Teste
Corbin.	Mouton	II Art.	NEY	Souham	Delmas	Albert	Ricard	March.	Beurman
III Art.1	III Art. 2	BERT.	Morand	Font.	Franq.	VI Art.	LAUR.	Maison	Puthod
Rocham.	V Art.	MARMT.	Compans	Bonnet	Friedrs.	VI Art.	REYNR	Lecoq	Sahr
Durette	VI Art.	PONIT.	Kamink.	Dambr.	VIII Art.	AUGRU.	Turreau	Semele	MacD.
Gerard	Fressinet	Charpen.	XI Art.	OUDIT.	Pacthod	Raglov.	XII Art.	DAVT.	Loison
Thiebaut.	Pecheux	Lallem.	XIII Art.	ST. CYR	Dupas	Clapard.	Serrur.	Razout	XIV Art.
Grande.	Girard	Laplane	d'Albe	Witten.	Torgau	L-MAU.	Berck.	Chastel	Pire
Bordes.	Doumerc	L'Hertier	Milhaud	I-C Art.	SEBAS.	Roussel	Exelman	St-Germ	II-C Art.
ARRGH.	Lorge	Fourn.	Defrance	Sokol.	Sulkow.				

# Fall 1813 Allied Unit Labels

BERND.	WINZ.	Voronz.	Laptiev	Vuich	Harpe	Pahlen	W1 Art.	W2 Art.	BULOW
Hesse-H	Thuemn.	Borstell	Krafft	Oppen	III-P Art.	TAUEN.	Dobschz.	Linden.	Wobest.
IV-P Art.	STEDNK	Skjold.	Sandels	Boyen	Skyveld.	Sw. Art.	Rockets	P Meck.	Doren.
Gibbs	Wallmod.	Hirsch.	Heinrichs	Plotz					

SCHWZ.	P Maur.	Bubna	Van. Art.	COLLO.	Hardegg	Wimpfen	Greith	I Art.	MERV.
Lederer	Lichten.	II Art.	GYULAI	Crenne.	Murray	H-Hom.	III Art.	KLEN.	Mohr
Hohenl.	Mayer	Desfours	IV Art.	HESSEN	Weissen.	Bianchi	Nostitz	Res. Art	Prague

TOLLY	PLATOV	Pahlen	Moeller	Kudas.	Van. Art.	KLEIST	Klux	Pirch	Zeithen
Ferdind.	Roeder	II-P Art	II-P Hvy	CONST.	Choglo.	Sulima	Baron R	Udom I	Alvens.
Cevich	Gd. Art.	Res. Art.	GALLIT.	Depred.	Kretov	Duka	Hrs. Art.		

BLUCH.	Tippels.	Karpov	YORCK	Katzeler	Steinmetz	Charles	Horn	Hunerb.	Jurgass
I-P Art.	I-P Hvy	LANGR.	Rudesv.	Udom II	Kornilov	Urussov	Gurgalv	Pilar	VIII Art.
IX Art.	X Art.	SACKEN	Lanskoi	Lieven	Neverov.	Sack. Art	ST. PRST	Borozdin	Kaisarov
Hrs Art									

BENNG.	Bulatov	Ivanov	Bagration	Art. Adv	DOCT.	Chovans.	Paskiev.	Lindfors	Pushkin
Art. R	OSTERM	Muromoc	Titov	Tschlap.	Art. L				