

The Battle of Lindenau (Leipzig)

Age of Eagles Scenario
by GRW, 2009

SETTING

Date: 16 October 1813, 10:00 AM

Location: 2 miles west of Leipzig

Combatants: French Empire vs. Austrian Empire

History: Napoleon selected the strategic town of Leipzig to make his stand against the coalition of Austrian, Russian, Prussian, and Swedish armies. The epic battle was fated to be the largest and most significant engagement of the Napoleonic wars.

Three roads entered Leipzig from the west, and these roads converged at the village of Lindenau. Lindenau also controlled the vital bridges over the Elster and Pleisse Rivers. Napoleon's line of communication and potential retreat required secure possession of Lindenau, and on October 16 an Austrian corps threatened to capture this crucial junction. Napoleon had no choice but to dispatch one of his only reserves--General Bertrand's weakened IV Corps--to beat back the Austrian attack and secure Lindenau. When Bertrand arrived on the field at 11:00am, 25,000 Austrians were pressing hard against a 5,000-man French garrison force.



Henri Gatien Bertrand

French Orders: Relieve the garrison at Lindenau and drive the Austrians from the field at all costs.



Ignaz Gyulai

Austrian Orders: Napoleon's line of retreat from Leipzig will be severed if you can capture Lindenau and its bridges.

Victory points: Possession of the Lindenau bridge is worth three points. Uncontested control of Lindenau, Leutzsch, or Schönau is worth two points. Contested towns are worth zero points, and in this scenario, no points are awarded for inflicting casualties.

Game length: Austrian 10:00 AM until 5:00 PM (14 turns), or according to Rule #3 & 4.

AFTERMATH

General Gyulai knew his III Korps was too weak to achieve a decisive victory, so he hoped to lure French reserves into the defense of Lindenau. He attacked at 8:00am and just three hours later, Gyulai's strategy paid off when Bertrand's IV Corps appeared on the field to oppose his advance. It took Bertrand most of the afternoon to beat back the Austrian attack, and around 5:00pm the French organized a counter-attack that secured Lindenau, but little else. Gyulai may have failed to capture Lindenau, but he succeeded in drawing off reserves Napoleon desperately needed to swing the tide of the main battle south of Leipzig.

SCENARIO RULES

1. During his deployment, the French player may place one brigade or battery behind fortified earthworks outside the town of Lindenau. These fortifications provide +1 when defending in melee and a -1 benefit when under fire.
2. The Austrian force begins off the table and enters according to the "Deployment" rules.
3. The scenario ends after 14 turns, or may end sooner. Once more than 30% (6 of the 19) Austrian units are spent or destroyed, Gyulai's corps will quit the field and end the battle. If the Austrians begin a turn with 6 or more units spent or destroyed, end the scenario immediately and count victory points. If Gyulai's corps quits the field before 2:00pm, the French have scored a decisive victory.
4. If any unspent Austrian unit crosses the bridges beyond Lindenau, the scenario immediately ends in a decisive Austrian victory.
5. BERTRAND is a +0 for initiative rolls, and GYULAI is -1. Austrians begin with initiative.

TERRAIN & WEATHER

The gaming table should be six feet long by four feet wide, laid out according to the accompanying map. The battlefield terrain was rugged, including marshes, streams, hills, and woods. Urban areas offer +2 advantages to defending units in melee and a -2 benefit when under fire. The stream may only be crossed at the two bridges. Movement along roads offers full movement benefits. The weather is warm and clear.

DEPLOYMENT

Units set up according to the accompanying map in whichever formation the commander sees fit. Batteries may begin limbered or unlimbered, and commanders must be deployed within 12 inches of their commands. The only force on the table to start the game is MARAGON and his garrison division, including the heavy cavalry support. BERTRAND and his corps begin to arrive starting on Turn 3, at 11:00am. Beginning on this turn, the French player may bring on one division per turn at "A," until all divisions have arrived by 12:00pm.

The Austrians begin off table. On their first turn, the Austrian player may bring three of his four divisions on the table, with one division arriving at "B," one at "C," and one at "D." GYULAI, the corps commander, and his unattached corps cavalry and artillery should roll a D3 to randomly determine which road they will enter on the first turn. The remaining Austrian division arrives at 10:30am, Turn 2, and should also roll a D3 for a random entry point at "B, C, or D."

SCALE

Each infantry stand represents 360 soldiers, each cavalry stand 180 troopers, and artillery stands a battery of 6-12 guns. Ground scale is one inch to 150 yards and one complete turn represents thirty minutes of historical time. Ideally, this is a two-player scenario.

Notes on Sources

The battle at Lindenau offers an ideal opportunity to break down the epic Battle of the Nations at Leipzig into a much smaller, manageable separate engagement. This is a battle for beginners due to the small size--one corps per side--but the French commander faces a difficult defensive assignment. Due to the scope and fame of the larger battle, sources for Lindenau are numerous. For OOBs, maps, and descriptions of the battle see George Nafziger's *Napoleon at Leipzig* (1996), Digby Smith, *1813: Leipzig* (2001), and Peter Hofschröer's *Leipzig 1813* (1996).

French Order of Battle

BERTRAND French IV Corps

BERTRAND IV Corps Idr

<u>Morand</u>	<u>12th Division Idr</u>	<u>Fontanelli</u>	<u>15th Division Idr</u>
Belair	R 5/3/2 Sk light	St-Andrea	R 6/4/3 line (Italian)
Toussaint	R 5/4/3 line	Light Foot Artillery #2	
Hulot	R 9/7/4 line		
Light Foot Artillery #1			

<u>Franquemont</u>	<u>38th Division Idr</u>		
Stockmayer	R 5/4/3 line (Wurtemberg)		
Jett	R 4/3/2 LC chevaulegers (Wurt.)		
Wolf	R 3/2/- LC chevaulegers (Wurt.)		
Light Horse Artillery #3			

<u>Margaron</u>	<u>Garrison division Idr</u>	Quinette	R 6/4/3 HC dragoons
Bertrand	C 9/7/5 line		
Hochberg	C 5/4/3 line (Baden)		
Light Foot Artillery #4			

Austrian Order of Battle

I. GYULAI III Korps

I. GYULAI III Corps Idr

<u>Crenneville</u>	<u>1st Division Idr</u>	<u>Murray</u>	<u>2nd Division Idr</u>
Hecht	R 5/4/3 Sk light	Salins	R 10/7/5 line
Klenau	R 7/5/3 LC chevaulegers	Weigel	R 8/6/4 line
Light Foot Artillery #1		Light Foot Artillery #2	
<u>Hessen-Homburg</u>	<u>3rd Division Idr</u>	<u>Liechtenstein</u>	<u>1st Light Div. Idr</u>
Czollich	R 10/7/5 line	Hessen-Homburg	R 4/3/2 Sk jägers
Grimmer	R 8/6/4 line	Scheither	R 5/4/3 Sk jägers
Light Foot Artillery #3		Levenehr	R 6/4/3 LC dragoons
		Horse Artillery #4	
Mensdorf	R 4/3/2 LC hussars	Thielmann	R 8/6/4 LC hussars
Reserve Light Foot Artillery #5,6			

MAP & DEPLOYMENT

