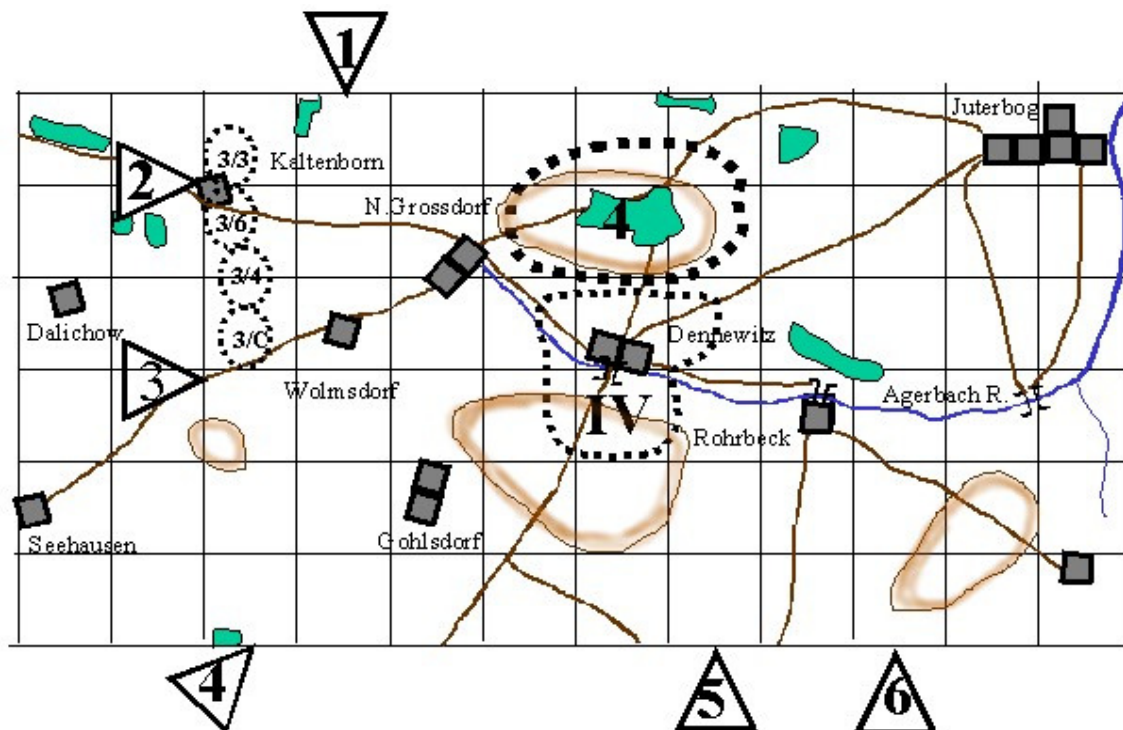


The Scenario: The weather is Overcast, with variation . The ground is Hard. The game's Basic Length is 6 turns. All towns are hard cover. The Augerbach river is an obstacle to infantry and cavalry, and unfordable by artillery.



Starting setup: The Prussian 4th Korps sets up first, then the French IV Corps. At least half the Prussian units must set up within 12" of Dennewitz. French units may setup no closer than 6" to the enemy. The following units must set up north of the Augerbach: IV/15/11, IV/15/2, IV/15/3, IV/C1, IV/C2, and two 6-pdr guns. The rest of IV Corps must be placed south of the Augerbach. Afterwards, the Prussian 3rd Brigade, 4th Brigade, 6th Brigade and Cavalry Reserve of the 3rd Korps set up last. Bulow and Hohenzollern setup up with the 4th Brigade. Two of the 12-pdr guns set up with 4th Brigade, two with 6th Brigade, and the two 6-pdr guns set up with the Cavalry Reserve.
Notes: The French army commander does not start on the table.

Turn 2: Ney & VII Corps arrive at Point 5.

Turn 3: 3 Korps / 5th Bde arrives at Point 2.

Turn 4: XII Corps arrives at point 5.

The Battlefield:

Special Rules:

1. **Army Morale Check** - Because the forces start so close together, I highly recommend you add +2 to the die roll when rolling the Army Moral Check (L3.0).
2. **Late Arrivals** - Count Ney and VII Corps as being on the table when rolling for Command Points at the start of Turn 2, and XII Corps as present at the start of Turn 4. Every Force than arrives after the

Turn 1 counts as being in command for the first pulse for free. All units of that force move onto the board from the table edge at the designated point, or within 6" of it.

Roster for the Army of the North (Allied)

Commander: Bulow (Good)

Army's Break Point: 10

Generals Available: 2

This is a Napoleonic army of 2 Forces

3 Korps: Hohenzollern 3 / 19" (2 / 20" V)

3rd Bde:Hessen-

Homburg

3/3/1 Line/Gn Veteran 8 SK2 _____

3/3/2 Resv / Trained 8 MX SK1 _____

Hussars

3/3/3 Landwehr Conscript 5 _____

4th Brigade:

Thuemen

3/4/1 Line / Veteran 10 MX _____

Hussars SK2 _____

3/4/2 Resv Trained 7 SK1 _____

3/4/3 Resv / Trained 5 MX SK1 _____

Dragoons

5th Brigade:

Borstell

3/5/1 Line/Gn Veteran 9 MX _____
SK2

3/5/2 Resv / Trained 6 MX SK1 _____
Hussars

3/5/3 Landwehr / Conscript 5 _____
LWC

6th Brigade:

Krafft

3/6/1 Line Veteran 7 SK2 _____

3/6/2 Resv / Trained 5 SK1 _____

Hussars

3/6/3 Landwehr Conscript 5 _____

Cavalry Reserve:

Oppen

3/C1 Treskow Trained 4 LC _____
(Dragoons)

3/C2 Malzahn Conscript 4 LC _____
(Landwehr)

3: 12-pdr Foot A _____

3: 12-pdr Foot B _____

3: 12-pdr Foot C _____

(Russ)

3: 12-pdr Foot D _____

(Russ)

3: 6-pdr Horse A _____

3: 6-pdr Horse B _____

4 Korps: Tauentzien 3 / 7"

4/1 Resv	Trained 6 SK1	_____
4/2 Landwehr	Conscript 4 MX	_____
4/3 Silesn Landwehr	Trained 5 MX	_____
	SK1	_____
4/4 Landwehr	Conscript 5 MX	_____
4/5 Landwehr	Conscript 5 MX	_____
4: 6-pdr Horse A		_____

Bulow special rule: Although Bernadotte was the army commander for the Allies, he did not arrive until the battle was nearly over. Bulow was the senior commander on the field and is the army commander for this scenario. His Korps staff is represented by Hohenzollern. If Bulow is "Grabbing the Lapels" (G3.1) of Hohenzollern, use the force commander stats in parenthesis instead.

Army of the North Totals:

17 Infantry Units
2 Cavalry Units
7 Artillery Units

Roster for the Army of Berlin (French)

Commander: Ney (Poor)
Army's Break Point: 4, 7 on Turn 2, 12 on Turn 4
Generals Available: 2
This is a Napoleonic army of 1 - 3 Forces

IV Corps: Bertrand 2 / 20" (V)

12th Division: Morand		
IV/12/1 Belair (legere)	Conscript 8	_____
IV/12/2 Toussaint	Conscript 7	_____
15th Division (Italian): Fontanelli		
IV/15/1 StAndre	Conscript 5	_____
IV/15/2 Moroni (light)	Trained 7	_____
IV/15/3 Martel	Conscript 5	_____
38th Division (Wurt): Franquemont		
IV/38/1 Stockmayer	Trained 5	_____
IV/38/2 Spitzenberg	Trained 5	_____
IV/C1 (Wurt / Pol)	Veteran 6 LC	_____
IV/C2 Lorge (Chasseurs)	Trained 6 LC	_____
IV: 12-pdr Foot A		_____
IV: 12-pdr Foot B		_____
IV: 6-pdr Horse A		_____
IV: 6-pdr Horse B		_____
IV: 6-pdr Horse C		_____

VII Corps: Reynier 3 / 12"

24th Division (Saxon):

Lecoq

VII/24/1 Brause (Gd, Lt) Trained 8 _____

VII/24/2 Mellentin (Gn) Conscript 6 _____

25th Division (Saxon):

Sahr

VII/25/1 Bosch (Gn, Lt) Trained 8 _____

VII/25/2 Rissel Conscript 5 _____

32nd Division: Durette

VII/32/1 Devaux (legere) Conscript 8 _____

VII/32/2 Jarry (legere) Conscript 7 _____

VII/32/3 Lindenau Trained 6 _____

(Wurz)

VII/32/4 Zoltowski (Pol) Veteran 7 _____

VII/C1 (Saxon)

Elite 5 LC _____

Hussar, Lancers

VII/C2 Defrance

Trained 5 LC _____

(Dragoon)

VII: 12-pdr Foot A

(Saxon) _____

VII: 6-pdr Horse A

(Saxon) _____

VII: 6-pdr Horse B

(Saxon) _____

XII Corps: Oudinot 5 / 14" (V) Aggressive

13th Division: Pachtod

XII/13/1 Bardet (legere) Conscript 5 _____

XII/13/2 Cacault Conscript 6 _____

14th Division

Guilleminot

XII/14/1 Gruyer (legere) Conscript 8 _____

XII/14/2 Villeret Conscript 7 _____

29th Division (Bavarian):

Raglovich

XII/29/1 Beckers Conscript 5 _____

XII/29/2 La Traille Conscript 5 _____

XII/C1 Wolff (West,

Trained 4 _____

Bav)

XII/C2 Fournier

Trained 4 _____

(Chasseur, Hussar)

XII: 12-pdr Foot A (Bav) _____

XII: 12-pdr Foot B (Bav) _____

Army of Berlin Totals:

21 Infantry Units

7 Cavalry Units

10 Artillery Units

Scenario Variants

1. III Corps Rides Together - Historically, the divisions of the French III cavalry corps operated directly with the three infantry corps, and for that reason are incorporated into those Forces. To have III Corps operate together, use the following force list, and remove IV/C2, VII/C2, and XII/C2 from their respective lists. Have it arrive Turn 3, at point 5.

III Cavalry Corps: Arrighi 3 / 6" Aggressive

III/1 Lorge Chas Trained 6 LC _____

III/2 Fournier
(Chasseur,Hussar) Trained 4 LC _____

III/3 Defrance (Dragoon) Trained 5 LC _____

III: 6-pdr Horse A _____

III: 6-pdr Horse B _____

III: 6-pdr Horse C _____

2. Random Arrival Points - Each time a Force arrives from off-board, determine its entry point randomly. The Prussians may arrive at points 1, 2 or 3. The French may arrive at points 4, 5, or 6.

3. Timing is Everything. - Because the play balance of the scenario depends highly upon the length of the turns, I recommend using an averaging die (six sided die marked: 2,3,3,4,4,5) as the colored die that determines if the turn ends (B3.1)

Ready-Made Lables for the Dennewitz Scenario

Bulow (Good)		4/4 LW MX	VII/32/1 Devaux SK2
3Korps: Hohenzollern 3 / 20"		4/5 LW MX	VII/32/2 Jarry SK2
3/3/1 Line/Gn SK2		4: 6-pdr Horse A	VII/32/3 Lindenau SK1
3/3/2 Resv SK1	MX		VII/32/4 Zoltowski SK2
3/3/3 LW		Ney (Poor)	VII/C1 (Saxon) LC
3/4/1 Line SK2	MX	IV Corps: Bertrand 2 / 16" (V)	VII/C2 Defrance LC
3/4/2 Resv SK1		IV/12/1 Belair SK2	VII 12-pdr Foot A
3/4/3 Resv SK1	MX	IV/12/2 Toussaint SK1	VII 6-pdr Horse A
3/5/1 Line/Gn SK2	MX	IV/15/1 StAndre SK1	VII 6-pdr Horse B
3/5/2 Resv SK1	MX	IV/15/2 Moroni SK2	XII Corps: Oudinot 5 / 12" (V) Agg
3/5/3 LW		IV/15/3 Martel SK1	XII/13/1 Bardet SK2
3/6/1 Line SK2		IV/38/1 Stockmayer SK2	XII/13/2 Cacault SK1
3/6/2 Resv SK1		IV/38/2 Spitzenberg SK1	XII/14/1 Gruyer SK2

3/6/3 LW	IV/C1 (Wurt/Pol) LC	XII/14/2 Villeret SK1
3/C1 Treskow LC	IV/C2 Lorge LC	XII/29/1 Beckers SK1
3/C2 Malzahn LC	IV: 12-pdr Foot A	XII/29/2 La Traille SK1
3: 12-pdr Foot A	IV; 12-pdr Foot B	XII/C1 Wolff LC
3: 12-pdr Foot B	IV: 6-pdr Horse A	XII/C2 Fournier LC
3: 12-pdr Foot C	IV: 6-pdr Horse B	XII 12-pdr Foot A
3: 12-pdr Foot D	IV: 6-pdr Horse C	XII 12-pdr Foot B
3: 6-pdr Horse A	VII Corps: Reynier 3 / 10"	III Cavalry Corps: Arrighi 3 / 6" Agg
3: 6-pdr Horse B	VII/24/1 Brause SK1	III/1 Lorge LC
4 Korps: Tauentzien 3 / 8"	VII/24/2 Mellentin SK1	III/2 Fournier LC
4/1 Resv SK1	VII/25/1 Bosch SK1	III/3 Defrance LC
4/2 LW MX	VII/25/2 Rissel SK1	III 6-pdr Horse A
4/3 Silesn SK1		III 6-pdr Horse B
		III 6-pdr Horse C