

Dennewitz 20: After Action Report



DETAILED REPLAY OF SOLITAIRE GAME – DECEMBER 27TH, 2016

Background

After Oudinot's failure at Grossbeeren, Napoleon ordered Marshal Ney to take command of the Army of Berlin at Wittenberg and move rapidly against the Prussian capital to knock Prussia out of the war. The Allied troops start out of position and it is a race to reach the key junctions of Dennewitz and Jüterbog and defend the approaches to Berlin. The French have guaranteed entry behind the Prussians or can gamble on variable entry points further east to cut them off. The variable nature of reinforcements adds tension to the game for both sides.



As in all Napoleonic 20 games, army morale plays a critical role. Players need to decide when to expend morale to gain certain benefits while making sure that enough is available to absorb losses and adverse events. The event cards can change the dynamics of the game at any moment.

Can the French intercept the Allies, deal them a blow and capture Berlin? Or, will the Allies stop the Army of Berlin one more time to save the capital? Two armies march to destiny at Dennewitz.

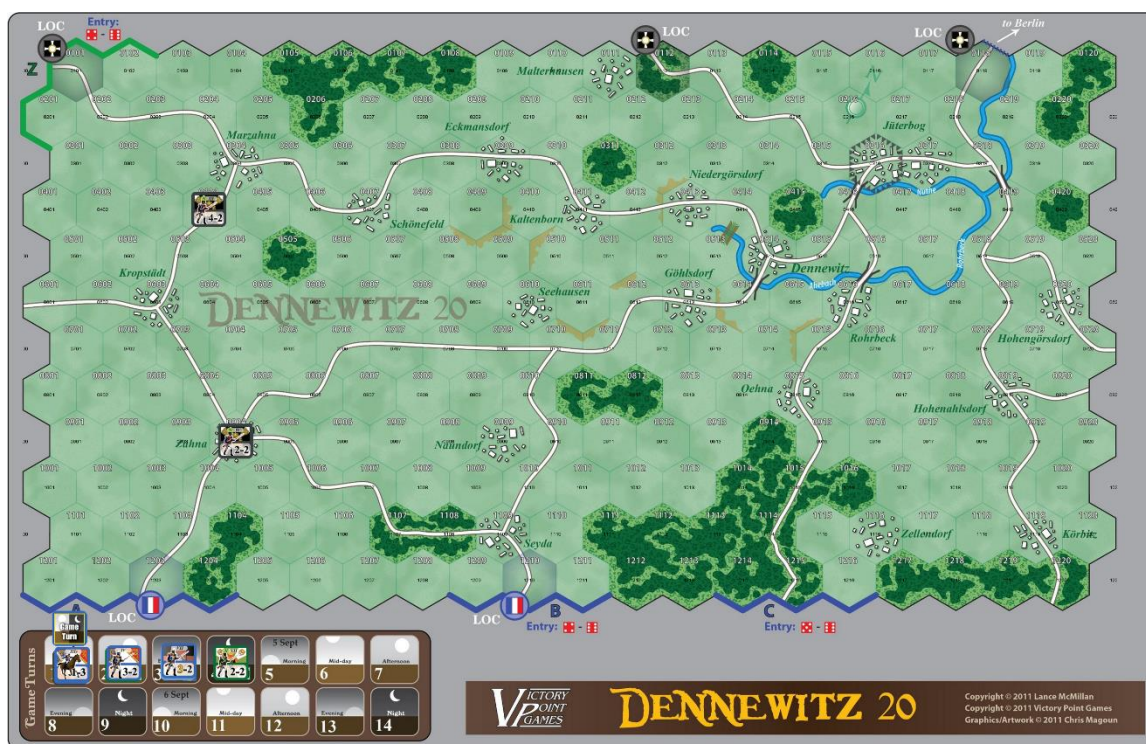


Figure 1: Initial setup

Turn 01: Mid-Day Sep 4th (Morale: French 6, Allies 6)

French Turn

Random Events Phase

- Random Events are skipped on French First Turn

Movement Phase

- III Cavalry and XII Corps placed at Entry Location B.
- III Cavalry rolls a 2 and does not enter
- XII Corps rolls a 6 and enters using road movement from off-map -> 1210 -> Seyda 1109 -> 1010 (3 MP)

Reaction Phase

- N/A

Combat Phase

- N/A

Allied Turn

Random Events Phase

- Event Card: "Confusion and Uncertainty" – No Effect as not using FOW

Movement Phase

- Prussian H placed on Entry Location Z. Entry roll is a 3, unit delayed.
- Prussian III Corps utilizes Road Movement and moves from 0404 -> Marzhana 0304 -> 0305 -> 0406 (3 MP)
- Prussian IV Corps utilizes Road Movement and moves from Zuhna 0904 -> 0805 -> 0806 -> 0706 (3 MP)

Reaction Phase

- N/A

Combat Phase

- N/A

Turn Narrative

Oudinot's XII Corps enters the map and utilizing road movement marches beyond Seyda. Meanwhile the 2 Prussian Corps move along their respective roads towards Dennewitz.



Figure 2: Situation at the end of Turn 1

Turn 02: Afternoon Sep 4th (Morale: French 6, Allies 6)

French Turn

Random Events Phase

- Event Card "Imperial Dispatches" - roll is 6 and gain one morale point (French 7)

Movement Phase

- IV Corps placed at Entry Location C
- XII Corps uses Road Movement from 1010 -> 0910 -> 0810 -> 0710 (3 MP)
- Roll for Entry of IIIc Cavalry. Roll is a 6 and allowed to enter. Moves from off-map using Road Movement to 1210 -> Seyda 1109 -> 1010 -> 0910
- Roll for entry of IV Corps. Roll is a 6 (successful) and IV Corps uses road movement to move from Entry Location C -> 1215 -> 1114 -> 1015

Reaction Phase

- N/A

Combat Phase

- N/A

Allied Turn

Random Events Phase

- Event Card: “Bernadotte: Caution or Timidity” – N/A as Swedish Corps is not in play yet

Movement Phase

- CZ Cavalry placed in Entry Location Z
- Roll for Cz Cavalry entry – result is a 3 for delayed
- Roll for H Corps entry – result is a 1 for delayed
- III Corps use Road Movement from 0406 -> Schonefeld 0407 -> 0307 -> 0308 (3 MP)
- IV Corps uses Road Movement from 0706 -> 0707 -> 0708 -> 0709 (3 MP)

Reaction Phase

- N/A

Combat Phase

- IV Corps (2) attacks XII Corps (2) at hex 0710. XII Corps rolls a 4 for waver and passes. Combat resolved on the 0 CRT column. Combat Roll is 6 for Defender Rout. Rout roll is a 2 and XII Corps routs to 0911 without lowering French morale.



Figure 3: Tauentzien Attacks Near Seehausen

Turn Narrative

The French XII Corps marches North and gains the main road to Dennewitz near Seehausen. This blocks the direct path of the Prussian IV Corps. The IIIc Cavalry enters the map and advances to the outskirts of Naundorf. Bertrand's IV Corps takes the most easterly route and reaches the edge of the woods near Oehna.

The Allies reinforcements have still not entered the map. However, the two main Prussian Corps continue pushing forward to try and interpose themselves between the French and Berlin. Bulow's III Corps reaches the outskirts of Eckmanskorf.

Meanwhile, the IVth Prussian Corps under Tauentzien runs into Oudinot's XII Corps outside of Seehausen. Both units are surprised by the encounter but Tauentzien pushes forward aggressively. Unprepared for an attack at this juncture the XII Corps routs through the woods to the South and then towards Seyda. Seeing the covering support of the IIIc Cavalry they pull up from their retreat. The IV Corps continues to advance along the road.



Figure 4: Situation at the end of Turn 2

Turn 03: Evening Sep 4th (Morale: French 7, Allies 6)

French Turn

Random Events Phase

- Event Card: "For Want of a Nail" – roll of 4 – cavalry and infantry cannot combine attacks

Movement Phase

- Expend 1 morale point for forced march (French 6)
- IIIc Cavalry moves around the woods from 0910 -> 0911 -> 0912 -> 0813 -> 0712 (4 MP)
- VII Corps to entry Location B. Roll of 6 can enter. Moves from Entry Location B using Road Movement and forced march -> 1210 -> Seyda 1100 -> 1010 -> 0910 (4 MP)

- IV Corps uses Road Movement and Forced March from 1015 -> 0915 -> Oehna 0815 -> 0715 -> Rohrbeck 0616 (4 MP)
- Remove Routed Counter from XII Corps

Reaction Phase

- N/A

Combat Phase

- N/A

Allied Turn

- Event Card: "Man Druff, et gelht for't Vaterland!" – III Corps can only move if it enters an EZOC.

Movement Phase

- Swedish Corps moved to Entry Location Z
- Entry roll for Prussian H: 3 – delayed
- Entry roll for Russian Cz Cavalry: 6 – enters. Uses Road Movement from Entry Location Z -> 0101 -> 0202 -> 0203 -> 0204 (4 MP)
- Entry roll for Swedish Corps: 5 – enters. Uses Road Movement (+1 MP) but second in reinforcement column (-1 MP) and moves from Entry Location Z -> 0101 -> 0202 (2 MP)
- III Corps can't move due to event card.
- IV Corps moves from 0710 -> 0711 EZOC (1 MP)

Reaction Phase

- French IIIc cavalry disengages from 0712 to 0813.

Combat Phase

- N/A

Turn Narrative

After the setback with the XII Corps, Ney orders the rest of the army to force march. The IIIc Cavalry moves around the south of the woods to control the bend in the road near Gohlsdorf. VII Corps enters the area and advances up the road to just east of Naundorf. The IV Corps occupies Rohrbeck. Meanwhile, XII Corps recovers from rout.

For the Allies, the Russian cavalry finally enters the map as well as the Swedish Corps. They both advance along the northern road to Dennewitz behind the III Corps. Bernadotte is perplexed about the whereabouts of his Prussian H Corps. Meanwhile, Bulow stopped the III Corps. He was worried about the lack of supporting troops to his rear. He also heard gunfire to the south and thought he might need to shift direction to support Tauentzien. However, not being able to see the battle he frittered away the evening hours fixed in place just shy of Eckmansdorf.

To the South, Tauentzien and the IV Corps continued their advance in the gathering darkness where they were successfully screened by the French cavalry which had swept around the woods to the South. This slowed the advance of the Prussian Southern wing.



Figure 5: Situation at end of Turn 3

Turn 04: Evening Sep 4th (Morale: French 6, Allies 6)

French Turn

Random Events Phase

- Event Card: "Intelligence Gathering" – N/A as no FOW

Movement Phase

- French expend 1 Morale Point for forced March (French 5)
- IV Corps has 1MP (night) +1 for roads +1 for forced march. It moves from Rohrbeck 0616 -> 0516 -> 0416 -> Jüterborg 0316 (3 MP)
- IIIc Cavalry moves from 0813 -> 0713 -> Gohlsdorf 0613 (2 MP)
- XII Corps moves from 0911 -> 0912 -> 0813 (2 MP)
- VII Corps moves from 0910 -> 0810 -> 0709

Reaction Phase

- N/A

Combat Phase

- N/A

Night Operations Phase

- French gain one morale point for night rest (French 6)
- Allies lose 1 morale point for French occupation of Juterbog (Allies 5)

Allied Turn**Random Events Phase**

- Event Card: "Watch and Wait" – No effect shuffle the cards.

Movement Phase

- Place XII Corps in Entry Location Z
- Cz Cavalry uses Road Movement from 0204 -> Marzhana 0304 -> 0305 (2 MP)
- Swedish Corps uses Road Movement from 0202 -> 0203 -> 0204 (2 MP)
- Roll for H Corps Entry: 2 – delayed
- Roll for XII Corps Entry: 4 – enters and uses Road Movement from Entry Location Z -> 0101 -> 0202 (2 MP)
- III Corps uses Road Movement from 0308 -> Eckmansdorf 0309 -> 0310 (2 MP)
- IV Corps uses min 1 hex movement to move from 0711 -> 0611 (1 MP)

Reaction Phase

- N/A

Combat Phase

- N/A

Night Operations Phase

- Allies gain one morale point for night rest (Allies 6)

Turn Narrative

Ney, sensing a chance to trap the Prussian IV Corps continues to force march his army. The IIIc cavalry blocks the Prussians path at Gohlsdorf. Reynier's VII Corps swings left to avoid accidental collisions at night and gains the road to the Prussians rear near Seehausen. The XII Corps marches around to the East of the Woods at 0813. The morning plan is for all these forces to converge on the isolated IV Corps and destroy it!

Leaving the execution of the trap to his subordinates, Ney continued with Bertrand's IV Corps to seize the key junction at Juterborg. This had an impact on the Prussian morale as the road to Berlin was now blocked. In the morning, Ney and Bertrand would head West in search of the enemy.

Tauentzien was becoming very concerned. Cavalry had screened him from the front. Pickets to his rear captured a few soldiers of the VII Corps, a unit he had not encountered before. The XII Corps must be lurking somewhere off to the South. He decided that the most prudent course of

action was to leave the road and move North towards Bulow's III Corps. The going was slow in the night darkness and the IV Corps was only able to make it to just east of Seehausen.

The rest of the Allied army made a slow advance spread out along the Northern road. Bernadotte was fuming over the lost H Corps and his old caution was starting to get the better of him. The morning would bring a critical day!



Figure 6: Situation at end of Turn 4

Turn 05: Morning Sep 5th (Morale: French 6, Allies 6)

French Turn

Random Events Phase

- Event Card: "Sacre Bleu" – no effect as morale is even

Movement Phase

- IIIc Cavalry moves from Gohlisdorf 0613 -> 0512 -> 0511 (2 MP)
- XII Corps moves from 0813 -> 0712 -> 0612 (2 MP)
- VII Corps moves from 0709 -> Seehausen 0610 (1 MP)
- IV Corps moves from Jüterbog (0316) -> 0315 -> 0314 (2 MP)

Reaction Phase

- N/A

Combat Phase

- XII Corps, VII Corps and IIIc cavalry combine in attack on IV Corps. XII Corps rolls for waver: 6 (passed). VII Corps rolls for waver: 1 wavers with strength reduced to 2. Total French strength is $2+2+1 = 5$. Prussian strength is 2. With combat resolved on +3 column of CRT. Combat roll is 4 for defender rout. Rout roll is 6. Allies lose morale point (Allies 5). IV Corps routs to 0510 which is a hazardous retreat. Hazardous retreat roll is 3 and unit breaks. French gain one morale point (French 7) and Allies lose one morale point (Allies 4). Controlled advance roll is a 5 (kept). VII Corps advances to 0611.

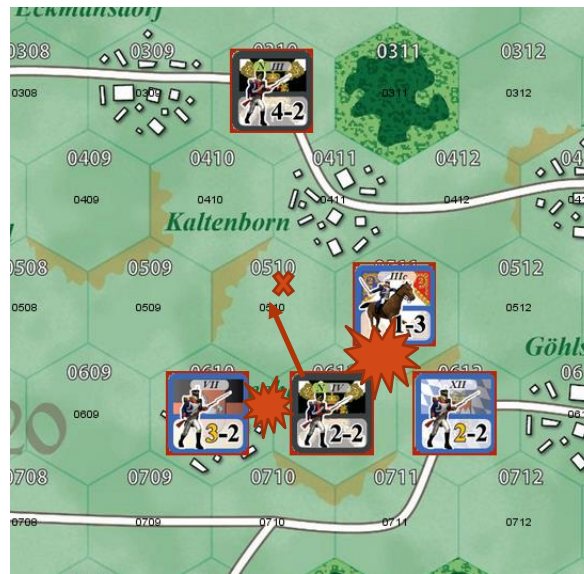


Figure 7: Turn 5 – Destruction of Prussian IV Corps

Allied Turn

Random Events Phase

- Event Card: “Lost Communique” – French place routed marker on Swedish Corps.

Movement Phase

- III Corps withdraws from 0310 -> Eckmansdorf 0309 (1 MP)
- Cz Cavalry uses Road Movement from 0305 -> 0406 -> Schonfeld 0407 -> 0307 -> 0308 (4 MP)
- XII Corps uses Road Movement from 0202 -> 0203 -> 0204 -> Marzahna 0304 (3 MP)
- Entry roll for H Corps: 4- enters. Uses Road Movement from Entry Location Z to 0101 -> 0202 -> 0203 (3 MP)

Reaction Phase

- N/A

Combat Phase

- Allies gain one morale point for Lull (Allies 5)

Turn Narrative

The French moved quickly in the morning to trap the Prussian IV Corps. The IIIc cavalry swung north just outside of Kaltenborn to block the movement north. XII Corps attacked from the east. VII Corps moved to Seehausen to the west. A coordinated attack from three directions is a hard thing to pull off. VII Corps wavered and only brought 2/3 of its strength into the battle.

However, the combined forces were sufficient to rout the Prussians. Their only avenue of escape was to the northwest. Caught between the fire of the pursuing VII Corps and the charging French cavalry, the Prussian IV Corps broke. French morale was raised by their success as Prussian morale plummeted.

Bernadotte was stunned when he heard of the mauling of the IV Corps. He ordered Bulow to pull the III Corps back to Eckmansdorf where the Cz Cavalry joined them. XII Corps moved to Marzahn and The H Corps finally arrived. Bernadotte had temporarily halted the Swedish Corps until he could ascertain the situation. He then decided to order all the approaching units to join the II Corps near Eckmansdorf. However, the communique was lost and the Swedish Corps remained halted in place. Things were not looking good for the Allies. Unless they could force their way through, the French had the road to Berlin firmly blocked.

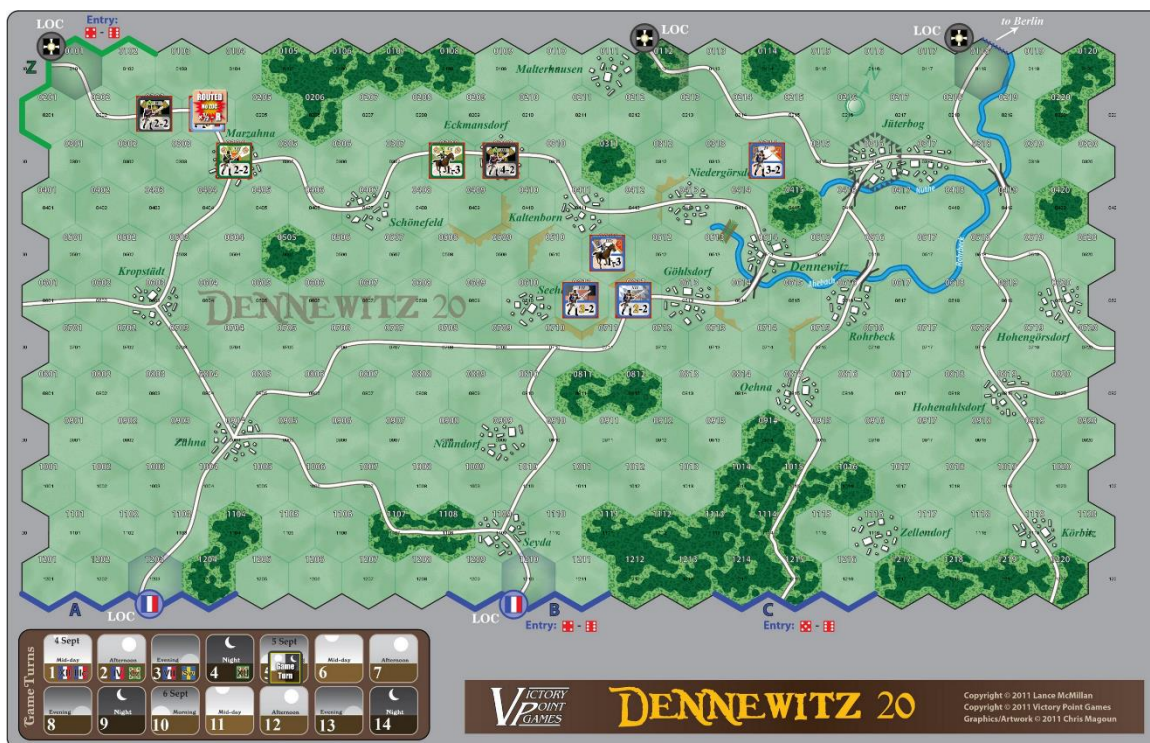


Figure 8: Situation at end of Turn 5

Turn 06: Mid-Day Sep 6th (Morale: French 7, Allies 5)

French Turn

Random Events Phase

- Event Card: "Ney Saber in Hand"

Movement Phase

- VII Corps moves from 0611 -> 0510 -> Kaltenborn 0411 (2 MP)
- XII Corps moves from 0612 -> 0611 -> 0510 (2 MP)
- IV Corps moves from 0314 -> 0313 -> 0312 (2 MP)
- IIIc Cavalry moves from 0511 -> 0412 -> 0312 -> 0212 (3 MP)

Reaction Phase

- N/A

Combat Phase

- Remove Routed marker from Swedish Corps

Allied Turn

Random Events Phase

- Event Card: "The Heat of Battle" – no morale expenditure for forced march of reserve commitment

Movement Phase

- Cz Cavalry moves from 0308 -> 0208 (1 MP)
- III Corps moves from Eckmansdorf 0309 -> 0308 -> 0307 (2 MP)
- XII Corps uses Road Movement from Marzahna 0304 -> 0305 -> 0406 -> Schonefeld 0407 (3 MP)
- Swedish Corps uses Road Movement from 0204 -> Marzhana 0304 -> 0305 -> 0406 (3 MP)
- H Corps uses Road Movement from 0203 -> 0204 -> Marzhana 0304 -> 0305 (3 MP)

Reaction Phase

- N/A

Combat Phase

- Raise Allied Morale to 6 for Lull

Turn Narrative

Ney advanced his left wing forward but warned them not to engage until the IV Corps could be brought up. VII Corps occupied Kaltenborg while XII Corps occupied the high ground to the left. The IIIc cavalry swung around to the right flank ready to seize the Allied LOC hex at 0112 or join a general engagement near Eckmansdorf as circumstances warranted. The IV Corps travelled

across country to the northwest of Niedergörsdorf. If all went well Ney planned to roll up the next Prussian Corps in the afternoon!

Bernadotte decided he was still too exposed and needed to fall back on his advancing supports. III Corps pulled back from Eckmansdorf along the road to 0307. The Cz Cavalry took up position on its left flank. The XII Corps advanced to anchor the right at Schönefeld. The Swedish Corps was in reserve behind Schönefeld and the H Corps advanced to just past Marzhana. Bernadotte finally had his army concentrated and despite the loss of IV Corps, still outnumbered his old comrades the French. The continued lull and concentration of the army improved Allied morale. Now it was Bernadotte that planned to advance that afternoon!



Figure 9: Situation at the end of Turn 06

Turn 07: Afternoon Sep 5th (Morale: French 7, Allies 6)

French Turn

Random Events Phase

- Event card: “March to the Guns” – can force march one unit without morale cost if ends in EZOC

Movement Phase

- IV Corps moves from 0312 -> 0311 (1MP forced stop in woods)

Reaction Phase

- N/A

Combat Phase

- N/A

Allied Turn**Random Events Phase**

- Event Card: "Sandstorm" – No entering EZOC, no Road movement bonus, no lulls for Allied turn and French portion of next turn.

Movement Phase

- Cz Cavalry moves from 0208 -> 0209 (1 MP)
- III Corps moves from 0307 -> 0308 -> Eckmansdorf 0309 (2 MP)
- XII Corps moves from Schonefeld 0407 -> 0408 -> 0409 (2 MP)
- Swedish Corps moves from 0406 -> Schonefeld 0407 -> 0408 (2 MP)
- H Corps moves from 0305 -> 0406 -> Schonefeld 0407 (2 MP)

Reaction Phase

- N/A

Combat Phase

- N/A

Turn Narrative

Bernadotte's withdrawal now put Ney in a quandary as most of the Allied army was out of striking range for an effective assault. Through forced marches, he could strike the Allied left flank in echelon with the French cavalry from the woods at 0108, VII Corps at 0209, XII Corps taking Eckmansdorf and IV Corps swinging to the left flank at 0410 just west of Kaltenborn. With luck the breaks or at least routs and the III Corps gets pinned by the French cavalry. However, if the Cz cavalry merely withdraws then it is the French cavalry in danger of being destroyed as they can't disengage if the Russian cavalry returns. In addition, if there is an exchange then VII Corps is exposed.

Advancing to Eckmansdorf without attacking is not satisfactory as it exposes the French army on a less defensible line and gives the Allies the chance to deploy their reserves on the attack. The third option was to continue bringing up the IV Corps to the woods at 0311 completing the more defensible Kaltenborn line and wait for developments and opportunities. It was too early in the day to make a run for Berlin and the Allied LOC and objective hexes before nightfall. Ney resorted to caution and took the third option hoping that getting the IV Corps through the woods would provide more options later in the day.

A sandstorm strikes! Under the cover of the storm, Bernadotte advances his army back to the Eckmansdorf line confident that the French will be unable to mount an immediate counterattack before he can continue to bring up his reserves. II Corps occupied Eckmansdorf with the Cz cavalry on its left flank refused. XII Corps occupied the hill at 0409. The Swedish Corps moved to

support the XII Corps at 0408 while the H Corps moved into Schonefeld. Like two boxers warily looking for an advantage the armies are closing.



Figure 10: Situation at end of Turn 7

Turn 08: Evening Sep 5th (Morale: French 7, Allies 6)

French Turn

Random Events Phase

- Event card: "According to Plan" – no effect shuffle cards

Movement Phase

- XII Corps moves from 0510 -> Seehausen 0610 (1 MP)
- IIIc Cavalry moves from 0212 -> Multerhausen 0111 (1 MP)

Reaction Phase

- N/A

Combat Phase

- N/A

Allied Turn

Random Events Phase

- Event Card: "Sandstorm" – No entering EZOC, no road movement bonus, no lulls for Allied turn and French portion of next turn.

Movement Phase

- H Corps moves from Schonefeld 0407 -> 0507 -> 0508 (2 MP)
- Swedish Corps moves from 0408 -> 0308 (1 MP)

Reaction Phase

- N/A

Combat Phase

- N/A

Turn Narrative

With the sandstorm precluding an attack, Ney had to weigh his options yet again. One was to pull back and try to secure the Prussian entry LOC at 0112 and occupy Juterbog by nightfall decreasing Allied morale by 2. However, he wished to retain more room to maneuver. The IIIc cavalry was sent to Multerhausen to screen the Prussian entry location hex. Fearful of being cut off from his line of communications to the south, Ney sent the XII Corps to Seehausen and prepared to ride out any evening Allied attacks.

The sandstorm continued unabated! Once again, Bernadotte could not attack. He extended the right of his line with the H Corps and moved the Swedish Corps into a central reserve position behind III Corps. With night falling, the advance would have to wait until the morning of the 6th.



Figure 11: Situation at end of Turn 8

Turn 09: Night Sep 5th (Morale: French 7, Allies 6)

French Turn

Random Events Phase

- Event Card: "Confusion and Uncertainty" – no effect as not playing with FOW.

Movement Phase

- IIIc Cavalry falls back to block the LOC hex at 0112 (1 MP)
- VII Corps moves from Kaltenborn -> 0510 (1 MP)

Reaction Phase

- N/A

Combat Phase

- N/A

Night Operations Phase

- French gain one morale point for night rest (French 8)

Allied Turn

Random Events Phase

- Event Card: "The Heat of Battle" – no expend morale, force march, or commit reserves

Movement Phase

- Cz Cavalry moves from 0209 -> 0109 (1 MP)
- Swedish Corps moves from 0308 -> 0209 (1 MP)

Reaction Phase

- Austrians considered a countercharge with the Reserve I Cavalry but did not want to risk allowing the entire French 2nd Corps to concentrate on the V Corps if the charge failed.
- Reserve 2 Cavalry disengages from 1608 to 1607

Combat Phase

- N/A

Night Operations Phase

- Allies gain one morale point for night rest (Allies 7)
- Roll for rally of IV Corps: 2 for eliminated
- Shuffle Card Deck

Turn Narrative

The French belated realized that unless they blocked two LOC hexes, there would be no impact to morale overnight. Ney still moved the IIIc Cavalry to block the LOC hex east of Malterhausen in case the Prussian IV Corps rallied. The VII Corps moved slightly to the left to support the XII Corps near Seehausen. French morale raised slightly over night as the troops had been able to rest and had avoided major combat the previous day.

Bernadotte also strengthened his front line during the night. The Cz Cavalry moved to the far-left flank at 0109. The Swedish Corps took a refused line to the northwest of the III Corps at Eckmansdorf. Bernadotte inquired on the state of the IV Corps and discovered that they were so badly mauled that they could not be rallied and ceased to be an effective force for the rest of the battle.



Figure 12: Situation at End of Turn 9

Turn 10: Morning Sep 6th (Morale: French 8, Allies 7)

French Turn

Random Events Phase

- Event Card: “Nous les Avons!” – Add one to one Allied Rout roll this turn

Movement Phase

- French declare a forced march and expend one morale point (French 7)
- XII Corps force marches from Seehausen 0610 -> 0709 -> 0708 -> 0608 (3 MP)
- VII Corps marches from 0510 -> Seehausen 0610 -> 0609 (2 MP)
- IV Corps moves from 0311 -> Kaltenborn 0411 -> 0510 -> 0509 (3 MP)
- IIIc Cavalry force marches from 0112 -> 0213 -> 0312 -> 0412 -> Kaltenborn 0411 (4 MP)

Reaction Phase

- N/A

Combat Phase

- IV Corps attacks XII Corps at 0409. The French commit their reserves (French morale now 6). Allies also commit reserves (Allied morale now 6). French have strength of 3 + 1 for reserves = 4. Allied strength is 2 + 1 for French attacking up slope + 1 for reserves = 4. Combat resolved on the 0 column of the CRT. Die roll is 5 for defender withdrawal. XII Corps withdraws to 0308. IV Corps advances to 0409.

- XII and VII Corps combine on the attack of Prussian H Corps at 0508 French do not commit reserves. Austrians commit reserves (Allied morale now 5). XII Corps rolls for waver. Result is 2 for normal attack. VII Corps rolls for waver. Result is 6 for normal attack. French strength is 5. Allied strength is 2 + 1 for reserves = 3. Combat is resolved on the +2 column of the CRT. Roll is a 1 for engaged.

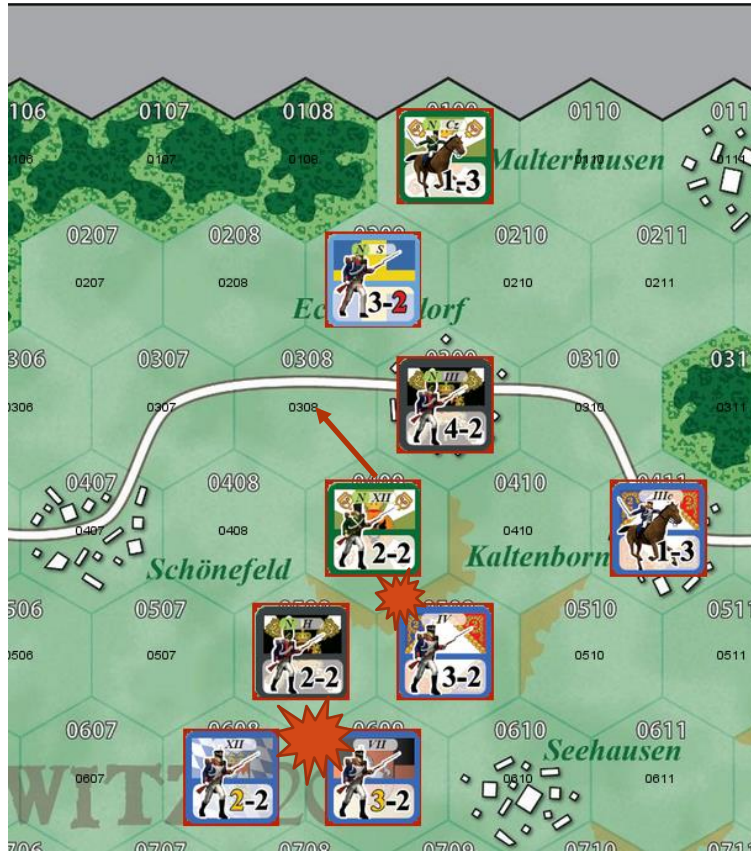


Figure 13: Turn 10 French Assault the Allied Right Flank

Allied Turn

Random Events Phase

- Event Card: "Für König und Vaterland!" – Prussian H Corps given one extra strength point.

Movement Phase

- Swedish Corps expends one morale point (Allies now 4) and moves from 0209 -> 0210 -> 0310 (2 MP)
- Cz Cavalry moves from 0109 -> 0210 -> 0211 -> 0311 (3 MP)

Reaction Phase

- N/A – IIIc cavalry pinned by Cz cavalry.

Combat Phase

- Swedish Corps and Cz Cavalry combine to attack the French IIIc Cavalry in Kaltenborn 0411. Allied strength is 4 and French strength is 1 + 1 for town = 2. Attack is carried out on the +2 column of the CRT. Die roll is a 3 for defender withdrawal to hex 0511. Allies roll for controlled advance. Die roll is a 5 for kept. The Swedish Corps advances to Kaltenborn 0411.
- III Corps and XII Corps combine to attack French IV Corps at 0409. Allies do not commit reserves. French do commit reserves (French morale now 5). Allied strength is 6. French strength is 3 + 1 for reserves = 4. Attack carried out on the +2 column of the CRT. Die roll is 3 for defender withdrawal. IV Corps withdraws to 0509. This is a hazardous retreat due to the EZOC projected by H Corps. Hazardous retreat roll is a 4 and IV Corps is safe. III Corps advances into hex 0409.
- H Corps is forced to attack both XII and VII Corps. XII Corps waver roll is 2 for passed. VII Corps waver roll is 3 for passed. Strength is 2 + 1 (due to card) = 3 for Prussians vs 5 for French and combat is resolved on the -2 CRT column (lowest column available). Combat die roll is 4 for attacker rout. Rout roll is 3 + 1 (for French event card) and Allies lose 1 morale point (Allied morale now 3). H Corps routs to 0408 -> Schönefeld 0407 -> 0406 -> 0305. French do not advance.

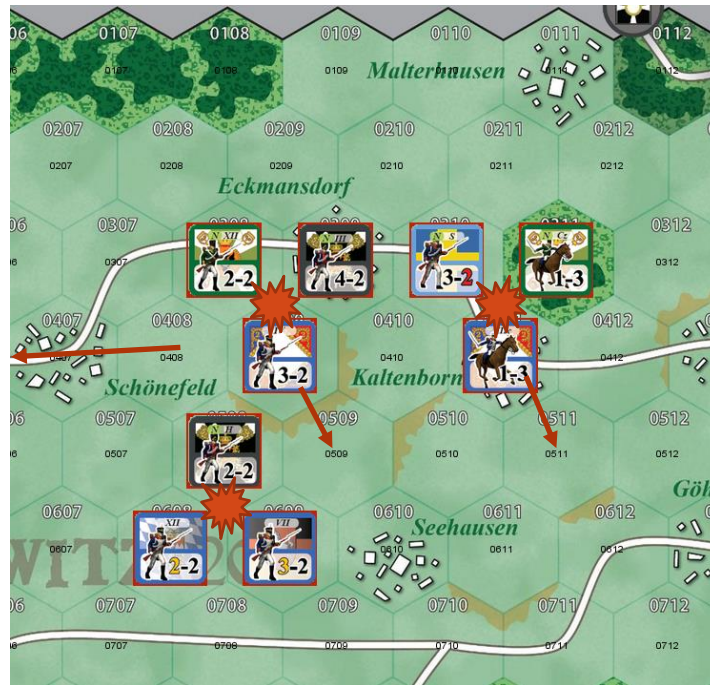


Figure 14: Turn 10 Allied Counterattack

Turn Narrative

Frustrated by the sandstorms of the previous day, Ney was determined to bring the battle to the Prussians knowing that he would have to rout significant portions of the Allied army in order to win the battle. Sensing that the Allied right flank was their weakest and wanting to secure his

own communications, Ney force marched his army into the assault. The XII and VII Corps swung around to the south and combined strike the weak H Corps. Ney posted the IV Corps to their right to neutralize the XII Corps by frontally assaulting their position on the hill top. The IIIc cavalry moved to Kaltenborn to screen the right flank and slow any Allied advance down the abandoned northern road to Dennewitz.

The assault began with the IV Corps pushing the XII Corps off the hill. Although dangerously expose, IV Corps advanced to cut off the retreat of H Corps being assaulted to the South. With overwhelming strength, the XII and VII Corps moved forward to destroy the H Corps. Understanding it was critical to hold, the Prussians desperately committed their final reserves. The Saxons and Bavarians did not share the same zeal as the French and went to ground in face of the determined Prussian resistance and the two sides settled down to exchange fire.

Seeing the determined resistance of the Prussian H Corps, Bernadotte realized it was now the French that were dangerously exposed. He had the CZ cavalry swing around to pin the French IIIc cavalry in Kaltenborn while he committed the Swedish Corps to destroy them. The III Corps and XII Corps would combine to crush the overextended IV Corps and clear the way for a retreat by the outgunned H Corps.

The attack began at Kaltenborn. Although outgunned the veteran French Cavalry performed an orderly withdrawal towards Seehausen. The Swedish Corps occupied Kaltenborn in their wake.

The main attack went forward to crush the French IV Corps. Realizing the importance of the situation, the French committed their reserves. The veterans of the IV Corps withdrew in good order back down the hill. Despite harassing fire from the H Corps on their flank the IV Corps did not break.

Meanwhile, the Prussian H Corps was engaged in the continued fight for its life against the XII and VII Corps. Even with the exhortations of “for King and Fatherland!”, the French strength was too much and the H Corps routed back through Schonefeld to the outskirts of Marzahna with an additional hit to Allied morale.

Although both sides started the morning with their morale high the intense combat, commitment of reserves, and final routing of the Prussian H Corps took a heavy toll on the morale of both sides. Initially Ney’s plan appeared to be working but the unexpected resistance of H Corps placed his army in serious trouble. Bernadotte responded furiously throwing his entire army into the fray. The French withdrew where outnumbered in good order while the left wing finally broke the exhausted H Corps. Ney could be satisfied that his troops acquitted themselves well and eventually achieved the goal of routing the Allied right flank. However, half of his army was still entangled with the most powerful units of the Allied army in defensible terrain. The situation was very much still in doubt.



Figure 15: Situation at End of Turn 10

Turn 11: Mid-Day Sep 6th (Morale: French 5, Allied 3)

French Turn

Random Events Phase

- Event Card: "Vive l'Empereur!" – can spend one morale point this turn without cost.

Movement Phase

- VII Corps moves from 0609 -> Seehausen 0610 -> 0510 (2 MP)
- XII Corps moves from 0608 -> 0508 (1 MP)

Reaction Phase

- N/A

Combat Phase

- VII Corps and IIIc Cavalry attack the Swedish Corps in Kaltenborn. Neither side commits reserves. Waver roll for VII Corps is a 1 and it wavers with a reduced strength of 2. French strength is 3. Allied strength is 3 + 1 for town = 4. Attack is carried out on the -1 column of the CRT. Roll is a 6 for defender withdrawal to 0310. Controlled Advance roll is which is kept. VII Corps advances into Kaltenborn 0411.
- IV Corps and XII Corps combine to attack the Prussian III Corps on the hill at 0409. French commit reserves at no morale cost due to event card. Allies do not commit reserves since morale is so low. XII waver check is a 3 and it attacks normally. French

strength is 5 + 1 for reserves = 6. Allied strength is 4 + 1 for defending up slope = 5. Combat is carried out on the +1 column of the CRT. Roll is a 2 for engaged.

- Rout marker removed from H Corps since it was placed during Allied Phase of previous turn and is removed after the French Combat Phase if not in EZOC.

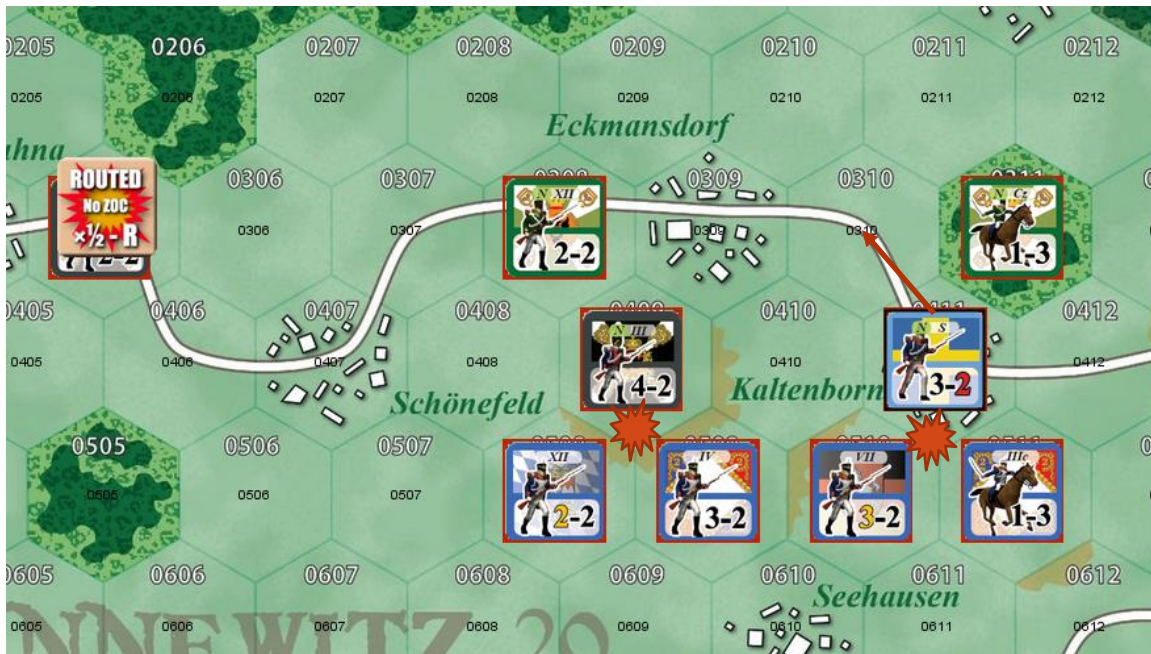


Figure 16: Turn 11 French Combat Phase

Allied Turn

Random Events Phase

- Event Card: "Proud Banners" – no effect since no broken units to Rally

Movement Phase

- H Corps moves from 0305 -> 0406 -> Schonefeld 0407 (2 MP)
- XII Corps moves from 0308 -> 0408 (1 MP)

Reaction Phase

- N/A

Combat Phase

- Swedish Corps and Cz Cavalry combine in attack on Kaltenborn 0411. Allied strength is 4. VII Corps rolls for waver with a 2 for pass. French strength is 3 + 1 for town = 4. Attack is carried out on the 0 column of the CRT. Combat roll is 1 for attacker rout! Swedish Corps rout roll is 3 (Allies lose morale point to 2). Swedish Corps routs back down the road to 0307. Cz Cavalry rout rolls a 2 (no morale loss) and unit routs towards Berlin to hex 0313. VII Corps advances to 0310.
- III Corps attacks IV Corps at 0508. Allies do not commit reserves. French commit reserves (French morale now 4). Combat is resolved on the 0 column of the CRT.

Combat roll is 6 for defender rout. IV Corps rout roll is 4 (French lose additional morale point to 3). IV Corps routs to 0910. III Corps does not advance.

- Russian XII Corps attacks French XII Corps at 0508. Neither side commits reserves. XII Corps rolls for waver and passes with a 4. Combat is resolved on the 0 column of the CRT. Combat roll is 1 attacker rout. Rout roll is a 5 and Allies lose morale point (Allied morale now 1). XII Corps routs from 0408 -> 0308 -> 0208 -> 0207 -> 0206 -> 0205. XII Corps does not advance.



Figure 17: Turn 11 Allied Combat Phase

Turn Narrative

After routing the Prussian H Corps, Ney moved up the XII and VII Corps to assist the beleaguered remainder of his army. The VII Corps moved through Seehausen to the outskirts of Kaltenborn to assist the cavalry against the Swedes. The XII Corps advanced to the left of the French IV Corps to join the battle against Bulow's Prussian III Corps.

The attack on Kaltenborn started the mid-day fighting. Although the VII Corps initially wavered, they rose to the occasion and with the assistance of the French Cavalry pushed the Swedes out of Kaltenborn and retook the village. Meanwhile the IV and XII Corps stormed the hill recently seized by Bulow's III Corps with cries of "Vive l'Empereur!" However, Bulow's veterans stood firm and both sides settled down to exchange fire.

Bernadotte moved the XII Corps up to the right of the of the Bulow's III Corps to support the battle raging around the hill. H Corps recovered from rout and moved back towards the battlefield advancing to Schonefeld.

Disaster struck immediately for the Allies on their left while attempting to retake Kaltenborn. The Russian cavalry got tangled in the streets of the village and were routed by the heavy fire of the VII Corps and routed by Berlin. Seeing their cavalry support retiring in disarray, the Swedish Corps faltered. The VII Corps counterattacked and routed the Swedes back down the road past

Eckmansdorf. The VII Corps pursued along the road until just outside of Kaltenborn before halting to regroup.

With the success on the right, Ney hoped to hold off the punishing attack of Bulow's III Corps against the IV Corps and committed his reserves. The French XII Corps was busy against the corresponding Russian XII Corps and could not assist. Even with the reserves, the push of III Corps was just too much for the exhausted IV Corps and they routed back to the east of Naundorf. Seeing the advance of the VII Corps to their left and rear, Bulow restrained his III Corps from pursuing.

It was a good thing that the Prussians did not advance as the Russians and Swedes were proving to be very unreliable allies. The Russian XII Corps routed attempting to attack the French XII Corps which stood firm. While running away they encountered the similarly routing Swedes. They ran around them to the north and headed west, not halting until on the outskirts of Marzanna.

Bernadotte's plans were in ruins. Only the III Corps remained steady with 3 other units routing. Although the French IV Corps also routed, The III Corps was now dangerously exposed and isolated on the hill outside Eckmansdorf. Allied morale was dangerously low. Bernadotte had to assume that Ney would promptly press his advantage.



Figure 18: Situation at End of Turn 11

Turn 12: Afternoon Sep 6th (Morale: French 3, Allies 1)

French Turn

Random Events Phase

- Event Card: "Sacre Bleu!" Side ahead loses 1 morale point. French reduced to 2.

Movement Phase

- VII Corps moves from 0310 -> Eckmanskorf 0309 (1 MP)
- IIIc Cavalry moves from 0511 -> Kaltenborn 0411 -> 0410 (2 MP)

Reaction Phase

- N/A

Combat Phase

- French VII Corps, XII Corps, and IIIc cavalry combine to attack III Corps. French do not commit reserves and Allies can't as it would reduce them to 0. XII Corps rolls a 5 for waver and passes. VII Corps rolls a 1 and wavers reducing strength to 2. French strength is $2 + 2 + 1 = 5$. III Corps does not get the hill benefit due to VII Corps attacking from behind for a final strength of 4. Attack is carried out on the +1 column of the CRT. Combat roll is 5 for defender withdrawal. III Corps withdraws to 0408 which is a hazardous retreat due to EOC from French XII Corps. Hazardous retreat roll is a 3 and III Corps breaks. Allied morale reduced to 0 and French win the game.



Figure 19: French Envelop and Break Bulow's III Corps

Turn Narrative

Indeed, Ney did seize the advantage given to him by the routing of the Prussian allies. He enveloped the powerful III Corps on the left with his XII Corps and on the right with the VII Corps. Meanwhile, the IIIc Cavalry would charge up the middle when the III Corps faltered. The tired VII Corps wavered on the attack. Bulow, understanding how desperate his situation was,

began to withdraw in good order. However, that is when his troops were struck in flank by the enveloping XII Corps to the south. This was too much for the Prussians who finally broke. With nearly his entire army routed, Bernadotte called for a general retreat to the Northwest. The way to Berlin lay opened and was subsequently captured by Ney.



Figure 20: Game End

Conclusion

This was my first full play through of Dennewitz and it was exciting with a lot of decisions to make, fluidity early on, and tense see-saw fighting on the last day. My biggest mistake as the Prussians was not having the IV Corps escape north during the 3rd turn when it had the chance. This allowed the French to converge and break the unit (which was eventually eliminated on rally). With that one extra unit, things would have been much harder for the French.

My next mistake as the French was to fall for the siren song of having the IV Corps head to Juterborg to secure the objective and reduce Allied morale by 1 during the night turn (I also misread the rules and thought the French would get a morale point the second night for occupying one LOC hex when you need two). IV Corps could have made it to Dennewitz and then the outskirts of Kaltenborn to be able to put pressure on the III Corps after the destruction of IV Corps. Instead, it was too far east which allowed the Allies to consolidate their forces unmolested and take advantage of the lulls to repair the damage to lost morale. The remainder of the second day was ineffective with neither side able to gain an advantage and hindered by the sandstorms.

September 6th was the critical day, much like the actual battle (although fought further west). The French committed to an audacious attack as they had to get positive combat results to win. Although eventually achieving the objective of routing the Prussian H Corps, they were left terribly exposed and were very lucky to extract IV Corps and the cavalry without serious damage. Then the Allies were hit with some very bad combat rolls which both unhinged their position and left their morale dangerously low which the French immediately capitalized on to win the game.

Overall the game was a lot of fun with a lot of opportunity for maneuver and chances for both sides to win. I am looking forward to playing it again.