

Campaign Leipzig Notes

by Bill Peters

Dedication

My work for Campaign Leipzig is dedicated to George Nafziger, whose work in the field of Napoleonic order of battle information was so vital to this work that it is easy to say that the title could not have been done without it.

Introduction

This title was a mammoth operation to complete. Considering that four major nations and several minor ones (Sweden and Denmark) as well as a host of German and Italian contingents had to be included it was an incredible undertaking. The graphics work alone was the most ambitious for a Napoleonic project we have ever done. I hated to have to part with using different variations of uniforms but in the end the different versions of units like the Gardes d'Honneur (each regiment having a unique uniform) had to be left out.

I want to thank George Nafziger for his three volume work on the 1813 War of German Liberation or War of the Sixth Coalition as the 1813 campaign was known. I never would have thought of starting up this project without his exhaustive order of battles found both in the text and appendices and his narrative and maps provided in the text.

Scott Bowden emailed with me about the Guard artillery and other issues and set me straight on a couple of items. A big thanks to him as well.

We would not have been able to have put together such a fine title without the stellar contribution of Warren Bajan. Warren was my right hand man on this project. He was always available by email or phone to discuss the game and we rarely typed or talked about anything else. I recruited him as a Playtester and ended up with a Historical Consultant extraordinaire!

Much of the scenario work you see in the game was just as much his work on the research end as it was mine. We toiled through Nafziger's account of Dresden (which is utterly confusing from a chronological standpoint) together and emerged victorious over the difficulties we encountered. Warren also did up a mock Units.bmp file of the various unit pictures so that the Playtesters and myself could identify the unit with a picture. Thanks much Warren! During the latter part of the development I termed him "The Man from Dresden." No wonder as most of his emails to me were about the battle and our scenarios!

Rich White stepped in at my request to do the Company Level (CL) scenarios for the game. He and I discussed the order of battle files and the area to be covered by the maps and then he took and ran with that part of the project. Thanks Rich for your help!

The Planning

Not to be deterred the Campaign Leipzig Playtest Team and I plunged into the initial planning phase in February, 2009. Over two months of discussion ensued (before one OB was built) concerning the morale levels of the units and the weapons to be included in the game. Much of the discussion centered on the morale levels for the French and Prussians. Rothenberg supplied a good deal of information on the condition of the Austrians for the campaign. After reading his section on this campaign in his book "Napoleon's Great Adversary" I understood why their units took large losses in the battle. The Austrian army of this campaign was not up to the standards that earlier armies had met. The lower morale grades you will encounter in their army can easily be supported.

All branches of the French army of this period contained large amounts of conscripts in their ranks. In particular, Napoleon would suffer in the artillery arm due to a large, inexperienced, force of artillerists in his army. His cavalry also had been devastated in Russia. The dragoons in particular are a mix of heavy and light cavalry in the game. The heavy cavalry came from Spain while the light cavalry were the leftovers of the Russian campaign or those regiments which could not procure good mounts.

Of the French infantry it was difficult to settle on a morale grade. Several are used to reflect the varying quality. For the most part, in the early, going the recruits of April are rated as morale grade D (3). This includes Ney's III Corps which lost a large amount of its manpower at Lützen. Thereafter this corps never did come up to the standards of a regular French corps. At Katzbach it was once again devastated. Eventually it would be reduced to a fragment of its former strength.

The French Imperial Guard was rebuilt for this campaign. The veterans of the Guard formed the Old Guard infantry while there would no longer be a Middle Guard. The rest of the infantry formed for the Guard were put into four Young Guard divisions. I rate the Old Guard well but after that it's a mix. For the most part they are A (6) morale but some of the units are rated as B (5). Again, these ratings came out of our discussions before the order of battle files were built. Some of the units were not rated as highly. The players are welcome to make up their own version of the OB files as they like.

The French Young Guard was filled with a mix of conscripts and veterans. While they were good troops, for the most part, they were not the veteran guard of the past. When Napoleon was near they fought with greater courage.

The Guard Cavalry was an incredible project. The result would prove to be a bit disappointing compared to the earlier French Guard cavalry formations. While the Old Guard Grenadier a Cheval and Chasseur a Cheval regiments were very good the others were not as well mounted. The lancers were still a formidable force but the other guard regiments just were not up to the standards of the earlier periods. The Gardes d'Honneur were formed of nobles who provided their own mounts and uniforms. They joined mainly to display their loyalty to Napoleon but in fact had to be paired up with a

veteran squadron in the Guard. They were not that good in combat and as a result I rate them as a B (5) at best.

The I Corps had one of the better corps as it concerned morale. It was a shame that it was misused by Vandamme. The units are morale grade C (4).

The II Corps under Victor had some decent troops. They rated a C (4) rating from us. Used mainly in the later battles of the Fall Campaign they did appear at Dresden and were important in the attack by Murat on the Allied left flank on the second day of the battle. By Leipzig the rigors of marching and fighting had taken their toll but they acquitted themselves very well on the southern section of the battlefield.

The III Corps was covered above. I rated them as D (3) mainly as they never did emerge into a true fighting force. Desertion in their ranks was terrible.

The IV Corps was formed of the remnants of Eugene's corps. The Italians fought well as did the Balkan troops. The other units were French. For the most part they are C (4) morale.

The V Corps also was composed of recruits. However, they seemed to have done better as the Spring campaign went on. Even though they were ambushed at Hainau they were able to form square and hold off the Prussian cavalry fairly well. Later on at Katzbach they were able to face up to the Russian Left Wing and hold their own. For the most part they will be morale C.

The VI Corps of Marmont contained the French Marine Artillery regiments which I rated as morale B (5). They fought very well on the battlefield and at the end were found to have lost many more men in combat than due to straggling or desertion. They fought at Mockern on 16 October and acquitted themselves very well. The rest of the corps followed our standard formula for the French. Line regiments were morale C (4), the Marine Artillery regiments were morale B(5) as were the light regiments. It was a very good corps overall.

The VII Corps was formed of Saxons and one French division. Once the Saxons declared for Napoleon they fought decently and acquitted themselves well at Großbeeren and Dennewitz concerning the situation they were placed in. Thus the line infantry are morale grade D (3) with light and line grenadier battalions rated as C (4) and guard grenadiers as B (5). Durutte's division included three regiments (131st thru 133rd) drawn mainly from former convicts and thus I gave them a D morale. This division was added to the corps to inspire the German elements yet they actually fought worse overall than the Saxons. I thought to lower them to morale level E at one point but felt that this would have produced almost instant routes every time they were fired on so I left them as is.

The VIII Corps was commanded by Poniatowski. He and his fellow countryman, Dombrowski, did not get along and so the corps was usually composed of only one

infantry division as Dombrowski hated fighting alongside the Grand Duke. This corps was used to screen the long left flank of the Army of the Bober during the early part of the campaign. Later at Leipzig they fought with distinction. I rated them as B (5) morale for the most part. The Krakas in particular were noteworthy in how they fought against the Cossacks. Napoleon was very happy with their performance. Dombrowski's division was stationed in the area north of Wittenberg with the Army of Berlin. It fought at Leipzig and joined forces with those units of Ney's wing on the northern flank facing the Army of Silesia.

The IX Corps under Augereau was an auxiliary corps and only came up later in the campaign to fight at Leipzig. It was small and composed of two under strength divisions. Its part in the fight for the southern front at Leipzig was important but could not be rated as spectacular either. They fought desperately for the villages near the VIII Corps sector. They are rated as C (4) morale troops for the most part with lights as B (5).

The X Corps under Rapp was garrisoning the city of Danzig. It would hold out until the final months of 1813. Composed of Poles, Westphalians and Bavarians as well as French soldiers it had gone into Russia in 1812 with a Prussian division. The defection of the Prussians under Yorck to the Russians would weaken its ranks. The Bavarians would later defect and thus that portion of the corps would later march out from the city to join their countrymen. It did not take part in the campaigns in Germany but I include them for those that want to use them in hypothetical battles. Provided I get time I will add in a Danzig map as well.

The XI Corps had been under the command of MacDonald until he was raised to command the Army of the Bober. Gérard would command the corps but not with distinction. The units are rated as C (4) for the most part but I considered rating them as D (3) due to their lackluster performance.

The XII Corps served with the Army of Berlin. Originally commanded by Oudinot, he never really did relinquish command as he normally would be with them on the march. At Großbeeren he would arrive too late to take part in the battle. His role should have been to be with the center column with Reynier and direct the actions of all of the wings. Replaced by Ney at Napoleon's orders he fell back into his prior role of corps commander. Some think that he was at best a division commander at the head of a column of grenadiers. His loyalty to Napoleon carried him far but definitely too high in the leadership ranks.

The XIII Corps was commanded by Davout and was stationed at Hamburg and in the northern theater for the campaigns. It had some good soldiers but lacked a good cavalry contingent. As a result Davout was not able to mount offensive operations. The Allies had far too strong of a cavalry force for him to be able to press on Berlin. The city of Hamburg was the last of the garrisons to surrender.

The XIV Corps was commanded by St. Cyr and had a good amount of conscripts like the other corps and did perform as best as could be expected. They did well at Dresden

but as was the usual case with most of the French corps lacked a good cavalry force. Considering they were expected to monitor the movements of the large army of Bohemia to the south of Dresden, where they were mainly stationed during the Fall Campaign, they did very well.

The French cavalry was an incredible project. By Bautzen, Napoleon was suffering in this arm the most. Due to a lack of cavalry his victories were nullified as he could not mount an effective pursuit of his defeated foes.

The I Cavalry Corps under Latour-Maubourg was composed of two heavy divisions and was the first of the cavalry corps formed. The cavalry would always lack in the remount area due to the lack of horses. Napoleon would form a total of five cavalry corps from the large II Corps to the smaller V Corps. Morale ratings were based on the fact that the Allied cavalry often bested the French.

The French allies were covered earlier but the Danes that fought with Davout were only average. I rated them similar to the Swedes in that they fought well but were not spectacular. I think they have the sharpest looking army in the game but I am partial to red uniforms and black helmets! I added in a Swedish vs. Danish battle as an added bonus (I am Swedish). Provided I get some time I will try and cover the battles that they fought in Denmark and Sweden in a later title.

The forces of the Confederation of the Rhine fought well. Hesse, in particular, only surrendered after her territory had been overrun and her king declare themselves out of French service. Likewise, the Wurttemberg forces fought well too. The Bavarians on the other hand were no longer interested in fighting for Napoleon. Eventually the Kingdom of Bavaria would defect to the Allies. The proud Wrede would attempt to defeat Napoleon at Hanau but was swept aside.

The Allies were a mixed bag. The Austrians have already been covered but their cavalry had good training and generally did well. This is their best arm for morale rating. The infantry was generally rated based on the regiment's recruitment area and if it was a known elite unit. Those recruited in Galicia had the morale rating D (3) while those from Hungary and Austria (and associated areas) had morale C (4). Above average regiments were rated as morale B (5). Rothenberg noted that the infantry was unable to perform the drill manual and generally only did marginally well in battle.

The Russians had just survived a horrific winter and during the Spring Campaign their regiments were down to small percentage of their original numbers. Many of the replacements would come from the militias. Given a musket and sent out to fight with the regulars they lacked the training and endurance to match up to the regulars. I rate them as C (4) for the most part with the grenadiers being B (5) or A (6) depending on the unit. The Pavlov Grenadiers had become part of the Guard by this time. I wanted to rate some regiments lower but felt that with their low numbers they were already at a disadvantage. They are not rated as fanatic in this game but frankly they did fight that way in many of the actions.

The Russian cavalry was hurting by this time. Again, they had lost a lot of horses in the 1812 campaign and were struggling to keep their force mounted. The Cossacks formed a large percentage of their overall force and were excellent in harassing the rear area troops. Their horses in particular were very rugged (Dr. Summerfield attests to this) and did very well during the winter and thus were ready for the rigors of the 1813 Campaign. I chose to use the term "Emperor" and "Empress" rather than "His Majesty's" and "Her Majesty's" where it regards the cuirassier regiments of those names. While of the older title it was easier to justify rather than to switch to a longer name which would have meant that the text would not fit in the Information area in the game.

The Russian artillery was well armed and served. In the alternate Dresden battle (#22 in the list) designed by Warren Bajan, he makes a distinction between the heavy and light 12lb guns. I chose to have fewer artillery sections for the game but for those that want to fight with all of the different Russian calibers then you will enjoy that scenario.

The Prussians were the most difficult Allied contingent to rate. We settled on giving the original 12 regiments a B (5) rating and the Reserve Infantry Regiments would be rated as C (4). Other infantry types included the various landwehr formations. The Silesian landwehr were rated as C (4) while the rest were rated as D (3). Various irregular formations served with the Prussian infantry such as the Jaegers, Frewilige formations, Schutzen to name a few. The morale grades on these varied as some of these formations were hastily formed. The Jägers and Schützen were well rated but the Frewilige units have a lower morale. In many cases they were left out completely as their addition could not be justified due to low numbers per company. I may add them in later on in an alternate OB. The players are welcome to add them in with the regulars if they like where they are missing in the OB files.

A note on the landwehr: about 260 men in each battalion were only armed with pikes to begin the Fall Campaign. By September they were starting to become fully armed with muskets. However, they retain the same fire rating throughout the campaign. The reason is that they were never known for their musketry. Thus their rating reflects more their desire to close in combat rather than their prowess with firearms.

The Prussian cavalry was a mixed bunch. Formed of regular regiments and a lot of landwehr and national cavalry regiments they were still a dominant force. They lacked a large contingent of heavy cavalry. I rated the cuirassiers as heavy even though there is doubt concerning that. I would rather error on the side of heavy than light though as to remove the heavy rating would mean that Prussia would have no battle cavalry and that certainly was not the case in the wars.

I ran into difficulties when attempting to determine the uniform colors for the Prussian Line and Reserve regiments. I finally located Dr. Summerfield's Volume 2 of the Prussian Army from On Military Matters which featured a wonderful color guide for the Reserve regiments. I had been using one of the Osprey texts to piece together a spreadsheet (included for those that are interested) but it left gaps for some of the

battalions. The Fall army that the Prussians fielded included units wearing British Rifle uniforms and those that the British would have sent to the Portuguese for their line regiments. The usual blue Prussian infantry uniform was complimented by men wearing a grey and even dark grey and in one case a black uniform in the reserve battalions.

Other than von Lützow's Freicorps I chose not to include the rest of the Freicorps. They mainly operated in a partisan capacity or were used in auxiliary roles.

The Swedish Army remains a mystery to many as it concerns uniforms and its fighting ability. Very little information is found for the individual infantry regiment uniform style used in 1813 for instance. They went through many uniforms evolutions before this war and by this time were still transitioning from the older pattern. Upon landing in Germany most of the soldiers were successful in replacing their older style of headgear (the Kuskett) with the shako. Most were successful but not all were able to do so. They performed only marginally in the Russo-Swedish War of 1808-09 considering their army was a trained force (the Swedes did not conscript their men) fighting an army of serfs. I rated their line infantry as C (4) as for the most part they performed well. Their cavalry was very good. Probably rated higher than the Austrians in some categories.

The various German forces that fought for the Allies included those from Mecklenberg-Strelitz, Mecklenberg-Schwerin, Anhalt-Dessau, and Hanover. These provided anything from a trained hussar regiment (Mecklenberg-Strelitz) to landwehr (Hanover and the Hanseatic League). The army that Wallmoden commanded was probably the weakest of the Allied formations and not only in numbers but also in morale. The Russo-German Legion for instance had its entire 5th Battalion disbanded due to poor performance. The Hanoverian troops were a mixed lot. The Bennigsen battalion fought bravely but the contingent on the whole was average at best. If Davout had had two more divisions (one of cavalry) he could have swept the North German plain and liberated Stettin and perhaps Danzig.

The Fall Campaign

Now that the armies have been discussed it's time to go into a little background of the campaign. Napoleon wished to keep the line of the Elbe open as one of his lines of communication and supply. Hamburg was a good base of operations. His other base at Erfurt was his main resupply base and keeping that line of supply open would cause him to want to fight for Leipzig later in the campaign.

Dresden occupied his thoughts to the point that keeping it probably became too much of a distraction from the main task: destroying the Allied armies. He wished to keep the Saxons on his side (especially their great cavalry) and thus for most of the August and September battles they were based on the idea that he needed to keep the city. He would devote almost two corps of troops to its garrison in late September and early October, troops that would have been most welcome at Leipzig. It would be Napoleon's fixation with Dresden that probably caused his undoing in the Fall Campaign.

The Austrians, having joined the alliance, provided a large portion of the Army of Bohemia. This was the largest of the Allied armies (about 208,000 men) and was concentrated in the Bohemian plain near Prague. Along with this force was the lion's share of the Russian army to include the Guard and 3rd Grenadier Corps as well as a large artillery reserve. The Prussians added in Kleist's 2nd Corps as well. It was a lumbering force that was forever marching back and forth through the passes in an attempt to fight the French while Napoleon was away. Finally, well into September, it was able to emerge on the Saxon plain. It would take one major battle (Dresden, an Allied defeat) and a lot of blundering by Napoleon's subordinates to make this happen.

The Army of Silesia was commanded by the fiery Blücher. His army was composed of the 1st Prussian Corps under Yorck and a large contingent of Russians under Sacken and Langeron. Altogether there were about 98,000 men in this army. The Army of Silesia could almost lay claim to the reason why the Allies won the campaign. No French army ever defeated it. Their duty was to press in at Napoleon's center which usually meant that they would fight the Army of the Bober under Ney and then MacDonald's command. They would emerge victorious at Katzbach where MacDonald was outclassed.

The Army of the North (approximately 100,000 men) was another matter entirely. Comprised of Prussians, Russians and Swedes its role was to strike at Napoleon's northern flank. Command was given to Bernadotte to reward him for getting Sweden to join the Coalition. However, this general was dead set against fighting Napoleon and saw his role mainly as auxiliary. When pushed into fighting he naturally balked. This even when Napoleon was nowhere around such as at Großbeeren. Several generals almost resorted to threats to get him to march on Leipzig. Once there he suddenly became in his own eyes the hero as he led the attack on the city on the 19th. The Swedes chafed under his leadership as he kept them out of the battle which drew scorn from the Russians and Prussians.

Two major actions were fought in the north: Großbeeren and Dennewitz. They were both Allied victories but it was despite Bernadotte's leadership and not due to it. The Prussians in particular mainly deserved the credit for the victories on those fields of battle. It is amazing that Bülow, who commanded the Prussian 3rd Corps, stayed with the army so distressed was he with the Swedish Crown Prince. Eventually the army would fight at Leipzig but it was a slow process of convincing Bernadotte to march on the city.

The Allies met before the Fall Campaign and developed the Trachenberg Plan (primarily due to Bernadotte's line of thinking) which said that they would not unite their armies but rather would fight Napoleon's subordinates and work on the French line of communications. If Napoleon was anywhere nearby then that army closest to him would retreat. On the other fronts they would continue to advance until word reached them of Napoleon being in the vicinity.

The plan worked very well on most occasions. At Dresden it failed. Just before the Allies had committed themselves to an attack in the afternoon of the 26th of August they learned of Napoleon's presence in the city due to the cries of "Vive L'Empereur!" On the other hand the victories at Katzbach and Dennewitz were due to the plan's concept that where Napoleon's subordinates commanded an Allied victory could be won. And this was to be true as was witnessed at Kulm, Katzbach, Dennewitz and other locations. Only at Leipzig was Napoleon defeated and partly this was partly due to his stretched command system.

Comments on Maps

As usual no comment on a game is complete without a short discussion of the maps. I used a set of digital topographical maps produced in Germany (see below). These are modern of course so I had to find period maps that showed the various sizes of the towns and locations of fortresses. The map of Wittenberg for instance needed to be updated as I found a period map that showed where fortifications were located which were missing from the version from Campaign Jena-Auerstaedt. I also found a nice map of Glogau which I used in making the map for a scenario I included in the Fall Campaign.

Other materials came to my notice from books such as those found in Nafziger's three volumes and in Elting/Esposito's Atlas. Of particular note is the river system that flows in and around Leipzig. None of the sources I used agreed on how the various rivers and tributaries flowed near the city so the gamer may find fault with my interpretation of the map. However, I feel that the map does capture what the area looked like in 1813. In particular note is the hill system near Leibertwolkwitz. I changed its composition no less than five times! It just never came out like I hoped it would but I think that the final kidney shaped version is correct. Its facing was not to the south but to the southwest and southeast so that it faced in two directions towards the Allies.

The various gardens around Leipzig were a mystery as well. None of the maps had names associated with the gardens. In the end Dierk Walter, a historian I have consulted with on my projects, and I worked it out. I found a webpage on the internet that helped me locate where to place the map tags for each garden. This map is still open for correction of course and if you see something and can send me a good source map to back up your claim then please send your comments and a scan of the map along to the HPS Help Desk at support@hpssims.com and it will be forwarded to me.

I labored long and hard over the rest of the maps. In some cases I merged maps from the earlier Jena title to make a nice large map for the campaign that really worked out well. Another map that was took some time was the Dresden-Pirna map. While I had good German topographical maps to work with much of the modern city overlays some of the older villages. I had to use a combination of maps to put it together. I still do not

like how it came out. C'est la guerre. That is usually the case with most work produced in wargaming. There is always something you feel you could have done better.

The Kulm-Altenberg map was a real challenge. The map editor only allows 27 levels and I had to use every one of them for this map. I enjoyed making it. It gives the gamer that much more room to work with and if they play some of the large map scenarios will get a better appreciation of where the other Allied and French forces were located. I know that by adding it in I learned more about the situation.

The other map that gave me some issues was the Katzbach map. I had to use a copy of map sections taken off of the internet. My good friend Tomasz Nowacki translated the Polish names for me. I then compared the game map with the period maps I had.

Some maps in this game were not utilized in the scenarios. I did this purposely so that we could add in other scenarios in the future. I intend to build more maps for later updates of the game.

The Battles

Großbeeren

This was not a meeting engagement - this was a disaster in the making right from the beginning. Oudinot was not with the center column and was not in a position to coordinate the attacks of the French Army of Berlin. It would have been much better to have advanced in two columns instead of three. The scenarios in the game allow the players to play the full battle to include the IV Corps on the right with its limited action or to play a smaller version which has only the actions of the center and left columns. There is also an Alternate version that allows for the coordination of the columns. There are more options to explore and I plan on adding in additional scenarios for this battle over the next few years.

Katzbach

Both sides blundered into a battle in this one. Blucher was really not sure of the locations of all of the French army and advanced during a rainstorm in three columns. With a river dividing his left from his center and right columns it easily could have gone the other way. As it was MacDonald obliged and handed the Allies a victory. The errant III Corps, after having marched and countermarched towards Dresden and back, was really not in a good state to fight a battle. Add in that the weather made squares almost ineffective. There is no way in the game so far to portray this but the lack of musket fire will make this battle a cavalry delight. Artillery will be one of the keys to victory. It's going to be the old bayonet charge over and over again.

The new PDT file format allows me to separate the Bridge movement cost from the Path movement cost. This allowed me to use Paths as fords for the Katzbach and cause the cost to be higher than normal. If the player presses the Shift key while in the battle to bring up the tags they will note that there is a movement tag associated with the fords. I also used this in later battles as well.

Hagelberg

Girard marched towards Oudinot's army with his lone division to add to their numbers, with little to no cavalry support, prior to the Battle of Großbeeren and blundered into the 4th Prussian Corps and a column of Cossacks. Historically, it was all over after a couple of hours. There is a version of the battle that has the Cossacks off raiding and pillaging the French supply columns (or was it German villages, I forget!) to give the French a fighting chance.

Dresden

I could write volumes on this battle and how difficult it was to get it "close to right" as the texts are just not there for what should be a well covered event. Warren Bajan helped me out with renderings from the German text by Plotho. I used Nafziger and Petre with some additional help by Kevin Zucker's work as well. There is a real need for a book on this battle. Nafziger's text provided Warren and I with plenty of frustration as the chronology was difficult to comprehend in the text and troop locations were hard to determine as a result. At best our versions are a best-guesstimate. The players-historians are welcome to open up the editor and try their hand at it.

Notes: the players will quickly note that the Austrian wings are mixed up. This was more by accident than intention as I went by Nafziger's order of battle to put the OB together and when it came time to plunk down the troops on the map I found that the Austrians had mixed things up again based on their changing the command assignments of units at the last moment. I determined not to change the deployment and just chalk up the command control issues they will face to their ridiculous method of splitting up commands. Their army, for instance, lacked the flexibility of the Prussians or the French and so I am leaving it as is. Warren's OB for his version of Dresden separates the command a bit better than I did. He is a bit more generous to the Austrians than myself. Perhaps it's why the French were able to defeat them on their left so easily. The players will find it a harder task, I believe, when they play the battle.

Several scenarios exist for the battle to include the full battle starting in the morning and another version starting in the afternoon. The latter was easier to depict as in the former the early attacks by the Allies can almost break into the inner core of the city. I really think that the French garrison (and French allies) deserves better morale but I do not think that that would change the outcome. Needless to say the early assault scenario is tougher for the French to win.

There is a large map version of the battle that includes the events near Pirna. This helps give the player a better feel for what went on in the areas near the city. I also include a scenario depicting the grand assault of the French army on the second day as well as a small scenario depicting the assault of the Prussians on the Großgarten, a large garden which included a large chateau building.

Kulm

Vandamme's folly. The pursuit (if it can be called that) of the Allies after Dresden was a mad dash (again, hard to say this given the rains of August) into the hills to the south of the city to find and defeat the retreating Allied columns. In reality it was more a struggle to keep the columns intact and navigate the roads already used by the Allies. Once Vandamme finally did emerge onto the valley near Kulm he found the Russians drawn up for battle. At that point he probably should have just sent back word to Napoleon that he was faced by a superior force and held the passes until reinforced or ordered to withdraw. After all his role was mainly to see where the Allies were located. Napoleon did not want him to bring on a general engagement as the other French columns were not within a day's march.

The scenarios depict the action and frankly will be very difficult for the French to win. A set of large map scenarios are included mainly for team play. I am hoping that someday we can see the feature from the Naval series ported over that allows team player to only move units in their command and see only those units within their line of sight. This would make battles like Kulm and Leipzig very interesting indeed!

Dennewitz

Ney's folly. After having heard of Oudinot's failure to coordinate his assault columns, Ney decides to do him one better and allows the VII Corps (Saxons and Durutte's division) to get smashed. The VII Corps was never the same after this fight.

There are three scenarios for this battle (and more could be done given time): full battle, alternate, and the attack of the Prussians on the French left flank. In the latter version the entire IV Corps shows up on the map as reinforcements rather than at the board edge. Ney had ordered them to the right flank, an interesting idea since there really wasn't much over in that direction. Provided I get more time to work on this battle I plan on adding in some additional forces (an additional French infantry or cavalry division) and some other variations as well on the full battle.

Göhrde

Another situation where a lone French division (from Davout's XIII Corps) is setting up camp for the day when the Allies burst out of the woods (this happened a lot in this campaign because of the French lack of cavalry). This battle reveals more or less why Wallmoden's forces were considered auxiliary as they really did not perform well. The

French did have to retreat but in a rather organized fashion. The Russo-German Legion did not perform well and for having a large majority of cavalry the Allies really blundered in this one.

I have included an alternate scenario that includes more French forces to make it more interesting to play. As with other scenarios in the game this one was included more for historical sake than for balance. The historical scenario always results in the French running for the north map edge early on. Truly for the Solo gamer only. The balanced version should give the players a better fight.

Wartenburg

The jury is still out on how I portrayed the dike. Warren wanted it to be different. I never could settle on how its portrayed. In the end you get a set of embankments faced back to back to portray the dike. I think that it is about as close as we could get. Despite being fixed early on, the Allies are going to hit the French right flank every time as its the weakest point in their line. I plan on adding in some alternate situations to future updates that include reinforcements and alternate troops deployments if they do not get added into the game before its released.

Liebertwolkwitz

Another battle that was mismanaged. During playtest the Allies were romped off the field in almost every case (except one where I fixed the French infantry too long). It's amazing to me that Murat lost this battle. The numbers were all in his favor. As usual he was no combined arms commander and his cavalry was all bunched up in one big mob and wasted. The losses here would rob the French for the larger battles in the next five days.

Notes on the Leipzig battlefield were covered earlier but in particular the battlefield is pretty open and allows for a good cavalry action. The Allies do have some good cavalry but they are still going to have a rough time of it. The Alternate version adds in an Austrian corps and gives the Allies the edge making it more of a defensive fight for the French.

Leipzig

This was the largest battle in the Napoleonic Wars and thus in the game as well. For that reason alone I spent a lot of time putting together small and medium sized actions so as to not scare away the guys that do not like huge battles. Let's start with the operational scenarios and work down to the smaller sized engagements.

Operational Leipzig uses the large Halle-Leipzig map. This map was put together with four maps. I used the Leipzig map I had built along with Wurzen, Halle and Eilenberg maps and then joined them altogether. The result is the largest map in the game. It gives the players plenty of room to maneuver. Leipzig is the center of attention but this does not mean that it must be fought over. The major battle could take place to the west or southwest or even over near Halle though this is doubtful. Alternate scenarios are limitless for this one and the players will find all they need in the Fall Campaign scenarios (see the 3b and 4b folders in the Fall folder). The only alternate scenario I built added in the I and XIV Corps. I felt that this scenario is best played by a team of players and that if they wanted to really enjoy the different variations then starting up the campaign at branch 4b is probably the best way to enjoy it. Then they can save it as a battle file (.bte) and encrypt it.

The full battle of Leipzig using the battle map allows the players to focus on the city itself. Everything points to Leipzig. The players will have to decide what to do on the 17th. It's very boring to just advance the turn to avoid fighting in the rain but for the Allies it's probably the best choice. On the other hand if Napoleon slips away to the left bank of the rivers then it's going to be hard to defeat him too. But the lack of a large force at that time will cause the Allies to think twice before they attack in the first few days. A game of patience indeed.

The south section scenarios are still large to play. They will probably turn off some of the guys that like smaller actions. It's still a good situation and each side has its own advantages. I plan on adding in some alternate situations as the years go by. I may get in one or two before the game is released.

The north section scenarios feature less troops. The Parthe River divides the battlefield into two parts and it usually comes down to the Russian massing their guns and driving the French from the shoreline. Then they repair the bridges and get over to the other side to get at Ney's forces. The 18 October scenarios are definitely a test for a good French commander. Outnumbered in every category they are going to have to use their forces wisely.

The action at Lindenau was difficult to model. Given Mr. Nafziger's order of battle for that section of the battlefield it's very difficult to understand how the Austrians could not have bottled up the French army in Leipzig. Again, it's probably due to their inept command system more than to the forces at their disposal. At any rate the scenario for this action is hard to win as the French. In most of our playtest games the Allies were able to sweep the Leipzig Garrison back across the stream and keep them there. IV Corps arrival did nothing to change the situation.

The Crisis in the North scenario showcases the new Withdraw feature. I used it to portray the defection of the Saxon division. At the beginning of the scenario there is a small chance that they will be withdrawn from the field. This percentage increases each turn until finally near the end of the scenario it's probably a certainty that they will defect. When they do defect they leave a sizable hole in the line. The French player has to

keep this in mind. He needs to use them to hold the line and will be sore pressed to designate a division at the beginning to take their place as the Allies have plenty of troops to tie up the French forces.

The Battle of Mockern on the 16th was an action that never should have been fought. Once the 9th Division of III Corps arrives the French should have just pulled back from that side of the river. As it was the Prussian I Corps took terrible losses. It did not participate as a corps for the rest of the battle. Several alternate scenarios were included to allow the French to be better prepared or to have more forces on hand.

The smaller actions in the south are Markleeburg, Wachau and Kleist's assault on Liebertwolkwitz in conjunction with the Prussians. They are for those that want to play Leipzig but do not wish to push large numbers of forces around the battlefield. Markleeburg will be hard to win as the French. Wachau is better balanced and Kleist's assault will be difficult for the Allies to win.

Freyburg

The action here took place shortly after the Battle of Leipzig. Napoleon and his Guard are passing through the city of Thirty Years War fame when the Prussians attack from the hills. Again, poor cavalry scouting results in the Allies having the upper hand for some part of the battle but the French were able to press them back after some difficulty. It's mainly for those that like to play smaller actions. Both sides have a chance at victory.

Kosen

This was the fight for the bridge at Kosen. Located just to the east of the battlefield of Auerstaedt it pitted the Austrian advance guard against the French rearguard. The bridge should have been blown but an astute Austrian commander took it before the French could destroy it. The action that ensued was a seesaw fight. The Austrians ended up holding the bridge and Bertrand's forces had to continue their retreat.

Hanau

Wrede's folly. This is what happens when you get too cocky! Napoleon, the wounded lion, is retreating towards the Rhine and the Bavarian commander decides to show the French that he can fight too. What followed was some of the stiffest fighting of the war with the Old Guard engaged as well as Guard cavalry. In the end Wrede was outfought. The alternate situations offer up more Allied forces to balance the action.

Sehestedt

An action that took place in the North German Plain area, the Danes were retreating when they were beset by Allied forces. Walmoden's men almost cut them off but in the end the Danes slipped away. Not sure what alternate situations could be done for this

one but the Solo version scenario does have the northern Allied column arriving in a different location to make things more difficult for the player.

Notes on Solo Scenarios

I built a solo version of the scenarios only for any action lasting a day or less. After that the gamer will find that the AI scripts would not work as after that many turns it's hard to build in a script that allows the computer to put up a good fight. I apologize for not building in scripts for the large campaign scenarios and provided I get time I plan on putting together a campaign that is just for the Solo player. If it's not in the release version of the game it will be included in one of the updates.

I will continue to add in more Solo scenarios as we release updates or via release at the Scenario Design Center. The current location for the SDC is:

<http://www.hist-sdc.com/>

Started by Rich Hamilton he passed the reigns to Steve Trauth a few years back. Steve has faithfully kept the site true to its original intent plus he has added a few features of his own. Steve and Rich continue to be dedicated to the concept that the customer can put together some very good scenarios that will benefit the rest of us who enjoy the hobby. I got my start posting scenarios to the various websites on the internet. If you are interested in following in our steps then just launch the Scenario Editor and join our ranks!

The Solo gamer will find that the AI will give them a better game if they try not to second guess it. Just enjoy the period and line up your troops in a historical manner. I find that the experience is more rewarding this way than trying to blitz through the AI army's ranks. The victory levels are only a guide. When playing the AI look for ways to improve on your game play. Try and learn something new about the game series. If you are dead set on remaining a Solo gamer then why not post your experiences in pictorial form on the various forums. Here are two that offer the ability to post image links within the topic thread:

Game Squad Forums

<http://forums.gamesquad.com/forumdisplay.php?204-Napoleonic-Battles>

The Wargamer Forums

<http://www.wargamer.com/forums/threads.asp?f=212>

Head to Head Gaming

If you are looking for to find opponents I would suggest two locations:

The Napoleonic Wargame Club

<http://www.wargame.ch/wc/nwc/Napann1.htm>

To join the club just click on either of the recruitment links on the home page.

This club hosts all of the John Tiller Software Napoleonic series plus other publisher's games making it a great one-stop location. Each member commands a regiment in one of the club armies with the potential to become a club leader. Their ranks range from the gamer to professional historians. Many former armed forces personnel are in the membership as well.

Each member gains a new rank as they gain club points and reach a certain level for each rank. There are medals and titles as well. They have a forum at:

<http://wargame.ch/board/nwc/index.php>

The Blitz Wargame Club

<http://www.theblitz.org/register/>

This club is ladder based. You only need to belong to one of the ladders to join. The Black Powder & Cold Steel ladder hosts the John Tiller Software Napoleonic games. Each member builds up his status on the ladder based on points they earn for their wins/losses/draws.

This club also has a forum as well which can be found at:

http://www.theblitz.org/message_boards/index.php

Scroll down to the Black Powder & Cold Steel section to find their part of the forum.

Notes on the Campaigns

Fall Campaign - Head to Head

This is the largest campaign in the title and has a variety of locations for the players. From the area just south of Berlin to Kulm in Bohemia to Katzbach in the east and Leipzig in the west the campaign covers quite a lot of ground. My intention here was to present as much of the operational territory and give the players an opportunity to control all of the major forces that fought in the campaign. Left out is the North German area as well as the fortresses to the east and north of Berlin.

The campaign starts out giving the French player a choice of four options of where to deploy his reserves including the north (Army of Berlin), east (Army of the Bober), south (at Dresden) or in reserve at Bautzen (which is a defensive choice). The Allies can ponder whether to have Blücher unite with Bernadotte early on or have his Army of Silesia advance on Ney's Army of the Bober.

The campaign battles vary in size but can be quite large. This campaign is for the dedicated pair of players or for team play.

The Großbeeren Campaign - Head to Head

This campaign focuses on the events of August 1813. Napoleon appointed his loyal general Oudinot to the command of the Army of Berlin. Unfortunately, Oudinot was not up to the task and the result was that the French army (largely German origin though) faded away after the only major battle in its attempt to take Berlin.

The French player pretty much calls the shots in this campaign. The Allied player will be hampered by a cautious Bernadotte initially but should have his army on hand at the last battle to try and deter the French from taking the Prussian capital. The Russian and Swedish armies are fixed in several of the scenarios to reflect the initial cautiousness of their overall army leader.

The French are mainly trying to find a route to the capital that is free of Allied resistance. Their III Cavalry Corps is initially slow to arrive and part of the problem will be their lack of cavalry in the early going.

The Operational Leipzig Campaign - Head to Head

This campaign has one branch - each side has important decisions to make concerning the final dispositions for the Battle of Leipzig. The French player will decide whether to hold Dresden with a small or medium sized garrison or to abandon it (and lose German allies) and gain more French forces for the big battle.

The Allies will decide the march routes for their large armies. Blücher's Army of Silesia will operate in the north with Bernadotte's Army of the North. Schwarzenberg's Army of Bohemia will be in close proximity to the Reserve Polish Army.

The result is a very large battle which uses the Halle to Leipzig map, the largest in the game. With four decisions per side the resulting battles will ensure high replayability. Great for team play.

The Silesian Campaign - Head to Head

This campaign features the events of August 1813 in the region of Silesia between Ney's Army of the Bober and Blücher's Army of Silesia. It is intended to give the players a more manageable sized army to command but at the same time allow them to get the feel of what it must have been like to fight in the wretched conditions of the wet month of August 1813.

The battlefields include Löwenberg, Goldberg, Katzbach and Brunzlau. The battles are no more than 80 to 90 thousand men per side. The early battles are more in the area of 30 to 40 thousand men.

Solo campaigns include The Silesian Campaign and The Großbeeren Campaign. The other two campaigns are too large to simulate for a solo operation.

Notes on the Military Officer Ranks

The officer ranks in the game were based on the German military equivalent for the Austrians, Russians and Prussians as well as the other German (Hanover, Saxony, etc.), Danish and the Swedish officers. For those that are not familiar with the ranks here is a short breakdown of each:

Abbreviation used in Game	German Rank
FM	Feldmarchel
FML	Feldmarchel-Lieutenant
Gdl	General der Infanterie
GdK	General der Kavalerie
GLt	General-Lieutenant
GM	General-Major
Ob	Oberst
ObLt	Oberst-Lieutenant
Maj	Major
None	Hauptmann

For the French ranks the following was used:

Abbreviation used in Game	French Rank
None	Maréchal
GD	General de Division
GB	General de Brigade
Col	Colonel
Maj	Major
Capt	Captain

Notes on Bibliography

As I mentioned before, there is a dearth of materials in English on this campaign where it regards good accounts of the battles. Mr. Nafziger's books are well known throughout the historical community as a fine set of volumes. Rarely does anyone write a book on the 1813 campaign. I am hoping that Waterloo will someday fall to the wayside and other campaigns and battles take their place. It only was a minor part in the overall wars after all. The 1813 campaign truly was Napoleon's downfall. The Russian Campaign may have been the burial place for his army but in Germany he had a chance to turn things around. The campaign in Belgium would never have happened had he chose to follow a course in Germany which kept his armies within support range. This campaign is truly the greatest of the wars. It's time that more books in English were published on this campaign.

Nafziger's books were a real help while Summerfield's volumes on the Prussian army provided invaluable data on the uniforms and origin of its units. Digby Smith's book on Leipzig is suspect and must be carefully compared with other works but had some invaluable narrative and his maps were useful in the setup of the units in some of the scenarios.

The Osprey Campaign series books helped in some cases to fill in missing information in the order of battle files. Their maps are too vague to be of much help. The order of battle was helpful. The coverage of Dresden in the book, mainly the maps, helped in some part but the text was too minor to contribute much information. I doubt if they will do a volume on Dresden but it would be a welcome addition.

Bowden's book on the French army was a great help. I used it to fill in missing values that Mr. Nafziger's books left out or in some cases to build order of battles that were missing in the other volumes.

Dr. Summerfield's book on the Cossacks was helpful in differentiating between Don Cossacks and the other various groups of irregular cavalry in the Russian army.

Kevin Zucker's Special Study volume helped in the area of strengths and location of the various formations during the campaign. Much discussion is made on the loss of manpower in the armies during the campaigns. He noted that modern works fail to take this into account.

Notes on the Artwork

This game mainly showcases the Prussian army of this period which I believe made the greatest sacrifice for the overall victory. I chose to include as many different pictures for their units as possible such as the numerous types of Reserve Infantry Regiments and also the cavalry Jäger squadrons. And others abound as well such as the different kinds of Prussian Landwehr. Altogether over fifty icons were used to portray the various Prussian or Prussian-Allied units.

The French Imperial Guard Cavalry - The Lithuanian Tartars were the 7th Squadron of the 1st Lancers (Polish). Just in case you wonder why the picture is different.

It would have been nice to have included more unit pictures but this project had over 280 icons added in the Units.bmp file. The work was truly a colossal undertaking by Joe Amoral, Mark Adams for the artwork and my team of reviewers who included Warren Bajan, Paco Palomo. Anton Kosyanenko gave his input on the Russian artwork and order of battle information. I provided overall artwork project coordination and project management to ensure that we could get done in the shortest time possible.

Closing Remarks

Campaign Leipzig was the most difficult of all of the game projects I have undertaken. I have never before worked so hard on one game project which included over three large battles, one very large battle (Dresden) and one huge battle (Leipzig) together for one title. Along with the battles of the Spring and Italian campaigns the War of German Liberation witnessed more actions than was fought in the Napoleonic Wars in any other campaign of similar length. It is my hope that you, the gamer and/or historian, enjoy this game as much I as do. During production it became my favorite game of the series and I plan on playing a lot of games in our Napoleonic Wargame Club as a result! Contact us at <http://www.wargame.ch/wc/nwc/Napann1.htm> if you are interested in joining. We always need more recruits!

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Napoleon and Berlin, The Franco-Prussian War in North Germany, 1813 - Michael V. Leggiere

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1813 Leipzig, Napoleon and the Battle of Nations - Digby Smith

Prussian Infantry 1808-1840 Volume 1, Line & Guard - Dr. Stephen Summerfield

Prussian Infantry 1808-1840 Volume 2, Jäger, Reserve, Freikorps & New Regiments - Dr. Stephen Summerfield

Brazen Cross of Courage - Dr. Stephen Summerfield

Cossack Hurrah! - Dr. Stephen Summerfield

Special Study Nr. 1 - The Companion to Napoleon at the Crossroads and Four Lost Battles - Kevin Zucker

Note: Warren used Plotho's works on the War of German Liberation as well as other sources he found on the internet. The above list does not even come near to listing all of the sources we used in researching the game.

Standard Victory Points Schedule

Infantry	3 points per 25 infantry
Cavalry	5 points per 25 cavalry
Artillery	6 points per gun
Wagons	0 points (except where noted in the Scenario Description)

Bonus Documents

There are several bonus files in the game that should be helpful to the players to read or refer to during play or when wanting to learn more about the campaign or gameplay.

Scenario Strategy Guide - SSG.PDF

This file includes a list of most of the scenarios included in the main folder of the game. Each listing has its own page devoted to giving the players information about the scenario. While not exhaustive the information provided helps the players choose a scenario that fits the size and length they want to play. The Jump Map view or complete map (for smaller maps) is pictured with each listing.

Firepower Chart - FP_Chart.pdf

This file gives a breakdown of all of the weapons in the game for their letter code used in the order of battle files (.oob), name of weapon, as well as range and fire value. Note: a zero value means that the weapon is ineffective at that range. Indirect fire capability is clearly noted. No Bayonets was not used in this title for any of the infantry we but may be in future releases in the series.

Terrain/Movement Cost Chart - T-MP_Chart.pdf

This file lists the various terrain in the game to include a graphic in both 2D and 3D, the cost of the terrain for each type of unit in the game (Line and Column for infantry) as well as any defensive benefits the unit could derive by being in that terrain type.

Campaign Maps - Situation<date>.pdf

These were built by Mike Avanzini and give the players and overall idea of how the campaign transpired.

Scenario Format

The 10 minute move was the default time scale for each scenario. I have included 15 minute versions of all of the scenarios that are in the main folder (no campaigns) for those that like that format. It uses the same movement point/cost system as Campaign Waterloo. The scenarios that use the 15 minute turn have filenames and titles that begin with "z_M15-." For example: "z_M15-020_Dresden_HTH.scn" This is the 15 minute version of "020_Dresden_HTH.scn." A "z" was added to the name to push it back to the bottom of the list so that other alternate scenario forms would not be in and around that list.

Note: the reinforcement entry times and release times were not converted nor were the AI script times. Thus a reinforcement group that comes on the map at 0820 in a 10 min. format would enter at 0830 in the 15 min. format. It will be quite possible that many of the scenarios will have multiple groups entering at the same time. This is actually better than recoding the times as otherwise the groups would arrive after a scenario ends.

The standard unit for cavalry is the squadron as this best models each nation's regiments which had varying amounts of squadrons per regiment. For those that do not like to move around the extra units there are a few scenarios which use the regiment as the basic cavalry unit. Each of the regiments can breakdown into four components. These scenarios all use cavalry regiments and a 15 minute turn format. The scenario filenames & titles that are named "x_M15-CR" Note: none of the 15 min. move and/or cavalry regiment format scenarios were playtested. It is up to the players to provide feedback to me and if more turns are needed (for instance) I will be happy to increase the amount accordingly. Just know that the end time may in some cases extend into the evening if that happens.

The other format features cavalry regiments and 10 minute turns. These are names "w_M10-CR" in the scenario filename and title.

I try to provide several formats of the scenarios. I also am more than willing to help anyone learn how to convert any of the scenarios to your favorite format. Just send me a note via the John Tiller Support email and I will be happy to send you a step by step instruction set on what you need to do.

As time allows me I will provide copies of as many of the scenarios as I can in the above formats. The smaller scenarios are much easier to work with of course and will be given a higher priority. I will not be converting any of the campaigns to the other formats not only because they were planned with the 10 minute move and squadrons in mind but because of the additional time it would take me to do the labor.

Dawn and Dusk

Most if not all of the PDT files used in this game use an alternative method of determining the visibility ranges. This can be very confusing to the player if they read the Parameter Data File information under the Help menu for "Dawn" and "Dusk." The "Dusk" value is actually the time when "Night" will fall. Dusk turns will be noted in the

Weather data lines which are at the bottom section of the Parameter Data information. Thus if "Dusk" is listed as "2000" in the Parameter Data information the player needs to reference the Weather lines to see when Dusk actually begins and when Night falls.

This will become apparent as the players read the information at the bottom of the window in the game. For instance in the Battle of Dennewitz scenarios the "Dusk" time is listed as "2000" but it actually begins at 1900 (or "19:00" as it is listed in the Parameter Data weather line for September 6, 1813).

Dawn will be the same whether the alternate or default method for visibility is used. Knowing this information is helpful not only for the players but also the Scenario Designers that want to put out their own version of the battles.

Line 4 of the PDT file determines the lighting. Here is an example of a default lighting method for the PDT file with no weather lines used for determining lighting:

```
6 0 20 0 0 4
```

In this case the default method is used. In this case the Dawn turn is 0600 and the Dusk turn is 2000 and the visibility is set to 4 for those turns. All other turns are 80 hexes for visibility unless a weather line entry says otherwise. But the weather line visibility values for any Dawn or Dusk turn will be ignored by the program if the default method for Dawn/Dusk is used.

In the next example the alternate method for Dawn/Dusk is used:

```
6 0 20 0 0 1
```

The last entry needs to be set to a value of "1" in order to allow the weather lines to dictate the visibility for Dawn and Dusk. In this case the Night turns will start at 2000. Day turns will start at 0600. The word "Day" will replace "Dawn" in the program at the lower portion of the window where the date/time/weather information is listed. However, the players will still see the term "Dawn" in the Parameter Data information section under the Help menu. The weather line text will appear in the lower portion of the game window and the words "Dawn" or "Dusk" will be listed to remind the players that this is a turn with diminished visibility. The visibility values will be listed as well of course.

So to recap:

Default method: Dawn and Dusk values are in line 4 of the PDT file and visible to the players in the Parameter Data dialog screen. In the lower section of the game window it will appear as "Dawn" and "Dusk" with "Day" and "Night" appearing as normal. Visibility values will be listed based on the value at the end of line 4 which for the Default version will be 4.

Alternate method: A value of "1" at the end of line 4 of the PDT file. Dawn and Dusk values will be listed as Day and Night at the bottom of the game window though in the Parameter Data dialog screen of the Help menu they will be listed as Dawn and Dusk. The weather line values will determine the visibility for all turns.