

## Napoleon's Later Campaigns Scenario Description

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### 30 Clash of Eagles – Borodino Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit.

**30.2 Stacking.** 2 units per hex.

**30.3 Terrain.** Redoubt hexsides halve all attackers and reduce cavalry charges by 75%. They do not prevent involuntary retreat. ZOCs do not extend across redoubt hexsides. The Moscow road (running from 3333 to 3001) was very wide, as a result road march stacking (if that optional rule is in use) does not apply to it.

**30.4 Combat.** Artillery has 4 hexes range (half strength at range 4). In normal combat, adjacent infantry must be attacked (even if already attacked by another unit) before adjacent artillery.

Use Optional Rule 25.10 (Large Units).

**30.5 Strength and Reorganization.** Use the Off-Map reorganization rule. (Note that issuing a Fall Back order is the best way to get them off the map.)

French infantry morale as well as cavalry and artillery morale on both sides is 4. Russian infantry has morale 3 on the attack, 4 on the defense, and do not reduce their morale when on their reverse side. The Russian Guard units (the three 7-5 units from V Corps) and the Old Guard all have morale 5 and are subject to the La Garde effects in 7.4. (Only the Old Guard reduces the other side's morale by 1 though.) Cossacks have a pursuit number of 2.

**30.6 Victory.** See 12.4 and scenarios.

**30.7 Command Arrangements.** French OC is Napoleon (rating 4). Russian OC is Kutusov (3). Wing commanders are Bagration [3], Barclay [3], Miloradovitch [1], Gorchakov [1] (takes over if Barclay is eliminated), Ney [3/1], and Murat [2]. (Not Davout.)

Russian Reserve units including the Reserve artillery have to be assigned to other formations to be moved (exception: General Retreat). Only Bagration can reorganize Reserve units.

Note that Ney commands III Corps directly apart from being a wing commander. He counts as both sender and receiver when sending orders to III Corps and the orders are given In Person.

Corps leader command ratings: All Russian corps commanders 2, except Constantine, Baggavout,

Ouvarov 1, Tuchkov 3. Davout 5, Murat 4, Ney 3/1, Poniatowski, Mortier, Nansouty, Grouchy, Latour-Maubourg 3, Eugene, Junot, Montbrun 2.

**30.8 Leader characteristics.**

**Kutusov's** HQ has to remain in Gorki throughout the game and the only order that can be given to it is a Fall Back order that takes it off the map. Kutusov stays in the same hex as his HQ at all times. Roll each turn, on a roll of 1-2, Kutusov can give orders (but not Barclay), on a roll of 3-6, Barclay can give orders but not Kutusov. (Note that this will not make a difference as long as Barclay is within Kutusov's command range, but may otherwise.)

**Napoleon's** HQ moves straight to the Shevardino redoubt once on the map and then has to stay there. If it has not been taken by the time he arrives, he has to move to Doronino or Fomkina. Napoleon stays in the same hex as his HQ at all times. On the second day, roll a die each turn, on a roll of 1-2, his rating is 2, on a roll of 3-5, it is 3, on a roll of 6, it is 4.

**Murat's** leader rating is decreased by 2 when acting as WC or commanding any infantry units.

**30.10 Morale in normal combat (optional).** Compare the Morale of both sides. The side with higher morale adds the morale difference to its die roll. The side with lower morale subtracts the morale difference from its die roll. Among eligible units the player can choose any unit to determine the morale rather than taking the highest. However, that unit must take the first loss.

**30.11 Scenario 1 – SHEVARDINO REDOUBT.** Use special rule C as given.

At-start orders: *Russians:* VIII Corps (Gorchakov as WC): Defend redoubt. 2CU Div(Reserve Corps) is attached to VIII Corps. IV Cav Corps: Defend stream line. *French:* Probe for the Shevardino Redoubt. .

Reinforcements: Bagration takes over as WC from Gorchakov.

**30.12 Scenario 2 – THE GREAT REDOUBT – Morning Attack.** Use special rules C, D, E as given. Napoleon and HQ are at Shevardino Redoubt. Kutusov and HQ are at Gorki.

At-start orders: *Russians:* IV Corps: Defend redoubt and river crossing south of Zakarsti. VII Corps: Defend Great Redoubt. II Cav: Delay river crossing. III Cav, VI: Reserve. *French:* IV Corps: Attack Great Redoubt. III Cav: Probe Great Redoubt.

**30.13 Scenario 3 – Battle for the Fleches.** Use special rules as given except D.

See Scenario 4 for at-start orders.

**30.13 Scenario 4 – Battle of Borodino.** Use special rules as given. Units that have to be “Released” are assumed to have Reserve orders. They switch to Defend when released by enemy unit proximity, otherwise “released” means they stay in Reserve until sent other orders.

Barclay commands II, IV, V, VI, I Cav, II Cav, III Cav Corps, and Platov. Bagration commands III, VII, VIII Corps, IV Cav Corps, and Karpov’s cossacks. Murat commands I, II, and IV Cavalry Corps. Ney is in charge of III and VIII Corps. Two divisions of I Corps are assigned to IV Corps.

At-start orders: *Russian:* II Corps: Defend river crossing at Novoe Selo. III Corps: Defend woods line south of Utitsa. IV Corps: Defend redoubt and river crossing south of Zakarsti. VII Corps: Defend Great Redoubt. VIII Corps: Defend the Fleches. II Cav: Delay river crossing. IV Cav: Defend Semenovskaya/ Great Redoubt line. Barclay, Bagration: Defend. *French:* IV Corps: Attack Great Redoubt. III Cav: Probe Great Redoubt. I Corps, Ney: Attack the Fleches and Semenovskaya. All others: Reserve.

**30.13 Scenario 5 – Borodino Campaign.** Use special rules as given. Read rule B to say that the French Guard units have March orders to the specified locations and then switch to Reserve to wait for release. See 30.8 for rule G. For rule H, “release” means the ability to give orders other than Reserve., and all Russian corps released by rolling a ‘1’ have a –1 modifier on Attack/Probe Confidence checks (ignore all other modifiers except demoralization).

Barclay commands II, IV, V, VI, I Cav, II Cav, III Cav Corps, and Platov. Bagration commands III, VII, VIII Corps, IV Cav Corps, and Karpov’s cossacks. Murat commands I, II, and IV Cavalry Corps. Davout is in charge of I, III, and VIII Corps.

At-start orders: *Russian:* See scenario 1. VII Corps: Defend redoubt. VI Corps: Defend river crossing at Borodino. III Corps: Defend river crossing at Staroye Selo. *French* – see scenario 1 for initial units and arrivals. Later units have March orders onto the map and stop within 10 hexes of the map edge.

**31 Clash of Eagles – Friedland**  
Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit.

**31.1 Stacking.** 2 units per hex.

**31.2 Terrain.** Swamp is same as forest.

**31.3 Units.** The Russian Guard units as specified in 19.6 and the Old Guard all have morale 5 and are subject to the La Garde effects in 19.6. (Only the Old

Guard reduces the other side’s morale by 1 though.) Generally, infantry morale on both sides is 4. Russian units do not reduce their morale when on their reverse side.

**31.4 Command Arrangements.** OC’s are Napoleon (5) and Bennigsen (rating 3 up to 11:00, and rating 1 from 12:00 onwards). Grouchy (3) is WC.

Corps leader command ratings: Ney 3/1, Victor 2, Lannes and Bessieres 4, all other French 3. Uvarov 2, Bagration 3, Platov 2, all other Russians 1.

**31.5 Special rules.** Use as given. The BDL rule (19.9) means that no orders can be given to formations that mean they will move to the “wrong” side of the stream. The Senarmont artillery can bombard and then move. “Release” in 19.8 means that appropriate orders can be given to move units west of the Alles.

**31.6 Scenario 1 – Bennigsen’s Opportunity.**

At-start orders: *French* - RC/R: Delay. *Russian* – LC Corps Attack towards Posthennen. All others Reserve.

**31.7 Scenario 2 - Battle of Friedland.**

At-start orders: As Scenario 1.

**Acknowledgements**

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