Winter's Victory

The Battle of Preussisch-Eylau
7-8 February 1807

Playbook

Exclusive Rules, Scenarios and Optional Rules

Living Edition: v1.4

NEW ENGLAND SIMULATIONS

Table *of* Contents

ABOVE: *Polish Winter Landscape*, by Roman Kochanowski, 1886

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THE BATTLE of PREUSSISCH-EYLAU
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PLAYBOOK

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EXCLUSIVE RULES, SCENARIOS and OPTIONAL RULES

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READER'S NOTE ON THE LIVING PLAYBOOK

The Living Playbook Edition for Winter's Victory is an ongoing document that provide players with the latest corrections, additions, and clarifications. To help readers identify only those rules that have been affected, an arrow ▶ points to the lowest level rules number or text. A red arrow ▶ indicates the latest edits from the previous version.

Exclusive Rules

The following rules are unique to Winter's Victory and are used in addition to the basic rules. These exclusive rules supersede the basic rules whenever a difference or conflict between the two occur. The exclusive rules are used in all scenarios except where specifically excluded.

18.0 | Weather

The Battle of Eylau is unique in that it was the only major battle of the Napoleonic Wars in which winter conditions played a significant part, and arguably, may have affected the outcome. The extreme conditions—freezing temperatures, biting winds and blinding snowfalls—not only affected vision, fire and movement, but individual and unit morale and commander's ability to maintain good order at every level. The following rules attempt to replicate some of those effects that winter conditions had on the battlefield.

GENERAL RULE

Weather rules in Winter's Victory are a combination of two elements: *Wind Direction* and the *Rate of Snowfall*.

The *Prevailing Wind* direction is determined at the beginning of scenario. At a later point in the game, when a Snow Event occurs, a *Current Wind Direction* relative to the Prevailing Wind direction will be established. The *Current Wind Direction* will then be checked each Game-turn the Snow Event is in effect to see if it shifts left or right of the Prevailing Direction.

Snowfall Rate has four levels: **No Snow, Light Snow, Heavy Snow** and **Blizzard.** These and the duration of the Snow Event are monitored using the Snow Rate & Visibility Track located on the game map. Depending on the severity of the snow, its duration and the direction of the prevailing wind, either or both of the forces may be adversely affected. All weather conditions are determined during the Game-turn Interphase.

18.1 | WIND DIRECTION

[18.11] Prevailing Wind Direction

Before the start of any scenario in which weather rules are used, one of the players must roll the die to determine the direction of the *Prevailing Wind*. The result of the die roll is compared to the numbers on the Prevailing Wind Compass on the map. Place the Prevailing Wind Direction marker on the *Prevailing Wind Compass* with its arrow pointing toward the number rolled to indicate the Prevailing Wind Direction for the duration of the scenario. When the Snow Event ends the wind markers may be removed from play.

[18.12] Current Wind Direction

The *Current Wind Direction* is derived from the *Prevailing Wind Direction* and is determined during the Snow Event Segment of each Game-turn Interphase in which a *Snow Event occurs* or the *Snow Event continues* (see 18.3 Snow Event). *Note: The Current Wind Direction marker is not placed on the Current Wind Compass until a Snow Event is triggered.*

The wind only affects units during Snow turns. A unit facing into the wind will be affected differently than those units which are not facing into the wind.

18.2 | SNOW EVENT DISPLAYS

[18.21] Snow Rate & Visibility Track

Once the Prevailing Wind Direction has been determined, place the Snow Rate & Visibility marker in the "Unlimited" space on the Snow Rate & Visibility Track. Above that track is the Snow Rate table that will be used to determine the rate of snowfall if a Snow Event occurs. Next to that table is a cue that a roll of 0 or less initiates a Snow Event when that roll is called for.

Snow Rate & Visibility Marker

No Further Snow

[18.22] Snow Event Track and Snow Rate Markers

There are two Snow Event markers used to indicate the number of turns of a Snow Event and the current rate of snowfall. When a Snow Event occurs, place the Snow Event marker with its **Light Snow** side up in the left most space of the Snow Event Track. Each space after that contains a

number that modifies the die roll to determine if the snowfall rate increases, decreases or remains unchanged for that Game-turn. In each Game-turn during a Snow Event the marker is advanced one space to the right. When the marker is in the right most space on the track it remains there until the Snow Event die roll results moves the Snow Rate marker to "No Snow" ending the event.

Snow Event Marker (1 of 2)

Snow Event Marker (2 of 2)

- No Snow may occur during the course of the Snow Event, and after eight turns, if the die roll result is **No Snow,** the Snow Event ends. Remove the Snow and Wind markers from play. No Snow applies for the remainder of the scenario.

18.3 | SNOW EVENT

During the Snow Event Segment, if the current Game-turn on the Turn Record Track has a Snow Event Indicator, roll the die to determine if a snow event will begin. If the die roll is equal to or less than 0, then immediately begin the *Snow Sequence Procedure* below. Apply the modifier on the Game-turn Track to the roll. Once a Snow Event has occurred, disregard all further Snow Event Indicators on the Turn Record Track.

SNOW EVENT SEQUENCE PROCEDURE

Use the following procedure for determining snowfall intensity.

A. If Snow Event Occurs

When a Snow Event occurs the following procedure is employed to position the Snow Event related markers on the Snow Event tracks and set the Current Wind direction:

- Place the Snow Event marker, Light Snow face up, in the left most space of the Snow Event Track. Light Snow applies to the current Game-turn.
- Move the Snow Rate & Visibility marker to the right; Light Snow space.
- One of the players rolls a die to determine the Current Wind Direction. From the direction of the *Prevailing Wind,* place the Current Wind Direction marker on the *Current Wind Compass* in accordance with the die roll results on the following table:

CURRENT WIND DIRECTION DETERMINATION TABLE

0, 1, or 2:	Point the Current Wind Direction marker on the Current Wind Compass one hexside *to the left* of the Prevailing Wind Direction.
3, 4, 5 or 6:	Point the Current Wind Direction marker to match the Prevailing Wind Direction.
7, 8 or 9:	Point the Current Wind Direction marker one hexside *to the right* of the Prevailing Wind Direction.

Note: For movement and combats, players will find it helpful to have a few Wind Direction markers placed on the map pointing in the direction of the Current Wind. They can be placed in any out of the way hexes that are visually handy. Don't forget to change these on-map arrows when the Current Wind Direction changes!

B. If Snow Event Continues

If a Snow Event continues conduct the following process:

1. **Advance the Snow Event marker:** Move the current Snow Event marker one space to the right on the *Snow Event Track*. If the marker moves into the right-most space of the track it remains there until the die roll result ends the Snow Event for the current scenario.

2. **Snow Rate Change Die Roll:** To determine if the Snow Rate changes or if the Snow Event ends, one player rolls a die, applies all modifiers and compares the result to ranges on the Snow Rate Table. If the result is greater than the current Snow Rate, the Snow Rate & Visibility marker changes one space to the right. If the result is less than the current Snow Rate, the Snow Rate marker changes one space to the left. If the result is the same, the Snow Rate maker remains the same.

- If the *Snow Rate* changes, adjust the *Snow Event* marker accordingly.

- If the result is "No Snow" AND the Snow Event marker has advanced 9 or more spaces, the Snow Event ends.

Modify the Snow Rate die roll by the following:
- \# the modifier in the current Snow Rate and Visibility Track space.
- +1 if the previous turn was No Snow. The No Snow side of the marker has this +1 as a reminder.
- −2 if the previous turn was Blizzard. The Blizzard side of the marker has this −2 as a reminder.

If Snow Event Ends remove all Snow Event markers from play. There is No Snow for the remainder of the scenario.

3. **Redetermine the Current Wind Direction:** To *redetermine* Current Wind Direction one player rolls a die and adjust the Current Wind Direction marker on the Current Wind Compass in accordance with the results from the Current Wind Direction Determination Table.

18.4 | EFFECTS OF SNOW RATES and WIND DIRECTION

There are three levels of snowfall intensity as determined by the Snow Event Indicator; **Light Snow**, **Heavy Snow and Blizzard**. The effects of Blizzard supersede the effects of Heavy Snow. The effects of Heavy Snow supersede the effects of Light Snow.

[18.41] The Effects of Wind on Units During Snow

The majority of effects that apply to combat units depend upon if the action the unit is attempting is done through any hexside that is facing into the wind (see example below). A unit is considered facing into the wind if either of its frontal hexsides are facing the opposite direction the Current Wind is blowing (A and B). A unit "facing into the wind" may be affected when it attempts to fire, move, execute shock combat or checks morale. Wind direction into a unit's Flank or Rear facing hexsides has no effect on the unit (example C).

- Those that modify die rolls are also listed in the Shock Combat, Fire Combat and Morale Check Procedures. Additional effects imposed

Current Wind Direction
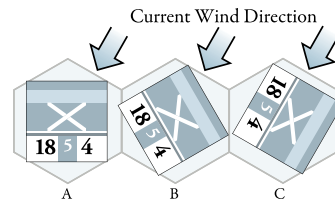
Units A and B are both said to be Facing into the Wind and suffer the effects of snow. Unit C is not Facing into the Wind.

A   B   C

upon moving units are applied to the unit's movement points within the execution of a friendly Movement Phase.

- Command units are mainly effected by a reduction in their current Command Radius. During Heavy Snow there are additional Command Control requirements and mandated movement actions to be applied.

[18.42] Snow Rates and their Effects

The effects of snow on combat and command units is determined by the following snowfall rates:

1. LIGHT SNOW

During Light Snow Game-turns **Combat and Command units** are affected by the following:
- Visibility (Line-of-sight) is reduced to 4 hexes

- A Formed unit that moves into a hex while facing into the wind pays $1/2$ additional Movement Point. Units with all around facing pay $1/2$ additional MP if it moves to a hex directly into the wind.

- +1 if a combat unit making a **Morale Check** is facing into the wind (13.13). Units with all around facing apply +1 if engaged in an action that required it to face into the wind to perform the action that triggered the Morale Check.

- Fire Combat die roll modifier of a firing unit is:
  - −1 if the unit *is facing* into the wind (units with all-around facing are affected only if firing directly into the wind)

- Shock Combat modifiers to the Effectiveness Rating of a unit:
  –1 if the attacking unit is facing into the wind
- The Command Radius for all Command units is reduced to 4 hexes maximum. Note: A command unit's Radius is not affected for calculating Order Delivery distances.

2. HEAVY SNOW

During Heavy Snow Game-turns **Combat and Command units** are affected in the following manner:

- Visibility (Line-of-sight) is reduced to 2 hexes
- Fire Combat die roll modifier of a firing unit is:
  –2 if the unit *is facing* into the wind
  –1 if the unit *is not facing* into the wind
- Shock Combat modifier to the Effectiveness Rating of a unit is:
  –2 if attacking while facing into the wind
  –1 if defending while facing into the wind or attacking facing any other direction
- ▶ • The Movement Allowance of combat units is reduced by 1.
- A Formed unit that moves into a hex while facing into the wind pays a $1/2$ additional Movement Point. Units with all around facing pay a $1/2$ additional MP if it moves to a hex directly into the wind.
- A unit pays 1 Movement Point to change its facing (not $1/2$ MP) and 1 additional MP to change its formation.
- A unit in Road Column pays 1 MP per hex on a road (not $1/2$ or $2/3$) when moving on a road (regardless of its facing to the wind), but retains the +2 MP Grand Tactical Movement benefit.
- Morale Check die roll modifiers (all instances):
  +2 if the unit is facing into the wind
  +1 for units facing all other directions
- The Movement Allowance of a Command unit may not be greater than 4.
- The Command Radius for all Command units is reduced to 2 hexes.
- Commanders may not initiate orders during Heavy Snow.
  – +2 is added to all Order Deliveries that must be rolled for.
  – Attack Orders in place remain in effect; i.e., Attack Orders may not be stopped during Heavy Snow (no roll for Attack Violation).

3. BLIZZARD

During Blizzard Game-turns, **Combat** and **Command units** are affected
▶ in the same way as *Heavy Snow* with the following additions or differences:

- Visibility (Line-of-sight) is reduced to 1 hex.
- The Effectiveness Rating of all units is reduced by 1.
- ▶ • The Movement Allowance of combat units is reduced to $1/2$.
- The Command Radius for all Command units is reduced to 1 hex.
- The Movement Allowance of a Command unit may not be greater than 2.
- ▶ • The Fire Combat die roll of a firing unit is further modified by –1.
- There are no **Command Phases**. Command and combat units continue with their command status from the previous Game-turn.
- During the *Rally Phase,* units may not rally from Disorder or Rout.
  ▶ The retreat obligation for all Routed units is reduced to 3 hexes.

18.5 | MOVEMENT DIRECTION DURING HEAVY SNOW/BLIZZARDS (Optional)

During Heavy Snow and Blizzard game-turns, all combat units, particularly those *that are part of a formation under an Attack Order* must determine in which direction they move. Each unit determines its movement individually, or if part of a Brigade or Regiment group, move together as

part of *Brigade or Regiment Group Movement*. During movement, the requirements and restrictions of 18.41 above apply. Artillery crews and skirmish units are exempt from any mandatory movement activity.

[18.51] Single Unit Movement During Heavy Snow

Any unit (not part of a brigade or regimental group), required to determine its movement during Heavy Snow or Blizzard game-turns, does so using the Heavy Snow Direction Movement Table (18.53).

[18.52] Brigade/Regiment Group Movement During Heavy Snow

During Heavy Snow or Blizzard turns, units that are part of a brigade group (or regiment group if Russian) that choose to *or must move*, must do so together in the same direction using the Heavy Snow Movement Direction Table (see 18.53).

A. Brigade/Regiment Group Prerequisites:

- All units of the declared brigade/regiment group must be adjacent to another or be within the Command Radius of its Brigade leader.
- The direction of the Brigade is determined by: a.) the facing of the majority of the battalions, or b.) the facing of the battalion (regiment) which the Brigade leader is stacked with. Units of the same brigade may only move out of the same facing hexsides. Any component unit not facing in the same direction must either conduct a facing change to comply with the designated direction OR roll separately on the Heavy Snow Movement Direction Table. All facing changes are concluded before the next steps are started.

B. Brigade/Regiment Group Movement

Using the following procedure, each brigade/regiment must determine its direction:

1. Declare the "brigade" by identifying all associated units that are adjacent to another of their brigade (units of a Russian regiment need to be adjacent to another unit of the same regiment).
2. Determine if the group's initial movement will be into or with the wind.
3. Roll a die to determine what the required movement direction is for the brigade group.
4. Move all units or stacks in the brigade group in that direction, individually one hex at a time.
5. Repeat the process for the next brigade or regiment group.

[18.53] Heavy Snow Movement Direction Table (also, see back cover)

1. Determine if the unit is facing or not facing into the wind. Units with all around facing must declare a hexside of intended direction prior to rolling.
2. Roll a die for each unit, brigade or regimental group. The result is the direction requirement or option.
3. Apply the result and continue to the next unit, or group.

Die Roll	Facing into the wind Movement Direction	*Not* Facing into the Wind Movement Direction
0	Left only	Left only
1	Left only	Left only
2	Left only	Left or Right*
3	Left or Right*	Left or Right*
4	Left or Right*	Left or Right*
5	Left or Right*	Left or Right*
6	Left or Right*	Left or Right*
7	Right only	Left or Right*
8	Right only	Right only
9	Right only	Right only

* Player's choice; a unit may exit either the left or right hexside for each exited hex.

19.0 | EXCLUSIVE UNITS & LEADERS, NIGHT GAME-TURNS, and SPECIAL CAVALRY RULES

19.1 | RUSSIAN JAEGER BATTALIONS

During the battle and for most of the campaign the Russian Jaeger Regiments were frequently assigned to rear guard and other ad hoc formations and operated outside their original division and brigade structure. For the sake of brevity, the following special command and fatigue rules apply to all Russian Jaeger Regiments for all scenarios (unless otherwise noted in scenario special rules).
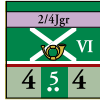
[19.11] Jaeger Battalion Capabilities

A Russian Jaeger battalion is considered *In Command* if it is within the Command Radius of any Russian Wing Commander, Detachment Commander or Division Leader regardless of division designation. When *Out of Command*, a Jaeger battalion may change its facing or formation and execute fire and shock combat, however, if it moves, it must move toward a Russian Command unit that can put it in command.

[19.12] Jaeger Battalions and Fatigue

In all scenarios the Allied player need not track fatigue for any of the Russian Jaeger Regiment. Instead, all Russian Jaeger Battalions operate at Fatigue Level 0 until the following Game-turn times are reached;

- 1:00 pm – Fatigue Level 1
- 4:00 pm – Fatigue Level 2

Tracking Jaeger Fatigue (Optional Rule)
Players who wish to keep track of the Russian Jaeger fatigue level for individual regiments, a space is provided for each Regiment's Fatigue Level on the Allied Brigade Fatigue Display. Placed a marker in each Jaeger Regiment Fatigue space on the display and then remove it when the regiment becomes activated.

▶ 1. Upon the first movement of a battalion of a Jaeger regiment (or when a battalion has released more than 1 skirmish unit), the regiment becomes activated. The normal rules of Fatigue applies to activated Jaeger Battalions for the course of the scenario.

2. Jaeger regiments may deactivate to recover Fatigue Points in a similar manner as brigades (per 17.54 & 15.12) with the following differences:
   - all non-eliminated battalions must have at least $1/3$ (rounded up) of their original troop strength and be on the map.
   - each battalion must be stacked with or adjacent to another battalion of the same regiment.
   Placed the marker in the Jaeger Regiment's Fatigue space on the Allied Fatigue Display when it becomes deactivated.

19.2 | RUSSIAN COSSACKS

Russian Cossack units were special formations of irregular light cavalry that, although regulated and operated within the structure of the Russian Army, tended toward their own rules of engagement and tactical style of combat. The following special rules are an attempt to simulate these unique characteristics.

[19.21] Cossack Cavalry Capabilities and Restrictions

Cossacks act like other light cavalry with the following additions and restrictions:

1. Cossacks are considered to be in *General Order* at all times (and thus have all around facing). However, when determining the shock combat differential, Cossack units use their printed Effectiveness Rating and are not further reduced for being in *General Order*.

2. A Cossack unit may not stack with other types of cavalry. If more than 6 strength points of Cossacks occupy a hex, their target class is shifted one level number lower from their current target class, (ie., two Cossack units totaling 8 strength points in a woods hex become a Target Class 3)

3. During the Allied Shock Combat Phase, a Cossack unit may:
   - execute a shock attack against an *unformed* enemy unit or a formed unit into its flank or rear hexsides.
   - move one hex and execute a shock attack.
   - shock attack an enemy unit (not during a charge) in a Soft Cover Hex (woods, light cover or wetland hex)

4. Cossacks may automatically initiate a charge without a morale check only if *all enemy units* in the proposed Primary Charge Zone are in General Order, Disordered or Routed formation. A Cossack unit within the Command Radius of a Cossack Leader, may initiate a charge (with a morale check) against a *Formed, non-cavalry* enemy unit. Enemy *Formed* units do not apply the Cavalry Charge Modifier when checking for morale from a Cossack initiated charge.
   - A Cossack unit *may not* initiate a charge (or countercharge) against Formed enemy heavy cavalry.
   - A Cossack unit *may* initiate a charge (or countercharge) against Formed enemy light cavalry units only if it is stacked with or adjacent to a Cossack leader (make the normal morale check first). A Cossack unit may countercharge any Disordered enemy cavalry unit.
   - ▶ A Cossack unit must first declare a frontal facing when it initiates a charge and assumes the characteristics of a formed unit for the duration of its cavalry charge.

5. During the Allied Movement Phase, if a Cossack unit ends its movement in the Flank or Rear facing hex adjacent to a Formed enemy unit, the enemy unit must immediately make a morale check.

6. A Cossack unit automatically **recovers from Disorder** during the *Allied Rally Phase* if it is not in an enemy Minimum Fire Zone. A Cossack unit **recovers from Rout automatically** during the *Allied Rally Phase* only if it is within 3x the Command Radius of a Cossack Leader *or* within the Command Radius of any Russian Command unit and not in an enemy unit's Fire Zone (Extended Fire Zone excluded) or within a potential Primary Charge zone of an enemy cavalry unit. When it recovers from Rout, a Cossack unit assumes good order (it does not go to Disorder).

[19.22] Cossack Leaders

The two Cossack Command units, Platov and Ilovaiski were key Cossack leaders – in game terms probably equivalent to Division Leaders – Platov actually having overall command of all Cossack units. However, because of the way they were utilized by the Russian Army and the level of operational independence they enjoyed, the Cossack leaders in the game, for the sake of brevity, act like "enhanced" brigade leaders.

Cossack Command units act as Brigade Leaders for Cossack units only, regardless of the Cossack unit's divisional designation.

- A Cossack leader is considered *In Command* if it is within 3x of its own **Command Radius** to any Russian Detachment, Wing/Reserve or Army Commander or within 3 hexes of a road that leads off the map to any Allied LOC hex. Cossack leaders do not issue or receive orders.

▶ Cossack leaders provide command and leader benefits only to Cossack units (as if the Cossack were a formed unit); they may not place any non-Cossack unit *In Command* or provide any leader benefit to any non-Cossack unit.

[19.23] Cossack Units and Command

▶ A Russian Cossack unit is considered *In Command* if it is within twice (2x) the Command Radius of a Cossack Leader, or within the Command Radius of any Russian Detachment or Wing/Reserve Commander, or brigade

Leader with a "C" designation, or within 3 hexes of a road that connects to a major road that leads off the map at any Allied LOC hex (each road hex must be free of enemy units or enemy Minimum Fire Zones). During the *Allied Movement Phase*, a Cossack unit that is Out of Command *may not move* except to move toward a hex that will place it *In Command*. In addition, during the *Allied Movement Phase*, an Out of Command Cossack unit may attempt to put itself *In Command* by making a modified morale check and applying the following result:

- If it passes its morale check, the Cossack unit is *In Command*.
- If it fails its morale check, then the Cossack unit remains Out of Command *and may not move*.
- If the morale check result is greater than its *modified Effectiveness Rating* by 4 or more, the Cossack unit immediately *Routs and retreats 3 hexes*.

19.3 | DIVIDED CAVALRY REGIMENTS

Designer's Note: The Prussian and Russian Hussar regiments were very large, numbering 10 squadrons and divided into two "battalions". Similarly, the Grenadiers à Cheval and Chasseurs à Cheval of the Imperial Guard were increased in strength in 1805 and divided into two tactical "règiments de marche" of 3 squadrons each.

The Allied *Hussar* regiments and the French *Chasseurs à Cheval* and *Grenadiers à Cheval* of the Imperial Guard are represented in the game by two units. The two units of the same regiment act as normal cavalry units with the following exceptions:
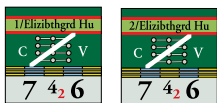
- they may stack together if their combined strengths do not exceed 24 in a clear hex or 12 in an obstructed hex (see 9.11). When stacked together the two units may be treated as one unit.
- if adjacent and facing in the same direction, two units may initiate a charge as one unit and may advance into the Charge Zone together. However, they each receive fire, execute shock combat, and check morale individually. They must remain adjacent throughout the charge, but may separate if one of them suffers a Disordered or Routed retreat.
- if the current combined strength of both units is at or less than the original strength of one of them, the owning player may combine the strengths of both into one and eliminate the other during their *Movement Phase* (provided both occupy the same or adjacent hex).
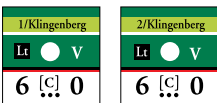
19.4 | RUSSIAN LIGHT and HORSE ARTILLERY BATTERIES

[19.41] Russian Horse Artillery
Russian Horse Artillery batteries are split into two half batteries. Each half battery counter has a face value strength of 6 points. When stacked together they are considered to be a single battery and may fire as a single fire combat (combining their strength to fire at a single target), or may fire separately at two different target hexes that are adjacent to one another.

Remember: the Russian Horse Artillery batteries have a maximum fire range of only six hexes (see 11.22)
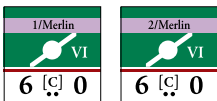
[19.42] Russian Light Artillery
The Russian Light Artillery were distributed among the infantry regiments within their division; typically a half battery to a regiment. The following restrictions are an attempt to model the effects of that distribution.

All Russian Light Artillery batteries **Lt** are split into two separate units like the Russian Horse Artillery batteries. However, Russian Light Artillery has the additional following restrictions:

1. Movement Restrictions
Russian Light Artillery half batteries, when stacked together, are considered to be a single unit and may move as a single unit. However, two Light Artillery half batteries may not unlimber in the same hex.
- A Russian Light Artillery half battery may unlimber only if it is adjacent to an infantry battalion with the same divisional designation *that does not have more than one other Light battery adjacent to it.*

2. Fire Restrictions
The Russian Light Artillery half batteries have a maximum range of 4 hexes; i.e., they may fire only at enemy units within their Medium and Minimum Range Fire Zones. They may never fire at Maximum or Extended Range.

3. Command Restrictions
A Russian Light battery is considered *In Command* if it is adjacent to an infantry battalion with the same divisional Command Designation (that is also *In Command*) or within the Command Radius of a Brigade Leader or stacked with a Division Leader bearing the same divisional Command Designation. At the start of the *Allied Movement Phase* a Russian Light Artillery battery that is *Out of Command* incurs the following additional restrictions:
- if unlimbered, the battery may limber and move. However, it may only move toward an infantry battalion with the same divisional designation.

4. Light Battery Morale Modifier for Russian Infantry
A Russian infantry battalion receives a single –1 die roll modifier for morale checks if it is adjacent to an unlimbered, Russian Light Artillery unit (with crew) bearing the same divisional designation).

Note: See optional rule 21.41: Russian Light Artillery Deployment.

19.5 | SPECIAL and OPTIONAL LEADERS

Winter's Victory has included a number of Special Command Units (Leaders) that fall outside the standard rules for Command Control and the Army's normal Command Chain, particularly in the Allied Army. These leaders have been added to the game so as to provide a more historical feel to the Russian command structure while other leaders are included merely out of historical interest.

[19.51] Russian Detachment Commanders
Since their defeat at Austerlitz, the Russians were moving toward a more modern command structure, adding permanent divisions for example. But in the campaign of 1806-1807 they still thought in terms of regiments and fell back to creating ad hoc commands around a few skilled and favored officers, such as Rear Guard and Cavalry Reserve commands. The creation of these "Detachment Commanders" adds an intermediate level within the Russian command structure to these special, semi-independent leaders.

Detachment Commanders are denoted by a Russian imperial eagle symbol and their Detachment Command Designation. Russian Detachment Commanders, including Cavalry Reserve and Artillery Reserve Detachments, are normally directly subordinate to a Russian Army Commander and receive CPs and orders much like Wing Commanders. However, depending on the scenario, a Detachment Commander may also be "attached" to a Wing Command allowing that Wing Commander to send it an Order (see the scenarios and the Brigade Commitment/Fatigue Display). A Detachment Commander operates like a Division Leader with the following exceptions:

- It is considered to be *"In Command"* if within twice the Command Radius of an Army Commander or the Wing Commander that it is assigned to, or it is in a Mobilized Command State.
- It has no command designation and is always directly subordinate to the Army Commander, but may also be subordinate to any Wing Commander. During the friendly Command Phase, a Russian Wing Commander may send a Detachment Commander an Order if the Wing Commander is stacked with a "Order Received" (Delay 0) marker.
- It may command any unit, regiment and/or brigade bearing any command designation up to its *Command Limit*. The command Limit of a Detachment Commander is 1 infantry brigade (2 regiments) plus 1 cavalry brigade or unit and up to 2 artillery batteries. A Command Bonus (any value) allows for an additional brigade or regiment or artillery battery to be in command when within the Detachment Commander's command radius. *Note: Jaeger regiments do count toward a Detachment Commanders command limit.*

- Brigades and units are initially attached to a Detachment Commander as designated in each scenario (see Allied Brigade/Fatigue Display for Scenario 20.3) and may remain with the Detachment Commander for the entire scenario. However, during any friendly *Command Phase*, a Detachment Commander may add any brigade or regiment a player wishes it to have. To do so, the attaching regiment or brigade must be within the Detachment Commander's Command Radius and the Detachment Commander must have a Command Point ("Order Received" marker).

- A Detachment Commander may release a unit or brigade back to its original Command during the *Friendly Command Phase* simply by stating that it is released.

- If an Allied Detachment Commander becomes a casualty for the first time, the process for replacing him is the same as that for a Division Leader. However, if an already reduced Detachment Commander becomes a casualty, the Allied player may: a.) permanently eliminate it and remove it from play, *or* b.) reduce any Brigade Leader subordinate to the Detachment Commander and apply the process to replace him. (The Brigade Leader is simply flipped in place on the map.)

[19.52] Russian Grand Batteries and Grand Battery Leaders

There are three Russian Grand Batteries: Left, Center and Right each commanded by a Grand Battery Leader; Kutaisov, Stavitski and Lowenstern. These leaders are used only when the Allied Grand Batteries are deployed. A Grand Battery Leader has two sides; a Standing Command State side and a Mobile Command State side. An Order must be issued from an Army or Reserve Commander in order to change a Grand Battery Leader's Command State from *Standing* to *Mobilized*. Once on its Mobile side, it may move like any other leader without restriction. If in its Mobilized Command State, a Grand Battery Leader changes to its Standing Command State during the Friendly Command Phase or at the end of its movement (no CP is required).

- An artillery unit, when deployed as part of a Grand Battery, is subordinate to the Grand Battery Leader to which it was initially assigned to (initial scenario set-up) and must remain within his Command Radius until it is "released". An artillery unit may not be released from its Grand Battery unless the Grand Battery Leader is stacked with an Order Received marker or the Grand Battery is dissolved. Once released from a Grand Battery command, an artillery unit limbers and moves normally. A released artillery unit must move toward the Division Leader bearing the same command designation until it is within that Division Leader's Command Radius. Any Prussian artillery unit that is released is reassigned to one of the following command units: Bogdanov II, Dokhturov, or Bagration. A released Prussian artillery unit is In Command if within the command radius of an assigned command unit or if within 6 hexes of the Russian Army HQ marker.

- If a Grand Battery leader becomes a casualty or if the Grand Battery is "dissolved", the leader counter is permanently removed. To dissolve a Grand Battery, the Grand Battery leader must be stacked with an Order Received marker sent only by Bennigsen, or Bagration.

[19.53] Lt. General Prince Pyotr (Peter) Bagration
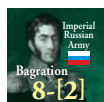
Most order of battles for Eylau list Lt. Gen. Pyotr Bagration as the Chief of Rear Guard. Considered one of the better generals in the Russian Army during the Napoleonic Wars, Bagration had indeed skillfully commanded the Rear Guard leading up to the battle on the 8th and again the day after during the withdrawal. He was also considered as an assistant army commander and would most likely have taken command of the Allied Army had anything befallen Bennigsen.

However, for the battle itself, he seemed to have had no assigned command and his role is somewhat obscure. Late in the day, most likely on his own initiative, he cobbled together some units to shore up the disintegrated Russian left flank—possibly preventing the total collapse of the Russian Army.

The Bagration Command unit functions differently for each scenario; refer to the scenario special rules in which the Bagration command unit is used. Additionally, Bagration may be utilized in one of the following functions:

1. **During Scenario 20.1:** Bagration serves as an overall "Rearguard" Commander with specific command capabilities just for the scenario (see 20.15.B. Command & Control Special Rules).

2. **During Scenario 20.3:** The Bagration Command unit may become activated in any of the following circumstances:

   a) Bagration is used as a replacement command unit if the Army Commander or any Wing Commander suffers leader loss (see 19.81 and 19.82).

   b) Bagration may voluntarily be activated per *20.34.B. Allied Special Rules: No. 8)*, after the Russian Army Morale level reaches 90 or less and at a cost of one Command Point. Simply place the Bagration counter on the map in any hex within the command radius of Bennigsen or within 8 hexes of the Russian Army HQ. Once activated, Bagration acts as a "second" Army Commander with the following additional capabilities:

   - Bagration must receive at least 1 CP (from the 3 CPs the Allied Army receives) each *Army Command Point Addition Segment*; see 17.21.

   - Regardless of his location, if Bagration is in his Standing Command State, then he may send an order *as if he were at the Army HQ* (and if he has a CP).

   c) Bagration is made the Rearguard Commander if the **Allied Withdrawal Option** is implemented (see 20.36).

[19.54] Aleksey Yermolov

Colonel Aleksey Yermolov was a particularly gifted Russian artillery officer who showed exceptional initiative throughout the campaign and during the battle, (or so his memoirs would have us believe).

Yermolov is a special "brigade" level command unit initially attached to Markov's Detachment at the start of each scenario, and must remain attached to Markov until released. Yermolov may only be released after he has received an order from Markov, Tuchkov, Bennigsen, or Bagration. Yermolov is In Command only if he is within the Command Radius of an Army, active Wing or Detachment Commander, or if in his *Mobilized Command State*. The attached HA half-batteries are *In Command* if within the Command Radius of Yermolov. While **In Command**, Yermolov may flip (without an Order) to his Mobilized side at the beginning of the *Allied Movement Phase*.

- Yermolov must always end his movement stacked with or adjacent to a horse artillery unit of his command. Yermolov *must* flip to his Standing side at the end of the *Movement Phase* in which one or more of the artillery units assigned to him is unlimbered.

- During the *Reciprocal Fire Phase,* a horse artillery unit stacked with Yermolov, executes fire combat by rolling twice taking the higher of the two numbers for the result.

- Yermolov may command up to 2 Horse Artillery batteries (four units), however one of the artillery batteries must always be the Yermolov HA battery (both units). Players will have to note the command designation of the second attached HA battery.

- If Yermolov becomes a casualty, the leader counter is permanently removed and the batteries attached to him immediately assume normal command status.

[19.55] Nicolas Dahlmann (Optional French Leader)

Brigadier-General Nicolas Dahlmann was a fervent and courageous officer who had commanded the Chasseurs à Cheval of the Imperial Guard, but had recently been promoted and assigned to the Imperial staff. When the cavalry of the Guard were ordered to advance in support of Murat's grand charge, Napoleon reluctantly allowed Dahlmann to rejoin his comrades at the head of his former regiment. His loyalty to the Chasseurs would cost him his life when during the charge he fell mortally wounded from the murderous Russian cannon fire.

The Dahlmann command unit is an optional French cavalry leader that can be used as a brigade leader only for units of the *Chasseurs à Cheval of the Imperial Guard*. The Dahlmann command unit may be placed on any unit of the Guard *Chasseurs à Cheval* during any French Command Phase after the *Chasseurs à Cheval of the Guard* have been activated. For any unit he is stacked with, Dahlmann may act as a brigade leader in all respects.

• Dahlmann is *In Command* if he is within the Command Radius of C.Guyot (LC/IG), Walther (C/IG) or Bessieres (IG).

19.6 | RUSSIAN MORALE and SHOCK COMBAT SPECIAL RULES

[19.61] Russian Infantry and Cavalry Rally from Disorder

Disordered Russian infantry battalions and cavalry units *within 4 hexes of an Enemy unit,* must first roll a die to determine if they recover from Disorder. If the die roll number is equal to or less than the unit's *current* Effectiveness Rating, the unit rallies from Disorder. If the die roll number is greater, the unit remains Disordered. Jaeger battalions, artillery batteries and crews, Cossacks, and skirmish units are exempt and recover from Disorder normally per case 13.41.

The following modifiers only are applied to the units Disorder Check die roll:

–1 If the unit is stacked with a Friendly command unit, (reduced leader allowed).

–1 If the unit **is not** in the line of sight within an enemy fire zone.

–# The unit's Effectiveness Modifier

Note: Russian non-Jaeger infantry units may not recover from Disorder in a Woods or Town hex if within the Minimum Fire Zone of an enemy unit.

[19.62] Russian Infantry Shock Combat Bonus

Designer's Note: The historical narratives are an inconsistent mix of descriptions regarding the ferocity and steadiness of the Russian infantryman in close combat – the famed stamina of the Russian peasants. Additionally, what seems to be universally accepted, is that Russian tactical doctrine emphasized attacking with the bayonet rather than exchanging fire; perhaps due to the poor quality of the Russian muskets and gunpowder. Whatever their motivation, once ordered into a fight, the average Russian soldier proved to be a very tough and determined fighter. To reflect this prowess with a bayonet the following special Effectiveness increase is provided to Russian infantry units during shock combat.

A Russian infantry unit receives a +2 modifier to its Effectiveness Rating when attacking (not defending) during Shock Combat. Note: This bonus also applies to the Russian unit if required to check morale *for the duration of its Shock attack.*

For greater uncertainty in the Russian shock combat bonus modifier when attacking and defending, see **Optional Rule 21.73: Variable Russian Infantry Shock Combat Bonus Values.**

19.7 | THE GRAND CHARGE

The massive cavalry charge conducted by the French Cavalry in the late morning of the 8th is thought to be one of the grandest cavalry spectacles of the entire Napoleonic era. In actuality, it was more a series of three separate cavalry charges consisting of two dragoon divisions (Klein and Grouchy), a heavy cavalry division (d'Hautpoul) and the Guard Cavalry; possibly over 9000 horses and men in total led by General Murat. The following rules are designed to recreate this charge.

[19.71] Declaring a Grand Charge

One "Grand Charge" is allowed, for the French Player only, and only for scenarios 20.3 and 20.4. During the Command Phase, the French player may declare a grand charge and must identify all units that will participate. Any number of cavalry units whose leaders are within 2x the command radius of Murat (and/or Bessiere) may participate in the charge and all units must meet the conditions for normal charge initiation. The charge is conducted in three waves during three consecutive Shock Combat Phases (the French Shock Phase, the next Allied Shock Phase, and the next turn French Shock Phase). Units participating in the first wave have a **Grand Charge** charge marker placed on them. Units in the 2nd wave have a **Wave 2** marker placed on them. Units participating in the 3rd wave have a **Wave 3** marker placed on them. The change is then conducted in the next three shock phases as follows.

[19.72] Grand Charge Procedure

The following procedure is used when conducting the Grand Charge.

All normal activities are allowed during the turn sequences of a Grand Charge with the following special rules and exceptions:.

1. *Initial* **French Command Phase.**

   a. During the *Cavalry Charge Declaration Segment* of the *French Command Phase* in which the French player declares a Grand Charge, the French player places the special extended Grand Charge Zone on the map using the Grand Charge Zone markers and Wave markers. One of the Charge Zones must be initiated from the hex occupied by Murat or Bessiere. Any French cavalry unit whose brigade leader is within the Command Radius of Murat or Bessiere may participate with the following restrictions:

   • Only active brigades comprising of Heavy Cavalry (see cavalry type guide) and cavalry of the Imperial Guard may participate.

   • A participating brigade may not be at Fatigue 1 or higher.

   • A morale check (to initiate a charge) is not required for any French cavalry unit that is a participant of the "Grand Charge".

   • All participating cavalry units must initially face and project their charge zone in the same direction.

   b. The French player identifies all cavalry brigades that will participate in each of the three waves. The first wave units are identified by placing the **Grand Charge Zone** markers on them (as in a normal charge). If needed, use regular charge zone markers to indicate the far side of the charge zone. The second and third wave units are indicated by placing the appropriate **Grand Charge Wave Number** markers on the follow-on participating cavalry Division or Brigade Leaders.

   c. Each Grande Charge zone acts as a normal charge zone except it is treated like a Primary Charge Zone for the 6 hex area it comprises (there is no secondary charge zone). Charge Zones are not now deployed for Waves 2 and 3. Retain the wave markers for waves 2 and 3 units.

2. **Allied Movement Phase**

This phase is conducted normally by the Allied Player for all Wave 1

Charge Zones. Allied units within the Grand charge zone treat the entire charge zone as if it were a Primary Charge Zone.

3. French Shock Phase (Wave 1)

All cavalry units with charge markers on them may conduct each charge normally in any order along with any French infantry shock attacks. At the completion of its charge, if a charging cavalry unit is **not Disordered**, it makes a Morale check and applies continuing options based on the following results;

- if it passes, it may continue on for 3 additional hexes in the next Shock Phase (during Wave 2 charges). Place 3 regular charge markers for each charge continuation, or Disorder in the hex it is in.
- if it fails, it simply Disorders in place.

After all Wave 1 charges are completed, all wave 2 and 3 units may move up to 4 allowable hexes without changing facing and in the direction of the "Grand Charge Zone". They may not conduct shock attacks during this movement. Once in the Grand Charge Zone they may not exit the zone until they execute their charge. Wave 2 or 3 units that involuntarily leave the Charge Zone for any reason must remove their wave marker.

4. *Following* Allied Command Phase

Before the Allied player initiates charge attempts and executes other activities allowed in the phase, the French player places Charge Zones for all of the wave 2 participating units. *Remember, no morale check for charge initiation is required.* The Charge Zones must be oriented such that they are facing the same direction as the Wave 1 Charge Zones. Remove the Wave 2 marker from the wave 2 units.

5. French Movement Phase

All French units move except the Wave 2 units (with Charge Zones) and the Wave 3 units (with markers)

6. Allied Shock Phase (Wave 2)

a. All French cavalry units with a charge marker on them may conduct their charges in any order (no French infantry shock attacks are allowed) as described in the French Shock Phase above. Allied cavalry units may conduct opportunity charges at any time during French charges in this phase (including any Allied cavalry pre-initiated charges). In addition, all wave 3 units may move up to 4 hexes without changing facing and in the direction of the "Grand Charge Zone". This movement occurs after all wave 2 charges are completed. Wave 3 units may not conduct shock attacks during this movement. Wave 3 units that involuntarily leave the Charge Zone for any reason must remove their wave marker.

b. All pre-initiated Allied cavalry charges are now executed. Russian infantry units may conduct shock attacks after all French charges and wave 3 movement is completed.

7. *Following* French Command phase.

The French player then places Charge Zones for all of the wave 3 participating units (remove the Wave 3 marker(s) from all wave 3 units). No French morale check is required. The Charge Zones must be oriented such that a majority of the Charge Zones are facing the same direction as the Wave 1 Charge Zones. Cavalry that did not participate in the grand charge may also initiate charges.

8. Allied Movement Phase

This phase is conducted normally by the Allied Player for all Wave 3 Charge Zones. Allied units within the Grand charge zone treat the entire charge zone as if it were a Primary Charge Zone.

9. French Shock Phase

All Wave 3 cavalry units conduct their charge in any order along with any normal infantry shock attacks. Allied cavalry units may conduct opportunity charges at any time during French charges in this phase.

[19.73] Morale and Shock Combat Benefits of a Grand Charge

A cavalry unit that is part of a Grand Charge gains the following morale and shock combat benefits;

- it adds 1 if stacked with Murat, Bessiere or any cavalry non-reduced Division Leader while Disordered.

- it adds 1 to its Effectiveness Rating when checking morale or when *attacking* during shock combat.

Note that French units with wave markers stacked with them may conduct opportunity charges at any time during the grand charge procedure in accordance with the opportunity charge rules. No morale check is required.

19.8 | COMMAND UNIT LOSS

As a part of their organization at each level, allowances were made for the loss of the commanding officer. In those commands that were permanent positions, particularly in the French army, there was little immediate impact to the command upon the loss; the second in command simply took over. In the Russian army, quite often the second in command was in command anyway, as the actual commander was either too high ranking politically or was assigned to some temporary command. The following rules for leader loss are an attempt to represent the degrading effect that the loss of leaders has on individual commands and the army as a whole.

GENERAL RULE

Command units are reduced only from the effects of fire or shock combat (see 11.44 and 12.44). Depending on the leader type, a command unit is either removed from play, flipped to its reduced side, or replaced with another counter indicating its reduced status. Except for Army Commanders, whenever a command unit is reduced, the command unit's Corps or Army Morale Level total is immediately reduced as well (see 14.12).

[19.81] Army Commander Loss

A. For the French, the loss of Napoleon will have a major impact on the French Army in terms of the reduction in Army and Corps Morale. If Napoleon becomes a casualty, the Napoleon command unit counter is removed from play. From that point on all French Corps commanders operate independently (they can freely change their Command State and self-activate their Division Leaders). In addition all French combat units reduce their Effectiveness Rating by one and French units that are Routed may only rally if stacked with a French command unit.

B. For the Allies, if the Allied Army Commander becomes a casualty, his replacing becomes a more chaotic process. The Army Commander counter is removed from play and the following procedure is used to determine his replacement:

1. Roll a die to determine how long it takes to identify the replacement. The die result, halved (rounded down) + 1, determines how many turns ahead on the Turn Record Track before the counter returns to play as a reinforcement. Modify the roll by -2 if Bagration is not on the map but located on the Allied BC/FD.

2. If Bagration is available, he takes command of the Russian Army. If Bagration is not available, roll one die for each Wing Commander (including Dohktorov). The Wing Commander with the highest die roll number becomes the new Army Commander. Subtract 2 from any commander that is in Mobilized mode. The newly designated Army Commander is placed at the Russian Army HQ. If the Headquarters is suppressed, the new Army Commander may be placed in any hex between the Army HQ and a Russian controlled LoC hex (on Map D).

[19.82] Corps or Wing Commander Loss

A. If a **French Corps Commander** becomes a casualty, after reducing the appropriate Morale level(s) for the loss, place the replacement counter on the BC/FD on the Army Commander space. The Army Commander must issue an Order to return the Corps Commander to the map, in Standing mode, on any Division Leader of the same Corps.

B. If a **Russian Wing Commander** becomes a casualty or is promoted as per 19.81B2 above, the Command unit is eliminated and removed from the map. There is no replacement, the Division commands become subordinate to the Army Commander. If Bagration is available, he may replace the Wing Commander. If so, place Bagration on or adjacent to the Russian Army HQ or Bennigsen in the following Russian Command Phase. Otherwise, there is no replacement and the Division commands become subordinate to the Army Commander.

[19.83] Division Leader Loss

A Division Leader that is reduced as a result of combat is immediately removed and the *replacement leader counter* is placed in its space on its army's BC/FD (an already reduced Division Leader is not replaced, but is simply placed on its BC/FD with no additional morale level loss). Regardless, it is now inactive and will need to be re-activated (17.41).

French: For the French, the normal process can be followed for Division Leader activation (17.41).

Russian: For the Russians, only the Army Commander can be used to activate a replacement Division Leader. However, no CP is spent for sending an order to activate a replacement leader. The Army or Corps Morale totals are reduced accordingly for each loss.

[19.84] Brigade Leader Loss

When a Brigade Leader becomes a casualty, the Army or Corps Morale level loss is applied and the Brigade Leader is immediately flipped to its reduced side, removed from the map, and placed in its space on the appropriate BC/FD. An already reduced Brigade Leader not further reduced, but is simply placed in its space on its BC/FD with no additional morale level loss to the corps or army. In either case, it is now inactive, however, an order marker is automatically placed on it to reactivate it. The level of *Order Delivery* marker placed on the reduced Brigade Leader is based on its army:

French: place an *Order Received* marker on the reduced leader

Allied: place a *Delay-1* marker on the reduced leader

During the following *Friendly Command Phase*, the usual rules for Order Delay Resolution and Voluntary Activation are followed to return the reduced Brigade Leader to the map (see 17.35, and 17.36).

19.9 | EVENING and NIGHT GAME-TURNS

Dusk/Dawn, Evening, and Night Game-turns are indicated on the Turn Record Track as progressively darker colored spaces. The effect on the sequence of play and certain game-turn activities are outlined below.

1. DUSK/DAWN GAME-TURNS (1–5 and 45–48)

Dusk and Dawn turns are conducted per the normal sequence of play. However, visibility and line of sight becomes 4 hexes (ie., artillery fire is at a maximum range of 4 hexes). Additionally, Attack Orders may not be issued. All other Game-turn activities are unaffected.

2. EVENING GAME-TURNS (49–52)

Evening turns represent the post sunset period of greatly diminished light but are still conducted per the normal sequence of play. Visibility and line of sight are further reduced and there are reduced abilities for command and control and for units to rally. In addition to the restrictions during Dusk/Dawn Game-turns, the following changes and restrictions are in effect during Evening Game-turns:

- Visibility and line of sight are restricted to 2 hexes.
- All Command Radius values may not be higher than 3.
- Cavalry charges may not be initiated.
- *All* French and Allied units that are Disordered must first check to determine if it recovers from Disorder using the Russian Rally from Disorder special rule (19.61). This check is made regardless of the proximity of enemy units.
- Units that are Routed must self-rally (per 13.42.B) even when stacked with a leader; apply a -2 modifier if stacked with a Command unit
- During the *Hourly Game-turn Interphase*, Army Command Points are no longer received
- *Command State Continuation* check die rolls add a +2 modifier.
- Any ongoing Attack Order automatically ends on the last Evening Game-turn. The Attack Order ends as if it was caused by an Attack Order Violation Check.

All other Game-turn activities are unaffected.

3. NIGHT GAME-TURNS (53–59)

Night turns represent 30 minutes of time and are conducted using the normal sequence of play with some modifications. The effects are the same as Evening Game-turns with the following additional restrictions:

- Visibility and line of sight are restricted to 1 hex.
- All Command Radius values may not be higher than 1.
- Units may not Rally from Disorder.
- Units that are Routed must self-rally (per 13.42.B) even when stacked with a leader; no modifier if stacked with a Command unit.
- There are no Allied and French Command Phases.

All other Game-turn activities are unaffected.

4. TRANSITIONAL NIGHT GAME-TURNS (Scenario 20.4 only)

The Transitional Night Game-turns 60 and 61 are special with many differences in the Sequence of Play (see Scenario 20.4 for details).

20.0 | Scenarios

Introduction

Winter's Victory provide players with four scenarios to select from. There are two single-map scenarios (20.1 and 20.2), and two four-map scenarios (20.3 and 20.4). The larger scenarios employ all four game maps and most of the charts and displays. The single map scenarios are shorter requiring less paying time using fewer of the rules and less components. Each scenario contains specific rules which reflect the historical conditions and constraints that occurred during the course of the battle. It's recommended that players set up the scenario first and then review *all* the rules exclusive to the scenario.

General Set-up & Organizational Notes

1. Separate surfaces are recommended for each side's Brigade Commitment/ Fatigue Displays (away from view by the opposing players).
2. It is recommended that reinforcements be organized and set aside for easy access prior to the start of the game.

Brigade Commitment/Fatigue Displays

There two Allied and one French Brigade Commitment/Fatigue Displays (BC/FD) for use with the four-map scenarios. The Allied BC/FD, used for Scenario 20.3, shows the historical organization for the February 8th battle. The alternate Allied BC/FD for use with Scenario 20.4 in effect shows the Allied Command structure when the Allied Army arrived at Eylau on February 7th. It includes the ability to activate the Special Commands present on the 8th – or not – as the Allied Player wishes. The French BC/FD is used for both scenarios.

For the one-map scenarios, player aid cards are included that provide player aid displays and tracks needed for the scenario. These cards may provide a Command Display specific to the scenario. Each card provides set-up and reinforcement information for each of the one map scenarios.

Common to all the displays are the following conventions. A solid line on the BC/FD indicates a direct chain of command regardless of counter designation for Command units. This applies to subordinates to Russian Division Commanders and to the starting assignments for Russian Detachment Commanders. A dotted line connects a commander with divisions that are not in his chain of command, but may activate as the player desires.

Command Units and the Scenario Set-ups

Each scenario has a setup card that indicates which command units start on the map and which command units start on the Brigade Commitment/Fatigue Display. The scenario setup cards also indicate if the on-map command units begin the scenario as *Inactive* as well as their *Command State* status (Standing or Mobile). Depending on the scenario, Division and Brigade Leaders will either be on the map or in their box on the Brigade Commitment/Fatigue Display as indicated.

Artillery Units and the Scenario Set-ups

When setting up artillery units for any scenario, each artillery battery must begin with its artillery crew marker (bearing the same unit designation) stacked beneath it. Players should take care to use the highest crew strength applicable to the gun strength of the battery (see 7.53 and 7.6).

Initial Russian Artillery Gun Losses

Most sources agree that the Russians lost between 60 to 80 guns during the run up to Eylau. The Russian artillery counters have gun strength values of 12 which represents their value prior to the campaign. The following pre-scenario gun strength adjustment is required for all Russian artillery batteries regardless of the scenario being played.

Before the start of *any* scenario, all Russian artillery batteries must be checked for gun losses that occurred prior to the battle. Before the start of play, the Allied player rolls one die for each Russian battery (not Prussian). Reduce the gun strength of each battery by the value shown on the Russian Gun Loss Table. Immediately reduce the artillery unit's crew strength if required (see 7.62).

Russian Gun Loss Table					
Die Roll	0	1,2	3...6	7,8	9
Guns Lost	**0**	**1**	**2**	**3**	**4**
Die Roll Modifier					
-1	if Horse Artillery battery				

Note: The two half-battery counters of the Russian light and horse artillery are treated as a single battery for gun loss purposes. Roll only once for artillery battery. Allocate the losses for each result as evenly as possible between its two half-battery units (player's choice).

20.1 | Bennigsen Turns to Fight!
Bagration's Delaying Battle of February 7th

*B*ennigsen became aware on February 1st that Napoleon was aggressively moving north from the Warsaw area to take the Russian army from the rear. Accordingly, Bennigsen issued orders to withdraw his army toward the northeast to avoid encirclement and concentrate for battle. Several delaying actions were fought by the Russian Rear Guard (led by the highly capable Bagration) at Bergfried on the 3rd, Liebstadt on the 4th, and Hof on the 6th. Bennigsen finally stopped running and selected the low hills outside of Eylau as his choice for facing Napoleon — hopefully with the help of the Prussians under L'Estocq. However, Bennigsen needed one last delaying action in front of Eylau to allow his trailing heavy artillery formations to catch up to the army and deploy on the heights beyond. Bagration's rear guard was deployed on the ground between Grunhofehen and Eylau. His orders were to delay the French at all costs until the last of the artillery train was safely past Eylau. The French cavalry and IV Corps were the first to arrive early in the afternoon. They were followed by VII corps and the remainder of the Cavalry and the Guards toward the evening.

This single map scenario pits the Russian Rear Guard, commanded by Prince Bagration, against the forward units of Napoleon's advancing army on its approach to the small town of Preussisch-Eylau. The greater part of both armies were not involved, but this hard fought prelude would portend the horrific clash that will be remembered as one of the bloodiest battles in Napoleonic history.

[20.11] Scenario Length

The battle is fought solely on February 7th. It begins on Game-turn 30 (1:15 PM) with the French Movement Phase and concludes at the end of Game-turn 59 (9:00 PM).

[20.12] Initial Deployment

1. MAPS REQUIRED

Only Map A is used. The North and East boundary edges for this scenario are the hexes in grey and are not playable.

2. GENERAL SET-UP REQUIREMENTS

The following set-up requirements are in addition to the combat and command units.

1. Place the Game-turn marker, (Feb 7th side face up) at Game-turn 30. Place the Game-turn Phase marker in the *French Movement Phase* space on the Turn Phase Track (separate Sequence of Play card).

▶ 2. There is no brigade commitment and fatigue is not accrued for this scenario, therefore there are no BC/FD cards required. Note: All command units that start on the map or enter as reinforcements are considered activated for the length of the scenario.

3. Morale Levels are not tracked for this scenario, however Morale Level markers for both sides are used for counting losses. Place the Morale Level markers in the "0" space on the Casualty Tracks for each side.

4. Set the Victory Marker on the Victory Level Track at +1 to the Allied side.

5. Weather rules are not used in this scenario.

6. Command Points and Orders (and Attack Order) rules are not used in this scenario.

7. Artillery Ammunition is unlimited for the duration of the scenario.

3. INITIAL SET-UP of COMBAT and COMMAND UNITS

• All combat units may set up in any formation and facing.

• All infantry and cavalry brigades (and skirmishers) are at Fatigue Level 1 for the scenario (fatigue is not accrued for this scenario). Note: this applies to units on Maps B, C, and D for Scenario 20.4.

FRENCH: The setup and arrival of French units is listed on the **Scenario 20.1 French Set-up and Reinforcement Schedule card.** Apply the following special setup and scenario notes:

1. Place markers to indicate the French Objective Lines on the map in the hexes indicated under the French Units Initial Setup (see 20.1 Scenario Card). **Note:** Use any generic chits or small device as Objective Line markers.

ALLIED: The set-up and arrival of Allied combat and command units is listed on the **Scenario 20.1 Allied Set-up and Reinforcement card** apply the following special set-up notes:

1. Place a 2 Strength Point marker on Game-turn 42 on the turn record track as a reminder of the Allied special movement restriction No.2 (see 20.13.2).

2. Place a 3 SP marker on Game-turn 43 on the turn record track as a reminder of the Allied special movement restriction No.3 (20.13.3)

3. Place a 4 SP marker on Game-turns 37 on the turn record track as a reminder for the restricted Jaeger battalions (20.13.4 & 20.15.A)

4. At setup, the **1st, 3rd,** and **20th Jaeger Regiments** may detach one skirmish unit each, and the **24th Jaeger Regiment** may detach up to 3 skirmish units each, and place them up to three hexes from their parent battalion (one skirmish unit per hex).

5. All Russian Commanders begin in their *Standing Command State.*

4. GENERAL LINES of RETREAT

FRENCH: The general line of retreat for French units is to the Southwest map edge on Map A or toward the French Line of Communication Hex (A0111).

ALLIED: The general line of retreat for Allied units is to the Northeast or East map edge (from 0136 east to 2344 south).

[20.13] Movement Restrictions (Allied Only)

1. No Allied combat units may move on Game-turn 30. They may change facing and/or formation.

2. The Arkhangel/3/VIII regiment, 2/Polotsk/3/VIII battalion, and 1 & 2/ Nepeytsyn Lt/VIII (artillery) may not move until Game-turn 42 or unless a French unit moves within 8 hexes of any unit of the 3/VIII brigade.

3. Units of de Tolly's force (Kostroma/IV, 3/IV, 1Jgr/II, 20Jgr/II, Yashvil II/LtA/IV, and Mikulin/LtA/IV) may not move before Game-turn 43 unless a French combat unit moves within 8 hexes of any of those unit.

4. Battalions of the 4th, 5th, 7th and 25th Jaeger regiments may not move until released (see Special Scenario Rule 20.15.A, Drunken Jaegers).

5. The two Cossack units, Efremov III/Cos/II and Papuzin/Cos/III, may not move until a French unit comes within 6 hexes of the Bornehnen–Eylau road (3504 to 2628). Once released, these two Cossack units

may never move South of the 26XX hexrow.

[20.14] Reinforcements

A. FRENCH REINFORCEMENTS

The arrival of French Reinforcements and their entry hexes are listed on the **Scenario 20.1 French Set-up and Reinforcement Schedule**.

Note: The French Division and Corps command units that have not yet entered as reinforcements, are assumed to be in their *Mobile Command State* and therefore any subordinate brigade leader (on the map) is considered to be *In Command* (see 17.11).

B. ALLIED REINFORCEMENTS and WITHDRAWALS

Allied reinforcements and their entry hexes are listed on the **Scenario 20.1 Allied Reinforcement Schedule**. The Allied reinforcements have special procedures or conditions as described below.

1. Special Russian Artillery Reinforcements

During the withdrawal to Eylau, Bennigsen ordered his foot artillery to follow another road to Eylau thus freeing up the main road for his troops and baggage trains. Given the poor road conditions and the longer route, the heavy guns were slower getting to Eylau than the main Russian Army. As a result, Bagration had to maintain his rear guard position in the face of increasing French forces in order to screen the heavy batteries as they made their way through Eylau and to the higher ground beyond.

Russian Artillery Reinforcement Preparation and Arrival Procedure

The eight Russian artillery battery reinforcements do not actually enter the map; instead their march to reunite with the main force, and the possibility of some of them not making it, is used to determine possible victory level increases for both the Allied and French players. The Allied player conducts the following steps to determine the effects the Russian heavy artillery batteries arrival has on the victory conditions.

1. Before the start of the scenario, place the two Heavy (Class 1) Foot Artillery batteries from III, IV, V, and VIII divisions in an opaque container (8 total), and add 4 generic markers (CP markers will do).

2. Beginning on Game-turn 34, during the *Allied Movement Phase*, the Allied player draws one chit from the container. As chits are drawn, the Allied player does not reveal the result and places it hidden from the French player; the French player will not know the number of heavy artillery batteries that have passed through Eylau and which have not.

3. The Allied player continues drawing chits until all chits are drawn, *or* until there are no Russian formed units Southwest of the *French Secondary Objective Line* (inclusive), *or* if a French combat unit occupies any of the following Eylau hexes: 2628, 2529 or 2633. Once the chit drawing is required to end, it may not resume for the remainder of the scenario unless the Allied player declares "Hold Eylau!" (see below) and hexes 2628, 2529 or 2633 are Allied controlled.

4. At the moment there are no Russian formed units west of the *French Primary Objective Line* (inclusive), the Allied player adds eight additional generic chits to the Russian Heavy Artillery draw container.

See Victory Conditions, 20.16 for how the number of batteries drawn determines victory levels.

2. Withdrawal of the Rear Guard

Once the Russian heavy artillery units had passed safely through Eylau, Bagration was free to abandon his position and return as many of his rear guard units back to the army as intact as he could manage. Barclay de Tolly's brigade in Eylau would cover his retreat, and if they could hold Eylau, deny the French warm shelter for the night.

During the *Army Commander Segment* of any *Allied Command Phase*, the Allied player may decide to withdraw the Russian Rear Guard. When declared, the command units Bagration and Markov are immediately turned to their *Mobile Command State* sides and Command State Checks for Russian command units are not required for the remainder of the scenario. Additionally, any Russian Brigade Leader east of hex column XX29 is automatically *In Command*.

Note that the withdrawal of the Rear Guard affects the Allied player's abil-ity to bring in additional reinforcements (see 3. Hold Eylau!). In addition, the Allied player receives 1 or 2 Victory Levels depending on how many units are successfully withdrawn oast of the "Withdrawal Line" (see 20.16).

To satisfy the **Hold Eylau!** conditions, the following units are used for the withdraw:

- All units of the Russian VIII division
- All battalions of the Pskov, Sofia, and 24th Jaeger regiments
- All 4 units of the Obleuhov and Yermalov Horse Artillery

To satisfy the Victory Level conditions, only Russian units that began the scenario on the map may be used for the withdrawal (see 20.16).

3. Hold Eylau!: Conditional Russian Reinforcements

The Allied Player receives Somovs IV Division and Kohkin's Cavalry Brigade as additional reinforcements if he declares that he will contest the control of Eylau. During the *Allied Command Phase,* the Allied player may declare to hold Eylau and receive the additional reinforcements only after both of the following events occurs:

- Bagration and at least 6 battalions (of half strength or greater) of the Russian VIII Division, the Pskov and Sofia regiments, and the 2 half batteries of the Nepeytsyn artillery have exited the east map edge.
- a French infantry unit first enters any Eylau Hard Cover Town hex (including the church and the gothic castle).

To determine the Game-turn of entry for the Hold Eylau reinforcements, the Game-turn that the declaration is made is turn "**T**". The first units to enter begin 4 turns later (T+4), with all other units following as indicated (see Scenario 20.1 Setup and Reinforcement card).

[20.15] Special Scenario Rules

The following special rules deal with the exceptional circumstances relevant to the battle on the 7th.

A. DRUNKEN JAEGERS

Commentary: Four Jaeger regiments (the 4th, 5th, 7th, and 25th Jaeger) had consumed quantities of vodka in the morning from several abandoned Russian supply trains. They were subsequently routed in the late morning on the 7th by advanced French cavalry units. None of the narratives make any mention of their movements afterward, making their participation during the remaining battle of the 7th highly questionable.

Drunken Jaeger Set-up: Place the 12 Jaeger battalions of the 4th, 5th, 7th, and 25th regiments on the map in the hexes listed in the Allied Setup of the Scenario 20.1 Card, and place a Disorder and a yellow Fatigue marker on each unit to indicate their special release restriction.

Jaeger Movement Restrictions: The Drunken Jaeger battalions must remain in place and may not move or rally from Disorder until released.

Note: Once released, units of the **4th and 7th Jaeger Regiments** are attached to Barclay de Tolly's command and may not move west of the French Secondary Objective Line.

Drunken Jaeger Release: An individual Drunken Jaeger battalion is eligible for release if either of the following events occurs

1. A successful die roll commencing in the end of the Allied Rally Phase of the 3:00 PM turn (turn 37) and continuing each turn thereafter until all Drunken Jaeger battalions have been released or removed. Apply the following procedure for each attempted release:

   Roll one die for each individual unreleased battalion. If the die result is a 0 or 1 then remove the yellow fatigue marker but not the DIS marker. The unit may then participate in the scenario. If the die result is an 7, 8 or 9 then remove the unit from the scenario. A die result of 2 through 6 is no result and the battalion is not released.
   OR...

2. If a French combat unit approaches to within 6 hexes of any individual battalion's hex, apply the following procedure for each attempted release: Roll one die for the eligible battalion(s). If the die result is a 0 through 2 the battalion is released. If the die result is a 3 through 9 the unit is removed from the scenario.

   (In either case, the Jaeger unit(s) that are removed are not considered eliminated for Victory Level purposes and retain their full strength if later used for Scenario 20.4.)

Note: After the release attempts have been made on game-turn 42, any remaining unreleased Drunken Jaegers are removed.

B. COMMAND & CONTROL SPECIAL RULES

▶ **GENERAL NOTE:** Players may ignore those segments in the Sequence of Play that not needed for this scenario because of the rules pertaining to them are not used. Specifically, segments in the following phases: (1) Game Turn Interphase, (2) Command Phases, and (3) Rally Phases.

1. Russian Command Units

▶ **a.** The command unit Bagration acts as a Wing Commander and also serves as an *In Command* Division Leader for any brigade leader and all Russian Jaeger battalions within his command radius.

▶ **b.** The Detachment Commanders Markov and Pahlin may automatically go from Standing to Mobile if within the command radius of Bagration (and do not need an Order Received marker to do so). In addition, Markov and Pahlin need not make Command State Continuation Checks.

c. The Brigade Leader, Barclay de Tolly, is considered *In Command* if he occupies any Eylau town hex.

d. Yermolov is *In Command* if within the Command Radius of Markov or Bagration (see 19.54).

e. Any Russian cavalry Brigade Leader or cavalry unit is *In Command* if within the command radius of Pahlin (C).

2. French Command Units

▶ **a.** French Corps Commanders remain in their *Mobile Command State* and need not make Command State Continuation Checks (Division Leaders make checks as usual).

b. To place a French Division Leader into his *Mobilized Command State,* he must be within the command radius of his Corps Commander and make a die roll. If the die roll is less than or equal to the Division Leader's Command Radius, the Division Leader is flipped to his Mobilized side. If the die roll is greater, then there is no change. Note: The modifiers from the Order Deivery Table apply (17.34).

c. The French 46th regiment (3/2/IV) is assigned to Levaseur's brigade (2/3/IV) and its battalions are *In Command* if in the Command Radius of Levaseur. Likewise, the 75th regiment (2/3/IV) is attached to Vivies' brigade (3/2/IV) and its battalions are *In Command* if in the Command Radius of Vivies.

C. LEADER LOSS SPECIAL RULES

For this scenario, leader loss is treated more simply. Ignore the normal rules for leader unit loss and apply the following rule changes for the different command unit types when they are reduced or replaced due to combat:

1. **Brigade Leaders:** Place the reduced Brigade Leader on the Turn Record Track on the next turn. The reduced leader returns to the map on any combat unit bearing the same designation during the *Brigade Leader Activation Segment* of the *Friendly Command Phase*.

2. **Division and Corps Leaders:** Remove the command unit and place its replacement on the Turn Record Track two game-turns later. The replacement leader returns to the map during their respective activity segments of the *Command Phase* and is placed on or adjacent to any combat or command unit bearing the same corps or division designation.

Note: Bagration is permanently eliminated for this scenario if lost due to combat. There is no replacement.

[20.16] Victory Conditions

Bagration's objective was to delay the French advance to gain time for Benningsen to organize his battle line beyond Eylau and to allow the heavy artillery batteries to reach the rest of the army. The French were used to the Russian delaying tactics and at the start of the engagement were just probing to determine the strength of the opposing force. Initially, the French plan did not include capturing the town. However, a series of events outside the control of both commanders caused the fighting to spiral into a struggle to establish control of Eylau.

Victory is determined by the levels of victory accruing to one side or the other on the Victory Level Track. The side with a positive Victory Level at the end of the scenario wins. If neither side has a positive Victory Level (the victory level is 0) then the end result is a draw.

The scenario starts with an Allied Victory Level at +1. Victory Levels are gained or lost according to the following conditions:

1. The French player gains 1 Victory Level if no Formed Allied units are southwest of the French Primary Objective Line by the end of turn 40.

2. The French player gains 1 Victory Level if no Formed Allied units are southwest of the French Secondary Objective Line by the end of turn 50.

3. The Allied player gains 1 Victory Level if Bagration exits with 9 or more infantry battalions (at half strength or greater) *and* 2 half battery units of either Obleuhov's or Yermolov's Horse Artillery to an area east of a "withdrawal" line from hexes A3535 to A1545 to A0145.

   The Allied player gains 2 Victory Levels if Bagration exits east of the "withdrawal" line with 12 or more infantry battalions at half strength or greater *and* 4 half battery units of Obleuhov's and Yermalov's Horse Artillery.

   Note: Only those Russian units that began the scenario on the map may be used for the withdrawal. Once past the "exit line", these units are removed. If playing the 20.4 scenario, these units must continue to their divisional command (see 20.4X.X).

END OF SCENARIO VICTORY LEVEL SHIFTS

4. The French player gains 1 Victory Level if he controls 10 or more Eylau town hexes* by the end of the scenario *or* gains 2 Victory Levels if he controls all Eylau town hexes by the end of the scenario. Reduce those levels by 1 if the Allied player did not declare to *Hold Eylau!*.

5. The Allied player gains 2 Victory Levels if Russian units control 10 or more Eylau town hexes.* Reduce to one level gain if the Allied player did not declare to *Hold Eylau!*.

6. The Allied Player gains 1 Victory Level if at least 6 heavy foot artillery batteries have been pulled or 2 Victory Levels if all 8 heavy foot artillery batteries have been pulled.

7. The French Player gains 1 Victory Level if 5 or fewer heavy foot artillery batteries have been pulled.

8. At the end of the scenario, strength point losses are compared: the side that has lost 30 or more strength points than that of the other side, loses 1 Victory Level.

   For strength point losses, an artillery crew SP is counted as a strength point loss, not gun losses. Command units reduced are counted according to the following rate:

   Brigade Leader; 2 points, **Division Leader**; 4 points, and **Corps Commander**; 8 points (Bagration counts as a Corps Commander for this scenario).

VICTORY LEVELS

Victory Levels	+3	+2	+1	0	+1	+2	+3
Victory Types	Major Russian Victory	Substantial Russian Victory	Marginal Russian Victory	Draw	Marginal French Victory	Substantial French Victory	Major French Victory

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* Eylau town hexes are those adjoining Hard Cover hexes (with 4 or more structures) not including the Church ot Gothic Castle hexes.

20.2 | THE IRON MARSHAL STRIKES
Davout's III Corps Attack on the Russian Left Wing

*N*apoleon's plan for defeating Bennigsen's Army was based on the premise that IV and VII Corps would pin the Russians in place in front of Eylau, while Davout's III Corps, when it arrived, would smash into the Russian left flank and thus threaten the Russian line of communication to the east.

Arriving piecemeal, Davout's initial brigades did well. However, the Russian cavalry responded, putting serious pressure on the over committed French units. The Russian cavalry performed surprisingly well, threatening to stall the Iron Marshal's attack. But the Russians were not agile enough to pivot to meet the growing threat as more of Davout's troops arrived.

As the Russian left flank peeled back from the continued assaults of Davout's advancing brigades, Bennigsen was forced to divert reserves to defend his flank. Napoleon sensing an opportunity, would then unleash VII Corps and the Reserve Cavalry against the thinning hinge in the Russian line. Hopefully, with devastating effect.

This scenario simulates the arrival of Davout's III Corps on the Russian left flank and recreates the Russian attempt to blunt his attack and prevent the French from cutting the Russian Army from its lines of communications. It begins with the routed Cossack screen being chased onto the map by the French light cavalry.

[20.21] Scenario Length
The scenario begins on the February 8 Game-Turn 5 (7:00 AM) on the Allied Rally Phase and ends at the conclusion of Game-turn 26 (12:15 PM).

[20.22] Initial Deployment

1. MAPS REQUIRED
Only Map C is used.

Scenario Boundary Limits
- The hexrow 01XX is considered the north boundary edge for this scenario and the hexes in blue-grey are not playable hexes.
- French units may not enter any hex north-west of the line of hexes from 2745 to 0005 (inclusive) for this scenario.

2. GENERAL SET-UP REQUIREMENTS
The following setup requirements are in addition to the initial setup of the command and combat units:
1. Place the Game-turn marker at **Game-turn 5**, (Feb 8th side face up), on the scenario Game-turn Track (on Map C). Place the Phase marker in the **Allied Rally Phase** space on the Turn Phase Track (separate card).
2. Brigade Fatigue is not required in this scenario, therefore the French

Brigade Commitment/Fatigue Display is not needed. However, the Allied player has a special Brigade Commitment Display specific to this scenario (see separate card).
3. The **Russian Army Morale** total is not used for this scenario, however, Russian losses must be tallied. One of the French Corps Morale Level tracks may be used for that purpose. Place the Russian Army Morale markers on the 0 space.
4. **French Corps Morale** is not used, however, French losses must be tallied. The French III Corps Morale Level track may be used for that purpose. Place the French III Corps Morale markers on the 0 space on the III Corps Morale Level Track.
5. Set the Victory Marker on the Victory Level Track at +2 to the Allied side.
6. Weather rules are not used in this scenario.
7. Normal Command Point rules are not used in this scenario, however, see scenario special rule 20.24.9.
8. Artillery Ammunition is unlimited for the duration of the scenario.

3. INITIAL SET-UP of COMBAT and COMMAND UNITS
FRENCH: No French units are deployed on the map at the start of this scenario.

ALLIED: All Russian command and combat units deploy on the map as indicated on the Allied Setup for Scenario 20.2 (see 20.2 Scenario Card).

Allied Set-up Special Rules:
1. Place the Brigade and Division Leaders in their spaces on the Allied Brigade Commitment Display. All command units starting on the map are placed in their *Standing Command State*.
2. All on-map Commanders are *Inactive* at the start of the scenario (place an *Inactive* marker on each). In addition, the Detachment Commander Baggovut begins with a Delay 2 marker Note: Place a 2 Strength marker with the Delay marker as a reminder that an order was sent from the Army HQ).
3. Each Russian Jaeger battalion may start the scenario with 1 skirmish unit deployed within 4 hexes of their originating battalion. Reduce the troop strength each battalion accordingly.
4. All Russian units set up with their front facing to the West/Southwest apex and in a formation as modified by these special rules.
   - All infantry battalions set up in Column Formation except those marked with an "L" (as indicated on the 20.2 Scenario Card).
   - The half battery units of the Stavitsky I/II and Yashvil II/IV horse artillery and 1/Mikulin/Lt/IV half battery begin the scenario unlimbered. All other artillery units begin the scenario limbered.

4. GENERAL LINES OF RETREAT
FRENCH: The general line of retreat for French units is to the South map edge. French units must retreat to the Southwest, West, or South map edges or opposite their current tactical line of advance.

ALLIED: The general line of retreat for Allied units is to the North map edge. Allied units must retreat to the Northeast or North map edges.

[20.23] Reinforcements
All French and Allied units enter on the turns indicated in accordance with the French or Allied Reinforcement Schedule (see French & Allied Scenario Card).

Note: French and Allied Command units (above brigade level) that are off-map and have not yet entered as reinforcements, are assumed to be in their *Mobile Command State* and therefore any subordinate brigade leader (that has entered) is considered to be *In Command* (see 17.11).

A. FRENCH REINFORCEMENT
1. All III Corps units enter beginning on turn 5 through hexes E or F on map C. They may enter in Road Column unless otherwise noted.
2. The 1 Ch and 12 Ch Lc/III French cavalry units enter the map on Turn 5 as Disordered AND Exhausted with only 4 Movement Points. The 1/5 (HA) Lc/III enters limbered (not in Road Column) with full movement allowances on turn 6.

3. Davout, III Corps Commander, enters stacked with an Attack Order and an Order Received Marker.

4. St-Hilaire's Division (1/IV) enters from the west edge of Map C anywhere between hexes 0945 and 1545 beginning turn 12 (not in Road Column). St-Hilaire enters stacked with an Division Level Attack Order (place an Attack Order Violation marker at 0 on the French Attack Order Violation Track). See the French Reinforcement Schedule on the scenario card.

5. Beginning Game-turn 18, Milhaud's 3rd Dragoon Cavalry Division (3Dr/CR) possibly begins entering as a reinforcement from the west edge of Map C between hexes C0545 and C0945.

   To determine if the French 3rd Dragoon Division enters, the French player rolls a die for each brigade (leaders enter with their brigades). On a die result of 2 or less, the Brigade enters in the turn as indicated. On a die roll of 3 or more the Brigade is delayed to the next Game-turn. Continue repeating the die roll check each turn until entry is achieved. Milhaud enters with the first successfully rolled for brigade. *Note: It is possible, but not likely, that all or none of 3rd Dragoon Division arrives.*

6. **Optional Entry for III Corps:** If both players agree, the French player may bring III Corps reinforcements onto the map at a different entry area in accordance with the Optional French III Corps Entry optional rule found in Scenario 20.3 (see 20.39).

B. ALLIED REINFORCEMENT

1. Efremov II/Cos/II, Ilovaiski IX/Cos/II enter from entrance hex F as Routed units in the Allied Rally Phase of Game-turn 5. They must move 6 hexes away from the map edge in accordance to the rules for Routed Retreat. They may not rally this turn but may rally in turn 6 per the normal rally rules.

2. The Allied player may choose not to bring Streshnev's Cavalry Brigade onto the map as reinforcements on turn 16. If Streshnev's Brigade does not enter, the Allied player gains 1 Level of Victory (see 20.25).

[20.24] Special Scenario Rules

▶ 1. On **Game-turn 8**, at the start of the ***Allied Command Phase*** (before the first segment) place a Delay 1 marker on D. Golitsyn (Res Cav Lft) Command unit. Note: Place a 2 Strength marker with the Delay marker as a reminder that an order was sent from the Army HQ.

▶ 2. On **Game-turn 9**, place a Delay 1 marker on the Osterman-Tolstoy Command unit during the ***Allied Army Commander Activity Segment***. **Note:** For this scenario only, the Order to Osterman-Tolstoy, assumes it is from the Army HQ. Place a 2 Strength marker with the Delay marker as a reminder.

3. Russian non-Cossack combat units may not move or shock attack south of row C11XX until Game-turn 13.

4. The C/III Brigade Leader, v. Pahlen, may not be sent an order until Game-turn 13.

5. The Kostroma regiment has its own "Brigade" box within Baggovut's command, but it has no leader. When the Brigade Leader K. Baggovut is activated, the Kostroma regiment is automatically committed.

6. The Russian player may not move any unit of Baggovut's detachment north of hexrow 24XX until Game-turn 13.

7. Division and Brigade Leaders of the Russian II Division may not be sent an order for activation until the Command Phase of turn 13 or until a French unit fires upon or comes within 4 hexes of any unit of that division. Note: The order must come from Osterman-Tolstoy.

8. If the French Corps Commander, Davout, is at his *Standing Command State*, he may receive a ***Delay 1 Order*** marker during the *Army Commander Activity Segment* of any *French Command Phase*, but only once during the scenario.

9. On each Hourly Game-Turn, the Russian player receives 1 Army Command Point to use as he wishes for that Game-turn. If not used by the end of the *Allied Command Phase*, it is lost.

10. The two II Division artillery units, Osipov/II and Talyzin/II may move until unlimbered. Once unlimbered, they may not change their formation for the remainder of the scenario.

11. Leader losses are more simply treated for this scenario. Ignore the normal rules for the replacement of leader units and apply the following rule changes for the different type of leaders when they are reduced or lost due to combat:

   Brigade Leaders: Remove the Brigade Leader and place it on the Turn Record Track on the next turn on its reduced side. The leader returns to the map on any combat unit bearing the same designation during the *Brigade Leader Activation Segment* of the friendly *Command Phase.*

   Division and Corps Leaders: Remove the leader counter and place its replacement counter on the Turn Record Track on the next turn. The replacement leader returns to the map during the *Division Leader or Corps Commander Activity Segments* of the **Friendly Command Phase** on the following turn and placed on or adjacent to any combat unit or command unit bearing the same corps or division designation. *Note: The Russian Wing Commander is permanently eliminated if lost due to combat.*

[20.25] Victory Conditions

Victory is checked at the conclusion of the *French Shock Phase* and before the Game-turn Interphase of each Game-turn until Game-turn 26 or automatic victory is achieved.

The level of victory is adjusted by adding Victory Levels to either the French or to the Allies on the Victory Level Track as they occur for each side (see the scenario card). The resulting positive number will determine which side can claim victory and at what the relative level of Victory it is.

The scenario begins with the victory level set at +2 (Allied Substantive). The Victory Level is adjusted for the following conditions:

1. If the Streshnev's Cavalry Brigade does not enter as a reinforcement, the Allied player gains 1 Level of Victory.

2. If French units occupy or was the last to pass through all the village hexes of Serpallen (Hard Cover) by the end of Game-turn 13, the French player gains 1 Victory Level.

3. If French units occupy or was the last to pass through all the village (Hard Cover) hexes of Klein Sausgarten by the end of Game-turn 24, the French player gains 1 Victory Level.

4. If a French unlimbered artillery unit occupies either hexes 2909 or 3009 (and both hexes are French occupied) at the end of the scenario, the French player gains 1 Victory Level.

5. If two French infantry brigades (totaling at least 18 strength points each) are north of the 30XX hexrow (East of Klein Sausgarten), the French player gains 1 Victory Level.

6. If French units, totaling 24 strength points or more, exit the north edge of the scenario map, the French player gains 2 Victory Levels.

7. At the end of the scenario, strength point loses are compared: the side that has lost 30 or more Strength Points than the other side, loses 1 Victory Level.

VICTORY LEVELS

Victory Levels	+3	+2	+1	0	+1	+2	+3
Victory Types	Major French Victory	Substantive French Victory	Minor French Victory	Draw	Minor Allied Victory	Substantive Allied Victory	Major Allied Victory

20.3 | A Winter's Victory

The Epic Battle in the Snows:
Preussisch-Eylau, February 8, 1807

*M*arshal Soult's IV Corps had wrestled the Russians from Eylau on the evening of the 7th and secured the town for the night. Their effort had cost them dearly, but for the survivors their reward was an overnight sanctuary from the bitter cold. Augereau's VII Corps, the Imperial Guard and the Cavalry Reserve remained on the plateau near the Ziegelhof. Napoleon ordered Davout's III Corps to move from Perschen to Eylau at first light on the 8th to attack the Russian army in the flank. At dawn Napoleon was pleased to see the Russian army still fixed in place on the heights beyond Eylau and that Bennigsen intended to accept battle. In response, Napoleon shifted the 1st Division of IV Corps to the right and moved the VII Corps into the vacated position in the center right. The Imperial Guard and Murat's Cavalry were moved into reserve positions behind the town. His plan was to occupy the Russian Army with frontal jabs by IV and VII Corps, with the hopes of distracting the Russians from responding to Davout's attack against their flank. But, Bennigsen had his own ideas. He arrayed the Army on a series of low ridges with three powerful grand batteries in front.

In the early morning frost, Bennigsen unleashed a massive artillery barrage against the French center as they were still forming up. This was followed by an impromptu assault from his own right wing against the French IV Corps. If he could hold off the French until the Prussians arrived, he might yet salvage a victory in this campaign. At about the same time, units of Davout's three divisions were arriving on Bennigsen's left flank, catching the Russians flat-footed. But the Tsar's cavalry responded well, putting unexpected pressure on the first of Davout's arriving brigades. So much so, that Napoleon felt compelled to make a demonstration against the Russian center and ordered Augereau's VII Corps to relieve the pressure. He was hoping for the timely arrival of VI Corps, but Ney was nowhere in sight. Instead, winter joined the fray, unleashing a blinding blizzard causing the battle to quickly spin out of control for both sides. It soon became the "Epic battle in the snows" and one of the bloodiest of the Napoleonic Wars.

The Scenario: The French setup reflects the position after Napoleon's early morning shift of St-Hilaire to the right and the movement of the VII Corps, Guards and Reserve Cavalry to the center right. The Guard and Cavalry Reserve are in place but VII Corps has not yet arrived when the action starts. The Russian setup reflects the position after Bennigsen's realignment of a portion of the IV Division and the VII Division into the central reserve. The Scenario begins with Davout's entry and Bennigsen's massive artillery barrage from the Central Grand Battery.

[20.31] Scenario Length

The scenario begins on the Allied Rally Phase of Game-Turn 5 and ends on the conclusion of Game-Turn 59 or on the conclusion of any Game-Turn in which any of the following occurs:

• no combat units of one side remain on the map.

• all French Corps are demoralized and the Russian Army Morale Level is not at zero.

• all Allied LOC hexes have been blocked (see Victory Conditions 20.35).

[20.32] Initial Deployment

1. MAPS REQUIRED

All maps A,B,C and D are used. Place Map A first, then lay Maps B, C and D in alphabetical order as shown at right. The over-lapping will differ; take care to align the terrain features and hex grid accurately.

B	D
A	C
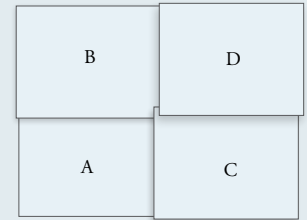
2. GENERAL SET-UP REQUIREMENTS

The following setup includes placement of various markers on map and other player aid cards and displays.

1. Place the Allied and French Brigade Commitment/Fatigue Displays at a location that will be easy for the owning players to refer to. For both sides the *Historical Display* is utilized; identified as the 8th of February.

2. Place the Game-turn marker, (Feb 8th side face up), on the Game-turn Track on **Game-turn 5**.

3. Place the Game-turn Phase marker in the **Allied Rally Phase** space on the Turn Phase Track.

4. Set the **Russian Army Morale Level** at 194 and the **Prussian Corps Morale Level** at 28 on the Allied Morale Level Track (not set until the first Prussian units of L'Estocq's Corps enters as reinforcements). If the Optional Rule 21.41 is used, set the Russian starting Morale at 182.

5. Set the **French Corps Morale** markers to the following values on their individual Corps Morale Level Tracks:
   Imperial Guard (IG): 32, **IV Corps**: 36, **1/IV Independent Division** (St-Hilaire): 16, **VII Corps: 34**, **III Corps: 48**, and **Cavalry Reserve: 38**.
   Note: VI Corps Morale Level markers are not placed until the first units of VI Corps arrive on the map (see 20.33). St-Hilaire's Division uses the Independent Division Morale Level markers (20.34.A.5)

6. Note that visibility will be 4 hexes on Game-turn 5 and will become *Unlimited* on Game-turn 6 (see Game-turn Record Track).

7. Set the Snow marker on the first space on the Game-turn Track with a Snow icon and place the two Wind Direction markers in their respective Wind Direction compasses. Determine direction of the prevailing wind (current wind directions will be rolled for if a snow event occurs).

8. Place the Allied CP marker at 5 on the Army CP Track (Allied BC/FD). Place the French CP marker at 0 on the Army CP Track (French BC/FD).

3. INITIAL SET-UP of COMBAT and COMMAND UNITS

Designer's Note: *The French setup reflects the position after Napoleon's early morning shift of St-Hilaire to the right, and the movement of the VII Corps, Imperial Guard and Cavalry Reserve to the right flank. The Guard and Cavalry are in place, but VII Corps had not yet arrived at its designated assembly point when the action starts.*

On the Allied side, Bennigsen had reorganized his army during the night of the 7th and created the following commands: Left Wing, Right Wing, Center, Reserve (infantry), Reserve Horse Artillery, and three Grand Batteries. He also split the light artillery batteries into half-batteries and assigned them to the regiments within the divisions. The Russian setup reflects this ad hoc reorganization.

FRENCH: All French combat units deployed on the map are indicated on the French Setup side of the French Scenario 20.3 scenario card. The French command units are deployed either on the map or in their positions on the French Brigade Commitment/Fatigue Display. Combat units may set up with any facing or formation except as noted in the special scenario rules.

A. FRENCH SETUP

1. French skirmish units initially deployed on the map are listed in the setup sheet. [Sentence deleted] Note: The brigades whose battalions have ostensibly deployed a skirmish unit are not considered committed.

2. All brigades begin the scenario as not committed. All Corps Com-

manders on the map are *Inactive* at the start of the scenario (place an Inactive marker on each).

3. For Durosnel's brigade (C/VII), roll one die and apply the following;

0–6: Durosnel's units start the scenario in the hexes listed).

7–9: Durosnel's units start the scenario in the following hexes; 7 Ch: A1234, 20 Ch: A1134, 5/6 HA: A1235; the brigade is not committed and Durosnel begins in his space on the French BC/FD.

4. All French artillery batteries begin the scenario limbered and at full level ammunition; 8 points.

B. ALLIED SETUP

All Russian/Prussian units deployed on the map are indicated on the Allied Setup for Scenario 20.3 (see Allied Scenario Card). Russian Command units are deployed either on the map or in their positions on the Brigade Commitment/Fatigue Display as indicated on the Setup card.

Russian Setup Special Rules:

1. All Russian artillery units must check for gun losses that occurred prior to the battle (see Introduction) except for those indicated with a gun loss number. All artillery units of the Grand Batteries , Baggovut's Detachment, and certain [Lt] half-batteries set up unlimbered. All remaining artillery units begin the scenario limbered (the scenario Allied Setup Card indicate the artillery units that begin unlimbered with a red "U" next to their designation).

2. The Russian brigade leader, Barclay de Tolley/3/IV, begins the scenario reduced (on the Allied Brigade Commitment/Fatigue Display).

Optional Reduced Brigade Leaders: Three Russian Brigade leaders, K. Baggovut, Markov, and v. Pahlen normally begin as not reduced, however, the officers they represent are also commanding rear guard detachments that removes them from their original brigades. It is unclear from the narratives what effect their absence had on their brigades, if any, and the orders of battle provide no indication if they were formally replaced or by whom. To reflect the negative affects these reassigned leader's absence may have had on their brigades, the following Russian Brigade Leaders begin as reduced: Baggovut/3/VI, Markov/3/VII and v. Pahlen/C/III.

3. The Kostroma regiment of Barclay de Tolley's brigade (3/IV) is assigned to Baggovut's Detachment while the Polotsk regiment remains with the IV Division. The Kostroma regiment has its own Fatigue level box within Baggovut's command, but has no leader. When the brigade leader K. Baggovut is activated, the Kostroma regiment is considered committed along with the Stary Oskol regiment.

4. The Elizavetgrad Hussar regiment (C/V) is assigned to Markov's Detachment as a "brigade" with its own Fatigue box. An Inactive marker is placed in its space on the Allied BC/FD at the start of the scenario and removed when committed.

5. All **Allied Set-up Special Rules** from Scenario 20.2 apply (See 20.22.3 Initial Set-up of Combat and Command Units: ALLIED).

6. Each Russian Jaeger battalion may start the scenario with 1 skirmish unit deployed within 4 hexes of their originating battalion. Reduce the troop strength each battalion accordingly. Exception: Place one skirmish unit of the **1st Jaeger** in each of the following hexes; A3331, A3430, A3529, and B0030.

7. All Russian artillery batteries begin the scenario at full level ammunition. See Special artillery ammunition rule for artillery units in the Grand Batteries (see 20.34.9).

8. All Russian formed units set up with their front facing to the West/Southwest apex and in a formation as modified by these special rules.

- All infantry battalions set up in Column Formation except those marked with an "L" indicated on the Scenario 20.3 Allied Setup Card.
- All artillery units set up on their limbered side except those marked with a "U" as indicated on the Scenario 20.3 Allied Setup Card.

Designer's Note: This prescribed setup somewhat models the historical Russian strategy – Bennigsen's directive – for defending against the French attack.

3. GENERAL LINES OF RETREAT

FRENCH: The general line of retreat for French units is to the South-west. The French Line of Communication Hex is 0111 on Map A. French units must retreat to the Southwest, West, or South, or opposite their current tactical line of advance (see 13.32).

ALLIED: The general line of retreat for Allied units is to the Northeast map edge. The Allied Line of Communication Hexes are B3608(W), D3623(Y), D1131(Z). Allied units must retreat to the Northeast or North map edges or toward any Allied Line of Communication hex.

[20.33] Reinforcements

All Allied and French units enter in accordance with their Reinforcement Schedules from their respective 20.3 Scenario Cards. All brigades that enter as a reinforcements are committed and enter with a number of Fatigue Points indicated on the reinforcement schedule. **Note:** All command units (above brigade level) that are off-map and have not yet entered, are assumed to be in their *Mobile Command State* and therefore any subordinate brigade leaders are considered to be *In Command* (see 17.11).

The following special rules apply to specific reinforcements:

A. FRENCH REINFORCEMENTS

Turn 5: The 1 Ch and 12 Ch C/III French cavalry units enter the map on Turn 5 as Disordered AND Exhausted with only 4 Movement Points

Turn 44: First units of French VI Corps enter as reinforcements. Place the VI Corps Morale markers at 32 on the VI Corps Morale Level Track. *Note: Watier 3/Lc/(VI) is In Command until Lasalle enters as a reinforcement.*

B. ALLIED REINFORCEMENTS

Turn 5: In the *Allied Rally Phase*, Efremov II Cos & Ilovaiski IX Cos II enter Map C as routed from entry hexes F. They must move 6 hexes away from the map edge in accordance to the rules for Routed Retreat. They may not rally this Game-turn but may rally in Game-turn 6 per the normal Rally rules for Cossacks.

Turn 31: Prussian forces (L'Estocq) begin entering at the indicated hexes on map B. See the Allied Setup/Reinforcement Schedule for Scenario 20.3. The following additional rules apply to Prussian units upon entry:

1. Units of the Prussian Corps that enter must move east using as much of their Movement Allowance as they are capable of doing until they reach a hex east of Schmoditten, or until L'Estocq has a "Received" order from Bennigsen.

2. Advanced Guard units of the Prussian Corps (AG/Pr) are considered to be *In Command* if they:
   - are within 3 hexes of a major road that leads off to entry hex I or to the L'Estocq command unit.
   - are within 8 hexes of the L'Estocq command unit.
   - are within the Command Radius of any Prussian Brigade Leader.

3. The Allied player may choose to delay Prussian Corps entry by the following number of turns and use the alternate entry hexes on Map B:
   2 Turns: 3422–3424 (L)
   4 Turns: 3429–3531 (M)

4. If the Russian Army is not Demoralized, 15 points **plus a die roll** added to its Army Morale total at the end of the first Army/Corps Morale Level Check Segment after the arrival of the L'Estocq command unit onto the map. If the Russian Army is Demoralized or has declared *Withdrawal*, then it receives 5 morale points **plus a die roll** added to its Army Morale total. *Note: Optional rules for reinforcements may be used; see Scenario Optional Rules.*

[20.34] Scenario Special Rules

A. FRENCH SPECIAL RULES

1.) The commands of French VII Corps, Imperial Guard, Cavalry Reserve, and their artillery units may not be committed (sent orders, move, or change formation) until **Turn 9**. The commands of French IV Corps may not be committed until **Turn 13** and the 3rd division of IV Corps may not be committed until **Turn 17**. Only units from III Corps and French Skirmish units may move, fire and execute shock combat beginning on turn 5. *Historically these corps were moving into position between Eylau and St.Hilaire's Division.*

2.) Brigade leaders of Milhaud's 3rd Cavalry Division may not activate (be

sent orders) before turn 13 (9:00 AM). But, they immediately activate if a Russian unit comes within 6 hexes of any combat unit of the Division.

3.) French units, except those of VI Corps, may not enter a hex within 8 hexes of entry hex "I" until all Prussian units have entered the map.

4.) The French Light Cavalry Brigades (**Goyot's C/IV, Bruyere's 2/LtC/CR, Colbert's C/VI, and Durosnel's C/VII**) are considered an independent force and may be activated (sent orders) beginning on Turn 12, and only by Soult, Napoleon, or Murat. These brigade leaders may self-activate at anytime after an enemy unit moves southwest of the Pasmar Stream north of hexrow B00XX (Map B). These cavalry brigades may not move south of hexrows B00XX/D00XX (Map B & D) unless any of the following occurs:

- all units of L'Estocq's Prussian Corps have entered the map
- a French infantry unit has entered Map D
- if sent an order from either Soult (IV Corps Commander) or Napoleon.

The Light Cavalry Brigades are free of this restriction if any Russian unit enters a hex west of the Passmar on Map B, north of hexrow B06XX.
Note: Durosnel is exempt if assigned to VII Corps per the setup; see 20.42.A3.

5.) The French Division Leader, **St-Hilaire (1/IV)** is an *Independent Division* leader for the duration of the scenario or until the French player returns control of him back to the IV Corps Commander. As an *Independent Division* leader, St-Hilaire must adhere to the following command and control restrictions:

- St-Hilaire may be activated and receive orders only from Napoleon.
- St-Hilaire's division maintains a separate Morale Level on the IV Corps Morale Level Track (use the Independent Division Morale Level markers).

During the *Army Commander Activity Segment* of any *French Command Phase*, the French Player may end St-Hilaire's Division status as an independent division and return it to IV Corps. Any Morale Points are added to the IV Corps Morale Level (even if negative) and St-Hilaire operates normally as a division leader within IV Corps.

6.) Whenever any infantry unit of the **Imperial Guard (IG)** conducts a Disordered or Routed retreat, all French units of equal or less Effectiveness Rating within 3 hexes *of each hex in the path of retreat,* must immediately make a modified morale check. Any unit that is not an Imperial Guard unit adds 2 to the die roll. Additionally, for each Imperial Guard infantry battalion that conducts a Routed retreat, each non-IG Corps must subtract 1 point from its morale level.

B. ALLIED SPECIAL RULES

► 1.) Russian artillery units may not move or fire until Game-turn 10 with the following exceptions:
- Russian II and IV Division Horse Artillery (assigned to Baggovut) may move and fire beginning with turn 6.
- Beginning with turn 9 the artillery units of the Center Wing Russian Grand Battery (only) may begin firing (see Special Rule No. 7). Beginning with game turn 10 all Allied artillery may fire normally.

2.) Allied units (excluding units of L'Estocq's Purssian Corps), may not move into a hex that is within 12 hexes of entry hex "H" until all French VI Corps units have entered the map.

3.) The three Russian Wing Commanders may not move within 6 hexes of one another and must maintain their left, center, right relationship to one another as practicable to do so. In addition the following Command units and formations are restricted in movement and in their assigned command attachments until any unit of the Prussian Corps or French VI Corps have entered the map *OR* a French unit has entered a hex on Map D or entered a hex north of hexrow 2400 on Map C:

- All infantry and artillery units of V Division and IV Division and units originally attached to Markov and Pahlen may not move south of the Eylau-Kutschitten road on maps C and D.
- All infantry and artillery units of III Division and VII Division may not move south of the 2600 hexrow on map C.
- The divisions originally assigned to the Left Wing, Center, and Right Wing Commanders must remain with their assigned commanders

(not be reassigned to another command unit) for the duration of the scenario or until "Withdrawal" is declared (see 20.36).

4.) Russian non-Cossack combat units may not move or shock attack south of row C11XX until Game-turn 13.

5.) The Cossack leaders Ilovaiski and Platov and the Cossack units within their command radii may not move until released. A Cossack leader (and their units) is released if any of the following occurs:

- it has received an Order from Bennigsen (Order Received)
- a French unit enters a hex within 12 hexes of a Cossack unit subordinate to the Cossack leader.
- a unit of the Prussian Corps or French VI Corps has entered the map.
- a French unit has entered a hex on Map D.

6.) There are three Russian Grand Batteries for this scenario. The artillery batteries used in each Grand Battery are designated in the Allied Setup along with a special Grand Battery Leader for each (see 19.52).

- Artillery units in the Grand Batteries may not detach from their Grand Battery until turn 21. Once released, they are subject to all normal command and control restrictions for artillery. Likewise, a Grand Battery Leader may not convert to his Mobile Command State or be removed (dissolving the Grand Battery) until turn 21 (see 19.52).
- Artillery units of all Grand Batteries expend no ammunition until Game-turn 17. After Game-turn 17, artillery units that are part of a Grand Battery expends ammunition normally. An artillery unit that is part of a Grand Battery and has an Ammunition Depletion marker, may continue to fire at **Maximum Range at half strength** (rounded up). Once an artillery unit leaves the Grand Battery or the Grand Battery command is dissolved, the artillery unit may "reset" its ammunition level to 5 (if at 4 or less) and thereafter is subject to normal ammunition depletion rules.

7.) Beginning on Game-turn 9 and continuing to the end of turn 16, the Allied player may conduct a special bombardment into the Eylau town hexes from the **Center Grand Battery** only. If the Allied player conducts this special bombardment of Eylau, at least 5 of the artillery units must make a fire attack each *Reciprocal Fire Phase* for 8 Game-turns and following the protocol below. If the Allied player wishes ***not*** to conduct this special bombardment of Eylau, then the Grand Batteries may begin firing at any target and operate normally per Allied Special Rule 1.).

EYLAU BOMBARDMENT SPECIAL PROCEDURE

Artillery units of the Center Grand Battery may target only Eylau (Hard or Soft Cover) town hex within its Extended/Maximum Range (ignoring normal line of sight rules). Starting on turn 17, the units of the Center Grand Battery are free to target other hexes normally.

For this special bombardment only, the following shorthand protocol of the firing procedure is applied:

- The Allied player simply declares the target hex for each artillery unit and rolls a die to determine targeting results (from the Extended Range Fire Table). If the result is that the artillery unit's fire lands on an French occupied hex (intended or unintended) the French unit immediately makes an *unmodified* morale check.
  – If the die result is less than or equal to its current unmodified Effectiveness Rating, the fire has no effect.
  – If the die result is greater than the unit's *unmodified* Effectiveness Rating, the unit Disorders. If the unit is already Disordered and fails the morale check, it goes to Routed. Regardless, if the morale check die number is 8 or 9, then the unit is reduced by 1 strength point.
- A unit that fails its morale check ignores retreats (Disorder and Routed units stay in place). These morale checks do not cause the brigade to involuntarily activate; Routed and Disordered units simply stay in place. These units may not attempt to self-rally during the Rally Phase.
- During the *Brigade Fatigue Accrual & Recovery Segment* of Game-turn 13, a brigade that has 2 or more battalions with a Routed marker on them, ***adds one Fatigue point*** to their Fatigue Point total (on the French BC/FD). The Disordered and Routed markers are then removed. This "recovery" process is repeated on Game-turn 17.

8.) The Bagration Army Commander may be activated by expending a CP during any *Allied Army Commander Activity Segment* after the Russian

Army Morale points reaches 90 or less. Simply place the Bagration counter on the map in any hex within the Command Radius of Bennigsen or 4 hexes of the Russian Army HQ. He then operates per 19.53.

► 9.) Brigade Leaders of the Russian II Division may not be activated (sent an order) until Game-turn 11.

[20.35] Victory Conditions

Commentary: Victory conditions should guide player decisions just as they dictated strategy for the army commanders of the period. The following rules attempt to provide players with options in pursuit of victory. With that in mind, remember that the battle at Eylau was one of the bloodiest of its time, and yet the end result was, with little argument to the contrary, considered a draw.

Victory is checked at the end of the French Shock Phase (after all shock combats have concluded and before the Game-turn Interphase of the next turn). The game ends if any of the following conditions occur:

1. It is the last Game-turn of the scenario (Game-turn 59, see 20.31).

2. Players decide by mutual agreement to end the game and calculate the Victory conditions at the end of the agreed upon last Game-turn.

3. No combat units of one side remain on the map at the end of a Game-turn.

4. If all three Allied LOC hexes have been blocked (hexes W, Y and Z) and the Allied Army has not declared Army Withdrawal (20.36). An Allied LOC hex is considered blocked if any hex on a road that cannot continuously connect the Allied LOC hex to the hex occupied by the Russian Army HQ or to either Russian Army Commander. A road hex is blocked if it is occupied by, or is in the Minimum Range Fire Zone of, a French combat unit.

   • At the moment the Russian Army HQ hex is occupied by a French unit, all but one of the LOC hexes are considered blocked. The Allied Player immediately chooses which one remains "unblocked". Tracing to the LOC hex is no longer a valid game-end trigger unless Bennigsen or Bagration cannot trace to it.

5. If the French LOC hex (A0111) connecting it by road to the Grande Armee HQ *and* to Napoleon and one other French Corps Commander has been blocked. A road hex is considered blocked if it is occupied by, or is in the Minimum Range Fire Zone of, an Allied unit.

Army and Corps Disintegration Levels

The Russian Army and French Corps continue to reduce their Army and Corps Morale Points after Demoralization as a negative total until their Army or Corps *Disintegration Level* is reached. The Disintegration morale levels for each French Corps and the Russian Army is as follows:

1. The French Corps Disintegration Morale Levels are: Imperial Guard: -11, IV Corps: -12, 1/IV Independent Division (St-Hilaire): -6, VII Corps: -10, III Corps: -15, Cavalry Reserve: -12, and VI Corps: -10.

2. The Russian Army Disintegration Morale Level is: -64.

Unit Reduction Values for Army/Corps Morale Levels

The owning player's Army or Corps Morale Levels are immediately reduced or increased by the number of points for each of the following unit types suffering losses or becoming Routed:

FRENCH/PRUSSIAN UNIT REDUCTION VALUES

Infantry Battalions* or Cavalry Units	2 for each unit when reduced to $1/2$ its printed strength (rounded up)
	2 for each unit when eliminated or routed
Artillery Units	1 for each artillery **crew** SP when eliminated, routed, or separated from its battery

RUSSIAN UNIT REDUCTION VALUES

Infantry Battalions*	1 for each unit when reduced to $1/2$ its printed strength (rounded up)
	1 for each unit when routed or eliminated
Cavalry Units (non-Cossack)	1 for each unit reduced to $1/2$ its printed strength (rounded up)

► * Detached skirmish units count as a loss to the battalion at the moment of detachment; i.e., Light and Jaeger battalions count as reduced or eliminated when they detach skirmish units and/or are completely broken down.

	2 for each unit routed or eliminated
Cossack Units	1 for each unit when reduced to $1/2$ its printed strength (rounded up)
	1 for each unit routed or eliminated
Artillery Units (Class 1 & 2)	1 for each artillery crew SP when eliminated, routed, or separated from its battery

Note: When a routed unit rallies, the current value of the unit is added back to the owning Army or Corps level total.

COMMAND UNIT REDUCTION VALUES

Brigade Leader	1 for each Brigade Leader reduced
Division Leader	2 for each Division Leader reduced plus $1/2$ (rounded down) its Command Bonus
Corps/Wing Commander	2 for each Corps/Wing Commander reduced plus $1/2$ (rounded up) its Command Bonus
Army Commander	See 19.81 Army Commander Loss

Levels of Victory

The level of victory is adjusted by adding Victory Levels to either the French or the Allies on the Victory Level Track as they occur. The resulting positive number will determine which side can claim victory and at what the level. The scenario begins with the Allies at +1 (an Allied Minor Victory).

VICTORY LEVELS

Victory Levels	+3	+2	+1	0	+1	+2	+3
Victory Types	Major Allied Victory	Substantive Allied Victory	Minor Allied Victory	Draw	Minor French Victory	Substantive French Victory	Major French Victory

Each side gains victory levels for the following conditions:

FRENCH VICTORY LEVEL GAINS.

+1 If the Russian Army Morale Total is at 90 or less

+2 If the Russian Army becomes Demoralized (see 14.21)

+1 If L'Estocq's Prussian Detachment becomes Demoralized (see 14.21)

+1 On the first occurrence that an Allied LOC hex cannot trace a path by an unblocked road to the Russian HQ hex or to either Russian Army Commander (one gain each for W, Y, and Z); determined at the beginning of the *Army/Corps Morale Segment* of each Hourly Game-Turn. A road hex is considered blocked if it is occupied by, or is in the Minimum Range Fire Zone of, a French combat unit.

ALLIED VICTORY LEVEL GAINS.

+1 for each French Corps (less the IG Corps) that becomes Demoralized (see 14.21)

+2 if the French IG Corps becomes Demoralized

+2 at the end of the scenario, if an Allied unit occupies or was the last unit to pass through at least 10 Eylau Town hexes (Hard Cover hexes less the Gothic Castle and the Church hexes) *OR ...*
   ... if any Major Road hex from Eylau to the French LOC Hex (A0111) is occupied by Allied units or their Minimum Range Fire Zones.

Note: Both sides claimed a victory in their reports home after the battle. Only VII Corps broke for the French.

The Effects of Corps/Army Demoralization and Disintegration

In addition to the general effects of demoralization (see 14.22), combat units which are a part of an army or corps that have reached Demoralization and/or Disintegration, suffer the following additional effects:

DEMORALIZATION

• A formed unit must check its morale if a friendly unit with the *same or greater Effectiveness Rating* leaves an adjacent hex while executing a Disordered or Routed retreat.

• Infantry units may not enter the Minimum Range Fire Zone of an enemy unit and may not initiate Shock combat.

DISINTEGRATION

• All combat units now have their Effectiveness Rating reduced by 2 (instead of -1 as with Demoralization).

• A formed unit must check its morale if any friendly unit leaves an ad-

jacent hex while executing a Disordered or Routed retreat.

- Combat units may not enter the Minimum Fire Zone of an enemy unit and may not initiate Shock combat. Cavalry units may no longer initiate a charge during the *Friendly Command Phase.*

[20.36] Allied Withdrawal Option

Commentary: The Russian Army Commander Bennigsen had as a signature tactic withdrawing his army to fight another day rather than risk possible encirclement and destruction. The following rule presents the Allied Player with the same strategic option. Historically the withdrawal happened during the night – even though many subordinates urged Bennigsen to stay and fight the next day. To attempt the withdrawal during daylight would have been a gamble then and should be the same for the players if adopted.

1. Declaring Army Withdrawal

At the end of any Allied Command Phase, following the first time Russian Army Morale Level drops below 30, and the total of all French Corps Morale Levels is not less than the Allied Army Morale Level, the Allied Player may commit to "Army Withdrawal". If the option is declined at that time it may not be invoked in a later Phase or Game-turn.

Note: Timing on this will be critical for the Allied Player. If declared too late, there may well not be enough time to get the required troops off map. However, if the Russian Army does hit the 30 total far ahead of what its historical counterpart did, Withdrawal provides the Allied Player with at least an option to salvage a victory from being on the verge of being soundly crushed.

2. Withdrawal Procedure

The following actions and requirements are in effect when Withdrawal has been declared.

1. The Russian Army 100s marker is flipped to its Withdrawal side.

2. Bennigsen and all Russian Wing/Reserve Commands are dissolved and removed from play. The Russian Army Morale total is increased by each of their printed *Mobile Command* values.

3. All Russian troops *not* under the control of a Russian Detachment Commander revert to subordination to their original division. Cossacks are exempt from this requirement.

4. Any Russian reduced leaders on the Allied BC/FD are returned to the map (placed on any combat unit of their command). All Russian Division Leaders are flipped to their Mobile Command State and remain so for the end of the scenario. There is no *Command State Check* for Russian Division Leaders for the remainder of the scenario.

5. If the Allied Player has choices of LOC hexes to use, *Withdrawal* must be committed to one of the two LOC hexes that lead off-map to Konigsberg, or to the LOC hex that leads off to the Russian border. If the LOC option has been restricted to only one, that LOC hex must be utilized.

6. All Allied Attack Orders are immediately ended. No new Attack Orders may be issued for the remainder of the scenario.
   - The Fatigue Accruals for ending an Attack Order are applied to any affected infantry brigades.

3. The Effects of Withdrawal on Combat and Command Units

The following restrictions and/or requirements affect combat and command unit once Withdrawal has been declared.

1. A Russian "Rearguard" command must be created. If available, Bagration, (or any Wing Commander that has had its command dissolved), may be activated to assemble a new "Rearguard Command". The four Detachment Commanders and any Horse Artillery units and/or leader are now considered to be subordinate to the Rearguard Commander; i.e, a Detachment Commander is *In Command* if it is within twice the Command Radius of this Rearguard Commander or if he is in his *Mobile Command State*. Place the newly appointed Rearguard Commander anywhere on the map (even if he is alrady on the map).

2. The Russian player must determine which combat units are assigned to each Detachment Commander. The Allied player may assign any regiments, brigades and artillery batteries up to the Command Limit for Detachment Commanders (see 19.51). All Russian units not part of a Detachment Command are referred to as non-rearguard units after Withdrawal has been declared. Note: These rearguard assignments

may need to be written down.

3. As an exception to units being eliminated for exiting the map, Allied units are allowed to exit or retreat off the map edge within 6 hexes of the designated LOC(s) hex.

4. For the first four complete Game-turns following the commitment to withdrawal, all roads connected to the exit designated LOCs (up to 24 hexes along the roads) are treated as other terrain. (*The army supply wagons, ambulances and the individual Russian regimental wagons would have been the first elements to commence the grand retreat.*)

4. The units of L'Estocq's Prussian Corps are unaffected by the *Withdrawal* event. They operate normally except that they may exit the north map edge at any single road hex at anytime.

4. Victory under Withdrawal

Once the Allied Player announces his commitment to *Withdrawal*, Demoralization is no longer the sole element in determining Victory Levels. The following criteria to determining victory apply:

1. If the Russian Army Morale Level reaches 0 after committing to Withdrawal the French Player wins. This Demoralization status is still determined only in the Game-turn Inter-phase.

2. If the Russian Army exits all non-Rearguard units before the final scenario Game-turn, and has no more than two Rearguard Detachment Commands left on map when the last non-Rearguard elements exit the map, the Allied Player wins.
   - Units of the Rearguard Detachments must have unblocked paths of movement to the LOC exit(s). These paths may not trace through French combat units or French Minimum Fire Zones.
   - Units of a Rearguard Detachment that cannot trace to an exit are calculated as eliminated and the Russian Army Morale Level is reduced accordingly. If this adjustment Demoralizes an otherwise non-Demoralized Russian Army the French Player wins.

4. If L'Estocq's Prussian Corps Morale Level reaches 0, even after the Allied player has satisfied the victory requirements of 2 above, the French Player wins.

5. If neither the French nor the Allies establish a victory the result is a Draw (*General Winter* may claim the victory).

[20.37] L'Estocq vs Ney: Prussian and French Reinforcement Options

As the battle raged on in the afternoon, both Napoleon and Bennigsen anxiously looked to the Northwest for the reinforcements they both desperately needed. For Bennigsen, the small Prussian force under General L'Estocq was expected, but their arrival was uncertain. What Bennigsen was unaware of was just how close the Prussians came to being blocked by Ney's VI Corps; originally charged with pursuing L'Estocq and preventing him from joining the Russians. Throughout the day, Ney was indeed nipping at L'Estocq's heels, but the old fox proved elusive and the Prussians were able to join the hard pressed Russian Army. By the time Ney received orders to move his corps to Eylau, it caused him to arrive too late to have any real effect on the battle.

During the day, both Napoleon and Bennigsen had no idea when or if Ney's VI Corps or L'Estocq's Prussians would arrive. The following two alternative reinforcement options are designed to create that same uncertainty for both sides. Players ignore the reinforcement schedule for units of the French VI Corps and the Prussian Corps and choose one of the following options before the start of play:

OPTION A: This variation presumes L'Estocq evades Ney and beats him to the battlefield, but both L'Estocq's and Ney's actual arrival times are not known or predictable. Use the following process to determine the arrival of the Prussians and VI Corps commencing Game-turn 27.

PROCEDURE

1. In two opaque containers, place 10 generic or "blank" chits (strength counters for example) along with two Prussian markers (Prussian Square markers) in one container, and 8 generic chits with two French Square Formation markers, for the French VI Corps, in the other container.

2. Starting on Game turn 25, draw one chit from the Prussian cup at the end of each *Game-turn Interphase*.

   • If the chit is blank, there is no arrival (set the chit aside).

   • If the chit is a Prussian marker, the Allied Player begins the Prussian reinforcement schedule in the same sequence using the *Variable Turn of Entry Sequence Numbers* starting with Group 1 that Game-turn (see Allied Reinforcements on the 20.3 Allied Scenario Card). Empty the cup and place the Prussian Morale Level markers at their starting values on the Allied Army Morale Track.

3. On the Game-turn after the last Prussian unit enters, the French Player begins drawing for Ney's arrival from the French container.

   • The Allied Player may not delay the arrival of Prussian units to prevent VI Corps arrival. *Note: Prussian arrival delay to use a different entry hex is still allowed, but the Prussians involved are still considered arrived when entry was scheduled.*

4. One chit is drawn each turn at the end of the *Game-turn Interphase*.

   • If the chit is a blank marker, there is no arrival (discard the chit).

   • If the chit is a French marker the French Player begins the VI Corps reinforcement arrivals, on *that* turn, starting with Group 1 and using the same sequence as that of the *Variable turn of Entry Sequence Numbers*. Place the French VI Corps Morale Level markers at their starting values on the VI Corps Morale Track.

OPTION B: In this option L'Estocq and Ney are locked in a cat and mouse game which makes the time of their arrival, or even its likelihood, extremely uncertain. Neither player will know ahead of time if the Prussian force or the French VI Corps will arrive first. Nor in what strength.

PROCEDURE

1. In a wide mouth container, place 13 generic or "blank" chits and add two Prussian Square Formation markers for the Prussian Corps and one French Square marker for the French VI Corps, for a total of 16.

2. Beginning on Game turn 25, at the end of the *Game-turn Interphase*, draw one chit from the container. If the chit is a generic chit, there is no arrival. If the chit is one of the Square Formation markers, the following occurs depending on the first Square marker drawn:

If the first chit is the Prussian Square marker, the Allied player begins the Prussian reinforcement arrivals on *that* turn (keeping the other Prussian marker in the cup), and using the same sequence as that of the *Variable turn of Entry Sequence Numbers*. On the game-turn *after* the last Prussian unit enters, the French player then continues drawing for the VI Corps arrival; one chit each turn during the French Movement Phase.

   • **If the other Prussian marker is drawn** before the French marker is drawn, all units of the *optional Prussian Rear Guard* (RG, Prittwitz) immediately enter at entry hex I. These units must move east as quickly as they are able until they are more than 12 hexes from entry hexes H and I. If this occurs, all units of the *optional French 1/2/VI* (Marcognet's brigade) automatically enter entry hex I on the following game-turn. The remaining units of the VI Corps *Reinforcement Groups* begin entering two Game-turns later in the order of appearance (with the same turn gaps) as indicated in their historical schedule of entry (see *French Scenario Card* for Scenario 20.3).

   • **If a French marker is drawn,** the French player begins the French VI Corps reinforcement entry *that* turn. Drawing chits discontinues *and the optional reinforcements are not available to either side*.

If the first chit is the French Square marker, the French player begins the French VI Corps reinforcement schedule *that* turn, using the same turn sequence as that of the *Variable turn of Entry Sequence Numbers*. On the following game-turn the Allied player continues drawing for Prussian arrival one chit each turn during the Allied Movement Phase.

   • **If no Prussian marker is drawn after the fourth draw,** the Prussians are considered engaged with Ney's remaining forces off-map and do

not enter as reinforcements. The optional reinforcements for both side are not available. In addition, the French VI Corps Groups 4, 6 and 7 are no longer available and do not enter as reinforcements.

   • **If a Prussian marker is drawn,** the Prussian reinforcements begin entering that game-turn in accordance with their reinforcement schedule. The Allied player may bring the Prussian reinforcements in at any Prussian entry area he chooses (see map). Neither the French VI Corps nor Prussian optional reinforcements are available.

OPTION C: *In the days running up to the battle of Eylau, Ney's orders were clear; prevent the Prussian force from joining the Russian Army. Ney was making good on his mission by chasing L'Estocq further north and away from the main Allied Army. However, at the start of the battle on the 8th, Napoleon thought it better to have VI Corps at Eylau for the "big envelopment" of Bennigsen's army rather than keeping the Prussians at bay. Early on the 8th, an order to Ney was hastily dispatched, entrusted to Ney's aide-de-camp. Unsure of his way by the more direct route to the northwest, and fearing Cossacks intercepting wayward couriers, the young officer opted for the known path and rode southwest to Landsberg where he could pick up Ney's line of march. This decision caused him to reach VI Corps Headquarters well after 2:00 in the afternoon; at least four hours more than if he had risked taking the more direct route.*

In this option, the courier's choice of route becomes the great "what if". It presupposes he had taken the risk and chosen the more direct way, causing Ney to break off pursuing the Prussians and arrive at Eylau hours before he did. Of course, the Prussians would have been freed to make a more direct march to join the Russian army as well. Use the following procedure to determine the potential early arrival of the French VI Corps, possibly ahead of the Prussians.

SET UP ADJUSTMENTS

During initial set-up, place one of the French VI Corps Morale Level markers on turn 19. **Note:** Players will use the printed reinforcement schedule for both the French VI Corps and the Prussian Corps.

PROCEDURE

1. In a wide mouth cup, place 17 generic or "blank" chits and add 2 French Square Formation markers and one Prussian Square Formation marker for a total of 20.

2. Starting on Game-turn 19 draw one chit from the container at the end of the *Game-turn Interphase*. If the chit is a blank marker, there is no arrival. If the chit is one of the Square Formation markers, the procedure is implemented as per OPTION B with the following differences:

If the first chit is the French Square marker, the French player begins the French VI Corps reinforcement schedule *that* turn using entry hexes **G**. On the following Game-turn the Allied player continues drawing for Prussian arrival one chit each turn during the *Allied Movement Phase*. Once a Prussian marker is drawn, the Prussian units enter *that* turn using their reinforcement group schedule at entry hexes I. *All optional units are available* to both sides and arrive as part of the reinforcement schedules.

If the first chit is the Prussian Square marker, the Allied player begins the Prussian reinforcement schedule sequence *on the following* turn. On the game-turn after the *first* Prussian unit enters, the French player continues drawing for VI Corps arrival during each subsequent *French Movement Phases*. On the first French marker drawn, the French VI Corps units begin their arrival *that* turn using entry hexes **G** per the group sequence of the reinforcement schedule. If the French player delays drawing until the last *non-optional* Prussian unit enters, he may enter at the French historical Entry Hexes(H and I) and in the same sequence. Neither side receives their optional reinforcements.

Prussian Rear Guard Optional Reinforcements and Fatigue
The Prussian Rear Guard (RG, Prittwitz) Brigade does not accrue fatigue as other brigades do. Instead, if they arrive as part of an optional reinforcement, they enter at *Fatigue Level 1* and remain so to the end of the scenario.

[20.38] Optional French III Corps Entry
Commentary: Players must agree ahead of starting play if the French Player will be allowed to employ the following options for III Corps. It will add yet

another layer of uncertainty to the contest. While both sides knew III Corps was in pursuit of the forces defeated off map previously, once the cavalry screen was driven off the Russian Commander would have been in the dark about what orders the III Corps might have received. One option would have been to attempt to seek to sweep around the Eylau position using roads further to the east.

The French Player has three options available for the III Corps variable entry: the *Historical Arrival Schedule* (no changes) or two alternatives; A.) *Delayed Arrival Schedule* or B.) *Shifted Arrival Schedule.* Prior to the start of the game, the French player must choose which option he will select.

OPTION A: Delayed Arrival Schedule

The III Corps can delay entry to allow all elements to enter as one united command. Units of III Corps cannot enter under this option sooner than Game-turn 10.

1. Troops of Gudin's 3rd Division are not available sooner than their historical schedule if the French Player enters troops of the 1st and 2nd Divisions earlier.

2. The units of III Corps can enter using any entry areas from E to F2 along the southern map edge.

OPTION B: Shifted Arrival Schedule

Commentary: The Historical deployments restrict players to a confrontation based upon Napoleon's decisions upon determining that the Russian Army had not once again withdrawn during the night. It was intended to collapse the wings of the Russian Army and cut off their lines of retreat on the battlefield. The first option opens up with the French Player focused on the Russian right flank instead. In which case the III Corps might have been brought in to cover what IV Corps was assigned historically. Or players could seek to recreate Napoleon's tactic of the battle of the central position. The second option creates a greater gamble by sending III Corps further east in an attempt to cut the Russian Army from its line of communication with a wide encirclement maneuver.

The III Corps reinforcements enter in the same sequence per the historical schedule. As a special rule, if the III Corps adopts the alternative arrival schedule described below, the Light Cavalry Brigade of III Corps may exit the south map edge without being eliminated.

The following two processes are followed if the Shifted option is committed to by the French Player. The French player must choose which shift he will commit to; West or East.

III Corps Shifts West

1. The units of III Corps can alter their arrival of entry from any roads along the southern edge of the map east of hex C0101.
   - The arrival schedule of all units of the III Corps is shifted back four Game-turns earlier; arriving in the same order they were scheduled

to. The special French reinforcement rules for Turns 5 and 6 are not used, instead they enter normally. Their turn order of entry is the same, starting on Game-turn 1.

2. To represent concerns the Russian Army command would have had about being flanked by the arrival of a French Corps arriving from the south, the Allied Player must remove 3 Light Cavalry regiments and/or Cossack regiments from the map, adding the two Cossack reinforcement units; Efremov III and Ilovaiski IX. All these units are placed at Game-turn 13 on the Game-turn Track.
   - When the Game-turn marker reaches turn 13, a die is rolled for each regiment. Each regiment is then delayed that many Game-turns.
   - Upon their return, the regiments are placed with their assigned brigade or with or adjacent to the Russian Reserve Commander or any Cavalry Commander. They operate normally from that point on.

   Note: It would be presumed that some scouts from the Russian left flank would have eventually determined III Corps was not advancing as otherwise was the case.

3. If this Option is chosen before the start of the scenario, all units of St-Hilaire's infantry division and Klein's Dragoon cavalry division must be relocated to the north of Eylau. In addition, the Light Cavalry brigades of Durosnel (Lc/VII) and Bruyere (2/Lc/CR) are redeployed to other positions. The French player repositions the following French units and formations to their new locations indicated:
   - **Durosnel's Light Cavalry:** 20 Chs/Lc/VII; A1338, 7 Chs/Lc/VII; A1239, 5/6 HA/Lc/VII; A1339
   - **Bruyere's Lt Cavalry:** 1 Hus/2Lc/CR; B0916, 13Chs/2Lc/CR; B1016
   - **Klein's Dragoons:** 2 Drg/1/1Dr/CR; A3421, 1 Drg/1/1Dr/CR; A3321, 14 Drg/2/1Dr/CR; A3222, 4 Drg/2/1Dr/CR; A3122, 1/2 HA/1Dr/CR; A3221
   - **St-Hilaire's Division:** All French units of the 1st Division, IV Corps (1/IV) and 3/5 HA/IV; set up within 2 hexes of B0122

III Corps Shifts East

1. The III Corps shifts its arrival to entry hexes F2 and E2. Units designated to enter at entry hex E now enter at hexes E2. Likewise, those designated to enter at Enty area F, now enter at F2.
   - The entry arrival schedule times of all units of the III Corps entering at F is delayed two Game-turns. The entry arrival schedule times of all units entering at E is delayed three Game-turns.

2. The start of the game is moved to turn 7. All other rules stay the same.

3. The special French and Allied Reinforcement rules for Turns 5 and 6 are still used, they are applied 2 Game-turns later and at F2 entry area.

Connecting the First Day's Battle to the Second
Alternative Set-up Particulars from Scenario 20.1 Results

The results of the 7th greatly informed how both sides positioned themselves for the opening moves on the 8th. As an alternative to the setup provided for in *Scenario 20.3: A Winter's Victory,* players may use the results of the first day's scenario and apply them to the start of the battle of the 8th. Although the set-up positions are unaltered, the losses to individual combat and command units may be quite different from the historical situation provided. Added to this is a possible Victory Level shift, which taken together, may alter the player's thinking on their opening options. Use the following protocol to transfer the results of scenario 20.1 to the units and stating victory level of scenario 20.3.

A. Starting Victory Level Adjustments
The Victory Level at the conclusion of the 20.1 scenario becomes the starting victory level for 20.3. Set the Victory Level marker to the same level as the final level in scenario 20.1.

B. Casualty Recovery
Both sides recover troop and gun Strength Points from combat units which suffered losses during the fighting on the 7th (see 20.46.3).

Command Units: Command unit losses on the 7th may be restored on a die roll of 5 to 9. For those Command units that did not recover, place

them as reduced or replaced in their designated starting positions.

Combat Units: Each Infantry battalion, cavalry unit, and artillery battery (not half-battery) recovers $1/2$ (rounded up) of the troop or gun Strength Points it lost during the February 7 Game-turns.

For those combat units that are reduced in strength and those artillery units that have unrecovered gun losses from Scenario 20.1, place them in their designated set-up position on the map with the appropriate Strength Point marker .

C. Morale Level Adjustments
Calculate and set the Russian Army and French Corps Morale levels adjusting for combat unit and leader losses per 20.46.4; (ignore section 3).

D. Russian Class 1 Artillery Battery Gun Losses
For the initial gun loss check required per 20.32.3, Section B. Allied Setup, the Allied player adds 1 to the die roll for any batteries *that did not get drawn out of the container* (of the Special Russian Artillery Reinforcements from the first day scenario (see 20.14.2).

Only the above adjustments need to be made for the alternate setup for Scenario 20.3. Players can now continue the remaining setup process and begin the scenario.

20.4 | A Massacre Without Results

The Grand Two Day Battle of Preussisch-Eylau, February 7 & 8, 1807

*T*his scenario combines the battles of the 7th and 8th and begins with the delaying action of the 7th on map A (Scenario 20.1) and adds maps B, C, and D which includes the deployment of the entire Russian Army present on the 7th. The special Russian commands are not yet present because Bennigsen had not settled on a plan of action. However, this scenario will allow the Russian player (and to a lesser extent, the French player) more freedom to create their own command structure and conduct the battle differently than the two opposing commanders at the time.

Several factors contributed to Bennigsen deciding to make a stand at Eylau— the battle that did happen at that place and time was solely his call. Previously the ground where Bennigsen paused to engage the French were locations where only a portion of each army could engage and where Russian artillery were limited. Russian awareness of the French ability to advance along separate fronts and consolidate quickly from several approaches kept them slipping back in a series of rear guard actions to avoid being enveloped. The situation presented to Bennigsen at Eylau was much more to his advantage than was previously the case in earlier engagements.

The Scenario: This scenario presumes that events to the northwest and south of the battlefield on February 7 play out pretty much along historical lines. The constraints imposed during the transition stage are structured to keep players from exploiting the knowledge they possess about their foe that could not have been available to their counterparts. Within those boundaries the variable challenges presented to the players should prove worth the effort.

▶ **DESIGNER'S NOTE:** This scenario is designed as a "self-directed" historical study with fewer restrictions. Combining the two separate days of battle into one grand exploration of the possible will move players away from *The Battle of Eylau* to a more divergent and less scripted *Battle at Eylau*. Using the rules and the previous scenarios as a tool set, players are enabled to choose from those options *and must devise their own solutions*. It is hoped that the experience of an open grand tactical exercise, and not the calculated reach for an artificially imposed set of rules and victory conditions, will be realized as the greater purpose.

[20.41] Scenario Length

The scenario begins on the French Movement Phase of Game-Turn 30, (February 7). The battle for the 7th will conclude with a Night Transition process and continues into the next morning on the 8th with many of the options provided for in Scenario 20.3.

[20.42] Initial Deployment

1. MAPS REQUIRED

All maps A,B,C and D are used (see 20.32).

2. GENERAL SET-UP REQUIREMENTS

The following steps must be attended to before individual sides are set up. Use the General Set-up Requirements from Scenario 20.1 with the following exceptions and additions:

1. Place the two Brigade Commitment/Fatigue Displays nearby. The French use the display as for Scenario 20.3. The Allies use the BC/FD for the 7–8 February scenario (Scenario 20.4). Note: There is no fatigue accrual for the first day, but the Allied player must place all command units that do not begin on the map on the Allied BC/FD as one or more may be activated during the 7th. The French player(s) will not need the French BC/FD until the Transitional Night Game-turns of the 7th.

2. Orders may or may not be required during the 7th, but will be required beginning with the February 8 Game-turns. Note: Attack Orders are not used during February 7 Game-turns.

3. As with 20.12.A, Army and Corps Morale levels are not tracked for the February 7 Game-turns. Morale Levels will be established during the Transition Night Turns.

4. Set the Visibility markers in the Unlimited space on the Visibility Track.

5. Both French and Allied Headquarters are not used on the 7th and neither Army Commander receives any CPs during the first day. HQ counters will be placed during the Transition Night Game-turns.

6. Artillery Ammunition is unlimited throughout the 7th. Starting with turn 1 on the 8th, artillery ammunition rules apply normally.

FRENCH:

1. The French units set up on Map A per the setup card for **Scenario 20.1**. All set-up instructions for French units apply per 20.12B, (FRENCH).

ALLIED:

1. The Russian units set up on Map A per the setup card for **Scenario 20.1**. All set-up instructions for Allied units apply per 20.12B, (ALLIED).

2. Allied units that set up on Maps B, C, and D are first placed in their designated hexes per the **Scenario 20.4** set-up card. Once all units are placed on the map, those units (on Maps B, C, and D) may be repositioned within 4 hexes of their set-up hexes. Note: Allied units on Map A may not be repositioned.

3. Allied units on Maps B, C, and D, that are repositioned within 4 hexes of their starting setup hex, do so with the following conditions:
   - Russian infantry battalions must be placed in or adjacent to another battalion bearing the same regimental designation.
   - Russian Light artillery half-batteries must be placed adjacent to an infantry battalion bearing the same divisional designation.
   - All Allied units must initially face southwest.
   - Infantry battalions initially set up in column formation and all artillery units set up limbered.

4. Allied command units on Maps B, C, and D are set up in their *Standing Command State*, and all Division Leaders begin as *Inactive* (place an Inactive marker on each Division Leader). Note: Bennigsen and all Detachment Commanders begin as activated.

5. Once all units are placed on Maps B, C, and D, they may move and activate during the 7th Game-turns per the Allied Special Rules below.

6. All Russian artillery units placed on Maps B, C, and D must check for gun loss (see Introduction; page 13). Note: Artillery gun losses incurred during the 7th need to be recorded separately (players can make use of Artillery Ammunition markers for this).

[20.43] February 7 Game-Turns: Special Rules

The following additional procedures and restrictions are employed on the February 7 Game-turns.

[20.43.1] FRENCH SPECIAL RULES

1. French command units may not enter a hex northeast of the major road from Althof (B2810) through Eylau (A2731) to Entry Hex E (C0106) until Game-turn 1 on the following day (the 8th).

[20.43.2] ALLIED SPECIAL RULES

1. Russian brigade commands that do not start the scenario activated may

activate normally *or* be involuntarily activated when a French combat unit comes within 6 hexes of a unit of that command.

2. Allied combat units on Maps B, C, and D may not move until Game-turn 37. A Russian Division or Brigade Leader may not be sent an order until Game-turn 37 (unless involuntarily activated).

3. Beginning on Game-turn 37 until the first Transitional Night Turn, a Russian combat unit may move, *without its brigade being activated,* if it is in the Command Radius of the Division Leader (or Detachment Commander) which its brigade is assigned to, **and** that leader is within the Command Radius of Bennigsen. The Division Leader is flipped to his *Mobile Command State* side, but retains the Inactive marker. Note: This form of movement does not commit the brigade. During the *Command State Continuation Segment* of the *Hourly Game-turn Interphase, Inactive* Division Leaders are automatically flipped to their *Standing Command State* if not within the Command Radius of Bennigsen.

4. No Russian Brigade Leader may be voluntarily activated until Bagration has fulfilled the conditions of 20.14.2 and is northeast of the **Withdrawal Line** (see 20.14.2 and 20.16.1). To voluntarily activate, a Russian Brigade Leader must receive an order from his Division or Detachment Commander who in turn has an order from Bennigsen.

   • Any brigade that begins on Maps B, C, or D that is voluntarily committed during the 7th, immediately adds 3 Fatigue Points to its Fatigue Point Level. Note: These Fatigue Points are not accrued, but they are also not removed and carry over to the 8th Game-turns; i.e., the brigade starts the next day with 3 Fatigue Points.

5. Once placed, Cossacks units may not move until the last Night Game-turn of February 7 (turn 59). Note: A Cossack unit (its Cossack leader) is released from this rule if a French combat unit comes to within 8 hexes of it.

[20.44] Night Game-Turns (53–59)

In addition to the effects of Night Game-turns on command and combat units (see 19.9.3), the following rules are in effect when playing the combined two-day scenario:

[20.44.1] Declaration of a Ceasefire

Starting with the first Night Game-turn (53) and continuing until Game-turn 59, a ceasefire can be declared.

1. During the start of the *Game Turn Interphase* of any Night Game-turn, either player may propose a ceasefire. If both sides agree, then a ceasefire is declared for the remainder of that day's Night Game-turns. If both sides do not agree, then play continues normally with no ceasefire.

   • If no fire or shock combat occurred during the previous Game-turn, then a ceasefire may be declared by either player.

   • A ceasefire is automatically declared on Game-turn 59 if it has not already been declared.

2. Once a ceasefire is declared, play continues with the following restrictions added to the Night Game-turns:

   • shock combat and fire combat of any kind is not allowed and the *Reciprocal Fire Phase* and the *Allied and French Shock Phases* are removed from the Sequence of Play.

   • a unit not adjacent to an enemy unit may not move adjacent to an enemy unit. A unit which begins adjacent to an enemy unit, may move to a hex that is adjacent to an enemy unit only if it moving towards its nationality's LoC hex.

[20.44.2] Ceasefire Bonus on Corps and Army Morale Levels

If the ceasefire happens before Game-turn 59 (9:30 PM), both sides will have increases to their starting Army and Corps Morale levels for February 8th (see 20.46.5) according to the following rates:

• The Russian Army will gain +7 Morale Points to their starting Army Morale Level *for each turn* prior to Game-turn 59 that the ceasefire is declared. However, for each division that began setup on Maps B, C, or D and was *voluntarily* activated on the 7th, this bonus is reduced by 1 Morale Point per turn.

• Each French Corps (which entered Map A), will receive +1 Morale Point to their starting Corps Morale Levels *for each turn* prior to Game-turn 59 that the ceasefire is declared, .

[20.44.3] Victory Level Determination when Ceasefire is Declared

Immediately after a ceasefire is declared, players must determine the victory level for Scenario 20.1 based on the conditions of 20.16. Note that play will continue for the combined scenario after the Victory level is determined.

[20.45] Night Transition to the Following Day

The following guidelines cover activities from the end of the **Night Gamr-turns** on February 7, through the two **Transitional Night Game-turns,** 60 and 61. They represent a few hours of actual time in order to accelerate periods of minimal activity, rally units, and generally reposition each sides units in preparation for the next days battle.

[20.45.1] TRANSITIONAL NIGHT GAME-TURNS – SPECIAL SEQUENCE OF PLAY

FIRST TRANSITIONAL NIGHT GAME-TURN

1. **Mutual Rally & Command Phase**
   A. Command Segment
   1. Rally all units: Remove all Disordered and Routed markers; no requirements for rally and no losses to routed units. Return all Exhausted cavalry to normal (see 20.46.1).
   2. Reset all command units: All Division Leaders and Corps Commanders in their *Mobile Command State* are set to their *Standing Command State.*
   3. Reset formations of combat units: All infantry battalions are set to their Column formation side. All artillery units are set to their limbered side (see 20.46.1). A unit not within the command radius of its brigade or division leader, may be relocated to a hex that is within the command radius of its brigade or division leader.
   B. Light/Jaeger Battalion Consolidation Segment
   1. Return skirmish units to their battalions: All reduced Light and Jaeger battalions must return enough skirmish units to bring each battalion up to at least $1/2$ of its original strength, if possible. Battalions that are in the Light or Jaeger Battalions Box must be returned to the map with at least 1 SP. The battalions must be placed adjacent to a battalion of the same regiment *or* within the command radius of a leader with the same brigade/divisional designation *or* may be placed in a hex of a returned skirmish unit.

2. **Mutual Movement Phase**
   Both sides may move units according to the Transitional Night Game-turn Special Movement rules (see 20.46.2).
   A. Moving Side Determination Segment
   The side that controls the most town hexes of Eylau (10 of 18 Hard Cover hexes) chooses who moves first (see 20.46.2.2).
   B. First Side Movement Segment
   The side required to move first may move all units adhering to the Separation Procedure limits to enemy units and in accordance with the rules for Special Movement.
   C. Second Side Movement Segment
   The side moving second, may move all units in accordance with the rules for Special Movement.

3. **Command Organization Phase**
   A. Allied Organization Segment
   1. Wings & Reserve Commands: The Allied player may create one or more Wings and Reserve Commands (see 20.47.1)
   2. Infantry and Cavalry Rear-Guard Detachment Assignments: Infantry and Cavalry Rear-Guard Detachments may be allocated infantry and cavalry brigades (see 20.47.3).
   3. Grand Battery Commands: The Allied player may create 1, 2, or 3 Grand Battery Commands, or none if so desired (see 20.47.2). If no Grand Battery is created, place all *Special Russian Artillery Reinforcement* units (from Scenario 20.1) within the Command Radius of the Division Leaders bearing the same divisional designation.
   B. French Organization Segment
   1. Light Cavalry Detachments: The French player may create an ad hoc Light Cavalry group or assign the two "independent" Light Cavalry Brigades to a higher level command (see 20.48.1.)

SECOND TRANSITIONAL NIGHT GAME-TURN

1. Casualty and Jaeger Recovery Phase

A. Drunken Jaeger Recovery Segment

Place all removed *Drunken Jaeger* battalions (from Scenario 20.1) on maps C or D within the command radius of the Division Leader bearing the same divisional designation **or** adjacent to an on-map Jaeger battalion with the same regimental designation.

B. Casualty Recovery Segment

Both side recover strength points from combat units having suffered losses. Command units recover on a die roll of 5–9 (see 20.46.3).

2. Mutual Movement Phase

Both sides may move units according to the Transitional Night Game-turn Special Movement rules.

A. Moving Side Determination Segment (Determined from the First Transitional Night Game-turn.)

B. First Side Movement Segment

The side required to move first, may move all units in accordance with the rules for Special Movement.

C. Second Side Movement Segment

The side that moves second, may move all units in accordance with the rules for Special Movement.

3. Army and Corps Morale Level Phase

Calculate and set Russian Army and French Corps Morale levels adjusting for combat unit and leader losses (after recovery) and the Game-turn of Ceasefire (see 20.46.4).

4. Command Organization Phase

A. French Independent Division Creation Segment

The French player may create one Independent Division if desired (see 20.48.2).

B. Command Unit Deactivation Segment

Return all Brigade and Division Leaders to the BC/FD (except Cossack leaders). Place an *Inactive* marker on all Corps/Wing and Detachment Commanders. Bagration is removed and placed in his space in the Allied BC/FD.

END OF TRANSITIONAL NIGHT TURNS

[20.45.2] TRANSITION to the FEBRUARY 8 GAME-TURNS

At the conclusion of the second *Transitional Night Game-turn* on February 7, play continues to the February 8 Game-turns with the following general set-up requirements:

- Place the Game-turn marker at Game-turn 1 on its February 8 side.
- Place the Turn Phase marker at the *Allied Command Phase*.
- Set the Snow marker on the first space on the Game-turn Track with a Snow icon and place the two Wind Direction markers in their respective Wind Direction compasses. Determine direction of the prevailing wind (current wind directions will be rolled for if a snow event occurs).
- Place the Allied CP marker at 2 on the Army CP Track on the Allied BC/FD. Place the French CP marker at 0 on the Army CP Track on the French BC/FD.

1. All rules for **Scenario 20.3 "A Winter's Victory"** are used for the February 8 Game-turns except for the following:
   20.31; 20.32: 1,2 and 3; **20.34.A: 20.34.B;** 1, 2, and 3.

2. In addition to those rules and restrictions from Scenario 20.3, the following are in effect for the February 8 Game-turns:
   - French units, except those of VI Corps, may not enter a hex that is within 12 hexes of entry hex "I" until all units of L'Estocq's Purssian Corps have entered the map.
   - Allied units (excluding units of L'Estocq's Purssian Corps), may not move into a hex that is within 8 hexes of entry hex "H" until at least 6 French VI Corps units have entered the map.
   - All artillery units begin February 8 with 8 points of ammunition.
   - All artillery units on either side, may not execute fire combat until Game-turn 6.
   - Prior to Game-turn 6, Allied Jaeger and French Light battalions

may detach up to 1 skirmish unit each without causing the brigade to activate. These skirmish units may not move beyond 4 hexes from the detaching battalion.

[20.46] Night Transitional Game-turn Special Rules

The special rules and conditions that apply during Transitional Night Game-turns are explained in the following sections:

[20.46.1] Special Rally Rules

Both sides remove all Disordered and Routed markers. No Routed unit is reduced when Rallied. Exhausted cavalry units automatically return to their normal side when they rally.

- When rallied, infantry units must be set to column formation artillery units must be limbered.
- Any rallied artillery crews are immediately returned to their batteries. If the reunited artillery unit is in the Minimum Range Fire Zone of an an enemy unit, the owning player rolls for gun loss and repositions the artillery unit up to 8 hexes away.
- An artillery unit in a hex that contains an enemy combat unit is considered captured; eliminated, remove the battery and the crew.

[20.46.2] Movement During Transitional Night Game-turns

The following movement rules apply during Transitional Night Turns:

1. Movement Conditions

During Transitional Night Game-turns, the Movement Allowance of all combat units is increased by 4 and all command units have a Movement Allowance of 8. A unit pays one Movement Point for each hex regardless of terrain type entered or crossed (exceptions: Frozen Wetland and Woods hexes are prohibited unless traversed by a road).

- Units may not change formation.
- There is no cost for changing facing, however, artillery units must still check for gun loss while moving.
- If beyond 8 hexes of an enemy unit, a unit may not move to within 8 hexes of an enemy unit (see 2. Separation Procedure).

2. Separation Procedure

During the *Mutual Movement Phase,* players must first determine the order in which a separation of opposing forces will be conducted.

1. The side that controls the most town hexes of Eylau (10 of 18 adjoining Hard Cover hexes) determines *Movement Order*. Note: The Gothic Castle and Church are not counted as Eylau town hexes for determining control.

2. During the *First Side Movement Segment,* the side required to move first must withdraw any combat units that are within 6 hexes of the opposing player's combat unit (counted as hexes, not Movement Points) until none are within 6 hexes of an enemy unit.
   - The Russians withdraw toward Map D and C.
   - The French withdraw toward the French LoC hex on Map A.

3. During *The Second Side Movement Segment*, the moving player may move any and all of his units, which do not occupy a Hard Cover hex, must move away and be at least 8 intervening hexes from any enemy units at the conclusion of its movement. A unit in a Soft Cover hex reduces the intervening hex requirement by 2. A unit in a Hard Cover hex reduces the intervening hex requirement by 4 at the end of its movement.

4. A combat unit that cannot withdraw to a hex where they have a clear path (because of prohibited terrain, enemy units, and/or enemy Minimum Range Fire Zones) is removed. The troop or gun Strength of the unit is reduced by 50% (rounded up) and the unit placed adjacent to another unit bearing the same brigade/divisional designation.
   - A Russian clear path is to a Russian LOC hex.
   - A French clear path is to French Entry Hexes A and B.

3. Command & Control

During the *Mutual Movement Phase,* of both ***Transitional Night Game-turns,*** combat units and brigade leaders retain the normal command and control rules in order to move (see 17.12). Note that this is different from the restricted command rules during the *Night Game-turns*. During the two Transitional Night Game-turns, the following special rules are in effect:

1. Command units use their full Command Radii.

2. Corps Commanders and Division Leaders are considered to be In Command (as if in their *Mobilized Command State*).

[20.46.3] Recovery of Reduced Command and Combat Units

During the Transitional Night Game-turns there will be a limited straggler recovery process.

A. Command Unit Casualties

During the *Transitional Night Game-turns*, both sides check on the severity of the wound of any command unit that became a casualty on the 7th. Roll one die for each reduced leader. If the die result is an 5–9, the wound is considered slight and the command unit recovers and is turned back to full, any other result and the leader is severely wounded (or has died) and his replacement continues in his stead as a reduced command unit.

Army Commander Losses: If Napoleon becomes a casualty on February 7th the Allied Player wins (start over). The Allied Player has the following adjustments made if a command unit does not recover from leader Loss:

• If Bagration becomes a casualty he is unavailable for the rest of the game.

• If a Russian Detachment Commander becomes a casualty he starts February 8th as a Reduced Detachment Commander.

• If Bennigsen becomes a casualty the French Player wins.

Designer's Note: Either Napoleon or Bennigsen becoming a casualty should never happen. These rules are designed to give them both more than reasonable protection. If players desire, they can create house rules to keep on playing out the extended scenario … or start over.

B. Combat Unit Casualties

Combat units that have taken losses during the February 7 battle do so individually during the Casualty Recovery Segment. Each unit recovers $\frac{1}{2}$ (rounded up) of the troop or gun Strength Points it lost during the February 7 Game-turns.

[20.46.4] Army and Corps Morale Calculations

The Russian Army and French Corps Morale Levels are not set until the last phase of the 2nd Transitional Night Game-turn. The players employ the following steps to establish their base Army and Corps Morale Levels:

1. The **Russian Army Morale Level** is set at 194 on the Allied Morale Level Track. If the Optional Rule 21.41 is used, set the Russian starting Morale at 182. The **Prussian Corps Morale Level** is 28; not set until the first Prussian units of L'Estocq's Corps enters as reinforcements.

2. Set the **French Corps Morale Levels** to the following values on their individual Corps Morale Level Tracks: **Imperial Guard:** 32, **IV Corps:** 52, **VII Corps:** 34, **III Corps:** 48, and **Cavalry Reserve:** 38. The **VI Corps** Morale Level is 32; markers not set until the first units of VI Corps arrive on the map (see 20.33).

3. Add the morale bonus points to the Russian Army Morale Level for early ceasefire. Add the French morale bonus points to the following French corps for early ceasefire: **IG, CR, IV Corps** and **VII Corps.** (see 20.44.2)

4. Reduce the morale values for the Russian Army and the French Corps for command units that were reduced and did not recover (20.46.3); subtract morale points within each command according to the schedule in 20.35.

5. Reduce the morale values for the Russian Army and the French Corps (and any created independent division) for each reduced or eliminated combat unit within each command according to the schedule in 20.35.

[20.47] Russian Command Reorganization

Historical Note: During the evening of the 7th, Bennigsen reorganized his divisions into four "Wings": Left, Center, Right, and a Reserve. Each wing was given an overall wing commander appointed from the division leaders. A "Grand Battery" was also created for each wing by stripping the "heavy" foot batteries from the divisions. Additional ammunition supplies were issued to the grand batteries from the supply trains and a leader was assigned to each grand battery to coordinate the battery's fire. The four reserve detachments, previously created as part of a rear-guard, were provided additional units and posted on both flanks of the army and to the rear of the army. All of these leaders along with their specific commands are included in the scenario for the 8th. For the combined two-day scenario, they must be created by the Russian player.

The following rules are used and are designed to simulate Bennigsen's options. Creation of Wings, Grand Batteries are not required (however, assigning units to the existing Detachment Commanders is), but they provide significant benefit to the Russian player. Rules 20.46.1 thru 20.46.3 apply to the combined two-day game only.

20.47.1 Creation of Wings

Beginning with the *Allied Organization Segment* in the first Transitional Night Game-turn, the Russian player may create individual wing commands for the Russian Army using the following procedure.

1. Place any number of Wing Commanders (up to 4) on the map in the desired locations for each Wing within 16 hexes of Bennigsen; this will include the Reserve "Wing" Commander, Dokhturov. Remove the division leaders with the same name (and marked with a "7") as the Wing Commander created and replace them with the new Division Leader.

2. Next, the player may assign Divisions to the Wings by placing the ***Division Assignment*** markers in the spaces beneath each wing commander on the Allied Brigade Commitment and Fatigue Display (BC/FD). Note: The number of divisions assigned to a Wing Commander may not exceed the number of Division Assignment spaces connected to him.

3. In following *Movement Phase*, the units of each assigned divisions must move to the "proximity" of the Wing Commander they were assigned to. At the end of the 2nd Transitional Night Game-turn, at least one battalion of each of the assigned divisions must be within the Command Radius of the Wing Commander to which they were assigned to.

4. Once assigned to a Wing a division may not leave the Wing Commander's command.

[20.47.2] Creation of Grand Batteries

During the *Grand Battery Commands* portion of the *Allied Organization Segment*, the Russian player may create one or more "Grand Batteries". The following Procedure is used for the creation of a grand batteries:

1. Place one or more Grand Battery Leaders, one for each respective "Wing", in any hex within the command radius of the Wing Commander or within the Command Radius of Bennigsen. This hex defines the central location of the grand battery. The Grand Battery Leader placements should follow the position of the "Wings" even if no Wings are created; i.e., facing west, the Right Wing to the right, the Left Wing to the left, and the Center between them. Each Grand Battery Leader must be placed beyond 6 hexes of another. Note: Creation of Grand Batteries is not predicated on the creation of Wings.

2. The player may then reposition any and all Russian Class 1 batteries (and Prussian batteries) by simply placing each within the command radius of any of the Grand Battery Leaders (up to 7 batteries per Grand Battery Leader). When placed, an artillery battery is positioned as ***unlimbered***, facing in any direction.

Note: All Russian Heavy (Class 1) batteries that were drawn as ***Special Russian Artillery Reinforcements*** (from Scenario 20.1) are used as well as those that are currently on the map. The Allied player must roll for gun loss for each of the *Special Russian Artillery Reinforcement* units, (adding 1 to the die roll for any batteries that did not get drawn out of the container).

3. Any Russian Class 1 or Prussian artillery unit that is within the command Radius of a Grand Battery Leader at the end of the *Command Organization Phase* is considered subordinate to the Grand Battery Leader and subject to the rules for Grand Batteries described in 19.52.

[20.47.3] Rear-Guard and Artillery Reserve Detachment Assignments

During the *Allied Organization Segment*, the Russian player may assign additional brigades to any of the Rear-Guard and Reserve Cavalry Commands and/or create a Horse Artillery Reserve (see the Allied BC/FD). The following procedures are used for the assignments to each command.

1. Rear Guard Right and Rear-Guard Left Brigade Assignments: During this segment, the Allied player may assign any infantry brigade and up to one cavalry brigade to each of the two Rear-Guard Detachment Commanders (**Baggovut** and **Markov**). For each infantry brigade to be as-

signed simply move the Brigade Leader counter from his box on the Allied BC/FD to a box under the Rear-Guard Detachment Commander. For the cavalry brigade, use the *Cavalry Brigade Assignment* markers.

2. Reserve Cavalry Right and Reserve Cavalry Left Brigade Assignments: During this segment, the Allied player may assign any cavalry brigade to each of the two Reserve Cavalry Detachment Commanders (Pahlen III and D. Golitzyn V). For each cavalry brigade to be assigned place its corresponding *Cavalry Brigade Assignment* marker in the spaces beneath the desired Reserve Cavalry Detachment Commander. A Reserve Cavalry Command must have at least 2 cavalry brigades assigned to it. Any cavalry brigade not assigned is assumed to be subordinate to its designated division.

3. Creation of a Reserve Horse Artillery Command: To create a Reserve Horse Artillery command, place the Reserve Horse Artillery Detachment Commander (**Bogdanov II**), in any hex within 8 hexes of the Army Commander (Bennigsen). Reassign from 2 to 4 Horse Artillery Batteries (both half battery units) by simply relocating them within 2 hexes of the Bogdanov II command unit (one of the Batteries must be in the same hex occupied by Bogdanov).

[20.48] French Command Reorganization.

The following rules are designed to recreate the ability the French had of almost instantly organizing brigades from different commands into an *ad hoc* "combat team" or detaching a division for a specific mission.

20.48.1 French Light Cavalry Detachments

During the *French Organization Segment*, the French player can combine two or more Light Cavalry brigades to form a "Light Cavalry Detachment" or assign the two independent Light Cavalry Brigades to a corps or a cavalry division. Two French Light Cavalry Brigades, **2/Lc/CR (Bruyere)** and **Lc/VI (Colbert),** are somewhat "independent", as the commands to which they are normally subordinate to are not on the map. The following options allow the French player to determine how to position these two, and perhaps other, Light Cavalry brigades.

1. The two French Light Cavalry Brigades, **2/Lc/CR (Bruyere)** and **Lc/VI (Colbert),** may be assigned to any Corps. The French player simply states which corps each brigade will be assigned to. These assignments are permanent for the 8th.

2. The two French Light Cavalry Brigades, **2/Lc/CR (Bruyere)** and **Lc/VI (Colbert),** may be combined with up to two other Light Cavalry brigades (from the Corps) to form a Light Cavalry Detachment. Napoleon, Murat and one Corps Commander (of the attached cavalry brigade) may be designated as the only commanders that may send orders to a brigade of this cavalry detachment.

20.48.2 Creating a French Independent Division

During the *French Organization Segment*, the French player can designate one infantry division as an "independent" division. Any division from IV or VII Corps may be so designated. The divisional artillery unit(s) plus one other (from the same corps) may be attached to this division.

- A portion of the Morale Points from the division's corps must be transferred as a separate *Independent Division Morale Level,* using the following formula.
  Total the following values: 4 x each battalion (2 if at $1/2$ strength or less); 1 x artillery crew SPs; 1 x each brigade leader; 2 x the division leader; 1 x leader bonus values. Divide the total by 3 (dropping any remainder). The resulting number is the starting **morale level value** for the Independent Division. Place the *Independent Division Morale Level* markers on the Corps' Morale Track and reduce the number of morale points from the Corps' by the same amount.

Note: Regardless of the division designated, refer to 20.34.A-5 as a model for the rules governing an Independent Division.

[20.49] Victory Conditions

Victory is checked at the end of the French Shock Phase and before the Game-turn Interphase of the next turn. **The Victory conditions are the same as for Scenario 20.35.**

21.0 | Optional Rules

The following optional rules are intended to add a greater level of historical flavoring, but may do so at some expense to playability. These optional rules may be used individually or collectively by mutual agreement of both players before the start of any scenario. Most of these optional rules have been tried during playtesting and those noted with a laurel wreath icon are particularly favored by players.

21.1 | OPTIONAL MOVEMENT RULES

[21.11] Movement While in Square Formation

An infantry unit in Square Formation may move at a cost of 1 additional movement point per hex. A unit in square may not enter an obstructed hex and if it moves into a Frozen Wetland hex, Light Cover hex, or crosses a Soft Cover hexside or a Stream hexside, it Disorders.
1. At the end of its movement a unit that has moved while in Square Formation must make a morale check.
- If the unit passes then there is no effect.
- If the unit fails, it is Disordered and retains the square.
- If the unit fails and suffers a Disordered retreat, it remains Disordered in the hex and removes the square marker.

[21.12] Operational Movement

Operational Movement allows a unit to simply add 2 Movement Points to its Movement Allowance. During its Movement Phase, a Formed unit may **add 2 Movement Points** to its Movement Allowance if it meets the following:
- The unit is *In Command* and not Disordered or Routed.
- The unit remains at least 4 hexes away from any **non-routed** Enemy unit throughout its movement (3 intervening hexes). A unit must end its movement the instant it moves within 4 hexes of any enemy unit.
Unlike Grand Tactical Movement, a unit pays all costs for facing, formation changes, and terrain, while using Operational Movement.

[21.13] Brigade and Regiment Movement

Units of the same regiment or brigade may move in unison as a single multi-unit **Brigade or Regiment Group** (henceforth referred to as simply a *"Brigade Group"* or *"Group"*). To do so, one unit of the *Brigade Group* is moved one hex, then the next unit, etc., one at a time, until all have moved one hex. The sequence is repeated for the second hex, and then the third until the desired movement is completed.
- All units of a *Group* must begin adjacent to another unit of the same brigade or regiment.
- Each unit pays its normal Movement Point cost individually for each hex entered and Disorders or adopts *General Order* as required. For each hex entered, any opportunity fire occurs after all units of the Group have completed their move ; a Group is considered one unit for purposes of Special Firing Opportunities.
- For each hex, each unit of the Brigade Group completes its move before any action is taken by any Brigade Group unit due to the effects of enemy fire combat, shock combat, and/or requiring a morale check; i.e., they are presumed to be moving together as one unit.

21.2 | OPTIONAL FORMATION and STACKING RULES

[21.21] Combining Battalions for Single Fire Combat

The top two infantry battalions in the same hex may be assumed to be side by side if their troop strengths do not exceed a maximum number for the formation they are in. For the French, the units must be from the same brigade. For the Russians, the units must be from the same regiment.
- **Line Formation.** If the combined strength of a stack of infantry battalions in line formation is 8 or less, the units may combine their strength to fire as a single unit. Their fire is directed at a single target hex and occurs as a single fire combat.

- **Column Formation.** If the top 2 infantry battalions in the same hex are *in column formation,* and their individual troop strength is 8 or less, the units may combine their strengths to fire combat as a single unit, directed at a single target hex.

- **Receiving Enemy Fire.** When receiving enemy fire, the top unit incurs the fire combat result when the enemy fire is from the left 3 hexsides and the second unit incurs the fire combat result when enemy fire is from the right 3 hexsides (from the two front facing apex).

[21.22] Skirmish Unit Special Stacking Rule

Skirmish units may stack with any infantry battalion regardless of command designation or formation type. However, if stacked with a battalion not within their parent command they do not add to the battalion's fire strength but do add to the shock combat strength. If stacked with an artillery unit they add to the shock defense strength.

[21.23] Skirmish Unit Special Movement Rule

A Skirmish unit must pay 1 additional Movement Point whenever it moves adjacent to an enemy formed unit or a hex in an enemy Minimum Range Fire Zone.

[21.24] Additional French "Line" Skirmish Units

A **French Line** battalion may detach one additional *Line* Skirmish unit per game if its strength is not less than 1/2 of its original troop strength. The strength of the Line Skirmish unit to be detached is the same as for the "Light" skirmish companies; 1 for battalions with an original Troop Strength of 9 or less, and 2 for battalions with an original Troop Strength of 10 or more. Reduce the strength of the detaching battalion accordingly.

Note: A Line Skirmish unit is considered a loss to the battalion and counted as such for all purposes (i.e., even for Corps or Army Morale) at the time of detachment. If eliminated, there is no additional reduction for morale.

[21.25] French Line Skirmish Increased Effectiveness Value

At start of the 1806 campaign, most of the French regiments at Eylau had given up their Grenadier and Voltigeur companies to create Oudinot's Grenadier Division. However, the quality of the line battalions was still such that Fusilier companies used as skirmishers were almost indistinguishable from that of the Light Battalions. The following option reflects this higher quality and training of French units at this time.

If players agree, allow the French Line Skirmish units the same subscript 1 on their Effectiveness Ratings as that of the Light Skirmish units.

[21.26] Reduced Battalions Converted to Line Skirmish Units

At the start of the friendly Movement Phase, any infantry battalion (non-Light/non-Jaeger only) that has been reduced to 1 or 2 strength points may be converted to Line Skirmish units of equal strength. The battalion must be *In Command* and not Routed or Disordered.

- A Russian battalion that has been reduced to one strength point may convert that SP to a single strength Line Skirmish unit.

- A French battalion that has been reduced to one or two strength points may convert those SPs to a 1 or 2 strength Line Skirmish unit.

Once converted, the battalion is removed from the map and treated as eliminated.

[21.27] Combining Battalions for a Single Regimental Unit

Two or more battalions bearing the same *regimental designation* occupying the same hex, may combine to act as a single "regimental" unit. The Effectiveness Rating of the top most battalion is assumed to be the Effectiveness Rating for the "regiment".

- When in Column or Square formation, the total strength points in the hex may not exceed 28.

- When in Line formation, the total strength points in the hex may not exceed 18.

Note: A Russian regiment that adopts an Extended Line formation, uses one of the battalions as its Extended Line marker.

21.3 | OPTIONAL CAVALRY RULES

[21.31] Cavalry Defensive Fire Combat

A Dragoon, Hussar, and Chasseur cavalry unit may fire during the opposing side's Shock Combat Phase when receiving shock combat from an enemy unit. They fire at Minimum Range only and at half strength (rounded up). The firing cavalry unit uses the Skirmish/General Order Formation row on the Infantry Fire Combat Table.

- They may not have declared, or may not later declare, an Opportunity Charge in the same phase.

[21.32] Unreliable Russian Cavalry

In order for a Russian cavalry unit to initiate a charge, the Allied player must roll twice for morale. If either die roll is greater than the cavalry unit's Effectiveness Rating, the morale check fails and the cavalry unit (stack) may not initiate the charge.

- If both die rolls are *less than* the cavalry units Effectiveness Rating, the may initiate and execute the charge normally. If both die rolls are *less than 3* of the cavalry units Effectiveness Rating, the checking unit adds 1 to its Effectiveness Rating during the ensuing charge.

- If both die rolls are *greater than 2* of the unit's Effectiveness Rating, the cavalry unit immediately Disorders and retreats 2 hexes.

[21.33] Milhaud's "Girly" Dragoons

The performance of the 3rd Dragoon Division during the campaign and especially at Eylau was below expectations and marked by "a series of unfortunate affairs". It was well commanded by the able and dashing General Milhaud, a light cavalry officer recently promoted to command the division, but new to the Dragoons. The regiments themselves had received a large amount of foot dragoons as replacements with little to no equestrian skills or battle experience. During the battle, they seemed overawed by the Cossacks and reluctant to engage the enemy – giving a lackluster effort in support of Davout's attack. Their performance was so disgraceful that later, the French cavalry corps took to referring to them as "dragonaille", a word roughly translated as "girly dragoons".

The regiments of the French 3rd Dragoons are already reduced in their Effectiveness Ratings to reflect their sullied reputation, however, if players wish to get a real sense of their lack of elan and reluctance to engage, the following charge rule should be applied to each regiment of the division:

- for each charge attempt, regiments of the 3rd Dragoons must roll twice to check morale. If either roll causes the unit to fail its morale check, the unit may not charge per the normal charge rules.

[21.34] Cavalry and Shock Combat

Normally, cavalry units *must* initiate a charge in order to execute a shock attack. However, during the Phasing Player's *Shock Phase*, a friendly cavalry unit may execute a shock attack against an adjacent enemy unit *or* move one hex and execute a shock attack against an adjacent enemy unit. This is considered normal shock combat; *it is not a charge.* In all other ways it is executed as regular shock combat.

- The cavalry unit may make a one apex facing change (without incurring enemy opportunity fire) before making the shock attack or moving to execute a shock attack.

- Heavy cavalry units execute this special shock attack as Disordered (if unaffected by the results of any enemy fire combat).

[21.35] Light Cavalry Skirmish Order Formation

During the Phasing Player's *Movement Phase,* a friendly Light Cavalry unit may deploy into *Cavalry Skirmish Order Formation.* To do so, the owning player simply places a *Cavalry Skirmish Order* marker on the Light Cavalry unit (LC) with 2 or more strength points, anytime during the cavalry unit's movement at a cost of 2 Movement Points. A cavalry unit may "reform" from Skirmish Order at the start of its *Movement Phase* at the cost of 2 Movement Points and may assume any facing. Deploying to or reforming from Cavalry Skirmish Order is a change of formation; a unit must reform if the strength falls below 2 SP . While in skirmish order, a cavalry unit has

a Movement Allowance of 2 and moves as if it has all-around facing.

A. Cavalry Skirmish Zone

When deployed in *Cavalry Skirmish Order*, the cavalry unit projects a "Cavalry Skirmish Zone" from its front and flank sides based on its current Troop Strength; 2 hexes if its troop strength is 4 or less, or 3 hexes if its troop strength is 5 or greater (see diagram below). The Cavalry Skirmish Zone projects into all type of terrain hexes and across all hexsides terrain types except for Hard Cover hexes and Major Stream hexsides.
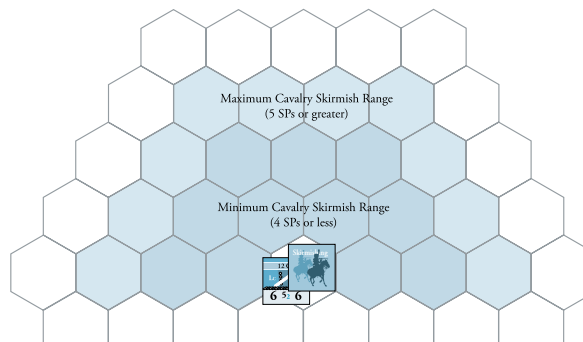
B. Combat Capabilities of a Cavalry Unit in Skirmish Order

While in *Cavalry Skirmish Order*, a cavalry unit may execute fire combat only during the **Enemy Movement Phase** or either **Shock Combat Phase** (exception; Cossack units may not execute fire combat). It may not fire during the *Reciprocal Fire Phase.* Whenever it executes fire combat, a unit in *Cavalry Skirmish Order* fires as a Class 3 firing unit on the Skirmish/General Order Formation row at 1–2 Fire Strength. Fire combat is executed at the Maximum Range row regardless of the range.

During the Enemy Movement Phase, it may execute fire combat at an enemy unit (or stack) if that unit leaves a hex within its Minimum Cavalry Skirmish Range, or leaves a hex in the Maximum Cavalry Skirmish Range and enters the Minimum Cavalry Skirmish Range.

During the Enemy Shock Phase, it may fire on any enemy combat unit (that is not executing a charge) if that unit leaves a hex within the Minimum Cavalry Skirmish Range as it executes a shock attack. An enemy cavalry unit that has initiated a charge from within the Cavalry Skirmish Range, is fired on only once by the cavalry unit projecting

During the Friendly Shock Phase, it may fire on any enemy combat unit if that unit is in a hex within the Minimum or Maximum Cavalry Skirmish Range. A target hex may be fired on only once and the number of fire combats during the Friendly Shock Phase is limited to the number of SPs divided by 2 (rounded up).

C. How Units are Affected by an Enemy Cavalry Skirmish Range

During movement, an *unformed* unit pays 1 additional Movement Point to enter into a hex that is within the Maximum or Minimum Cavalry Skirmish Range of an enemy cavalry unit in *Cavalry Skirmish Order.* Units that are Routed and within a Cavalry Skirmish Range may not rally.

D. Cavalry Skirmish Order and Shock Combat

While in *Cavalry Skirmish Order,* a cavalry unit has the following restrictions and capabilities during shock combat:

• it may not initiate a charge nor execute a shock attack.

• it is automatically Disordered if defending during a Shock Attack. Except during an enemy charge, it may refuse an enemy shock attack by conducting a Disordered Retreat (Dr). If it is in an enemy charge zone, it may attempt to "Reform" at the start of its *Movement Phase* by making a morale check (as if it is in *General Order*). If it passes, the *Cavalry Skirmish Order* marker is removed and the cavalry unit may assume any facing in the hex. If it fails, it Disorders.

21.4 | ARTILLERY OPTIONAL RULES

[21.41] Russian Light Artillery Deployment

The Russian Light Artillery were distributed among the infantry regiments within their division; typically a half battery to a regiment. The guns were further split up in pairs to support individual battalions. Their actual combat efficacy is debatable; what they gave up in concentrated

fire power, they supposedly made up in a morale boost to the units. To better reflect this infantry/artillery blended formation, remove all Russian Light Artillery units [Lt] from the game and instead assume the following combat benefits to all Russian infantry battalions:

• When an infantry battalion has lost $1/2$ of its original Troop Strength(rounded down), the additional SPs for the attached light guns is reduced to 1. When the battalion's strength is reduced to 1, the Light Artillery Gun strength is assumed to be 0 and the battalion no longer receives the −1 die roll modifier for morale.

• Whenever a battalion checks for morale, a −1 modifier is applied to the die roll (exception: not applied when executing a shock attack).

• Add 2 strength points to the battalion whenever it fires as an infantry fire combat (or 1 strength point if it has been reduced by $1/2$). During Shock Combat, the additional Light Artillery Gun Strength is not added when the battalion is **attacking**, but is added when the battalion is **defending**.

• The infantry unit may fire 1 or 2 SPs *as artillery fire* if the target is at 3–4 hexes (Medium Range Fire Zone) and there was no infantry fire combat during the same phase.

[21.42] Russian Artillery Formation Change

Russian Artillery batteries were generally larger and the guns and limbers more difficult to handle than their French counterparts. Players may wish to use the following rule to reflect these differences.

• All Russian Foot (Class 1) Artillery may change formation only at the beginning of their movement.

[21.43] Artillery Movement while Unlimbered

Artillery batteries were capable of moving short distances while still unlimbered. This was accomplished by the crew using Bricoles or by horse connected prolonges attached to the gun carriage.

An unlimbered artillery battery (with crew) may move one hex in any direction during the *Movement Phase*. The hex moved into must be a clear terrain hex, and must be free of any non-skirmish friendly units. Any hexside moved across may not be a Stream or Soft cover hexside.

PROCEDURE

To move an unlimbered battery, the owning player **must** first declare which direction the unit is moving, roll a die and apply all modifiers; if the result is the artillery unit's *Firing Class* or less, the artillery unit may move into an adjacent clear hex. If the modified die result is greater than the artillery unit's *Firing Class*, the artillery unit Disorders and may then move. If the modified die result is *4 or more* than the artillery unit's *Firing Class*, the artillery unit Disorders **and may not move.** Apply the following modifiers to the die roll:

−1 if moving into one of its two rear facing hexes

+1 if moving into a hex in an enemy Medium Range Fire Zone

+1 if currently Disordered

+2 the hex moving into is a higher elevation than the hex it is moving from

• An artillery unit may not attempt to move into an enemy Minimum Range Fire Zone

• An artillery unit that Disorders while attempting to move forward (into a hex through either its front facing hexsides), may not move if it becomes Disordered.
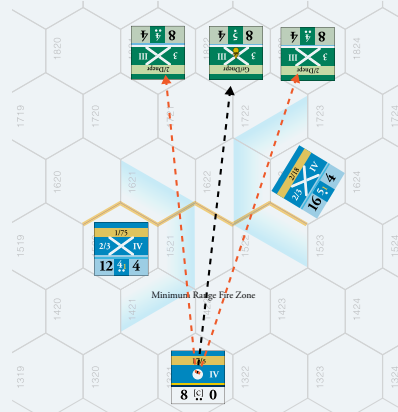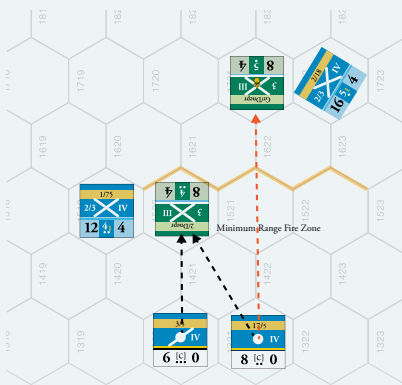
[21.44] Flank Fire for Disordered Artillery

An artillery battery that is Disordered and is defending during Shock Combat may fire up to $1/3$ of its gun strength (rounded up) through either of its flank facing hexsides (not both). Any subsequent, or preceding, fire combat out of its frontal facing hexsides in the same phase is reduced by the same amount as fired (or will fire) from its flank facing hexside.

[21.45] Artillery Fire Line of Sight Restriction

One of the primary principles of artillery tactical doctrine in the Napoleonic era (or any era, for that matter) was to avoid killing one's own troops with one's own artillery. The basic line of sight rules allow for a greater amount of liberal interpretation when sighting to a target – that is close to or between friendly units – than artillery units of the time simply did not enjoy. The fol-
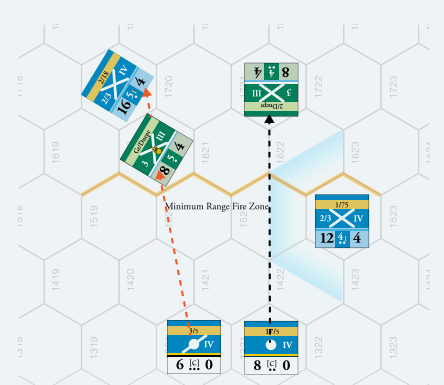
Restricted Artillery Fire Line of Sight Examples

Russian target in 1721 is blocked (friendly unit adjacent to target hex). Russian target in 1520 is ok because target hex is in the artillery unit's Minimum Range Fire Zone.

Russian target in 1620 is blocked as the French unit in 1719 is adjacent to it, even if on the far side of the target. Russian target in 1721 is not blocked from 1321 as the LoS traces along the hex spine and does not enter the half hex.

Russian target in 1822 is not blocked (no half-hexes near either friendly battalion is entered). The Russian targets in 1821 and 1823 are blocked due to friendly zone half-hexes in 1521 and 1622.

lowing line of sight restrictions are an attempt to bring a more realistic sighting practice to artillery fire when targeting enemy units.

In addition to not firing over friendly units (per 10.42.4), an artillery battery may not fire at an enemy target, beyond its Minimum Range Fire Zone, if there is a friendly unit that is near the LOS (and not adjacent to the firing artillery unit). If the friendly unit is adjacent to the target hex, or if the LOS from the artillery unit to the target hex crosses through the unit's hex or an adjacent *half-hex*, then the LOS is blocked for purposes of firing. A friendly unit adjacent to the firing artillery unit does not obstruct the line of sight in an adjacent hex. Note: LOS along a hex spine does not enter either half-hex.

21.5 | OPTIONAL FIRE COMBAT RULES

[21.51] Line and Extended Line Limited Fire Combat
Infantry units in Line and especially Extended Line formations allowed them to cover a wider front but limited the number of muskets they could actually bear against a single point in front of them. The following optional fire combat rules attempts to bring a more historical feel to the fire capabilities of units in line within the abstracted restrictions of the game's hexagonal framework.

Line and Extended Line at Minimum Range Fire

1. A target unit may receive a maximum of 9 strength points of enemy fire from any two enemy frontal facing hexsides of enemy units in Line Formation (see Figure 1). When firing at Minimum Range, a unit in Extended Line may adjust its divided strength to each portion ±3 Strength Points (for a maximum of 9 strength points to one side).
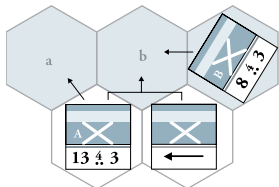
Figure 1.

In *Figure 1*, a unit in Extended Line (unit A) splits its fire in two unequal parts; 8 SPs firing into hex *b* and 5 SPs into hex *a*. The unit fires at an enemy unit in hex "a" first and the fire combat is resolved (reducing the enemy unit for any loss). Next, the remainder of unit A fires at an enemy unit in hex "b" and that fire combat is resolved. Next, the enemy units in hex "a" and "b" then resolve morale checks (in order). After the opposing player takes his fire combat, unit B may fire at the enemy unit in hex "b" with 8 SPs. Unit B may fire up to 9SPs into hex "b" because unit B is facing a different "two enemy frontal facing hexsides" of the enemy unit.

2. If a unit **in Extended Line fires at the center target hex** in its Minimum Range Fire Zone, the maximum Fire Strength of the unit (unit and marker) firing into the center target hex may not be greater than 9 SPs. The remaining SPs may fire into either the left most *or* right most target

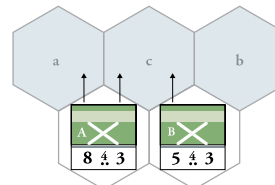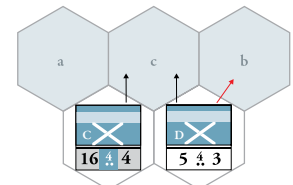hex in the minimum range fire zone.

Figure 2.

Figure 3.

In *Figure 2*, two separate units in Line Formation fire into hex "c". Unit B may not split its fire and fires at the defending unit in hex "c" at its full 5 SPs. Unit A splits its fire, firing 4 Strength points into hex "a" and 4 SPs into hex "c". Units A and B make separate fire combats reciprocating with the opposing player, however, when unit A fires, it fires twice before the receiving enemy units check for morale. In Figure 3, unit D may not split its fire and fires at an enemy unit in hex "c". Unit C in Column fires normally into hex "c".

3. If two adjacent battalions **in Line Formation**, facing in the same direction, fire into the target hex between them within their Minimum Range Fire Zone, *the combined total Fire Strength of both units may not be greater than 9.* Any remaining SPs are not used or fired into the left most *or* right most target hex. An infantry unit in any other *non-line formation,* that is to the flank of a unit in line, may fire normally into the hex between them as long as the friendly unit in line is firing at a strength of 5 or less. An infantry unit in Line Formation, firing at Minimum Range, may split its fire into two facing hexes if it has a current Troop Strength of 6 or more.

[21.52] Disordered Line and Extended Line Fire Combat
Units in Line and Extended Line that become Disordered may be assumed to retain some semblance to their original facing (or not, depending on what you really think is going on when a unit becomes Disordered). The following optional fire combat rule further reduces the fire capabilities of Disordered units in Line when firing from their flank or rear facing hexsides.

Disordered Line and Extended Line Fire Strength Restrictions

Like artillery units, a unit that is in Line or Extended Line **and Disordered**, retains its facing. However, unlike artillery, it may fire up to $1/4$ (rounded up) of its troop strength if it fires from one of its Flank hexsides. The remaining Troop strength of the unit may fire through only its frontal facing hexsides (i.e., firing from the flank is in addition to it firing from its facing hexsides.

21.6 | SIMPLIFIED LINE of SIGHT
If the line of sight algorithm is a little more than you can deal with, replace all of rule 10.41 with the following line of sight rule when two units are on different elevations.

If the two units occupy hexes on different elevation levels, the LOS is

blocked only if any intervening hex is at an elevation level *higher* than the two observing units (see 10.42). The "Reverse Slope" rule remains in effect (see 10.43); i.e., if the higher of the two units occupies a slope hex and the LOS to the lower unit traverses a full (non-slope) hex of the same elevation, the two units cannot observe one another.

21.7 | OPTIONAL SHOCK COMBAT RULES

[21.71] Predesignating Shock Attacks

Prior to any shock combat, the phasing player declares all shock attacks for infantry battalions at the beginning of his *Shock Combat Phase* (skirmish units need not predesignate). He does so by placing a Shock Attack marker on the attacking hex pointing to the hex to be shock attacked. As each shock combat is resolved the marker is removed. ADDITIONAL OPTION: Skirmish units may conduct Shock Combat attacks only after all predesignated attacks are resolved.

[21.72] Cavalry Passing a Square During a Charge

The following rules/procedure allows cavalry to pass-through (go around) non-disordered Square formations and continue to charge into the Charge Zone. Whenever a charging cavalry formation is required to execute a shock combat against a unit in Square formation it may (at the players option) attempt to avoid shock combat and go around the Square and continue its charge into the Charge Zone.

PROCEDURE:

1. The defending Unit in Square first conducts its normal "opportunity fire". The following steps are then followed regardless of whether or not the opportunity fire disorders the charging unit.

2. Prior to conducting the shock attack, the charging player declares his intention to "avoid the square" and rolls a die. If the result of the roll is equal to or less that the current Effectiveness Rating of the top cavalry unit, then the cavalry unit(s) may pass through the hex occupied by the square. If the result of the roll is greater than its face value, then the cavalry unit(s) must shock attack the square.

4. For a successful die roll the charging cavalry unit enters the hex with the enemy square and then immediately exits the hex through either of its own frontal hexsides as if the square unit were not present. The square formation then conducts an additional fire attack (by the back side of the square) before any additional actions are taken by the charging unit.

5. After receiving the 2nd opportunity fire, if the hex to be entered is occupied by yet another square formation the above procedure may be repeated (at the charging players option).

6. If the hex to be entered is not occupied by another square formation or is occupied by another enemy unit then the charging player may continue the charge using the normal charge rules.

[21.73] Variable Russian Infantry Shock Combat Bonus Values

For players that like a bit more volatility in their shock combats – at the cost of a little more "wristage", the following may be used to determine the value for the Russian Shock Combat Bonus:

Whenever a Russian infantry unit is involved in a Shock Combat, a die is rolled at the moment of initiation – either attacking or defending – on the following table:

Russian Infantry Shock Combat Bonus Table

Die Roll	Attacking	0	1-3	4-7	8-9
	Defending	0-3	4-7	8-9	•
Modifier Value		**0**	**+1**	**+2**	**+3**

[21.74] Limited Shock Attacks for Infantry Units

Normally, an infantry unit may execute two shock attacks during its Shock Combat Phase. The following rules places some limits on that capability:

1. Skirmish units and units in *General Order* may execute a maximum of

one Shock attack in a same Shock Combat Phase.

2. An infantry battalion that begins its Shock Combat Phase as a formed unit, must make a morale check after its initial Shock attack in order to initiate a second Shock attack.

21.8 | OPTIONAL COMMAND RULES

[21.81] Brigade Leader Initiative

During the Friendly Command Phase, a Brigade leader that is *Out of Command* (and not reduced) may put himself *"In Command"* by attempting **Brigade Leader Initiative.** To do so, the owning player rolls one die; if the result is less than the Brigade leader's Command Radius, the Brigade leader is considered to be *"In Command"* for the current Game-turn. The Brigade leader's Initiative die roll is modified by the following:

–# the brigade leader's Command Bonus

–1 if the Division Leader he is subordinate to has a Command Bonus *and he is also within twice the Command Radius* of that Division Leader

+1 if the brigade leader is Russian

If the die roll is greater than the brigade Leader's Command Rating, the brigade leader remains out of command and may not move.

21.9 | GUIDE to OPTIONAL COMBAT UNITS

FRENCH UNITS

1, 2, 3/25Lt/1/2/VI, 1, 2/27/1/2/VI, and 5/2 HA/VI

Units of Ney's VI Corps that were engaged with L'Estocq's Prussian Rear Guard. Possible reinforcements when one of the **Prussian and French Reinforcement Options** in Scenario 20.3 is used (see 20.37). *VI Corps Morale: +8*
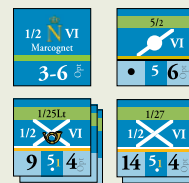
RUSSIAN UNITS

2, Gr/Podolsk/3/VIII

Two battalions of the Podolsk Musketeer Regiment were not present at the battle. They are added in the counter mix for historical interest. If used, place them with the 1st battalion of Podolsk. *Army Morale: +1*

1, 2, 3/23 Jgr/XIV

Order of battles do not agree as to the presence of the 23rd Jaeger Regt. at the battle. Arnold & Reinertsen do not include the 23rd in their OB; citing no narrative accounts for their participation. For those who feel differently, or if players want to give the Allies a few more skirmishers to work with, the 23rd Jaeger is offered as an option for scenarios 20.3 and 20.4. If used, the Allied player may place the regiment within the command radius of any Wing Commander or adjacent to any combat unit of the XIV Division. *Army Morale: +2*
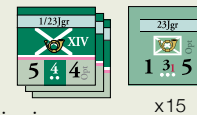
2/Grodno Hus/C/(II)

Originally part of XIV Division, order of battles do not agree if both battalions of the Grodno Hussars, or only one, were present at the battle. Some even suggest that it were not there at all! We went with half the regiment being present. But, it may not be incorrect to include its other half. If included, place the 2nd battalion adjacent to the 1/Grodno Hussars. *Army Morale: +1*

PRUSSIAN UNITS

Prittwitz/RG/Pr, 5 Hus"Prittwitz"/RG/Pr, Suttrheim Fus/RG/Pr, and Sowinski 6 HA/ RG/Pr

Units of Prittwitz's Prussian Rear Guard that were engaged with Ney's pursuing force just northwest of Altoff. May appear as possible reinforcements when one of the **Prussian and French Reinforcement Options** in Scenario 20.3 is used (see 20.37). *Prussian Morale: +4*

Designer's Notes

Every once in a while, a game comes along that captivates and delights you and transports you to another time and place; for me that game was Frank Davis' *Wellington's Victory*.[1] The original game was a bit of an enigma; people either liked it or they hated it. If you talk to those who liked the original *Wellington's Victory,* a wistfulness takes hold of them, and to a person, they wonder why more games were not generated out of that system. But, in their second breath, they start listing all its flaws and how, in their opinion, it falls short as an accurate and/or historical depiction of Napoleonic grand tactical warfare... and perhaps with some justification.

When it was first released, the original game was considered complex, but there was an elegance about it that, for me, other grand tactical games didn't quite have. It made lots of historical compromises (some say flaws) for the sake of playability, but it was interesting, exciting, and fun to play. None the less, as years went by, only two games made use of the system and the original *Wellington's Victory* seemed destined for the dusty shelves of classic status—hotly debated among the faithful as one of the great "near run things" in wargaming design history.

I heard all the knocks against it, and even had a few of my own; the skirmishers in Superman suits, the "cone of death" cavalry charge zones, unemployed command units running about the battlefield looking for work, and combat units made of porcelain… the list goes on. But, I viewed these issues as historical dents and scratches—not indicative of structural failure. I enjoyed the basic system and wanted to take up its cause by making my own game with it. I *chose* the original *Wellington's Victory* system — not to break it apart, or pick out some of the "acceptable" bits and reassemble it. I chose it because I thought it had value and I simply enjoyed the way it played.

My first attempt at adapting the game system to another battle was Austerlitz. It was pretty much a straight up Wellington's Victory goes to Austerlitz, but for a number of reasons, I wasn't happy with it and shelved it. Over the years, I kept on the lookout for a less overdone subject and the battle of Eylau seemed a good choice. Little did I know what a historical "rabbit hole" I was about to plunge into.

Initially, the task seemed simple; all I wanted was a "Battle of Eylau" game using as much of the original system as I could reasonably preserve. I already had the basic engine, and so, like all designers, I started laying out a map and working up an initial OB. My only starting modification was to change the combat tables and effectiveness ratings to an eight- or ten-sided die with an aim to adding some granularity. Also, I wanted to split the fire table into separate infantry and artillery tables, thus allowing for a more nuanced fire results than in the original system. As the development of the game progressed, I realized that to infuse more Napoleonic "historicity" into the system and allow players to experience something approaching the narrative of

the battle, a good many more alterations to the original system would have to be made.

The following comments are a mix of what some of the more significant challenges were in bringing this unique battle to life using a classic but tendentious game system, and what changes were made that, hopefully, gives it a modernity and renewed appeal.

The Order of Battle
The single biggest challenge was the order of battle. There were quite a few sources that we consulted and much to our dismay, no two exactly agreed. This was especially true for the Russian/Allied army. To start, we relied heavily on the Nafzigar Collection and an OB by John Wladis, (initially in OSG's Special Study Nr. 3). But as time went by, and more OBs were discovered, we started accumulating more conflicts that forced us to make some hard decisions, not only about unit attachments (the Russians creating an *ad hoc* "battle organization" the night of the 7th didn't help), but even having to choose which units were there and which were not. As we teased out what we thought was a very reasonable OB over the years, a couple of sources came our way that, thankfully, confirmed what we had already pieced together (and filled a couple of holes we had taken guesses on); A. A.Vasilev's "Composition of Allied Troops at Eylau" and Arnold and Reinersten's OB in "Crisis in the Snow".

What made the OB on the Russian side particularly troublesome was that units assigned to a brigade on the 8th (especially cavalry regiments) were assigned to a different brigade on the 7th. As the game developed, a few compromises had to be made for the sake of brevity. I changed the divisional designations of a few Russian units to match their newly assigned brigades on the 8th. These units are identified by their division designation in parenthesis. In the end, I think we got a very complete and accurate order of battle for the game.

Along with the orders of battle, came an understanding of the command structures for both armies—or in the case of the Russians, the lack of structure. The French army organization was fairly straight forward, with just a few formations being assigned outside of their normal chain of command. However, the Russian army leadership seemed quite comfortable with a "make it up as we go" approach for their command structure and seemed to have learned little from their disastrous performance at Austerlitz just two years earlier. What few changes they made in regularizing the higher formations of the army, seemed to have been forgotten during the Polish campaign of 1807. Structurally, the two opposing armies could not have been more different. This is evident by the fact that Bennigsen had no corps or a central cavalry reserve. Characteristically, he fell back to the old ways of organizing a large army; he created "Wings" and fashioned out a couple of *ad hoc* cavalry corps on the evening before the battle. Modeling the Russian command structure was a great challenge, and at first players may find

it a little tricky to master, but my hope is that the reward will be a fair understanding how it affected the course of the battle.

The Sequence of Play
The single most contentious feature about Wellington's Victory is the asymmetrical sequence of play; you either hated it or you were okay with it. Except for a few changes and additions, the sequence of play is structurally unchanged; this will no doubt disappoint all those who believes it gives one side an advantage, or was "unfair" or creates "oddities" that make it ahistorical.

The doctrinal differences in the two armies and what their tactical emphases were, I thought, made the asymmetrical sequence a good fit for this particular battle with these two particular adversaries. The Russians had an almost religious belief in the application of the bayonet, delivered by rows of steady if not impassioned peasants, while the French were much happier firing well disciplined volleys into their opponents ranks (with one of the best muskets on the continent) before closing with cold steel. The asymmetrical turn sequence seemed tailor-made for organically allowing the Russian units a shock advantage and the French units to move before the Fire Phase. Paradoxically, it also allows the French to move their cavalry *after a charge* and avoid potential enemy artillery fire.

Fire & Shock Combat
The fire and shock combat phases where not changed in the turn sequence, but within the Reciprocal Fire Phase the sequence of unit type fire did. The most significant change is that, within the phase, skirmish units now fire first, followed by formed infantry and then by artillery. Artillery has more opportunities to fire during other phases, and allowing them to fire first in the Fire Phase, gave them an almost invincible capability in the original system, which historically was not the case.

The fire and shock combat tables in the original system were an inspired piece of design work; both systematically and graphically, obviating the need for a Terrain Effects Chart. However, for all its elegance the Fire Combat Table was far too simple and didn't parse the differences in how infantry fire and artillery fire affected the same target. As the game evolved, the artillery fire was separated from the infantry which allowed for a better representation of fire results. Additionally, the infantry fire tables where split into separate French/Prussian and Russian tables. This allowed for a more nuanced results for each side; not only in their respective "to hit"capability, but also in the number of strength points inflicted.

Lastly, I introduced an "M" result that causes only a morale check. This facilitated a skirmish unit's ability to still affect a result on formed units while reducing their actual lethality.

Command and Control
The most significant addition to the turn sequence is the expansion of the Command Phases.

In the original system, once the brigades of a division or corps were committed, the division and corps leaders really had little or nothing to do; there was no ongoing command and control above the brigade leaders. The addition of "activity segments" for each level of command above brigade, along with the order delivery process, now gives the division and corps leaders, and even the army commander, real jobs as they issue orders down the command chain to commit formations and manage formations at every level during the course of the battle.

I believe the differences between the two command systems to be a major factor in how the battle for each army was managed. The "Orders" sending mechanic, the "Standing and Mobile" Command States for leaders, and the different command unit's activity sequence for sending and receiving those orders , will demonstrate how superior the French command and control machine was to other armies of that period.

The *Command State* rules was the distillation of a whole series of complex orders that came out of the desire to provide higher formations with an offensive benefit while putting some restrictions on how far brigades and divisions could maneuver, or keep them in place if ordered to defend. I've always disliked order writing systems (as historically good as they are) and therefore the invention of the "command state" (the brain child of the late Gary Moody) for division leaders and higher, obviated the need for written or separate and detailed set of "orders".

Effectiveness, Fatigue, and Morale

The original game system's activity of combining brigade commitment and combat strength losses to measure an army's morale was, to say the least, a ridiculously simplistic game mechanic to monitor an army's overall fitness. From the outset, I wanted an easy way to measure brigade fatigue (without checking off boxes on a paper roster) and not tie fatigue with army or corps morale.

The French army easily broke down from corps, division to brigades as their organization was fairly stable. However, for the Allied side, to facilitate the games's brigade fatigue mechanic, a number of liberties had to taken because of the impromptu nature of the Russian regimental assignments; particularly for the cavalry regiments.

The Russian Jaeger regiments were also a challenge as organizationally, they seemed to be "free agents". It wasn't clear who some of the Jaegers were assigned to or how they were managed during the battle. Early playtesting quickly showed that keeping track of Jaeger regimental assignments was more trouble than it was worth, so the decision was made to allow them to operate more freely than other infantry regiments with fatigue recording as an option.

The Brigade Commitment and Fatigue subsystem in Winter's Victory allows players to visually track brigade fatigue easily and separates the effects of brigade fatigue from army or corps morale.

Infantry Formations

The infantry formations have not changed much from the original system. The facing of formed units on the apex of the hex made so much sense to me as a model for the linear tactics of the time, that I felt no need to change it. I did allow them a few more capabilities, like "facing to the rear" and not getting fired on while changing facing one apex within an enemy Minimum Fire Zone. This helped smooth out the movement with fewer interruptions due to enemy fire combat; which in the original game could get quite excessive.

Skirmishers

The Skirmish units in the original game seemed to cause the biggest amount of heartburn among Napoleonic devotees, albeit with good reason. I always thought the basic concept was valid; that is, a separate counter representing a detached company of light infantry. However, within the restrictions of a highly abstracted environment, their role as "skirmisher" seemed misaligned to their historical purpose. They didn't really act like skirmishers in the game. At this scale it may not be practical to try to model a true skirmish function. Nonetheless, I still wanted to keep them, but bring them closer to their rightful status as unformed, detached, light infantry that operated most effectively in obstructed terrain. In fact, the term "skirmisher" may almost be a misnomer— but kept the term as a matter of convenience.

The hand-wringing about the skirmisher's hyper-capability in the original system has been raging on for decades. There is no question that in the skirmishers had way too much fire and shock capability. For *Winter's Victory* I wanted to make skirmishers highly vulnerable in the open and generally reduce their lethality, but still be able to attack and defend effectively in the confines of obstructed terrain. It was easy enough to reduce their fire capability on the fire combat table by making them a firing class 3; this third column has an additional M, which reduces their killing average while making their hit percentage still high enough to give them real tactical value. But this made them almost worthless in hard or soft cover where their fire would be more concentrated, so, I increased their firing class to "2" when they occupy hard or soft cover hexes which produced the effect I was looking for. I also reduced the effectiveness of infantry fire in a hard cover hex, but did not want to eliminate it completely (although there may be a valid argument to do so), and restricted infantry firing into Hard Cover to minimum range fire only. Lastly, the stacking of skirmishers comes with a price; the more you stack, the bigger a target they make. And in the open, against charging cavalry, they must either run or risk elimination.

Cavalry and Artillery

The way cavalry units operate in *Winter's Victory* changed little from the original system. However, I did increase the difference in effects between light cavalry and heavy cavalry. It always bothered me that a single strength hussar unit had the same morale effect on enemy units as a 9 strength point cuirassier. The morale modifiers have now been adjusted to account for the unit size and weight of a charging cavalry regiment on a receiving enemy unit. Light cavalry units have a lower effectiveness value for shock combat (even though their morale remains high) than that of their heavier mounted brethren. Now, there is a reason to keep the light cavalry on screening duty and save them for the later stages of the battle. I also allow cavalry to shock attack an enemy unit without having to initiate a charge.

The only formation addition is that the light cavalry can deploy (optionally) as "cavalry skirmishers", allowing them to cover a wider area than they normally do; particularly useful in dealing with those pesky Cossacks. I also thought that cavalry units recovered too quickly after a charge and that charges had no effect on fatigue. I introduced an "exhausted state" that requires a longer recover time from a charge and added fatigue points to a cavalry brigade's Fatigue total for each time a cavalry unit of the brigade charged.

The most significant change for the cavalry is to the cavalry charge zone. The charge zone is still a six hex cone, but now it is divided in two: a Primary Charge Zone and a Secondary Charge Zone. Enemy units, unless they attempt to change their facing or formation, check morale at the point of shock combat. If a cavalry unit doesn't actually attack an enemy unit in the charge zone, it may not need to check its morale. It also restricts the charging cavalry units to a narrower channel, reducing the spinning top effect of endless shock combats both inside and outside the charge zone.

A Sense of Snow

The battle of Preussisch-Eylau is unique in that it is the only major battle during the Napoleonic wars that was fought in the most miserable weather conditions imaginable.

There is little question that the winter weather played a significant part in the drama that unfolded on the fields of Eylau that blustery February day. The frozen lakes, the biting wind, a sudden snow blizzard, and of course the so called "deep" snow, all had a role in shaping the course of the battle. Indeed, if the lakes and ponds around Eylau were not frozen solid, it could be argued that the battle might well have not occurred there at all. Of all of these, the question of how much snow was on the ground during the battle is one of the most perplexing.

The common belief that the snow during the battle was three feet deep is, in my opinion, unrealistic in the extreme. The narratives, save for one, actually do not go into any detail as to the amount of snow on the ground, they just refer to it as deep snow. Anyone that takes part in winter activities will attest that, three feet of snow (92 cm)… is a lot of snow! In fact, half of that, say 18 inches (46 cm), is an imposing amount of snow. My opinion is that there was probably no more than 8–12 in. (20–30 cm) of snow at the start of the battle. And it would not surprise me if there were less.

I base this opinion on the different narratives describing the battle. Except for a couple of instances describing the effects of the "deep" snow on combat units, there is little mention of for-

mations struggling as they maneuvered, or artillery being hindered (except on icy roads), or troops being much burdened by the snow on the ground. It is not uncommon for survivors of a great event to exaggerate the hardship in order to enhance the glory. We will never truly know.

The other point to consider when determining amounts of snowfall, is that the amount of snow on the ground is almost never distributed evenly. The wind, depending on its velocity, will cause snow to drift, especially across undulating terrain. A stiff breeze will cause much of the snow to sheer off the windward side of a ridge or a rise in the ground and accumulate significantly on the leeward side. Therefore, the depth of snow could very well have been six inches in some places and 18 inches in others.

The wind, more than just the snow, would have had a much greater affect on those units facing into it. The snow was most likely a "dry" snow (tiny ice pellets), and facing into a 15–20 mph wind would have felt like needles in their eyes.

Nor does a blanket of snow turn the countryside completely into a featureless landscape. To be sure, snow will have an appearance of obscuring much of the low-lying terrain, but anything over a foot high will still be visible and possibly have an impact on movement and combat. Houses and huts, hedges and brush, fences and walls and animal stalls, all litter any nineteenth century agrarian landscape, particularly around towns and villages. A fence or low lying wall will still be visible. However, what lies beneath the snow can be treacherous. Steams or gullies will be masked by the snow as the depressions will fill with snow and make them almost disappear.

The lakes and ponds were quite frozen and seemed able to support the weight of all types of units. For the maps, I visually made them unobtrusive, to give players the same sense, as that of the actual units during the battle; moving over them without any notice or effect. However, streams, and even the narrowest of brooks, will have been bubbling away with exposed sections of open water. We know from the narratives that the Pasmar, a major stream, was described as having "open water". If true, then the minor streams and brooks would most certainly have had open water as well; they just would have been narrower and easier to cross. It's a physical fact (and as anyone who lives in northern climates knows) the faster water runs, the less likely it is to freeze.

The marshes or "wetlands" that dotted the area, and particularly those around the streams and brooks, would have been very intimidating to soldiers and officers alike – especially in the "frozen" state that they were in. Part of the problem is that there are different types of wetlands; from almost lake like with lots of deeper water, to thin crusted, reed-choked marshes A couple of truths (based on personal experiences of more than one member of the team) informed our thinking as to what the effect the frozen wetlands should be on the various unit types.

The first being that the number one rule for any kind of winter outdoor activity is, DO NOT GET WET. Unlike the ponds that were frozen solid, the wetlands could very well have had areas of very thin ice and even spots of open water. The other reason for wetland areas being an unstable surface is that the dying plants in and around the wetlands (reeds, etc.) give off a small amount of heat as they decay causing the water not to freeze evenly. The troops on both side would have been very reluctant to venture out into a wetland area. However, having said that, it might have been that some areas would have supported infantry or even light cavalry units, or at least have allowed them to move as a unit very cautiously. We all agreed that artillery could never have maneuvered or deployed in wetlands; frozen or otherwise.

The second truth is that, from the narratives, it is quite clear that both sides avoided advancing into the large wetland areas that bordered the lower Pasmar. For both armies, there was no plan to launch any kind of large scale attack over so unstable a ground.

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[1] All references to Wellington's Victory is for the 1976 game released by Simulations Publications, Inc. New York, NY.

Player's Notes

Players may want to consider the following tactical and operational points before choosing and playing the scenarios. The notes are general to playing the game system, but have been informed from the experiences of playing primarily the full day battle scenario.

A note of caution: Players familiar with the original *Wellington's Victory/Ney vs Wellington* game system, should not assume they know the rules. Although structurally the system will look and feel similar, there are a great many nuances and subtle changes in almost every section of the rules that will, hopefully, make *Winter's Victory* feel like a whole new experience.

Allied Strategy

At a strategic, or more accurately, grand tactical level, the player, like Bennigsen, wants to inflict large losses on the French using the power of the Russian army in a strong defensive position: "stand your ground" and let the French come to you. Defensively, you have lots of reserves, lots of artillery, and interior lines. And yes, the French are forced to attack; if they do nothing, they lose. But don't let the French do all the attacking! Always be ready to unleash a sharp counter-punch to disorder or rout some French battalions to unhinge their advance. A purely passive defensive strategy will give the French control of the battle and rob you of a higher level of victory, or a victory altogether.

An active defensive strategy is to "be opportunistic"; keep a flexible, mobile reserve and hit the French where they don't want or expect to get hit. If the French find themselves over extended, because they are attempting a flanking maneuver with too many units, you can strike at a thin portion of the french line, or the opposite of their main line of attack.

The ability for Bennigsen to get orders out and activate his divisions and brigades was greatly affected by the army's abysmal staffing system and more than a few personality conflicts. Be prepared to spend multiple turns to get any kind of an offensive up and running. Once it does, you may have to spend precious Command Points to keep it going, so choose your objectives wisely and commit to them!

Watch the Russian Army Morale Level. You have resources that can be used as the Army Morale level starts to fall. Consider activating Bagration sooner than later as he will make managing the battle easier. Plan for fresh units to rotate into the battle while engaged units withdraw to rally from disorder or rout. Also plan to yield space to stretch out the French line and make them have to switch between advancing and fighting. Keeping the Russian army together and slowly yielding space will help if it looks like the French are going to win because then using the Allied Withdrawal Option will preserve forces.

A key decision is when to dissolve the grand batteries and return the heavy artillery to their divisions. At the start, the Russian grand batteries are a dominant feature on the battlefield, but they are immobile and, if they are separated from other Russian infantry and cavalry, they can be overrun by the French Cavalry Reserve. The heavy artillery is great for breaking up advancing French infantry.

When L'Estocq's Prussian "corps" arrives, think carefully what to do with them; as small as they are, they will make a big impression on the French. Compared to most of the French brigades, the Prussian infantry and cavalry units will be fresh with higher effectiveness values. They should be able to out shoot and out shock any French force in their way (except the Imperial Guard).

Allied Tactics

Benningsen understood the strengths and weaknesses of the Russian army relative to the French and the Allied players must understand those as well. For strengths, the Russian army has plenty of artillery, and its infantry has extra effectiveness in shock combat. For weaknesses, the Russian command structure is — to put it kindly — because there are too few quality leaders; its infantry battalions are generally half the size of the French, their fire combat is weaker; and they rally from disorder with less certainty. Its light infantry (Jaeger) units are fewer and smaller. Because of the Russian army's strengths and weaknesses, Benningsen first placed the

three grand batteries in a central location with great fields of fire, and, second, organized the Russian divisions into wings.

Maximize the Effectiveness Ratings for Russian infantry by keeping battalions of the same regiment adjacent to each other as much as possible. Also, keep the Light artillery batteries with the infantry battalions; avoid separating them from the battalions. The boost in Effectiveness Rating is only one or two, but that is a 25–50% increase in some battalions. Stack battalions of the same regiment, particularly the smaller strength ones.

Attacking in shock combat is one of the strengths of Russian infantry because the battalion gets 2 added to its Effectiveness Rating. This is not available when defending.

Light cavalry should be rested on the wings during the battle, waiting to either form a rear guard to cover a retreat or pursue a defeated enemy; heavy cavalry should be kept in readiness to shock and rout weakened and disordered enemy infantry. Sending cavalry into the face of formed and steady infantry or artillery does not make efficient use of them. Be careful not to activate your cavalry brigades too early in the battle or make use of them too freely. Cavalry units are easy to lose; a whole regiment can evaporate in a single charge.

Keep your Cossacks for the last half of the game; use them to harass, but keep them at a distance to avoid losing them early on. Because of the way they are commanded (or more properly, the impossibility of putting them under "real" command) they can be very effective at snipping off isolated, disordered or routed units. Their hovering around will stretch and discomfit the French, especially their light cavalry, which will help to mitigate the slight French advantage in cavalry.

– Tim Allen

French Strategy

The French player at the start of the Feb 8th battle is faced with a variety of issues. As in most battles involving Russians, there are a lot of them. They have more men. They have more artillery. They don't have more cavalry, but they are better placed at the outset of the battle. As if that weren't enough, with the French down one Victory Level at the outset, the burden of attack is on the French. It's a daunting challenge.

However, the French player is not tied to a fixed course of action, apart from the entry of the Davout's French III Corps on the extreme Russian left, although even that can be affected via optional rules. The timing and location of Augereau's French VII Corps and St-Hilaire's Divisional attacks are fully in the hands of the French player. Should you try to cave in and neutralize the Left Wing Grand Battery or swing further east and attack the vulnerable hinge of the ever-lengthening Russian left flank? Should you commit the Cavalry Reserve early and reinforce Davout's efforts or keep them in reserve to counterattack against a Russian attempt to take or

turn Eylau? While the former seems like an obvious choice, Soult's French IV Corps has been weakened by the previous day's efforts and his best division, St-Hilaire's, has been placed east under independent command. The defense of the French left is not strong – even with four independent light cavalry brigades stationed there. And what of the Imperial Guard? Under what circumstances do you commit them? Before the first dice are thrown, the French player should have an overall plan in place. Committing troops is easy; changing priorities and avenues of attack is difficult.

Whatever plans the French player pursues, the direct path to victory is the demoralization of the Russian Army and the best way to do this is by inflicting losses. Keep pushing forward and bring the Russian units to bear. Doing this without receiving losses is impossible, especially given the large numbers of Russian artillery in the field. While losses can and will impact Corps Morale in the long term, the Russian Army's morale levels will be impacted sooner. It's a race the French player can win, unless the French Corps take grievous losses during the attack.

Another, less direct way for the French player to gain victory is by breaking the Russian Army's HQ LOC to various map-edge road hexes. This is the point behind III Corps' line of march onto the map. The Russian player must react to III Corps' moves or they will lose those LOCs quickly and/or take excessive losses. Either way, Davout's drive will dictate the Russian Army's early moves. That said, Davout's III Corps is committed piecemeal, with its 3rd Division arriving later than needed, and the Russian cavalry on that wing easily outnumbers Marulaz's light cavalry screen. How far and fast you push Davout forward in the early morning turns will dictate the course of the battle on the French right. Push too far too fast and the corps will be strung out and disorganized. Push timidly and the Russian left will crystallize in front of you and hope for cutting the LOCs will fade. That said, the French have better staying power and can bleed the Russians even if the LOCs seem hopelessly out of reach.

French Tactics

As difficult as the battle strategy seems to be, the French have numerous advantages. The overall combat effectiveness of their troops is better than their Russian counterparts, allowing the French to maintain their attack better. The fire power of the French battalions is better than their Russian counterparts, both in terms of fire power effectiveness and in terms of their battalions having more men. A French battalion in extended line formation can issue a scathing volume of effective fire against the opposing Russian. However, their large size makes also makes them a bit more vulnerable as they are a larger target.

One advantage that the French artillery have over their Russian counterparts is that they have better effectiveness at longer ranges. A key tactic is to set up a small artillery park in a section of your line and hammer away at the Russian artillery at maximum range. This can be quite effective when attempting to reduce the Russian grand

batteries, if and when you desire to do so. Do not engage the grand batteries any closer than that until you have reduced them! Your precious artillery will melt away if you close the distance too quickly.

One way that the French can improve their attacking capabilities is through the use of Attack Orders. Taking advantage of the French command & control capabilities to implement Attack Orders will give the French an added bump to their units' combat effectiveness, increasing an advantage they already have vis-à-vis their Russian counterparts. The brigades involved in the Attack Order will be compelled to close with the Russians opposite them and will fatigue faster, but the added punch will offset this.

Finally, the French have the capability to launch Murat's Grand Charge. While difficult to set up, the effects of the charge can be quite destructive to the Russian Army and their morale levels. However, it is not free. The French cavalry will probably take heavy losses depending on how and where it is launched. As a deep strike charge, be very aware of the terrain where this charge will be directed. As another consideration, don't make the charge too narrow as the cavalry can be vulnerable to counter charges on their flanks and will have to fight their way out after the third wave. Also keep in mind that a French victory is not contingent on launching the Grand Charge. One tactic is to keep the cavalry together as a "fleet in being" and keep the threat open. On the other hand, the carnage that the Grand Charge can inflict can give the Russian Army a death blow from which it won't recover. Keep your options open.

– Ken Guerin

A great many sources, both large and small,
were used. The following is a select list of those sources, used by one or more
members of the design team that most influenced our thinking and
the outcome of the game.

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Weather Effects Summary [18.41]

Snow Rate	VISIBILITY	MOVEMENT	FIRE COMBAT	SHOCK COMBAT	MORALE/RALLY	COMMAND
			COMBAT UNITS			LEADER UNITS
LIGHT SNOW	4 Hexes	$+\frac{1}{2}$ MP (into the wind)	−1 die roll modifier (firing into the wind)	−1 to Effectiveness Rating (attacking into the wind)	+1 on Morale Checks if facing into the wind	**Movement:** NA **Command Radius:** Max 4 hexes (NA for Order Delivery)
HEAVY SNOW	2 Hexes	-1 MA and $+\frac{1}{2}$ MP (into the wind) 1 MP Road Column **Change Facing:** 1 MP (not $\frac{1}{2}$ MP)* **Formation Change:** +1 MP (all units)	-2 die roll modifier (firing into the wind) -1 die roll modifier (if **not** firing into the wind)	−2 to Effectiveness Rating attacking into the wind **or** -1 (attacking **not** into the wind) −1 to Effectiveness Rating defending into the wind	+2 on Morale Checks if facing into the wind; +1 on Morale Checks (if **not** facing into the wind)	**Movement:** Max 4 MPs **Command Radius:** Max 2 hexes No Order initiation +2 die roll modifier for Order Delivery
BLIZZARD	1 Hex	$\frac{1}{2}$ MA and $+\frac{1}{2}$ MP (into the wind) **Change Facing:** 1 MP (not $\frac{1}{2}$ MP)* **Formation Change:** +1 MP (all units)	-3 die roll modifier (firing into the wind) -2 die roll modifier (if **not** firing into the wind)	−2 to Effectiveness Rating (attacking into the wind) -1 (attacking **not** into the wind) Cavalry charges may not be initiated	Units may not rally • -1 to Effectiveness Rating • Disordered units remain Disordered • Routed units add 1 for each hex entered (Rally Phase only)	**Movement:** Max 2 MPs **Command Radius:** Max. 1 hexes No Command Phases

* Units in *Extended Line* pay 2 MPs for each hex entered when changing facing.

Heavy Snow Movement Table [18.53]

Determine if the unit is *facing* or *not facing* into the wind. Next, roll a die for each unit to determine its direction. Apply the result and continue to the next unit or brigade. Units with all around facing must declare a hexside of intended movement prior to rolling (see 18.51).

	Facing into the wind	*Not* Facing into the Wind
Die Roll	Movement Direction	Movement Direction
0	Left only	Left only
1	Left only	Left only
2	Left only	Left or Right*
3	Left or Right*	Left or Right*
4	Left or Right*	Left or Right*
5	Left or Right*	Left or Right*
6	Left or Right*	Left or Right*
7	Right only	Left or Right*
8	Right only	Right only
9	Right only	Right only

* Player's choice; a unit may exit either the left or right hexside for each exited hex.

Evening and Night Game-Turns Summary [19.9]

1. DUSK/DAWN GAME-TURNS (1–5 and 45–48)
Dusk and Dawn turns are conducted per the normal sequence of play.
• Visibility is restricted to 4 hexes.
• Attack Orders may not be issued.

2. EVENING GAME-TURNS (49–52)
Evening turns are conducted per the normal sequence of play. The restrictions are the same as for Dusk/Dawn Game-turns, with the following additions:
• Visibility is restricted to 2 hexes.
• All Command Radius values may not be higher than 3.
• Cavalry charges may not be initiated.
• *All* Disordered units must check to determine if it recovers from Disorder using the Russian Rally from Disorder special rule (19.61). This check is made regardless of the proximity of enemy units.
• Units that are Routed must self-rally (per 13.42.B) even when stacked with a leader; apply a -2 modifier if stacked with a Command unit
• During the *Hourly Game-turn Interphase*, Army CPs are no longer received
• *Command State Continuation* check die rolls add a +2 modifier.
• Attack Orders end on the last Evening Game-turn. Attack Orders end as if by an Attack Order Violation Check.

3. NIGHT GAME-TURNS (53–59)
Night turns use the normal sequence of play with some modifications. The effects are the same as Evening Game-turns with the following additions:
• Visibility is restricted to 1 hex.
• All Command Radius values may not be higher than 1.
• Units may not Rally from Disorder.
• Units that are Routed must self-rally (per 13.42.B) even when stacked with a leader; no modifier if stacked with a Command unit.
• There are no Allied and French Command Phases.

NEW ENGLAND SIMULATIONS