



COMMANDS & COLORS
Napoleonics

EXPANSION #2
The Russian Army

Game Design by
Richard Borg



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The bayonet has always been the weapon of the brave and the chief tool of victory"

—Napoleon Bonaparte

1. INTRODUCTION

The *Commands & Colors: Napoleonics* game system allows players to effectively portray epic Napoleonic battles, as well as smaller historical actions. The scale of the game is flexible and varies from battle to battle. In some scenarios, an infantry unit may represent an entire division, while in others a unit may represent a single regiment or battalion. During play, the Command cards drive movement while creating a "fog of war" and the battle dice resolve combat quickly and efficiently. The stylized battlefield maps emphasize the important terrain features and highlight the historical deployment of forces in scale with the game system. Finally, the Napoleonic tactics you will need to execute to gain victory conform remarkably well to the advantages and limitations inherent to the various Napoleonic National Armies of the day and the battlefield terrain features on which they fought.

The Russian Army is the second expansion for *Commands & Colors: Napoleonics*. In this expansion, you will find 20 historical scenarios that focus on the battles fought across eastern Europe and deep into Russia from 1806-1807 and 1812-1814, plus all the new units you need to field for these engagements.

The Russian army at the time of Napoleonic wars still had many characteristics of Peter the Great's regime. Senior officers were largely recruited from aristocratic circles, and the Russian soldier was regularly beaten and punished to instill discipline. Furthermore, many lower-level officers were poorly trained. Still, the Russians involved in hostilities with its neighbors—Sweden, Poland, Turkey and Austria—were capable of astonishing feats and total, blind obedience to orders.

In 1805 Britain and Russia signed an alliance against France. In 1806, Prussia joined the Coalition and Prussia and Russia mobilized for a fresh campaign. After Napoleon's humiliation of Prussia at Jena, the French Emperor turned his attention to subduing his Russian foe and marched into Poland. After a series of sanguinary battles, the French drove Russian forces out of Poland, back to Mother Russia, and created a new Duchy of Warsaw.

By 1812, the Russo-French treaty gradually became strained, as the requirement of joining France's Continental Blockade against Great Britain was a serious disruption to Russian commerce. Napoleon decided to bring the Russians back into line in June, and invaded Russia hoping to inflict a major defeat on the Russians and force Tsar Alexander to sue for peace. The invasion of Russia and the disastrous retreat of the French army, as many historians point out, proved to be the turning point in the Napoleonic Wars.

Players will soon discover that the Russian Army is a unique Coalition army, challenging to command, and challenging for Napoleon's French army to defeat.

Welcome and Enjoy!

Richard Borg

2. CONTENTS

1 Rule and Scenario Booklet containing 20 battle scenarios

1 Card Sheet containing:

- 1 Russian Infantry in Square track sheet
- 4 Russian Infantry Square counters
- 9 Russian Victory Banner counters
- 6 Paper Strength counters
- 3 double-sided Terrain tiles

1 Card Sheet containing 15 double-sided Terrain tiles

4 Block Label sheets

220 Blocks: dark green Russian units and dark blue French units, comprising:

- 130 small blocks, dark green and dark blue for infantry units
- 55 medium blocks, dark green for cavalry units
- 35 rectangular blocks, dark green and dark blue for leaders and artillery units
- There will be a few spare blocks of all sizes in each color.



Small Blocks
18 x 18 x 8 mm



Medium Blocks
22 x 22 x 8 mm



Rectangular Blocks
22 x 28 x 8 mm

2 National Unit Reference Cards

- 1 Russian National Unit Reference Card
- 1 French National Unit Reference Card

National Unit Reference Card

Each of the major powers that fought in the Wars of Napoleon will have a National Unit Reference Card. A National Unit Reference Card details:

- The unit types and map set up codes.
- Sticker art portraying each listed unit.
- The number of blocks that are deployed in a unit.

Note: Not all nations had the same organization, therefore the number of blocks for a specific unit type may differ.

- The unit's movement in hexes.
- Unit specific Battle Dice Modifications plus Command card Dice Modifications.
- Morale Modifications.
- National Notes.

Units and Leaders

Each unit is composed of a certain number of blocks. The number of blocks in a unit may vary by unit type and Nation and is detailed on the National Unit Reference Card.

A General, Marshal or Field officer of any rank (hereafter referred to as a leader) is represented by one rectangular block. A single Leader block is not considered a unit.

Units and Leaders Visual Identification Aids

To assist players in set-up and unit recognition, several unit class icons are being used in this expansion.



Flaming grenade icon: Grenadier infantry: upper left or right of each sticker for the following unit types—Grenadier, Guard Grenadier, Old Guard



Bugle icon: Light infantry: upper left or right of each sticker for the following unit types—Light, Rifle Light, Guard Light and Young Guard



Cavalry helmet icon: Heavy cavalry: upper left or right of each sticker for the following unit types—Heavy, Guard Heavy, Heavy Cuirassier



Horse head icon: upper left or right of each sticker for the following unit types—Horse artillery

Line and Militia infantry, Light Cavalry (Light and Light Lancers) and Foot Artillery (Regular and Guard) classes of units are differentiated by the absence of any identifying icon.

Infantry in Square Track and Counters

The infantry in square track and the numbered counters are used to track infantry units that have formed square on the battlefield.



Victory Banner Counters



These Victory Banner counters will track a player's quest for victory.

A number of scenarios in this expansion have a Victory Banner count of 10. When tracking Victory Banners with counters, after collecting your ninth counter, the next enemy unit eliminated, although it is not tracked with a counter, will be your tenth Victory Banner.

Victory Banner Explanations

To reduce the amount of text in a scenario's briefing notes, the following terms are used to describe some common Victory Banner Objective Hex conditions:

Temporary Victory Banner Objective Hex

The Victory Banner in this objective hex is gained immediately when the appropriate side occupies the hex. The Victory Banner is held and captured only as long as a unit of the appropriate side holds the hex. If the unit vacates the hex for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the banner is immediately lost and placed back in play in its original position on the objective hex.

Temporary Victory Banner Objective Hex (Turn Start)

The Victory Banner in this objective hex is gained when a unit of the appropriate side occupies the hex at the start of its turn. If the unit vacates the hex for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banner is immediately lost and placed back in play in its original position on the objective hex.

Temporary Group Victory Banner Objective Hexes

A number of hexes together form a group Victory Banner objective. The appropriate side that occupies all of the objective hexes will immediately gain one or more victory banners. As long as all objective hexes are occupied the Victory Banners will count, if any hexes in the group are not occupied for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banners for the group are immediately lost.

Temporary Group Victory Banner Objective Hexes (Turn Start)

A number of hexes together form a group Victory Banner objective. The appropriate side that occupies all of the objective hexes at the start of its turn will gain one or more victory banners. As long as all objective hexes are occupied the Victory Banners will count, if any hexes in the group are not occupied for any reason (movement, retreat or elimination) during its own turn or during the opponent's turn, the Victory Banners for the group are immediately lost.

Temporary Majority Victory Banner Objective Hexes

The Victory Banner for this group of objective hexes is immediately gained when the appropriate side has units occupying an absolute majority of hexes in the group. Absolute majority means to occupy more of these objective hexes than your opponent. Occupying one hex and the opponent occupies none, for example, would be the

Russian Units



Line Infantry
9 units
(27 blocks)
+6 Mother Russia
blocks



Light Infantry
6 units
(18 blocks)
+3 Mother Russia
blocks



Grenadier Infantry
4 units
(16 blocks)



Guard Light
Infantry
2 units
(8 blocks)



Guard Grenadier
Infantry
2 units
(8 blocks)



Militia Infantry
2 units
(8 blocks)



Light Cavalry
3 units
(12 blocks)



Heavy Cavalry
2 units
(8 blocks)



Cuirassier Heavy Cavalry
2 units
(8 blocks)



Guard Light Cavalry
1 unit
(4 blocks)



Guard Heavy Cavalry
1 unit
(6 blocks)



Militia Cossack Cavalry
3 units
(6 blocks)
+8 Mother Russia blocks



Foot Artillery
4 units
(12 blocks)
+4 Mother Russia blocks



Horse Artillery
1 unit
(3 blocks)



Guard Foot Artillery
1 unit
(3 blocks)



Leaders
4 units
(4 blocks)

French Units



Line Infantry
2 units
(8 blocks)



Young Guard Infantry
2 units
(8 blocks)



Old Guard Infantry
3 units
(12 blocks)



Leader
1 unit
(1 block)



Guard Foot Artillery
1 unit
(3 blocks)

Applying the Stickers: Apply appropriate unit stickers to the fronts and backs of the blocks for each unit. Place the Russian unit labels on the dark green blocks, and French unit labels on the dark blue blocks. We suggest that you separate the blocks by color, then sort blocks by size. Start with the Russian units. Pull out 27 small dark green blocks. Find the Russian Line Infantry stickers on sheet 1 of 4. Peel and place a sticker on the front and back on the 27 small dark green blocks. When you run out of the 27 blocks, move on to the Russian Light Infantry.

Pull out 18 small dark green blocks. Find the Russian Light Infantry stickers on sheets 1 and 2. Peel and place stickers on the front and back on the 18 small dark green blocks. When you run out of 18 blocks, move on to the Russian Grenadier Infantry units that need 16 blocks. Keep going in this fashion until all the Russian units are completed. Then move on to the French units using dark blue blocks. It will take a little time, but it will be worth the effort!

A few extra blocks and stickers are supplied as spares.

absolute majority. The Victory Banner is retained as long as the side has the absolute majority. The Victory Banner is immediately lost when a side no longer has an absolute majority.

Temporary Majority Victory Banner Objective Hexes (Turn Start)

The Victory Banner for this group of objective hexes is immediately gained when the appropriate side has units occupying an absolute majority of hexes in the group at the start of its turn. Absolute majority means to occupy more of these objective hexes than your opponent. Occupying one hex and the opponent occupies none, for example, would be the absolute majority. The Victory Banner is retained as long as the side has the absolute majority. The Victory Banner is immediately lost when a side no longer has an absolute majority.

It is important to note that a Turn Start Victory Banner is always determined at the start of a player's turn and that the Victory Banner may be immediately lost during this player's turn or opponent's turn.

Permanent Victory Banner Objective Hex

The Victory Banner in this objective hex is gained immediately when the appropriate side occupies the hex. The Victory Banner once gained is not returned or put back in play, even if the unit later vacates the hex for any reason (movement, retreat or elimination).

Permanent Victory Banner Objective Hex (Turn Start)

The Victory Banner in this objective hex is gained when the appropriate side occupies the hex at the start of its turn. The Victory Banner once gained is not returned or put back in play, even if the unit later vacates the hex for any reason (movement, retreat or elimination).



Paper Strength Counters

These counters are used to designate Russian units that are brought up to paper strength in conjunction with the pre-battle Mother Russian roll. A paper strength counter is placed with an Infantry and/or artillery unit when a block is added to the unit. The counter stays with and is moved along with the unit. It is not transferable and cannot be removed to satisfy a block loss. When the unit is eliminated, the counter is also removed from the battlefield along with the last block in the unit. A unit, with a paper strength counter, when rallied, may gain blocks back to the paper strength number it originally had.

3. NEW UNITS AND LEADERS



Russian Line Infantry

Map ID code: LN

Blocks in Unit: 3

Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round up
- Melee and Battle Back: 1 die per block

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag



Russian Light Infantry

Map ID code: LT

Blocks in Unit: 3

Movement in Hexes: 1 and combat or 2 and no combat

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round up, plus 1 die
- Melee and Battle Back: 1 die per block

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag



Russian Grenadier Infantry

Map ID code: GR

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round up
- Melee: 1 die per block and Battle Back, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag



Russian Guard Light Infantry

Map ID code: GLT

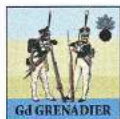
Blocks in Unit: 4

Movement in Hexes: 1 and combat or 2 and no combat

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round up, plus 1 die
- Melee and Battle Back: 1 die per block

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag



Russian Guard Grenadier Infantry

Map ID code: GG

Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block, plus 1 die
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round up, plus 1 die
- Melee and Battle Back: 1 die per block, plus 1 die

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag



Russian Militia Infantry

Map ID code: MI

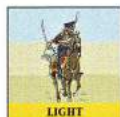
Blocks in Unit: 4

Movement in Hexes: 1

Battle:

- Range Standing: 1 die per block
- Range Moving: dice equal to $\frac{1}{2}$ number of blocks round down
- Melee Standing and Battle Back: 1 die per block, no saber hits except vs lone leaders

Morale: Retreat 3 hexes for each flag



Russian Light Cavalry

Map ID code: LC

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms



Russian Heavy Cavalry

Map ID code: HC

Blocks in Unit: 4

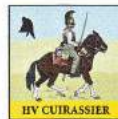
Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: Retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms



Russian Cuirassier Heavy Cavalry

Map ID code: CU

Blocks in Unit: 4

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: May ignore 1 flag, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms. Ignore one hit when attacked in ranged combat by infantry



Russian Guard Light Cavalry

Map ID code: GLC

Blocks in Unit: 4

Movement in Hexes: 3

Battle:

- Melee: 1 die per block

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms



Russian Guard Heavy Cavalry

Map ID code: GHC

Blocks in Unit: 6

Movement in Hexes: 2

Battle:

- Melee: 1 die per block, plus 1 die

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms



Russian Light Cossack Cavalry

Map ID code: COS

Blocks in Unit: 2

Movement in Hexes: 3

Battle:

- Melee: 1 die per block, no saber hits except vs lone leaders
- Unit will ignore forest terrain melee combat dice reduction

Morale: Retreat 3 hex for each flag

Notes: May retire and reform when melee attacked by infantry or attacked by infantry/artillery Combined Arms. When unit is eliminated, unit does not count as a Victory banner



Russian Foot Artillery

Map ID code: FA

Blocks in Unit: 3

Movement in Hexes: 1 and no combat

Battle: See artillery combat section in core game rules

Morale: Retreat 1 hex for each flag



Russian Horse Artillery

Map ID code: HA

Blocks in Unit: 3

Movement in Hexes: 1 and combat, 2 hexes no combat

Battle: See artillery combat section in core game rules

Morale: Retreat 1 hex for each flag



Russian Guard Foot Artillery

Map ID code: GFA

Blocks in Unit: 3

Movement in Hexes: 1 and no combat

Battle: See artillery combat section in core game rules

Morale: May ignore 2 flags, if unit does retreat, retreat 1 hex for each flag



Russian Leader

Map ID code: Star ★

Movement in Hexes: 3 if alone; if attached to a unit it moves as the unit.

Battle: If alone, it may not battle. If attached to a unit it will modify the number of dice a unit will roll when a Leadership card is played—unit rolls one additional die

Morale:

- If alone = none (must retreat after surviving a melee attack, and will attempt to escape through enemy units, if retreat path is occupied by enemy units)
- The unit, a Leader is attached to, may ignore one flag, if unit does retreat, Leader must retreat with unit

4. NEW GAME MECHANIC

Pre-Battle Mother Russia Roll

The Russian army took time to mobilize and was often committed to battle before all units had reached full strength. The Russians were also fond of fighting defensively behind entrenchments.

When pre-battle Mother Russia Roll rule is in effect, before the start of a battle, the Russian Commander rolls dice, equal to the number of his Command cards.

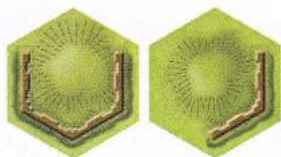
- For each Infantry symbol rolled, add one block to a line infantry unit to bring it up to paper strength (four blocks), place a paper strength counter in the unit's hex. The added block increases the unit's combat die roll by one.
- For each Cavalry symbol rolled, place a Cossack unit (a Cossack unit has 2 blocks) on an empty hex (no unit) adjacent to any already deployed Russian unit, but may not be placed in a hex adjacent to an enemy unit.
- For each Artillery symbol rolled, add one artillery block to an artillery unit to bring it up to paper strength (four blocks). Place a paper strength counter in the unit's hex. The added block *does not* increase the unit's combat die roll by one.
- For each Saber symbol rolled, place an available field works hex (only a field works hex that covers 2 sides of the hex may be placed) on a hex with an infantry or artillery unit. If the unit is already on a terrain hex, replace the terrain hex with an available terrain hex that contains the terrain and field works.
- For each Flag symbol rolled, add one block to a light infantry unit to bring the unit up to paper strength (four blocks) and place a paper strength counter in the unit's hex. The added block increases the unit's combat die roll by one.

-OR- For each Flag symbol rolled, you may choose to do any one of the above four actions, unless the action is prevented in the scenario's briefing notes.

A maximum of one block may be added to a unit.

Normally in a scenario when the Russian army is already set up in field works, a Saber symbol rolled will not place a field works. This is noted in scenario's briefing notes as "Pre-battle Mother Russia Roll rule is in effect. Saber rolls have no effect." Cossack cavalry may not be deployed on a cavalry roll when the scenario's briefing notes state, "Cavalry rolls have no effect."

5. TERRAIN



4-Sided and 2-Sided Field Works

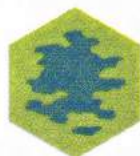
Included in this expansion are 4-sided and 2-sided redoubts. They all have the same characteristics of the 3-sided redoubts, except for the number of hex sides they effect. Please see the core Terrain rules section for complete details.

Note an infantry unit, on a field works hex, may not form square when attacked by cavalry through a hex side with field works. However, an infantry unit, on field works hex, may form square when attacked by cavalry through a hex side that does not have field works.



Church

A Church has all the characteristics and effects as a town terrain tile hex. In addition, a unit, on a Church hex, may ignore one flag. Please see the core Terrain rules section for complete details.



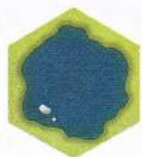
Marsh

Movement: An infantry unit, cavalry unit or leader that enters a Marsh hex must stop and may move no further on that turn. A marsh hex is impassable terrain for an Artillery unit. An infantry unit may not form square on a Marsh hex.

Battle: A unit may battle the turn it moves onto a Marsh hex. A unit on a Marsh hex will reduce its battle dice rolled by 1 in range and melee combat.

When targeting an enemy unit or leader on a Marsh hex; a unit will roll 1 less battle die in melee combat, but its ranged combat dice are not reduced.

Line of Sight: A Marsh hex does not block line of sight.



Lake

Normally, Lake hexes are treated as impassable terrain.

A Lake hex does not block line of sight.

Frozen Lake

Movement: A unit or leader that enters a Frozen Lake hex must stop and may move no further on that turn. An infantry unit may not form square on a Frozen Lake hex.

Battle: A unit may battle the turn it moves onto a Frozen Lake hex. A unit, on a Frozen Lake hex, will reduce its battle dice rolled by 1 in range and melee combat.

When targeting an enemy unit or leader on a Frozen Lake hex; a unit will roll 1 less battle die in melee combat, but its ranged combat dice are not reduced.

Line of Sight: A Frozen Lake hex does not block line of sight.

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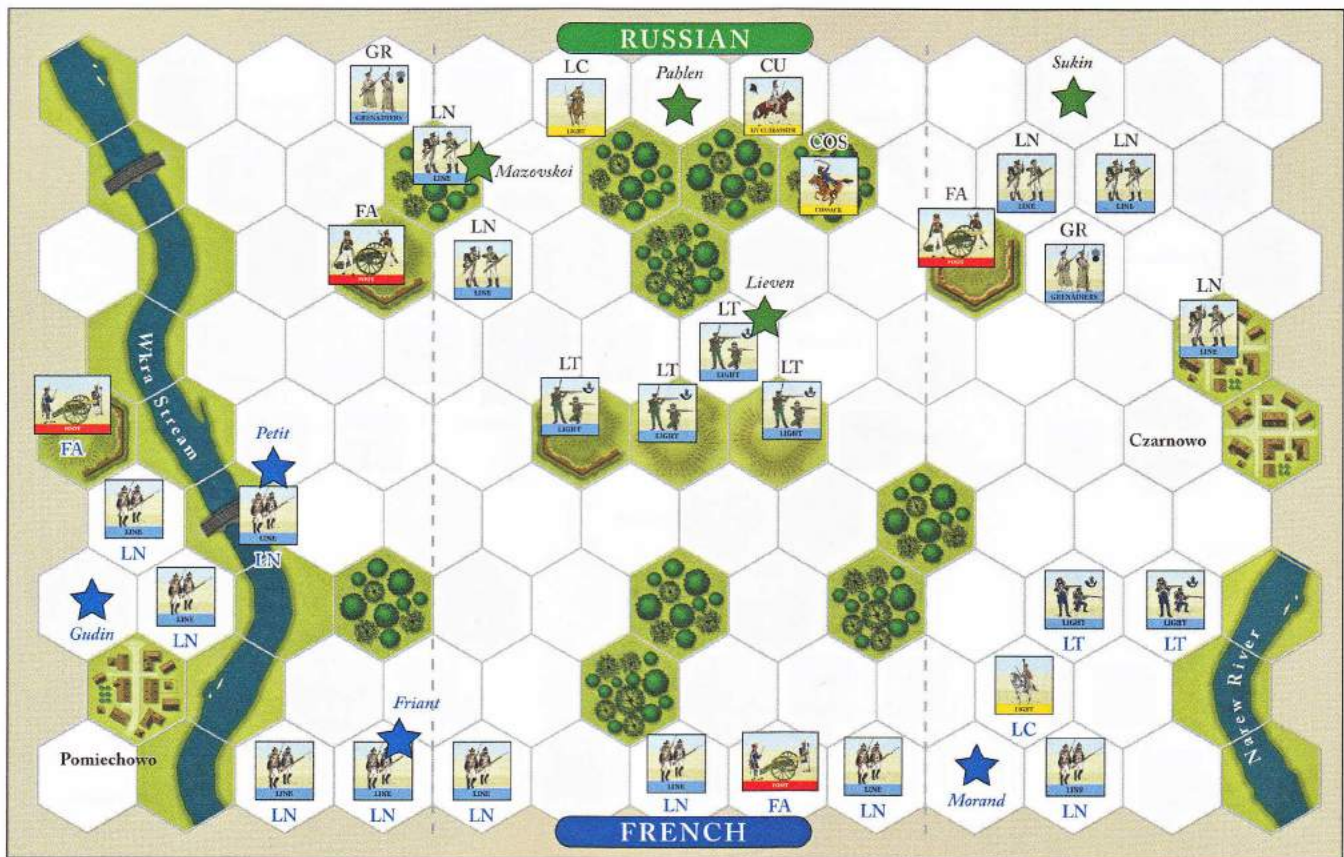
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Czarnowo - 23 December 1806



Historical Background

Davout's three infantry division on December 23rd, under Napoleon's detailed orders, were in position to attack the Russian army under the command of Ostermann on the east bank of the Wkra. The battle opened with Morand's troops making a frontal attack against the village of Czarnowo. It was taken, but the Russians rallied and after heavy fighting the village was recaptured. On the French left, Petit lead the assault and crossed the Wkra and succeeded in capturing the Russian redoubts. A Russian cavalry and infantry counter attack both failed to retake the field works. After these failed attacks, Ostermann ordered his army to withdraw to the east.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Ostermann-Tolstoy
- 4 Command Cards

French Army

- Commander: Napoleon (Davout's III Corps)
- 6 Command Cards
- Move First

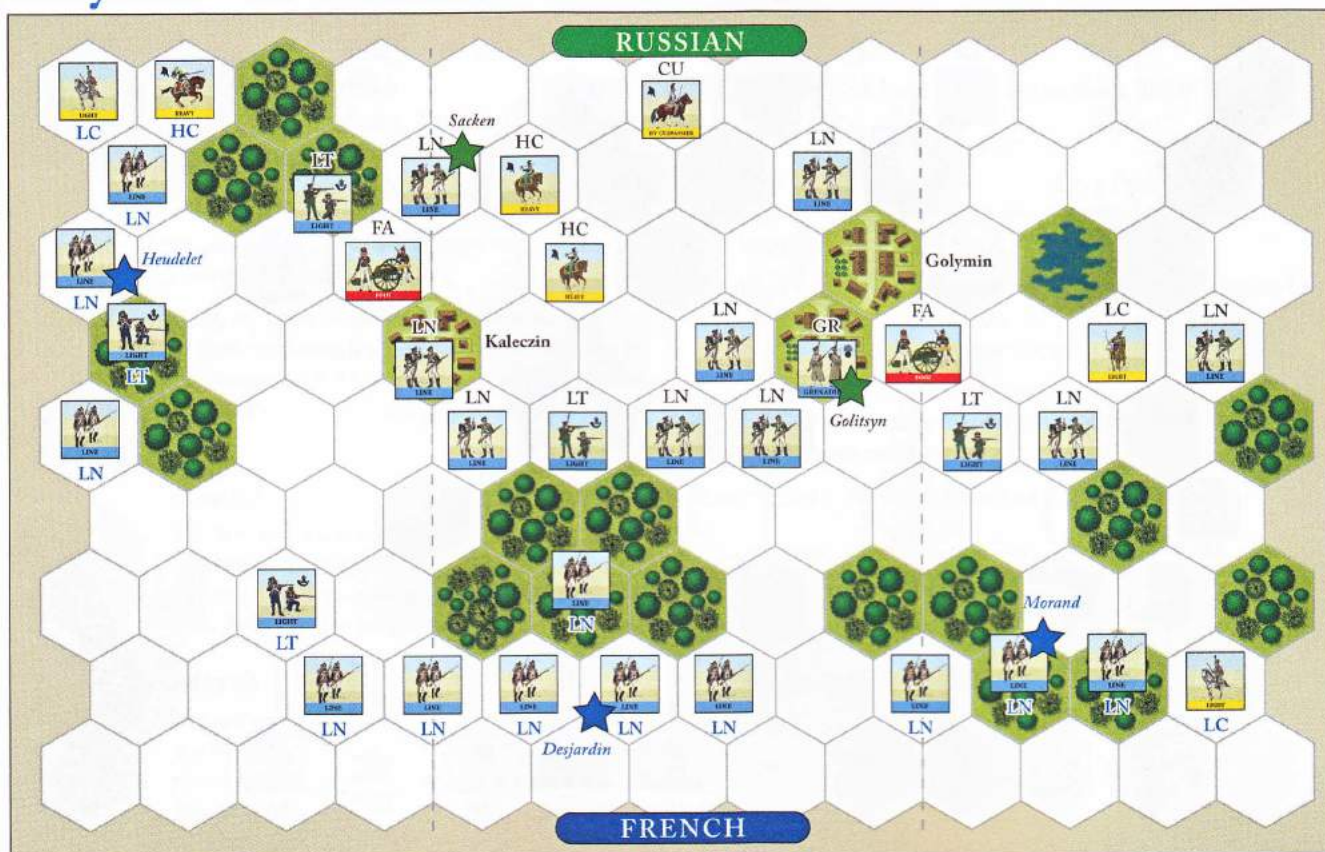
Victory

7 Victory Banners

Special Rules

- The two Bridge hexes form a Temporary Group Victory Banner Objective worth one banner to the side that occupies both bridge hexes at the start of its turn.
- The two town hexes of Czarnowo form a Temporary Majority Group Victory Banner Objective worth one banner to the side that occupies an absolute majority of the town hexes at the start of its turn.
- The French player, at the start of the turn, gains one Victory Banner for each Russian field works hex that is not occupied by a Russian unit. As long as the field works is not occupied, the Victory Banner is retained.
- The Narew River is impassable.
- The Wkra stream is fordable.
- Pre-Battle Mother Russia Roll rule is in effect. Saber rolls have no effect.

Golymin - 26 December 1806



Historical Background

Acting on orders from Napoleon, Marshal Augereau's VII Corps and Davout's III Corps moved north from the Ukra River in Poland searching for Marshall Kamenskoi's retreating Russian army. The French caught up to Prince Golitsyn and Barron Sacken's 3rd Division resting in the area of two small towns Golymin and Kaleczin. Augereau's corps arrived first and attacked. General Heudelet's 2nd French Division advanced from the west while General Desjardins' 1st Division moved through the woods to the south. On the French right, General Morand's division of the III Corps moved forward in an attempt to cut off the Russian retreat. The Russians were outnumbered and took heavy casualties as they fought a retreating withdrawal. Their intent was to hold out until nightfall to make good their escape to the north, and they succeeded. The French noted with admiration the Russian troops' obedience to orders. Their survival depended upon rapid retreat, and even when fired upon at close range, they ignored the casualties and kept marching instead of halting to return the fire.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Golitsyn
- 5 Command Cards

French Army

- Commander: Augereau
- 5 Command Cards
- Move First

Victory

8 Victory Banners

Special Rules

- The Russian player receives one Victory Banner for each Russian unit, excluding leaders, that exit the battlefield from any hex on the Russian baseline in the Russian army's left section.
- Pre-Battle Mother Russia Roll rule is in effect.

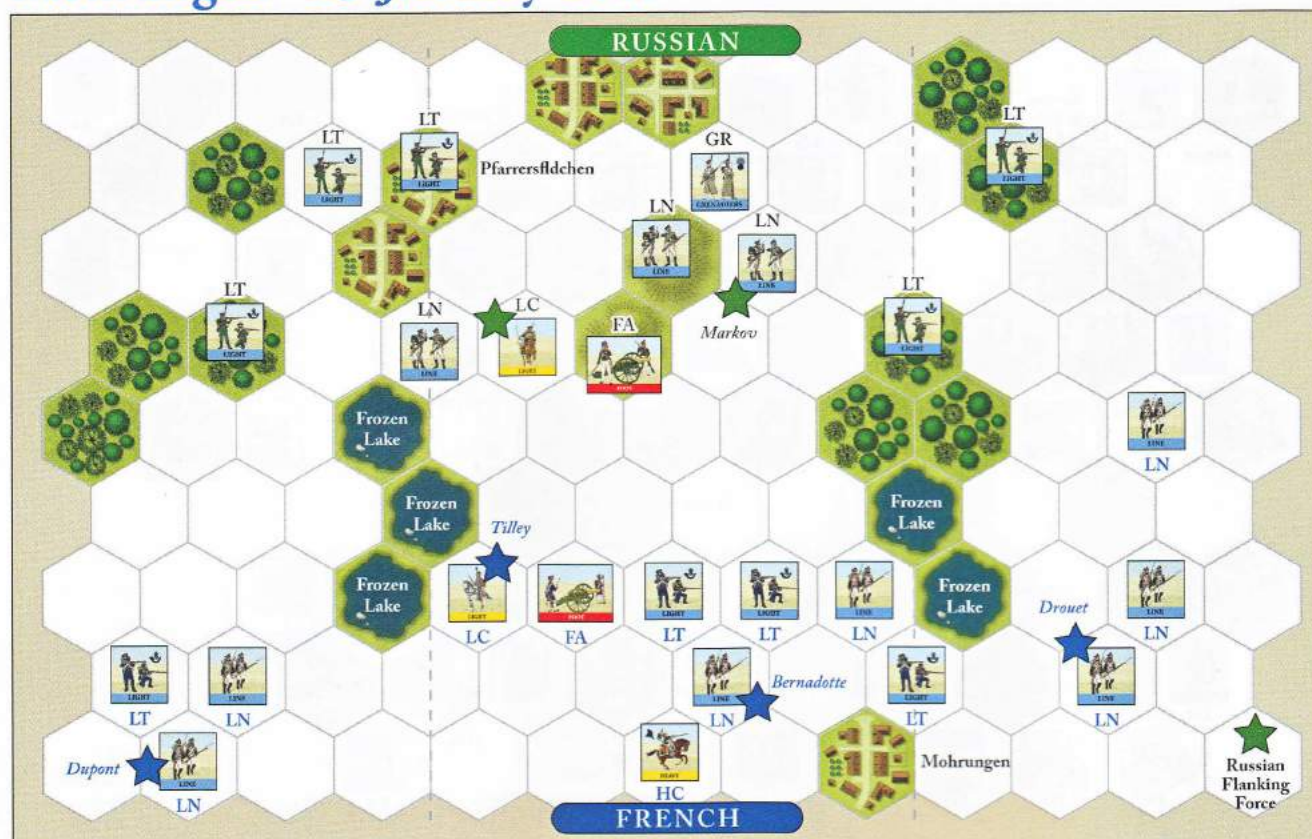
The map is a hexagonal grid representing a battle area. It is divided into two main sections: **RUSSIAN** (top) and **FRENCH** (bottom), separated by a central dashed line. The map includes various terrain features and locations:

- Locations:** Mosin, Barday de Tolly, Mostachin Woods, Mosin Heights, Pultusk, Baggorout, and the Narew River.
- Units:** Represented by icons with codes: GLC (Cuirassier), HA (Heavy Artillery), GR (Grenadier), LN (Line Infantry), FA (Foot Artillery), LT (Light Infantry), COS (Cossack), LC (Light Cavalry), and HC (Heavy Cavalry).
- Key Features:**
 - Mostachin Woods:** A large green area in the center-left.
 - Mosin Heights:** A large green area in the center-right.
 - Narew River:** A blue river flowing from the top right towards the bottom right.
- Game Elements:**
 - Stars:** Green stars are placed near Barday de Tolly, Osterman, and Baggorout. Blue stars are placed near Reille, Gazan, Vedal, and Claparede.
 - Icons:** Various icons representing different types of units and terrain are placed on the hexagons.

Marshal Bennigsen disobeyed his orders and halted his retreat to give battle. He drew his divisions up in three lines between Pultusk and the Mostachin Woods. Lannes and his V Corps had orders from Napoleon to pursue and engage the Russian who were believed to be retreating. Unaware he was facing a much stronger Russian force, Lannes sent Claparede's division forward against Pultusk, while Suchet moved against the Mostachin woods. Gazan drove the Russian cavalry force from Mosin Heights and good progress was being made on both flanks despite the weather and mud. A French foothold in Pultusk was short lived, as the Russian artillery superiority, soon forced the French back all along the line. The battle had turned against the French until the mid-afternoon arrival of a III Corps division. General d'Aultanne, on his own initiative, had marched to the sound of the guns and arrived on the endangered French left. The renewed French attack against the woods forced Barclay de Tolly to retire under pressure and Bennigsen ordered the Russian cavalry forward to stem the French advance. Dusk was falling and the battle died out. Both sides had suffered heavy losses. Lannes expected to renew the fighting the next day, but Bennigsen withdrew during the night.

- The four Mostachin Woods hexes form a Temporary Majority Group Victory Banner Objective worth one banner to the side that occupies an absolute majority at the start of its turn.
- The French player gains one Temporary Victory Banner for each hill hex occupied on the ridge behind Mosin Heights at the start of the turn.
- The French player gains one Temporary Victory Banner for each town hex occupied at the start of the turn.
- The Bridge hex is a Permanent Victory Banner Objective worth one banner for the French player when occupied at the start of the turn.
- The Narew River is impassable.
- Pre-Battle Mother Russia Roll rule is in effect.

Mohrungen - 25 January 1807



Historical Background

In early January Bennigsen ordered the Russian Army to go on the offensive. On the 19th Ney, who had extended his line in search of provisions, was attacked and brushed aside. General Markov then advanced toward Mohrungen where Bernadotte was concentrating his forces.

Both sides had opportunity to deploy the morning of the 25th before Bernadotte's cavalry launched a charge against the Russian center. The Russian cavalry, with support from their artillery, drove back the attack but were in turn driven back by French artillery fire and fresh cavalry. The ensuing artillery exchange inflicted little damage. The battle began in earnest when French light infantry advanced in the center to threaten the Russian artillery and Dupont's arriving division pushed the Russians on the left back from their forest defensive positions. As dusk fell the French were making progress all along the line. Suddenly, Bernadotte heard firing in his rear in Mohrungen. Fearing the worst, he called off the battle to retrace his steps. It was a false alarm—only a few squadrons of Russian horsemen had entered the town and were pillaging the French supply wagons. They were quickly driven off.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Markov
- 4 Command Cards

French Army

- Commander: Bernadotte
- 4 Command Cards
- Move First

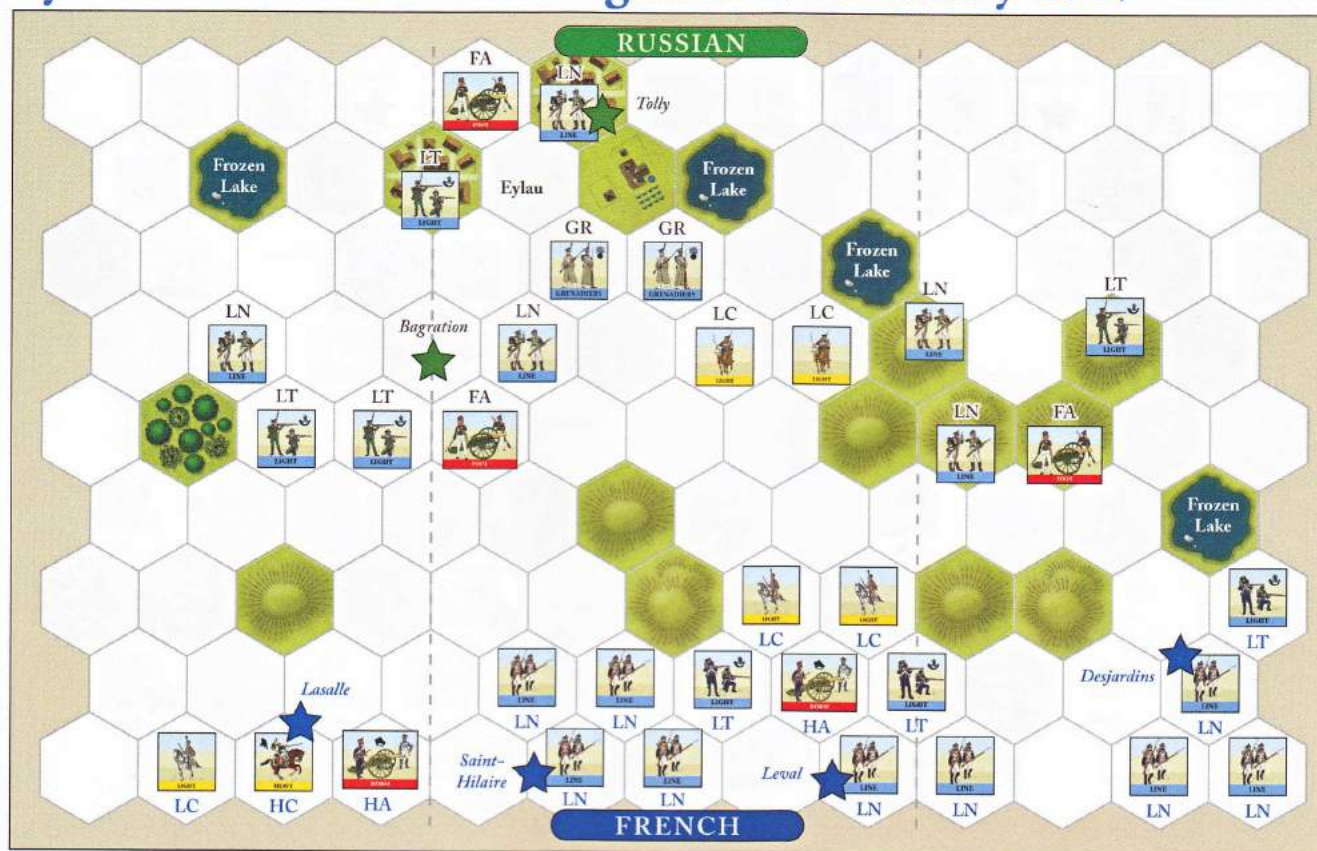
Victory

7 Victory Banners

Special Rules

- Flanking Force: Place a Russian Leader Block on the hex lower right corner of the battlefield, which represents a flanking cavalry formation. The Russian player advances the leader block one hex along the French baseline toward Mohrungen each time a Scout Command card is played, by either side, or when the Russian player plays a Leadership Command card. When the block is moved onto Mohrungen hex, the Russian player will immediately gain three Victory Banners. The block representing the flanking force cannot be eliminated and its movement is not stopped when units or leaders occupy a baseline hex.
- Each of the four town hexes of Pfarrersfeldchen are a Temporary Victory Banner Objective, worth one Victory Banner each at the start of the turn for the French.
- The Lakes are Frozen.
- Pre-Battle Mother Russia Roll rule is in effect. Saber rolls have no effect.

Eylau Plateau Russian Rearguard - 7 February 1807



Historical Background

Marshal Soult's IV Corps, along with elements of Marshal Murat's cavalry, reached the plateau before Eylau in the early afternoon on February 7th and immediately attacked. Prince Bagration's rearguard put up a stiff resistance and repulsed the initial attack. Marshal Augereau and the French Guard came up during the afternoon to join Soult. In a second attack, under pressure of a superior force, Bagration's Russian force was forced to retire in good order back through Barclay de Tolly's troops who were defending the town of Eylau. The rearguard action had bought enough time to allow Bennigsen's artillery to join the Russian Army and their defensive position on the heights beyond Eylau.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Bagration
- 5 Command Cards

French Army

- Commander: Soult
- 5 Command Cards
- Move First

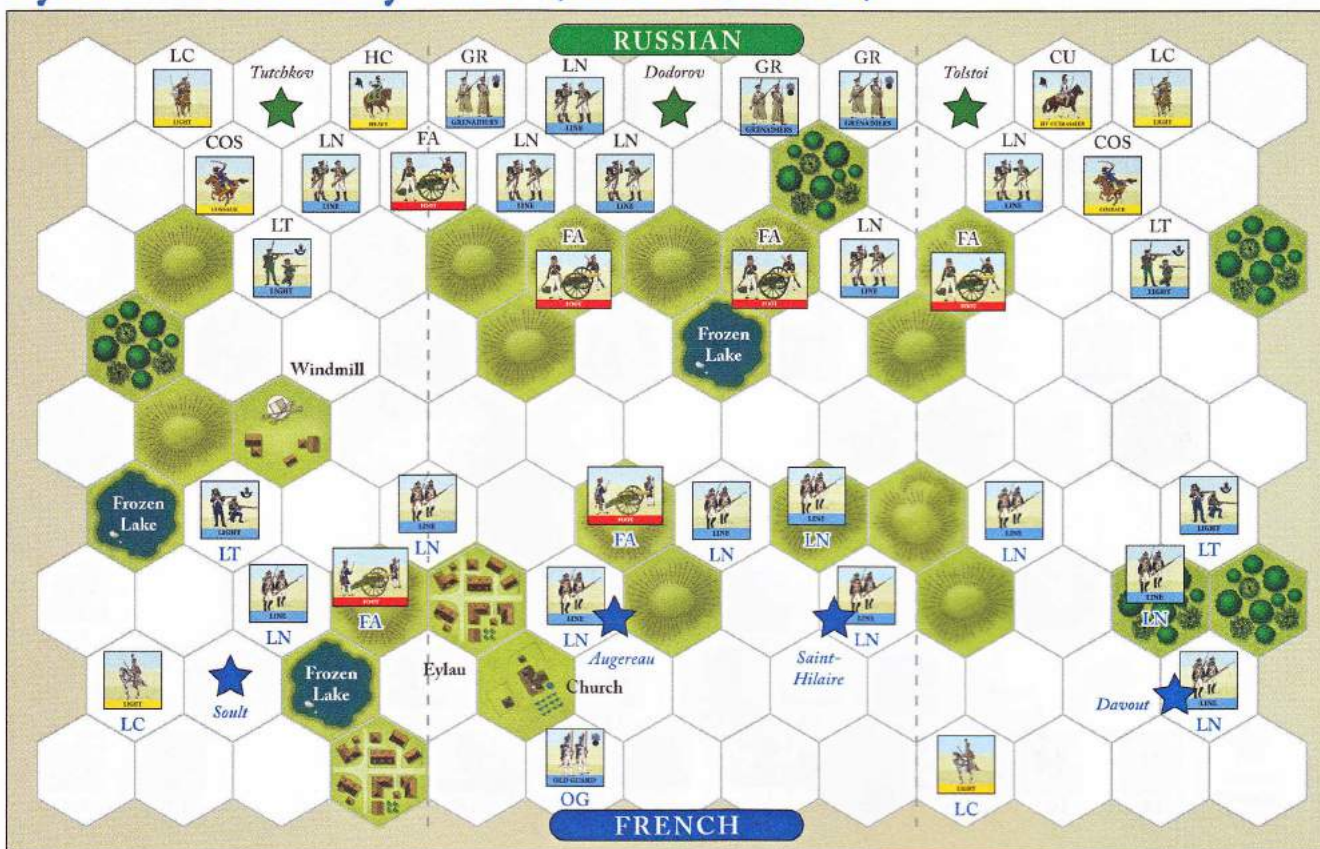
Victory

7 Victory Banners

Special Rules

- The French win a Sudden Death Victory, if a French unit occupies any Eylau town hex at the start of its turn.
- The Lakes are Frozen.
- Pre-Battle Mother Russia Roll rule is in effect.

Eylau - 8 February 1807 (8AM to Noon)



Historical Background

Napoleon, although outnumbered, was determined to hold his position knowing that Ney was coming up on the left and Davout on the right. His plan was a double envelopment of the Russian Army. Bennigsen's four Corps and cavalry were deployed on the heights in front of Eylau, but could not throw up field works because the ground was frozen solid.

Around 8:00 AM the Russian guns, positioned somewhat forward of the main line, opened fire and the French artillery replied with greater effect. Tutchkov countered a French probe on the Russian left, and Soult's IV Corps was hard pressed to hold its ground. At the same time, the Russian cavalry attacked the advanced guard of Davout's III Corps. To take the pressure off his flank and allow Davout's corps to advance against the Russian flank, Napoleon ordered his center forward. Augereau's VII Corps advanced into a blinding snowstorm, lost their bearings, and veered left – directly into the line of fire of the massed 70 gun Russian grand battery. A massacre ensued as thousands of French soldiers were cut down within minutes. The survivors retreated to Eylau. The French center had ceased to exist. Bennigsen seized the opportunity to counterattack. Twenty thousand Russians advanced irresistibly across the valley, driving the French back to the town.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Bennigsen
- 5 Command Cards

French Army

- Commander: Napoleon
- 6 Command Cards
- Move First

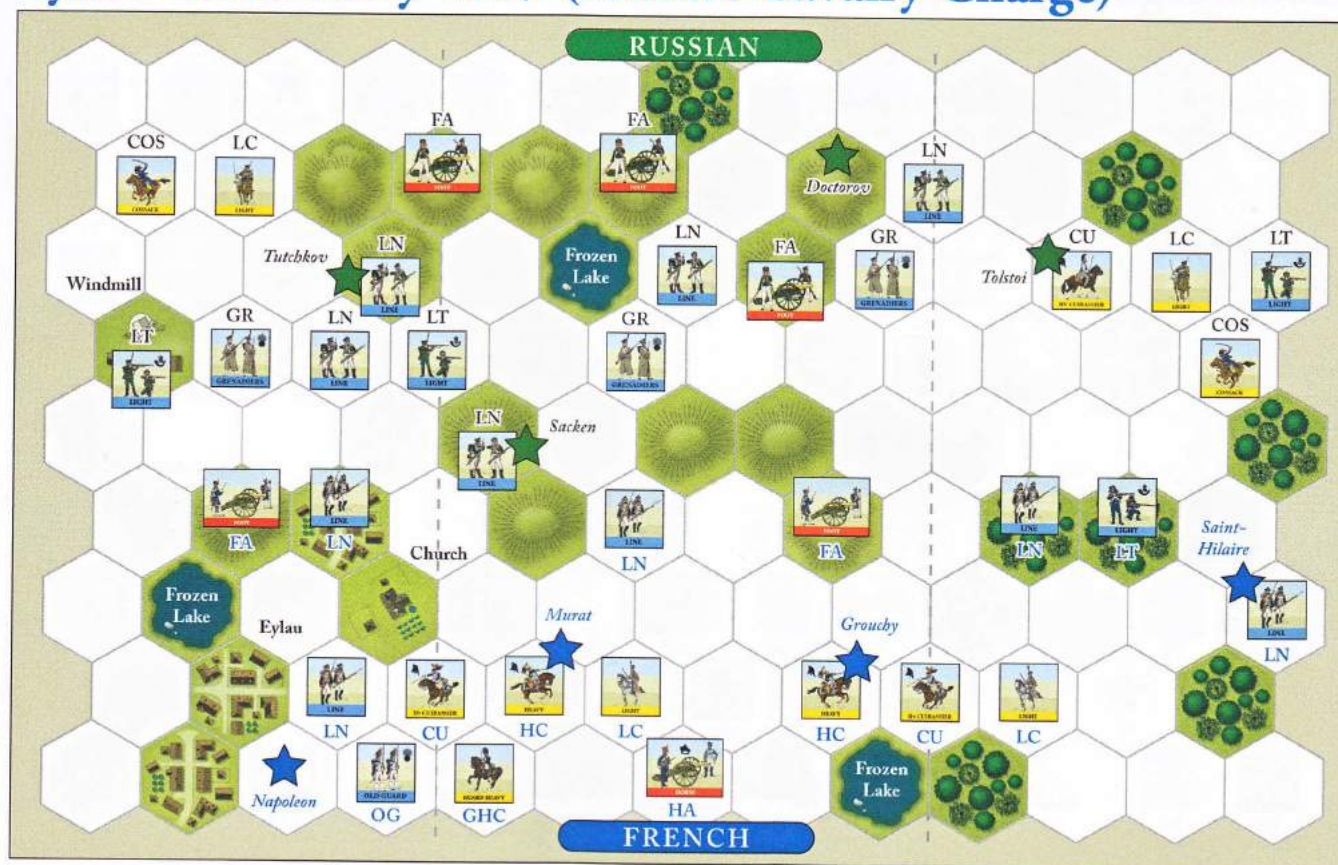
Victory

7 Victory Banners

Special Rules

- The Russian player gains one Temporary Victory Banner for each town hex of Eylau occupied at the start of the turn.
- The French player gains one Temporary Victory Banner for each hill hex occupied on Russian side of battlefield (four hexes or closer to Russian baseline) at the start of the turn.
- The Lakes are Frozen.
- No Pre-Battle Mother Russia Roll.

Eylau - 8 February 1807 (Murat's Cavalry Charge)



Historical Background

After thousands of French soldiers were cut down as they advanced against the Russian artillery in the center, victory seemed to be at hand for Bennigsen and the Russian army. Napoleon, however, called for Murat and his cavalry reserve to advance and save the army.

Led by the redoubtable cuirassiers, 12,000 French troopers executed the most decisive cavalry charge of the Napoleonic Wars. Hidden by the swirling snow, the cavalry crashed into the advancing Russian infantry. The Russian formations dissolved and thousands of Russian infantry were cut down as the cavalry swept onward and overran the guns. Cutting their way back out of the reforming Russian infantry, Murat's victorious troopers retired and the battle settled into stalemate ended by darkness. During the night, Bennigsen retreated his battered army, leaving the equally battered French in possession of the dismal field of battle.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Bennigsen
- 5 Command Cards
- Move First

French Army

- Commander: Napoleon
- 6 Command Cards

Victory

9 Victory Banners

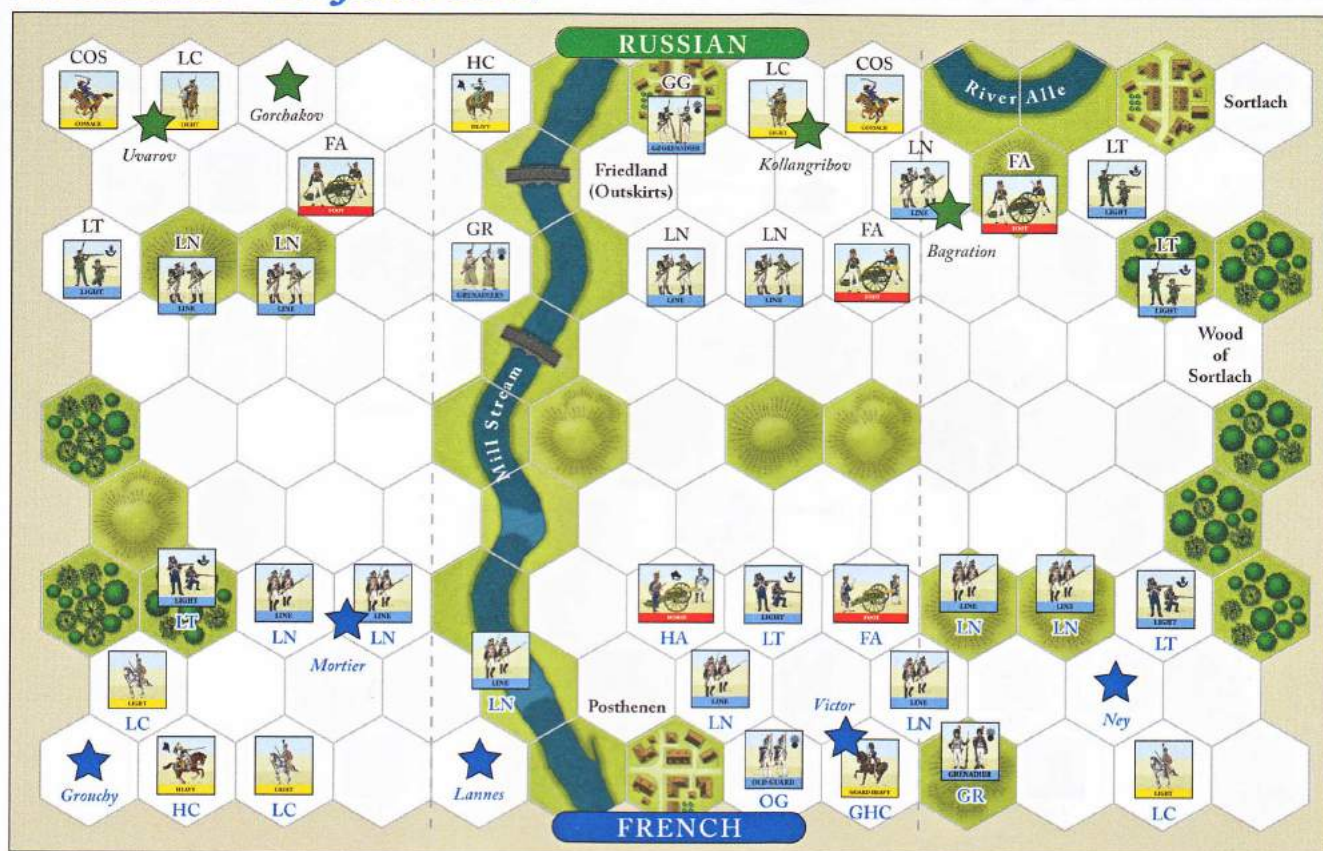
Special Rules

- The Russian player gains one Temporary Victory Banner for each town hex of Eylau occupied at the start of the turn.
- The Russian player will gain a sudden death victory when five French cavalry units are eliminated. Each town hex of Eylau occupied will count as one cavalry unit eliminated when determining sudden death victory.
- The French player will gain a sudden death victory when all three Russian Artillery units are eliminated.
- The Lakes are Frozen.
- No Pre-Battle Mother Russia Roll.

After repulsing two days of Russian attacks, Napoleon again resumed his advance up the left bank of the River Alle. While the Russian army, not defeated, retired to a strong position near the Polish town of Heilsberg. On June 10th, Murat attacked and quickly took the village of Launau. His advance beyond Launau, however, was stalled when he encountered a strong Russian force near Bevernick. It was only after Soult's IV Corps and artillery had moved into position, that by early afternoon, could the French force the Russians to retire from the outlying villages back to Heilsberg.

- Each town hex in Langwiese and Bevernick are a Temporary Victory Banner for French player at the start of the turn.
- The Russian player gains one Temporary Victory Banner for each town hex occupied, and will start the battle with one Victory Banner for occupying one town hex.
- The River Alle is impassable.
- The Bevernick Stream does not stop movement, but has the battle restrictions of a fordable stream.
- Pre-Battle Mother Russia Roll rule is in effect.

Friedland - 14 June 1807



Historical Background

When Napoleon arrived at Friedland, Bennigsen's Russian army was holding a four-mile line in what Napoleon determined was a very poor defensive position, with its back to the river Alle. In addition, the Mill stream bisected the Russian line which also gave Napoleon reason to attack at once. Around 5:00 PM Ney's divisions advanced. Opening a battle so late in the day surprised Bennigsen, forcing him to rescind his order to withdraw back across the Alle during the night. The Russians would have to offer battle where they stood.

The Russian left became the scene of advances, counter attacks and swirling cavalry actions. Both sides committed reserves to these combats, but the Russians weakened their center to do so. Seeing the weakness, the French horse artillery commander forwarded his guns to within 60 paces of the Russian infantry, and at that range the Russians took huge casualties – Eylau was avenged. Bennigsen launched an attack on his right in an attempt to take pressure off his left and center, but the French flank held. One final attack by the Russian Imperial Guard against Ney did not succeed in stopping the French and only served to buy time for the Russian army to retreat. But for the inaction of Grouchy and his French cavalry, the Russian army would have been largely destroyed. As it was, Russian casualties were catastrophic. The outcome of the Battle of Friedland spelled the end of the Fourth Coalition.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Bennigsen
- 5 Command Cards

French Army

- Commander: Napoleon
- 6 Command Cards
- Move First

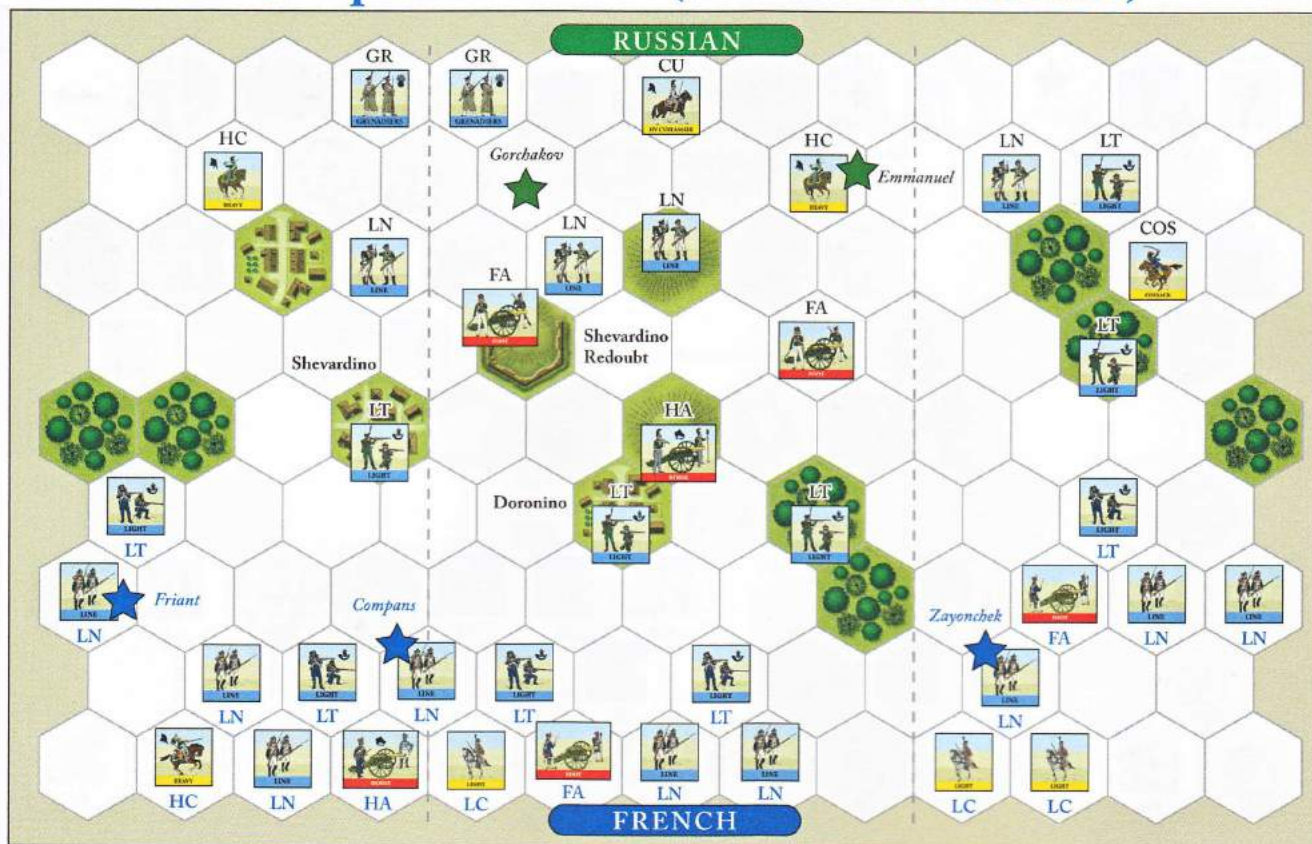
Victory

8 Victory Banners

Special Rules

- The River Alle is impassable.
- The Mill Stream is fordable. The shallow fords do not stop movement.
- Pre-Battle Mother Russia Roll rule is in effect.

Borodino - 5 September 1812 (Shevardino Redoubt)



Historical Background

The Russian force at Shevardino was under the command of General Prince Andrey Gorchakov and consisted of 8000 infantry, 4000 cavalry and 194 guns. He had deployed his Jagers in the woods and villages while the Russian Grenadiers and Cuirassiers were held in reserve. The French advance guard under Compans consisted of his 5th Division of Davout's I Army Corps.

The initial French attack was against Doronino and the nearby woods. Russian cavalry attacked the advancing infantry and were counterattacked by French cavalry, which forced the Russian cavalry back. The French advance continued and pushed to the foot of the Redoubt, while the Poles were pressing hard against the Russian left. The Redoubt was charged and the guns were forced to retire. The Russian Grenadiers were ordered to advance to take back the Redoubt and the field works changed hands a number of times. Friant's redoubtable French infantry had advanced during this fighting and were threatening to turn the Russian right. A desperate cavalry charge momentarily stopped Friant's advance. Night was approaching when Kuruzov gave the order for Gorchakov to abandon the Redoubt and fall back.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Gorchakov
- 5 Command Cards

French Army

- Commander: Compans
- 6 Command Cards
- Move First

Victory

10 Victory Banners

Special Rules

- The French gain one Temporary Victory Banner for each town hex the Russians do not occupy at the start of the French turn.
- The Russians gain one Temporary Victory Banner at the start of the turn, when a Russian unit occupies the Shevardino Redoubt.
- The French gain two Temporary Victory Banners at the start of the turn, when a French unit occupies the Shevardino Redoubt.
- The French gain one Victory Banner for each French unit that exits the battlefield from any Russian baseline hex.
- Pre-Battle Mother Russia Roll rule is in effect. Saber and cavalry rolls have no effect.

Borodino - 7 September 1812 (Village of Borodino)



Historical Background

On the morning of the 7th, Prince Eugene's corps advanced against the village of Borodino. After a hard fight, the village was captured from the Russian Guard Jager defenders. However, the disorganized French attackers failed to advance any further against the Russians that occupied the heights above Borodino. General Delzons took up the defense of Borodino to prevent the Russians retaking it, while the remainder of Eugene's forces crossed the Kolocha to the south, placing them on the same side of the stream as the Russians and the Raevski redoubt.

On the morning of the battle on the northern flank, Cossack patrols saw that the ground in front of them was clear of the enemy and a plan to flank the French and attack the French rear was put into action. As the cavalry force, which included General Uvarov's 1st Cavalry Corps, moved south it eventually arrived in the rear of Eugene's Corps. The sudden appearance of enemy cavalry so close to the army's supply train prompted Eugene to immediately cancel his attack on the Raevski redoubt and pull back his entire Corps to deal with this alarming situation.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Dokhturov
- 5 Command Cards

French Army

- Commander: Eugene
- 5 Command Cards
- Move First

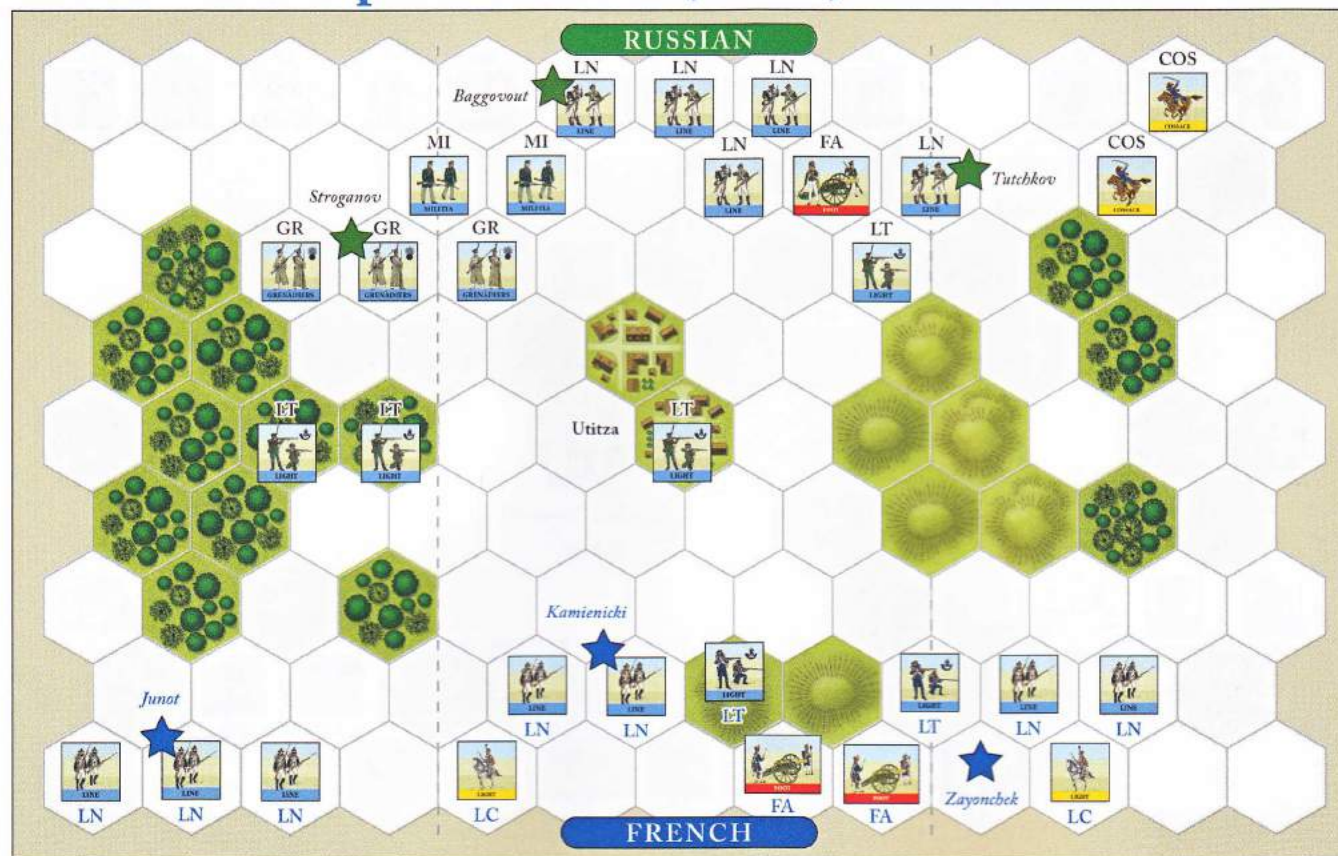
Victory

7 Victory Banners

Special Rules

- The two hexes of Borodino form a Temporary Majority Victory Banner worth one banner for the side that occupies the absolute majority of these hexes at the start of its turn.
- The French gains one Temporary Victory Banner at the start of the turn, for each French unit occupying a hill hex on Russian side of the river.
- The Russians gain a Victory Banner for each Russian cavalry unit that exits the battlefield from a French baseline hex.
- The Kalatsha River is a fordable river. The shallow fords do not stop movement.
- Pre-Battle Mother Russia Roll rule is in effect. Saber and cavalry rolls have no effect.

Borodino - 7 September 1812 (Utitzza)



Historical Background

The village of Utitzza was at the southern end of the Russian left flank positions at Borodino. The Utitzza woods, however, were very dense—well suited for Tutchkov's Russian Jaegers that were deployed there in some numbers. All total, Tutchkov had some 23,000 troops, but many were untrained Opolchenye (militia). Poniatowski had about 10,000 trained Polish soldiers, very eager to fight.

The first attempt by the Poles, did capture Utiza, but Tuchkov's Grenadier Division and the 3rd infantry division advanced and ejected the Polish forces in short order. General Junot then joined the attack and again captured Utiza, but as the Russians departed, the village was set on fire and no longer could be defended. After this, the Russians and Poles continued to skirmish for the rest of the day without much progress.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Tutchkov
- 5 Command Cards

French Army

- Commander: Poniatowski
- 5 Command Cards
- Move First

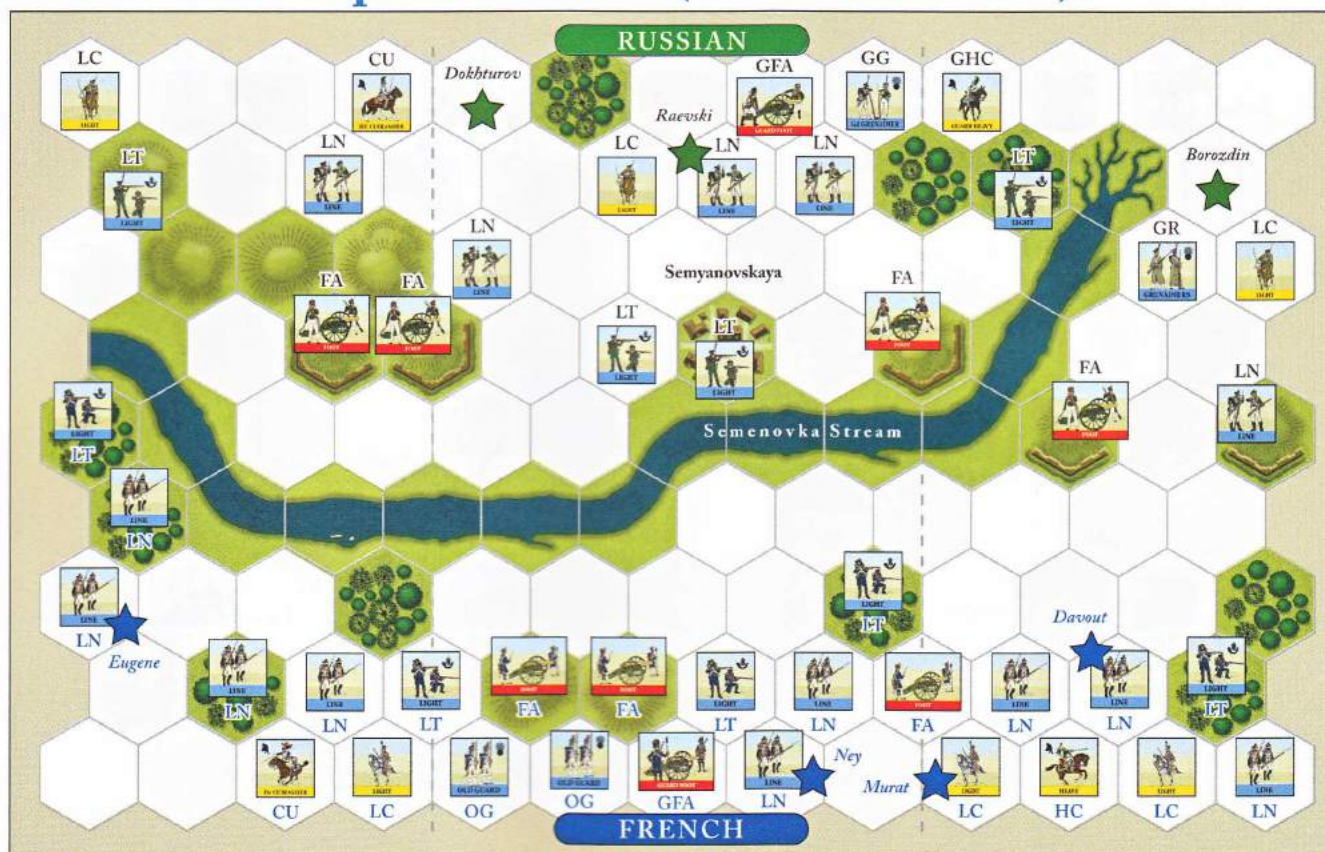
Victory

7 Victory Banners

Special Rules

- The two hexes of Utitzza form a Temporary Majority Victory Banner worth one banner for the side that occupies the absolute majority of these hexes at the start of its turn.
- Pre-Battle Mother Russia Roll rule is in effect. Saber and cavalry rolls have no effect.

Borodino - 7 September 1812 (Raevski Redoubt)



Historical Background

Despite Marshal Davout's suggestion of a maneuver to outflank the weak Russian left, Napoleon instead ordered Davout to move forward toward the Russian fleches (small redoubts), while the flanking maneuver was left to Prince Poniatowski.

Three Russian Corps met Davout's initial advance and even when part of Ney's and Junot's Corps were sent to his aid, the Russians refused to give ground. By late morning the fight for the fleches and Semyanovskaya had become a grinding struggle of attrition. A second French assault was being turned back, until Murat's cavalry charged forward and took the fleches. The Russian right flank commander, Barclay, sent his reserves on his own initiative to retrieve the situation. A full-scale attack against the Raevski (Grand) redoubt was also launched around 2:00 PM, after Eugene had stabilized his right flank. The Russians squandered their advantage in artillery with fully half of their guns unengaged. The French, however, formed a grand battery that rained destruction upon massed Russian formations. Accounts by Russians advancing to counterattack spoke of walking into hell. The French infantry moved to engage the redoubt from the front, while the cavalry swung around to its rear. Kutusov counterattacked with his Guard reserves to stabilize the line, but they in turn were decimated. The Russians were spent, but Napoleon would not release the Imperial Guard infantry and cavalry to destroy the disorganized Russian left wing. With no fresh troops committed to decide the issue, both sides ceased fighting out of mutual exhaustion. In spite of losing some areas in the battlefield, the battered Russian army did not collapse. During the night, Kutusov ordered a retreat.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Kutuzov
- 5 Command Cards

French Army

- Commander: Napoleon
- 6 Command Cards
- Move First

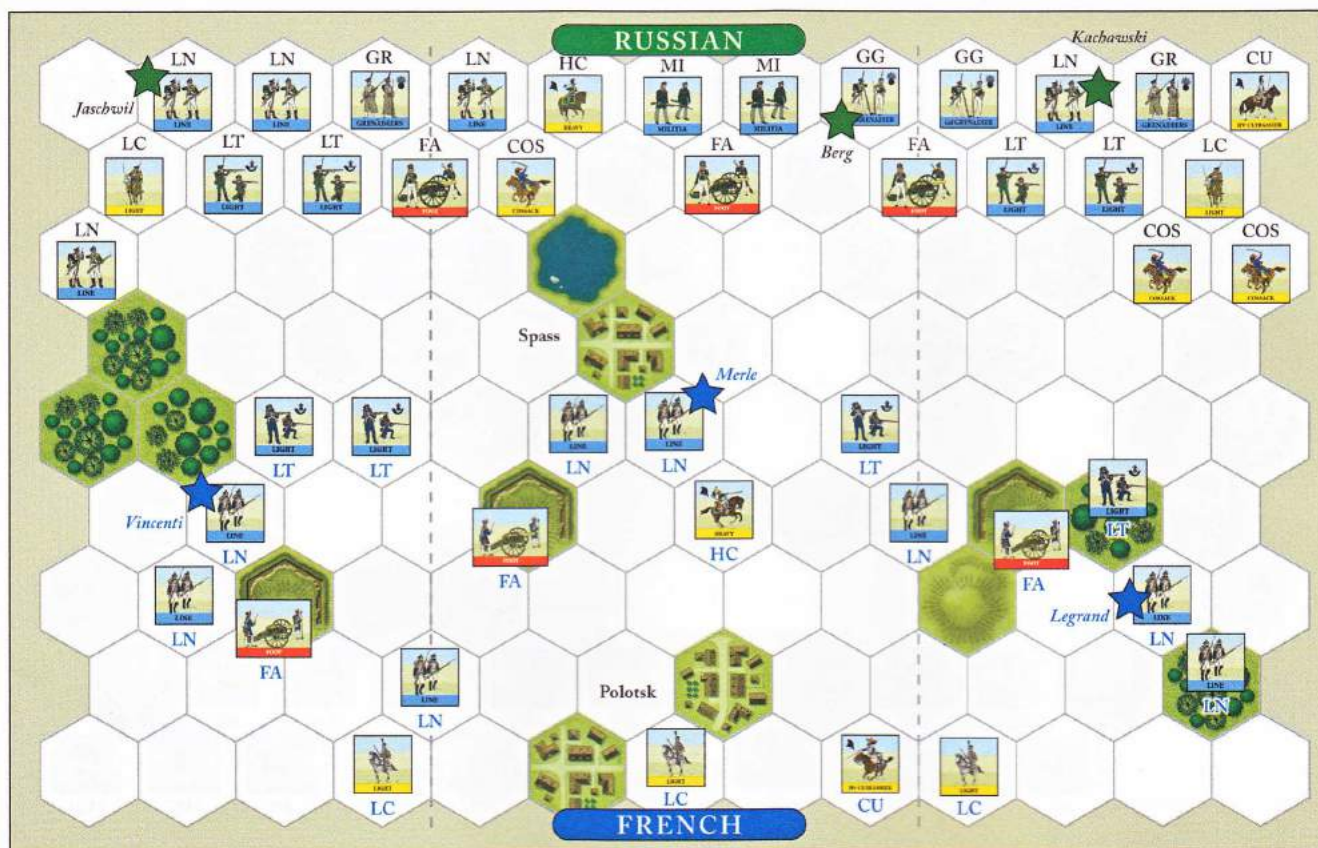
Victory

10 Victory Banners

Special Rules

- Semyanovskaya is a Temporary Victory Banner worth one banner for the side that occupies it at the start of its turn.
- The French gain one Temporary Victory Banner for each field works hex that the Russians do not occupy at the start of the French turn.
- The Semenovka Stream is fordable stream. The stream does not stop infantry movement nor does it cause any battle restrictions for infantry units.
- Pre-Battle Mother Russia Roll rule is in effect. Saber and cavalry rolls have no effect.

Polotsk - 18 October 1812



Historical Background

As Napoleon advanced eastward into Russia, he set up three supply depots at Polotsk, Minsk and Smolensk to keep his army in supply. Vitebsk was the northernmost depot, and most vulnerable to Russian attacks under a steadily growing force under Wittgenstein. It was imperative that Saint-Cyr hold Wittgenstein on the Dvina line to prevent the Russians from cutting the French Army's communications. On the 18th, Wittgenstein's 40,000 Russians made no fewer than seven frontal assaults on the 23,000 French troops strategically positioned in front of Polotsk while 9,000 additional Russians under Steingal moved on Polotsk from the rear. The fighting was fierce, yet all of the Russian attacks were beaten back by the end of the day.

That night and the next day the Russians bombarded the French positions. When Steingal's force arrived, Saint-Cyr knew he had to retreat or be surrounded. He ordered his Bavarian contingent to attack Steingal. They attacked with élan, driving the Russians back in disorder and opening a line of retreat. Saint-Cyr's force was weakened to the point that Wittgenstein was able to advance, cut the supply line at Vitebsk, and set in motion the logistic catastrophe that destroyed Le Grande Armée.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Wittgenstein
- 5 Command Cards
- Move First

French Army

- Commander: Saint-Cyr
- 5 Command Cards

Victory

8 Victory Banners

Special Rules

- The two hexes of Polotsk are a Temporary Victory Banner worth one banner each for the Russian player at the start of its turn.
- Pre-Battle Mother Russia Roll rule is in effect. Saber and cavalry rolls have no effect.

Maloyaroslavets - 24 October 1812



Historical Background

Napoleon marched southwest out of Moscow on October 19th toward the fertile region around Kaluga where supplies could be obtained. Eugene commanded Napoleon's advance guard and all was going as planned until reaching Maloyaroslavets. Kutusov had also directed Dokhturov to march for Maloyaroslavets and the Russian advance guard arrived first. A furious meeting engagement ensued as Eugene charged over the River Luzha bridge and into parts of the village. Both locations changed hands several times. At one point Dokhturov broke off the attack, but was reinforced by Raevski and renewed the fight. Eugene's final effort drove back the Russians to the ridges that overlooked the village. Early in the afternoon Napoleon was near the village, but after a close encounter with a party of Cossacks, he decided not to renew the action and made the fatal decision to alter the route of retreat to Mojaisk, forcing the army to retreat through the regions devastated during the advance on Moscow.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Dokhturov
- 5 Command Cards
- Move First

French Army

- Commander: Eugene
- 5 Command Cards

Victory

10 Victory Banners

Special Rules

- The five hexes of Maloyaroslavets form a Temporary Majority Victory Banner worth two banners for the side that occupies the absolute majority of these hexes at the start of its turn.
- The Church is a Temporary Victory Banner worth one banner for the Russian player at the start of its turn.
- The Bridge is a Temporary Victory Banner worth one banner for the Russian player at the start of its turn.
- The Luzha River is impassable.
- Pre-Battle Mother Russia Roll rule is in effect. Saber rolls have no effect.

Krasnoi - 17 November 1812



Historical Background

The march from Moscow to Smolensk was a nightmare. Napoleon's army lost half of its remaining strength to a combination of starvation, exposure to harsh weather, Cossack and partisan raids and desertion. Smolensk did indeed contain supplies, but Russian advances threatened to surround Napoleon. The retreat had to continue and there was not sufficient transport to bring along the supplies.

Not expecting an attack by the cautious Kutusov, Napoleon marched out of Smolensk one Corps at a time, resulting in a column some 40 miles long. Napoleon was attempting to regroup his forces at Krasnoi, when Kutusov's army did the unexpected, attacking and defeating Eugene's IV Corps. Napoleon was in a dire position. His retreat path was blocked and prudence dictated retreat, but he desired to stand long enough to give Davout's and Ney's corps the opportunity join him. Davout's corps did arrive, but was promptly bombarded and scattered. Ney's retreat route was cut when the Russians occupied Uvarovo. Napoleon knew he was now heavily outnumbered, and if the Russians made a determined attack, all would be lost. He gambled.

He sent his Old Guard forward into the jaws of the Russian Army to make an aggressive feint, while the Young Guard was to attack and retake Uvarovo. So great was the Guard's reputation that Kutusov canceled the planned attack and pulled back, choosing to bombard the Guard at long range. General Bennigsen, second in command to Kutusov, seeing the opportunity to destroy part of the French Guard, ordered Galitzin to re-take the village of Uvarovo. The Young Guard took heavy casualties from Russian artillery and repeated attacks, but held until nightfall. Napoleon, recalled the Guard and resumed the retreat, but the decision was not easy, for it meant leaving Ney's III Corps to its fate.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Kutusov
- 8 Command Cards*
- Move First

French Army

- Commander: Napoleon
- 6 Command Cards

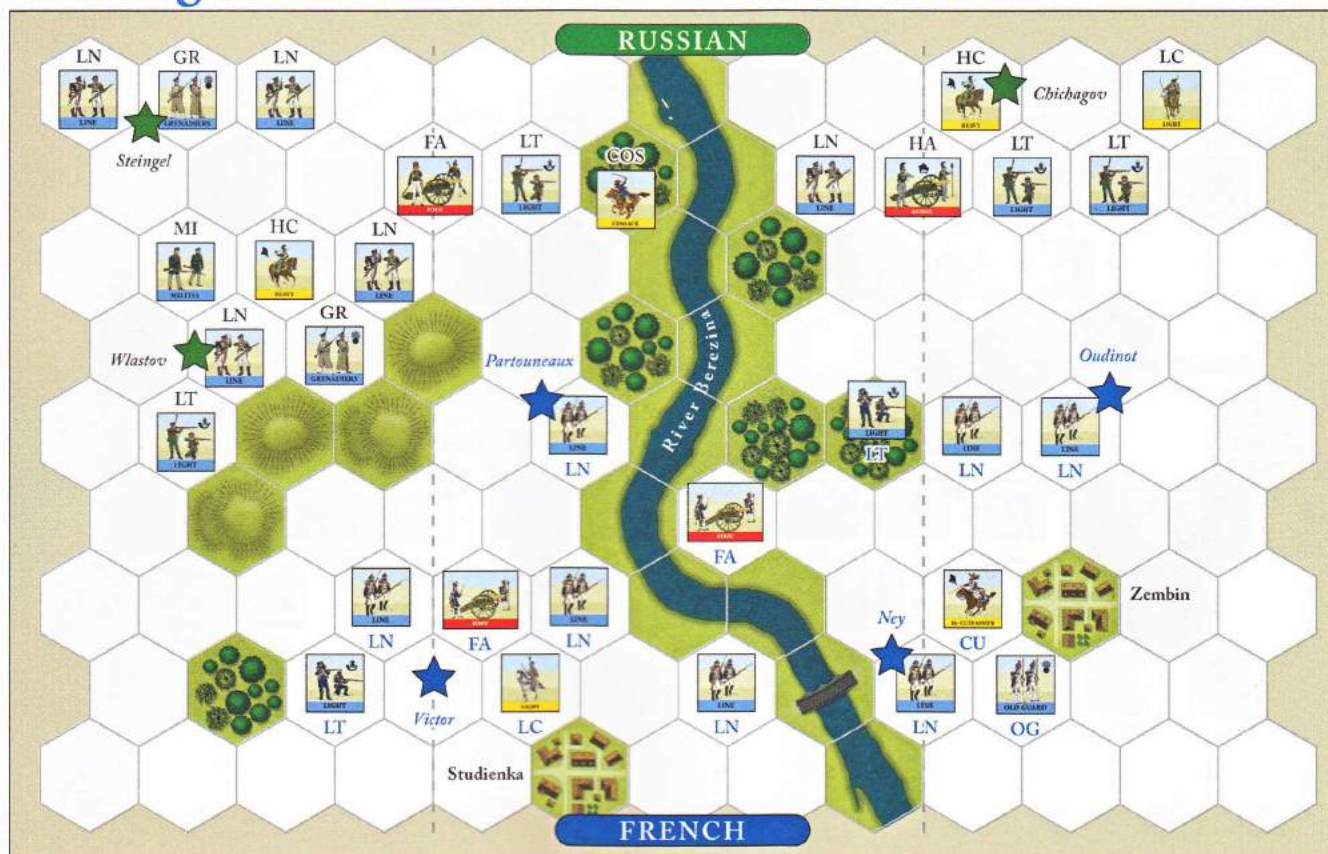
Victory

7 Victory Banners

Special Rules

- The Russian player loses one Command card, selected at random, for each of Davout's line units that exit the battlefield.
- Davout's six line units, each start the battle with two blocks. The French player gains one Victory Banner when two of Davout's line units exit the battlefield from the designated French baseline hex. An additional banner is gained for each line unit that exits after.
- The Russian player gains one Victory Banner for every two of Davout's line units eliminated.
- The village of Uvarovo is a Temporary Victory Banner worth two banners for the side that occupies it at the start of the turn.
- The Bridge is a Temporary Victory Banner worth one banner for the Russian player at the start of its turn.
- Both streams are fordable, but they do not have any battle restrictions.
- No Pre-Battle Mother Russia Roll.

Crossing the Berezina - 27/28 November 1812



Historical Background

Mother Nature continued to side with the Russians. As the French army retreated west, it was faced with the daunting task of crossing the unfrozen and unbridged River Berezina. On the west bank blocking the crossing was a force of 30,000 Russians under Admiral Chichagov. Wittgenstein with another 30,000 soldiers approached from the north on the east side of the river. Napoleon ordered Oudinot on the 26th to draw off the enemy to give his engineers time to bridge the river. The Russians took the bait and moved their main force south. Now the French engineers went to work, and two bridges were constructed in a matter of hours. General Eble, chief of engineers, was able to perform this miracle because he had disobeyed Napoleon's direct order to destroy all engineering equipment. The Grande Armee began crossing, largely undisturbed.

By the morning of the 28th, Wittgenstein's Russians were advancing in earnest against Victor's rearguard Corps on the east side of the river. When one of his divisions under General Partouneaux took the wrong road, the Russians surrounded and destroyed it. With the loss of the division, Victor was having serious trouble holding off the Russian onslaught. Napoleon ordered the Baden brigade to cross back to assist Victor, but the Russian kept advancing. The Russian's finally retired for the day, when attacked by a gallant cavalry charge supported by the French artillery on the west bank.

On the west bank, Admiral Chichagov was doing his best to break through the French perimeter to seize the crossing sites. Marshal Oudinot was severely wounded and his corps was pushed back. Marshal Ney quickly assumed command and ordered the French Cuirassiers to

charge. The Russian fell back and did not attempt any further attacks on the west side of the river.

Throughout the night the rest of the French army crossed the river. General Eble had urged the throngs of stragglers and camp followers to cross in the gaps between the French formations, but many did not do so. Reluctantly he issued the necessary orders to fire the bridges to prevent Russian pursuit. Thousands died as they stampeded vainly to cross, and thousands more perished as the Cossacks fell upon them.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Wittgenstein
- 5 Command Cards
- Move First

French Army

- Commander: Napoleon
- 6 Command Cards

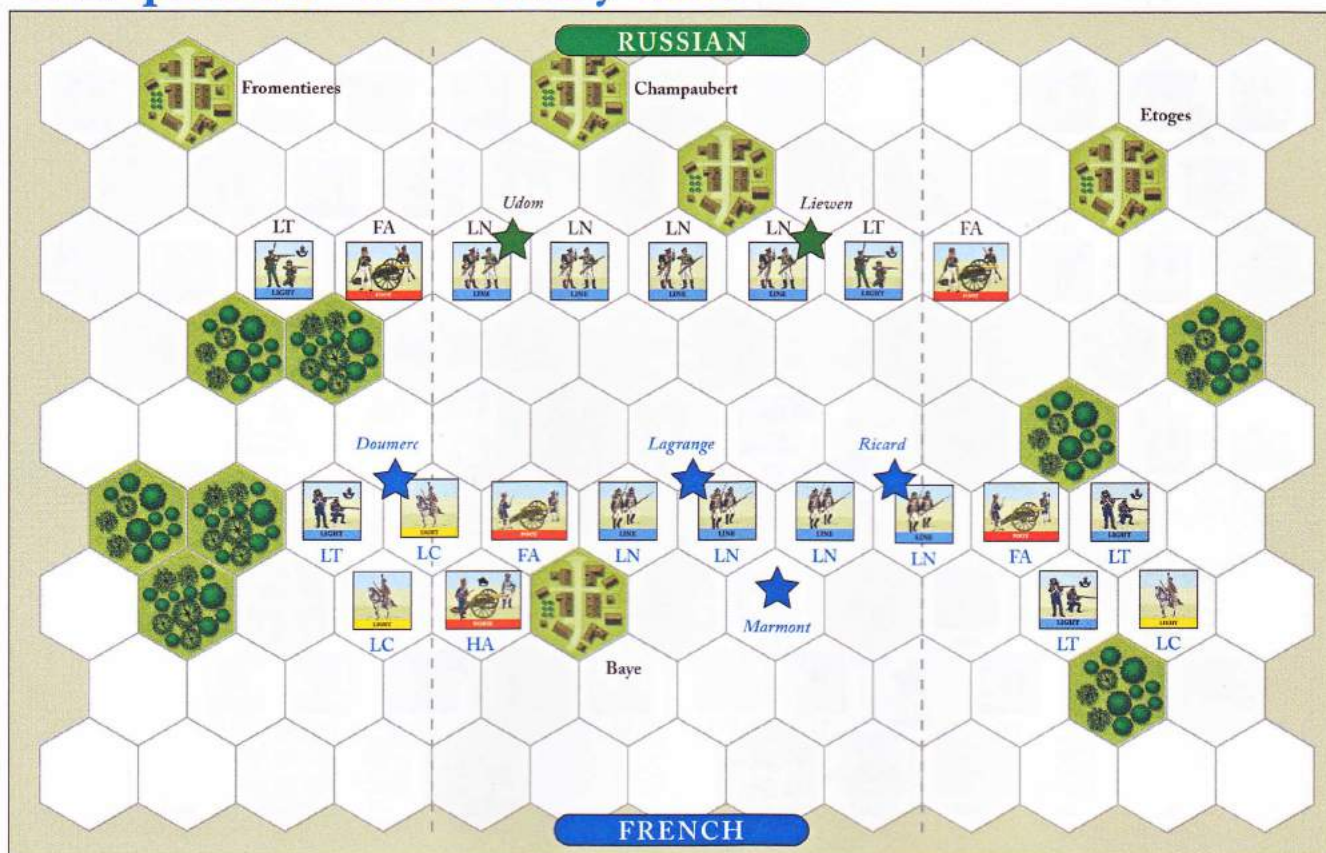
Victory

7 Victory Banners

Special Rules

- The River Berezina is impassable.
- Pre-Battle Mother Russia Roll rule is in effect. Saber rolls have no effect.

Champaubert - 10 February 1814



Historical Background

Napoleon's 30,000 men were tired and hungry after their defeat at La Rothiere, but Blucher believing the French force to be spent, did not make any attempt to unite his army. On February 10th, Napoleon turned and moved on Olsufiev's 5,000 isolated Russians. Lacking cavalry, Olsufiev decided to stand and fight instead of trying to run and rejoin the main army. It was a fatal decision.

Marmont's French infantry slowly advanced forward, while the cavalry sent the Russians into squares that were pounded by the French artillery. After suffering heavy losses, Olsufiev and many of his survivors were taken prisoner. Only a few Russians made good their escape.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Olsufiev
- 4 Command Cards

French Army

- Commander: Marmont
- 5 Command Cards
- Move First

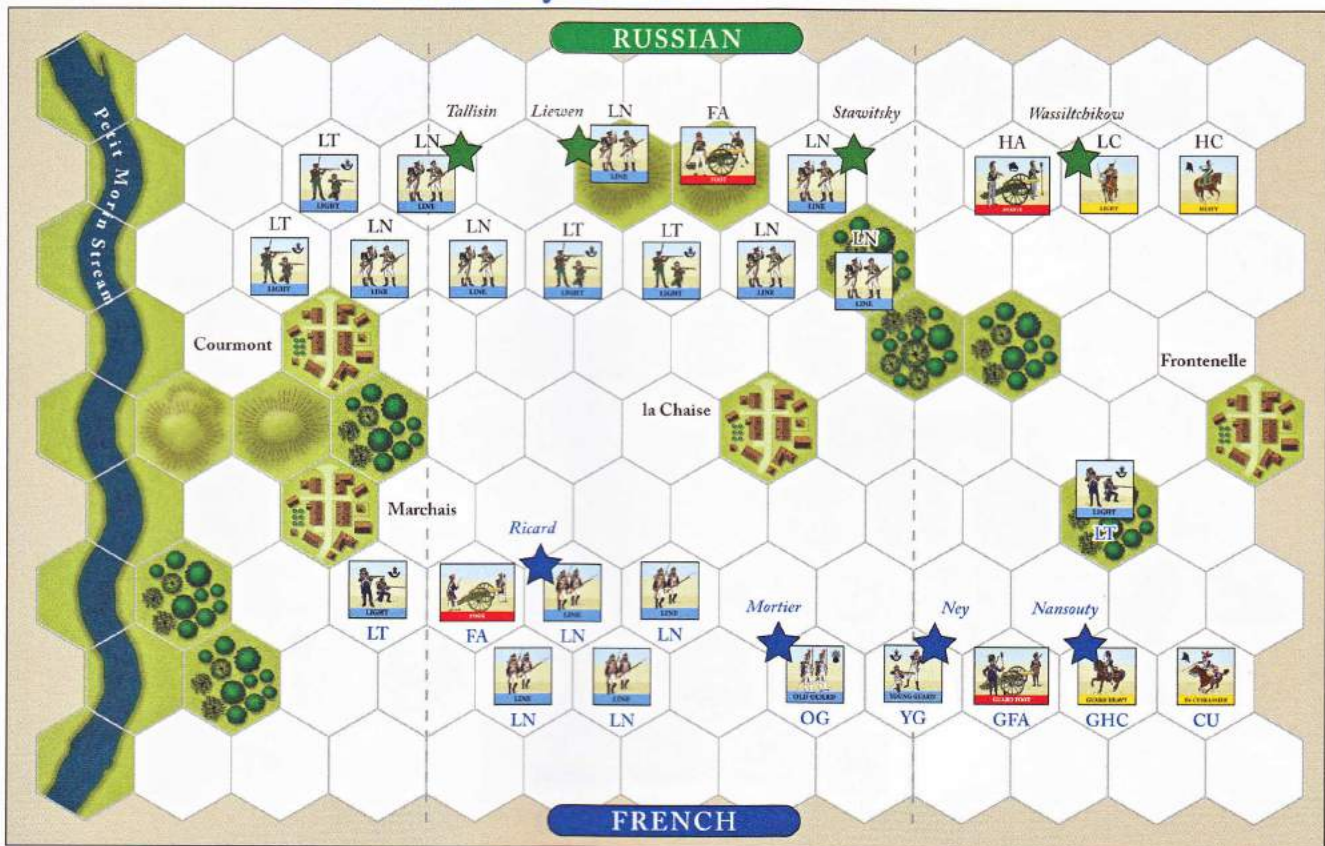
Victory

5 Victory Banners

Special Rules

- French line infantry are conscripts and do not receive one additional die in melee when attacking an enemy infantry unit.
- No Pre-Battle Mother Russia Roll.

Montmirail - 11 February 1814



Historical Background

After his victory at Champaubert, Napoleon found himself in the midst of Blücher's forces. In Napoleon's mind it was the central position again, a tactical position from which he achieved much success in the past. Blücher ordered both Sacken and Yorck to concentrate on Montmirail. Yorck, however, was hesitant to move too far from the bridge crossing the Marne and did not move quickly. This separation of enemy forces was just what Napoleon was looking for and he took the initiative to move against Sacken's Russians.

Sacken turned his Russians to meet the French, believing Yorck's Prussian Corps was just to the north. He saw only conscripts between his corps and Montmirail, and attacked. Ricard's division of conscripts fought valiantly against superior Russian numbers. Finally the Old Guard arrived to save the day, shortly before Yorck's advance guard appeared. Napoleon, knowing the Prussians could join the battle at any time, decided to commit his Old Guard units. Ney led the Old Guard assault that rolled up the Russian left flank. The Young Guard and Ricard's reformed division now advanced and broke the Russian line. The Guard Cavalry exploited the gap and swept the battlefield.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Sacken
- 5 Command Cards
- Move First

French Army

- Commander: Napoleon
- 6 Command Cards

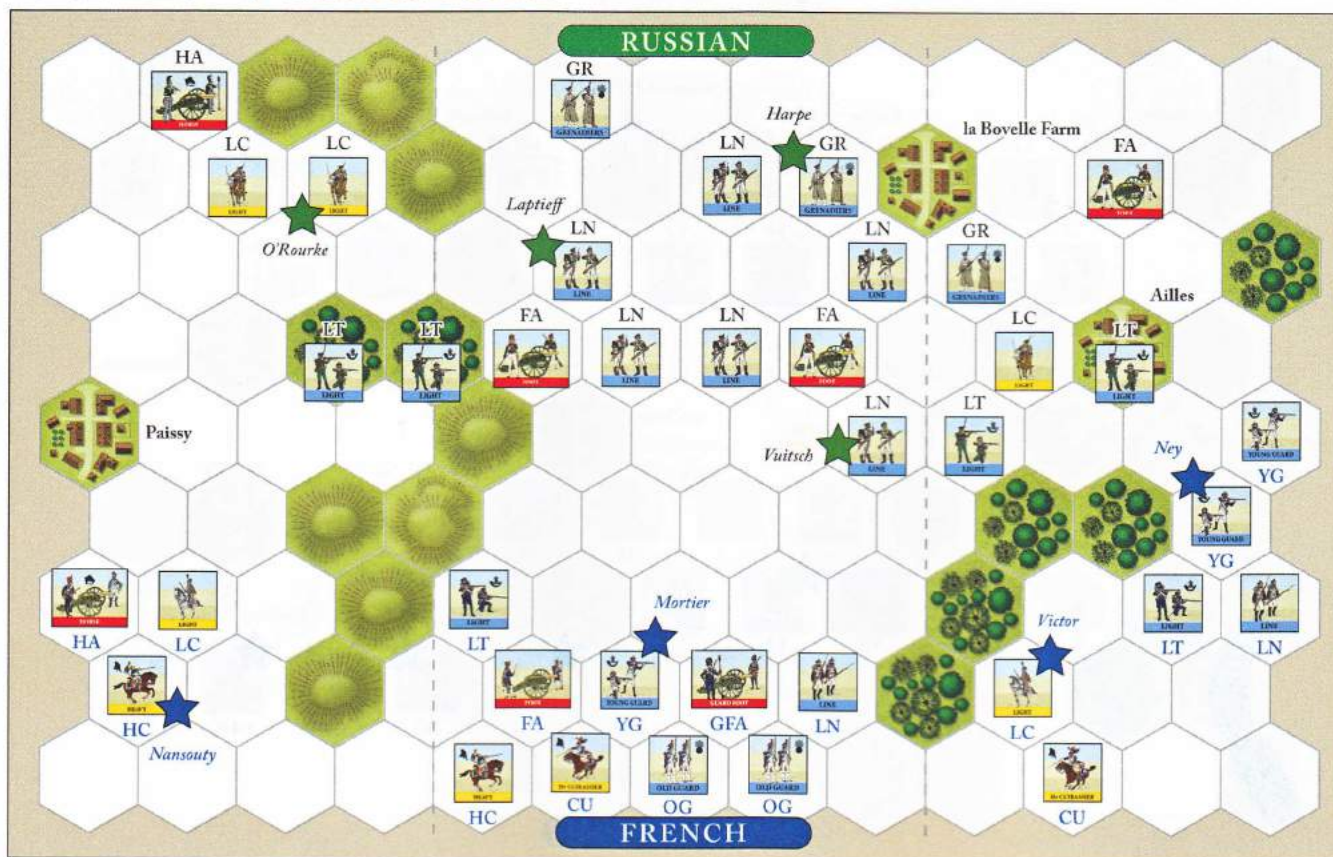
Victory

6 Victory Banners

Special Rules

- French line infantry are conscripts and do not receive one additional die in melee when attacking an enemy infantry unit.
- The Petit Morin stream is fordable.
- Pre-Battle Mother Russia Roll rule is in effect. Saber and cavalry rolls have no effect.

Craonne - 7 March 1814



Historical Background

Napoleon had hoped to defeat Blucher's army piecemeal since it was strung out in retreat after the series of Allied set-backs, but Blucher's force recovered more quickly than expected. Napoleon pushed forward and on March 7th caught up to what he believed was the Russian rear guard near Craonne. Blucher, however, had concentrated his forces and was eager to give battle. While his main force attacked up the valley, Napoleon sent Ney with the young guard and Victor's cavalry to outflank the Russian left and Nansouty's force to outflank the right. The coordination of the three forces, however, was poor. Ney's force attacked before Napoleon's artillery was up in the center and all attacks suffered heavy casualties which included cavalry commander Nansouty. A Russian counter attack was roughly handled and neither commander choose to continue the attack.

The stage is set. The battle lines are drawn and you are in command. Can you change history?

Battle Notes

Russian Army

- Commander: Voronzov
- 5 Command Cards

French Army

- Commander: Napoleon
- 6 Command Cards
- Move First

Victory

10 Victory Banners

Special Rules

- French line infantry are conscripts and do not receive one additional die in melee when attacking an enemy infantry unit.
- Pre-Battle Mother Russia Roll rule is in effect. Saber and cavalry rolls have no effect.