A FIRE & FURY SPECIAL SCENARIO FOR WARGAMES ILLUSTRATED

# Alge of Eagles

The Battle of Borodino 7 September 1812



Scenario Design & Layout – Colonel (Ret) Bill Gray
Map and Original Fire & Fury Design – Richard Hasenauer
Map from William Blackwood & Sons, painting by Franz Roubaud
Borodino Panorama (1911)

# Battle of Borodino

## 7 September 1812



There are very few individuals with an interest in this period who have yet to hear of the great battle between Napoleon and General Prince Mikhail Kutusov along the banks of the River Moscowa. Suffice it

to say that like so many other engagements, this contest did not end as the decisive victory both commanders sought. On 7 Spetember 1812, some 124,000 French supported by 587 guns slugged it out with the Holy Warriors of Russia, fielding 120,800 men and 640 guns. When it was all over the French would count over 28,000 men as casualties, the Russians over 52,000. Napoleon had driven his foe from the field, but the Russians left with their army beaten senseless yet intact, and this assured that Czar Alexandr would reject any offers of peace by the French. In short, the battle was an indecisive tactical victory for the French, with the strategic edge claimed by the Russians. It could have been different.

**Scale.** Each stand represents 360 infantry, 180 horse or 6 to 12 (Russian) cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes real time.

**Players.** Assign one player to each French, French Allied or Russian corps, with some players also doubling as their various army commanders.

**Terrain and Weather.** The gaming table is 8 feet wide and 6 feet deep, laid out as given. Weather is cool and clear all day. All streams are fordable, as is the River Kolocha south of Borodino, and afford a defender a +1 melee DRM if attacked entirely across stream. The Kolocha is fordable north of Borodino at double the normal penalty. The River Moscowa is NOT fordable except at the village of Maslova. Forests, villages and slopes are rough terrain for movement. Slopes afford the defender a +1 melee DRM if attacked entirely uphill. Forests and villages convey a -1/+1 DRM advantage to the defender for fire and melee respectively. For Bagration's fleches and Raevski's Great Redoubt, the DRM is -2/+2 and -3/+3. Cavalry is automatically Disordered attacking into forests, field fortifications or villages, or across any portion of the Kolocha. Road movement may be used on all roads.

**Playing Time.** The game begins at 6:00 am and ends with the 4:30 pm turn, a total of 22 turns.

**Deployment.** Units set up per following map in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command. Given their large

number, gun stands are not shown on the map but may be deployed limbered or unlimbered within 12 inches of a leader in their chain of command.

**Leaders.** Leaders who are Charismatic are marked with the (C) symbol on their label. Poniatowski is Charismatic only for Polish units to include the Vistula Legion, Platov only for Cossacks.

**Infantry.** All infantry is Columnar except for those assigned to the French Imperial Guard and Davout's Corps which is designated Impulse. Note two of Davout's infantry divisions (Morand and Gerard) have been attached to Prince Eugene. Skirmish capable infantry are annotated with the "Sk" abbreviation.

**Cavalry.** Cavalry may neither mount nor dismount in this scenario, though the Russians do have a single brigade of permanently dismounted dragoons.

**Artillery.** All batteries have two functions. Each side may form not more than two Grand Batteries per game, and these must be commanded by an artillery general or the army commander. The French may deploy one of the two massed batteries prior to game start no closer than 7 ½ inches from the enemy and consisting of not more than 25 gun stands

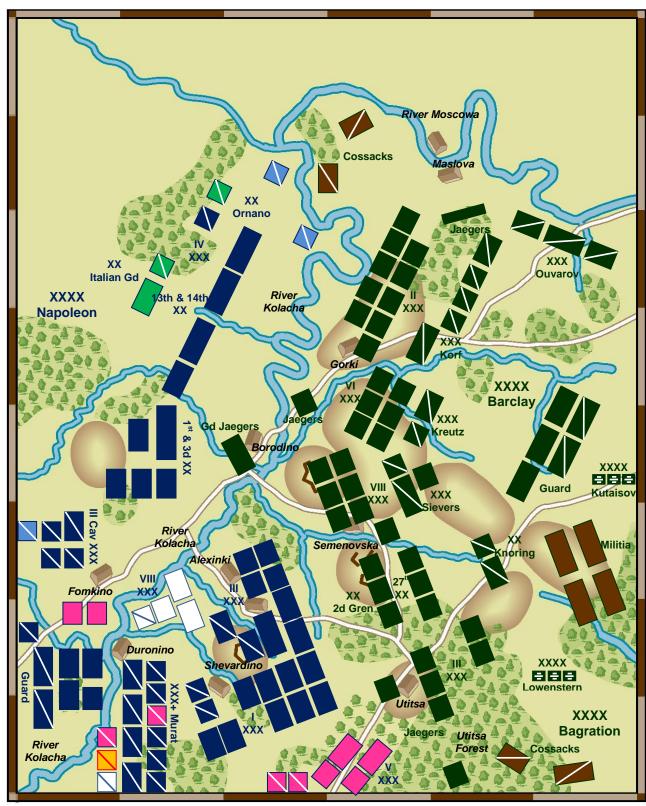
**Reinforcements.** There are none in this game.

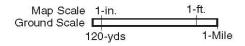
**Special Rules.** The Facing to the Flank and Urban Combat rules are in effect from the *Age of Eagles (AOE) Supplement*. Each building model will support four infantry or artillery stands.

**Optional Rule – Napoleon's Lethargy.** When rolling to activate or continue the progress of any unit of the French Imperial Guard Corps under Reserve Movement, apply a – 3 DRM. This penalty permanently disappears the first time a Russian unit moves close enough to activate any Guard unit Tactically.

**Victory Conditions.** Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE. If Napoleon is killed, the French automatically lose and all French players are banned from wargaming for life.

**Sources.** There are many, most of which disagree as regards who was at the battle and how many of them were present. The George Nafziger OB was the principal source used to develop this scenario.





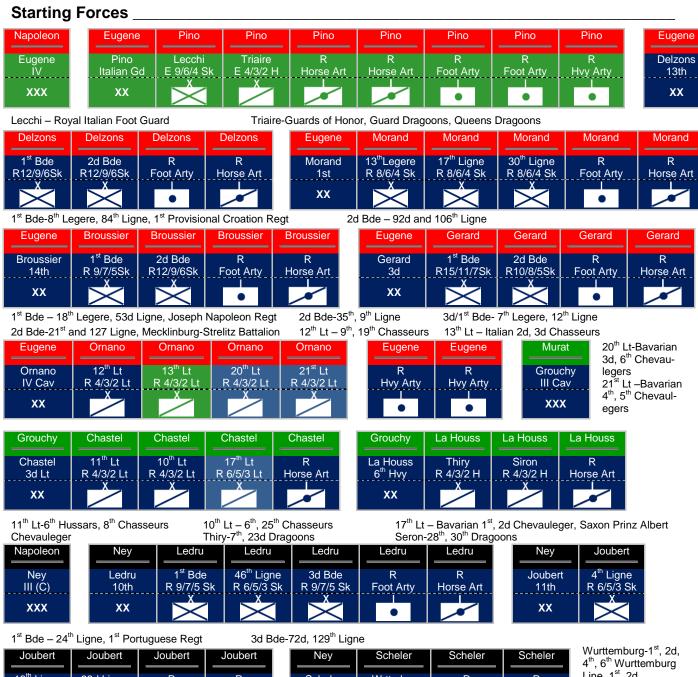
The Battle of Borodino



# Battle of Borodino

Order of Battle Labels and Order of Appearance

# **FRENCH**

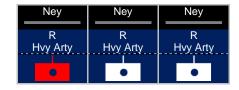




Ney	Scheler	Scheler	Scheler
Scheler 25th	Wrttmbrg R 5/4/3 Sk	R Foot Arty	R Horse Art
XX		-	

4<sup>th</sup>, 6<sup>th</sup> Wurttemburg Line, 1<sup>st</sup>, 2d Wurttemburg Light Bns, 1<sup>st</sup>, 2d Wurttemburg Jaegers

Ney	Wollwrth	Wollwrth
Wollwrth III Cav	9 <sup>th</sup> Lt E 6/4/2 Lt	14 <sup>th</sup> Lt E 6/4/2 Lt
ХХ		



9<sup>th</sup> Lt-11<sup>th</sup> Hussars, Wurttemburg 6<sup>th</sup> Chevaulegers and 4th Jeger zu Pferd 14th Lt-4th and 28th Chasseurs, Wurttemburg 1st and 2d Chevaulegers

# Battle of Borodino (continued)



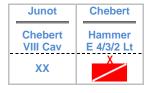


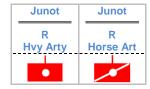


Damas-Westfalen 1<sup>st</sup> Legere, 2d and 6<sup>th</sup> Ligne Wickenburg-Westfalen 2d Legere, 3d, 7<sup>th</sup> Ligne

Guard-Westfalen Gd Grenadiers, Gd Jaegers, Jaeger-Karabiniers, 1st Jaegers

Hammer-Westfalen 1st, 2d Hussars, Gd Lancers

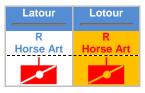












 $1^{st}$  Brigade – Saxon Zastrow, Garde du Korps, Polish  $14^{th}$  Kurassiers 2d Bde – Westfalen 2st and 2d Cuirassiers  $29^{th}$  Lt – Polish 3d,  $11^{th}$   $16^{th}$  Lancers

Friant 3d Bde (below) - 15th Legere, Joseph Napoleon Regt





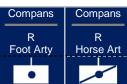




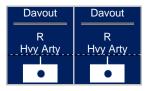
















1<sup>st</sup> Lt-2d Chasseurs, 9<sup>th</sup> Polish Lancers

2d Lt-1<sup>st</sup>, 3d Chasseurs

3d Lt-7<sup>th</sup> Hussars, 9<sup>th</sup> Lancers

4<sup>th</sup> Lt-8<sup>th</sup> Hussars, 16<sup>th</sup> Chasseurs

Bruyere	Bruyere
15 <sup>th</sup> Lt	R
R 4/3/2 LL	Horse Art
X	



Nansouty	Valence	Valence	Valence
Valence 5 <sup>th</sup> Cuir	Cuirassier E 6/4/2 A	R Horse Art	R Horse Art
XX	X		

 $15^{th}$  Lt- $6^{th}$ ,  $8^{th}$  Polish Lancers,  $1^{st}$  Prussian Combined Hussars  $5^{th}$  Cuirassiers  $-6^{th}$ ,  $11^{th}$ ,  $12^{th}$  Cuirassiers, 1 coy  $5^{th}$  Lancers

1<sup>st</sup> Cuirassiers-2d, 3d, 9<sup>th</sup> Cuirassiers, 1 coy 1<sup>st</sup> Lancers

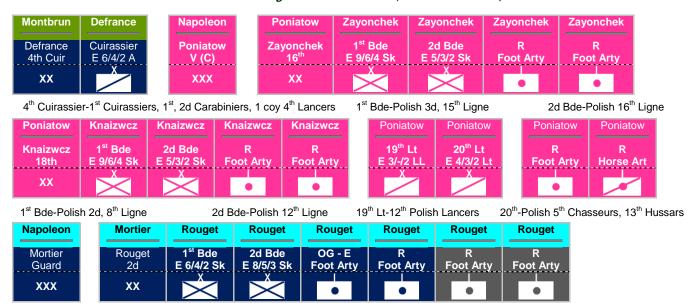
Murat
Montbrun II Cav
xxx

Montbrun	Pajol	Pajol	Pajol
Pajol	7 <sup>th</sup> Lt	8 <sup>th</sup> Lt	16 <sup>th</sup> Lt
2d Lt	R 4/3/2 Lt	R 4/3/2 Lt	R 6/5/3 LL
xx	×		X

Montbrun	Wathier	Wathier	Wathier
Wathier	Cuirassier	R	R
2d Cuir	E 6/4/2 A	Horse Art	Horse Art
хх	×		

7<sup>th</sup> Lt – 11<sup>th</sup>, 12<sup>th</sup> Chasseurs Combined Uhlan Regt 8<sup>th</sup> Lt-5<sup>th</sup>, 9<sup>th</sup> Hussars 16<sup>th</sup> Lt-Wurttemburg 3d Jaeger zu Pferd, Polish 10<sup>th</sup> Lancers, Prussian 1<sup>st</sup> Cuirassiers-5<sup>th</sup>, 8<sup>th</sup>, 10th Cuirassiers, 1 coy 2d Lancers

# Battle of Borodino (continued)



1<sup>st</sup> Bde-1<sup>st</sup> Tirailleurs, 1<sup>st</sup> Voltiguers 2d Bde-Fusilier Chasseurs, Fusilier Grenadiers Note-the two batteries colored grey are Prussian.



Claperede
Vistula

Claperede
Vistula

Claperede
Claperede
Vistula

Claperede

1<sup>st</sup> Bde-1<sup>st</sup>, 2d Old Guard Chasseurs
Vistula 1<sup>st</sup> Bde-1<sup>st</sup>, 2d Vistula Legion

2d Bde-1<sup>st</sup>, 2d Old Guard Grenadiers, 3d Dutch Grenadiers
2d Bde-3d Vistula Legion



St Sulpice-Grenadiers a Cheval, Empress Dragoons Guyot-Guard Chasseurs and Mamlukes Colbert-Guard Polish and Dutch (Red) Lancers, Elite Gendarmes

Mortier	Mortier
OG - E Horse Art	OG - E Horse Art

France	Napoleon	Napoleon	Napoleon	Napoleon	Napoleon
Napoleon +3 (C)	Murat Cav (C)	Laribousr Artillery	Sorbier Gd Arty	ADC	ADC
xxxx	XXX+	xxxx	xxxx	xxxx	xxxx

**BASING:** All infantry as AOE 3-Rank, 4 figures in two ranks on stand ¾ inch wide by 1 inch deep; all cavalry has 2 figures on a stand one inch square; all artillery on a stand 3/16 wide per historical gun in the battery (a French foot battery had 8 guns so would be 3/16 x 8 or 1 ½ inches wide), by one inch deep with one gun model and two gunners if light, three if heavy artillery. All command stands should be spacious enough, but not less than one inch square with one mounted officer/staff for a division command, two for a corps, three for a wing and four for Army Command.

**ABBREVIATIONS:** Sk – Skirmish capable, Hvy or H-Heavy, A-Armored Heavy, Lt-Light, LL-Light Lancer, LI-Light Irregular, I – Irregular, C-Conscript, R-Regular, E-Elite, (C)-Charismatic, X-Brigade or oversized Regiment, XX-Division, XXX-Corps, XXXX-Army, Bde – Brigade, Cuir – Cuirassier, Legere – French Light Infantry, Ligne – French Line Infantry, OG – Old Guard. Numbers represent Fresh/Worn/Spent status.

**LABELS:** Use Avery® White Full-Sheet Shipping Labels for Laser Printers 5265, 8-1/2" x 11", Pack of 25. Print with color laser, cut out labels for use, peel off back and stick on bottom of stands.

MAP: Yes it's crowded; for more maneuver room define each map edge section as 15 inches, vice 12.

# Battle of Borodino (continued)

# RUSSIAN COMBINED ARMIES, 1<sup>st</sup> ARMY OF THE WEST Starting Forces



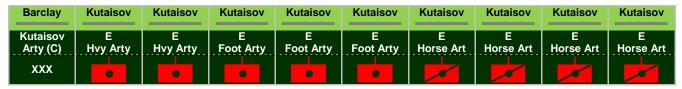
# Battle of Borodino (continued)





Borosdin – Astrakhan, Czar, Czarina Kurassiers 1<sup>st</sup> Bde – Siberian Uhlans, Alexandria Hussars

Cheviez-Chevalier Guards, Dragoon Guards 2d Bde – Smolensk Dragoons





Cossacks – Ataman Don, Illowaski V, Kharitonov, Dennisov VII, Greckov XVIII and Zhirov Cossacks Vlasov – Ataman, Illowaski IV, Illowaski VIII, Vlasov III Cossacks

# RUSSIAN 2d ARMY OF THE WEST Starting Forces







1<sup>st</sup>-Smolensk, Narva IR 2d-Alexopol, New Ingermanland IR Jaegers – 6<sup>th</sup>



1<sup>st</sup> – Ladoga, Poltava IR 2d – Orel, Nivegorod IR Jaegers – 5<sup>th</sup> and 42d



1<sup>st</sup> – Vilna, Simbirsk IR 2d – Odessa, Tarnopol IR Jaegers – 49<sup>th</sup> and 50<sup>th</sup>



Knoring
Knoring
Zd Bde
Zd Kurssr
XX
Knoring
Zd Bde
E 6/4/2 A

12<sup>th</sup>- <u>Dismounted</u>
Karkov, Chernigov
Dragoons
13<sup>th</sup>-Kiev, New Russia
Dragoons
Attached – Litovski
Uhlans, Akhtyrsk

Hussars

2d-Military Order, Ekaterinoslav Kurassiers

3d-Glukov, Novgorod, Little Russia Kurassiers

Pr Karl Pr Karl Pr Karl Pr Karl Pr Karl **Bagration** Pr Karl Pr Karl 1<sup>st</sup> Bde 2d Bde 3d Bde Ε Е Е E 6/4/2 E 6/4/2 E 6/4/2 2d Gren **Hvy Arty Foot Arty Foot Arty** XX

- 1<sup>st</sup>- Kiev. Moscow Grenadiers
- 2d Astrakhan, Fangoria Grenadiers
- 3d Little Russia, Siberia Grenadiers



1<sup>st</sup> – Mourmonsk, Revel IR 2d – Chernigov, Korporsk IR Jaegers – 20<sup>th</sup> and 21st



1<sup>st</sup>-Pavlov, Ekaterinoslav Grenadiers 2d-Count Arakcheyev, Leib Grenadiers 3d-St Petersburg, Tauride Grenadiers

Jaeger – 11<sup>th</sup> and 41<sup>st</sup>, plus 2 bns of Converged Grenadiers

Bagration	Markov	Markov	Markov
Markov Moscow	1 <sup>st</sup> Div C 9/8/5 I	2d Div C 9/8/5 I	3d Div C 9/8/5 I
xxx			

Bagration	Lebedev
Lebedev Smolensk	Olpochnie C 9/8/5 I
ХХ	

Bagration	Karpov II	Karpov II
Karpov II Cossacks	1st C 6/5/4 LI	2d C 8/8/5 LI
хх		

Markov-Moscow Olpochenie Lebedev-Smolensk Opolchenie 1st- Guard Cossacks, North Sea and Teptiarsk Cossacks 2d – Karpov II, Illowaski XI, Krasnov I, Gordeev I, 1st and 3d Bug Cossacks, Perekop and Feodosiiski Tarters

Bagration	Lowenstrn	Lowenstrn	Lowenstrn	Lowenstrn	Lowenstrn	Lowenstrn	Lowenstrn	Lowenstrn	Lowenstrn
Lowenstrn Artillery	E Hvy Arty	E Foot Arty	E Foot Arty	E Foot Arty	E Foot Arty				
xxx	-		-	•		-	•		•



Another section of the Borodino Panorama by Franz Roubaud (1911) and in the Public Domain.

# The Age of Eagles

The Napoleonic Wars in Miniature based on Fire & Fury

# 2d Edition Tables and Charts

## Play Sequence

#### Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached, or to the French if both commanders attached.

#### 1st Player Turn

#### March (1st) Phase

- Replace, attach & detach leaders.
- b. Reserve movement.
- Tactical movement.
- Move detached leaders.

#### Volley & Cannonade (2nd) Phase

- a. Resolve all enemy unit fire.
- b. Resolve all friendly unit fire.

#### Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs, applying results immediately.

### 2nd Player Turn

Resolve in same order as in first player turn.

## Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Columnar Infantry	9"	12"	x1/2	-2"
Linear Infantry	6"	12"	x1/2	-2"
Impulse Infantry	9"	12"	$x^{1/2}$	-2"
Cavalry	12"	15"	x1/3	-2"
Foot Artillery	6"	9"	x1/3	-3"
Horse Artillery	9"	12"	x1/3	-3"
Leaders and Staff	12"	15"	x1/3	-2"

- Minus 3 inches per unit penetrated for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to deploy into or out of Tirailleur.
- Minus half move to deploy into Masse or March Column, or to Face to the Flank.
- Minus half move to deploy out of Square, Town, etc.

# March Table

		Disorder	EFFECTS Good Order	Reserve Movement
	10 or more	Elan. Brigade rallies and moves normally.	A la Bayonette. Brigade moves normally.	Success, Units move normally, Non-Irregular units rafly.
	7, 8, 9	Rally. Brigade rallies, and moves half, but cannot change formation.	En Avant. Brigade moves normally.	Success. Units move normally. Non-Irregular units rally.
SULT	5, 6	Shaken. Brigade rallies but cannot move or change formation.	Cautious. Brigade may move half but cannot change formation.	Partial Failure. No movement but Non- Irregular units rally.
DIE RESUI	3, 4	Wavering. Brigade remains disordered and cannot move or change formation.	Hold Ground. Brigade cannot move or change formation.	Failure. No change in unit status.
	1, 2	Broken. Brigade retreats a full move disordered and loses 1 stand.	Retire. Brigade retreats beyond enemy musketry range.	Failure. No change in unit status.
I	0 or less	Routs. Entire brigade removed from play.	Fall Back, Brigade retreats a full move disordered.	Failure. No change in unit status.

#### TACTICAL MOVEMENT MODIFIERS

- +1/+2 Each Detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
- +2/+3 Each Attached Leader/Charismatic Leader. Max 4 pts
- +1 Unit in March Column or Square
- +1 Unit is Columnar or Impulse Infantry
- +2/-2 Unit is Fresh/Spent
- -1 Unsecured Flanks
- Unit Disengaging (moving into Reserve Zone)
- Unit is Disordered Cavalry moving into Charge Combat
- -1 Each Army Cohesion level

#### RESERVE MOVEMENT MODIFIERS

- +3 Napoleon with Berthier Commanding
- +2 Napoleon, Davout or Wellington
- +1 Archduke Charles, Suvorov, Lannes, etc.
- 0 No Effect if Kutusov, Barclay, etc.
- -1 If any General other than above or below
- Archduke John, Cuesta, the Czar etc. Commanding, or Army Commander committed elsewhere or dead
- +1 If one of Napoleon's ADCs or any Army Commander Attached to Brigade or Superseding Command
- +4 First Turn of Game
- +4 Successful Reserve Movement Previous Turn
- +1/+2/+3 Reserve Movement Failure Previous Turn/ Two/Three or More Previous Turns
- -1 Unit Disordered/each Army Cohesion level

Use first six Reserve Movement Modifiers for initiative die roll.

Age of Eagles, Version 2.0, published 31 October 2015.

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	2*	R 4"	ANGE 8		2" 18"					
French Old Guard or Russian Artillery		10/7	8/6	6/5	5/4 S	T/o	11	SC	~~~	mada
French Line/Young Guard or British/KGL Artillery	12/10	9/6	7/5	5/4	4/3	VO	iiey	GCI	ınno	nade
Other Artillery	11/9	8/5	6/4	4/3	3/2					
2-Rank Linear/Impulse Infantry	2.5	1 Sk	Hea	vy / Lig	ht				2/	J / J
3-Rank Linear/Impulse Infantry	2	1 5k	Sk-S	kirmish	ers			1 3	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	\$   \$ \$
Columnar Infantry or Square/Tirailleur		1 Sk			8	ordine line		0 3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		Constitution of the second
Cavalry	- X			950	E.	Service States	8 8 / 0	S 3 / 3	1 5 S	S 3 3 1
unitative.				1	The sale	A 18 18	S. Carling	Series Alth	ALL MERT	55/
FIRE POINT MODIFIERS					06/70	100	E/18.56	E/ 20 45 4	6 / F. E. B	5/
x 2 Firing in Enfilade, Art	illery at Ma	asse, et	2	Less than 1	-	( ,	-	-		<b>6</b>
x <sup>1</sup> / <sub>2</sub> Firer disordered, dam firing at skirmishers (	aged batter	ry or		1	10 or less	11 or more				
x 1½ Firing in Grand Batter	F10 0000 P100		2	2	9 or less	10 or more	2.4%			
	7		- 6	3	9 or less	10 or more	3.40			
DIE ROLL MODIFIERS				4	8 or less	9 or more	2.52	:*		
<ul> <li>+1 Target limbered, cha or movement mode</li> </ul>	inged form	ation	9	3 4 5 6, 7 8, 9	7 or less	8, 9, 10	11 or more		18	
-2 Target in Tirailleur formation		- 8	6,7	7 or less	8, 9	10 or more		*		
-1,-2, -3 Target in cover (per scenario)		- 1	8,9	6 or less	7, 8, 9	10 or more				
, , ,				10, 11	5 or less	6,7,8	9 or more			
				12-14	4 or less	5, 6, 7	8, 9, 10	11 or more		
Fallen Leader Table			15-19	3 or less	4, 5, 6	7, 8, 9	10 or more			
				20-24	2 or less	3, 4, 5	6,7	8 or more		
	FECTS			25-29	1 or less	2,3,4	5, 6	7, 8, 9	10 or more	
6 or more Leader Sur	vives			30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more	
Leader dis	abled and r	eplaced		35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more	
5 or less after one fu	ill turn.			40-44	-1 or less	0,1	2, 3, 4	5, 6	7 or more	
	IFIER			45-49	-1 or less	0, 1	2, 3	4, 5	6 or more	
DIE ROLL MOD				50 or		-1 or less	0, 1, 2	3, 4		l
DIE ROLL MOD -2 Charismatic L	eader			more		-1 or iess	0, 1, 2	200	5 or more	

DI	E ROLL MODIFIERS
+1	A STATE OF THE STA
+2	Charismatic Leader Attached
+1	Outnumber enemy 3:2
+2	2:1
+3	
+4	4:1 or greater
+2	Cavalry charging Infantry in Open and not in Square from less than 5' distance
-3	or from 5" or greater distance
+1	Lancers charging Infantry in Open
+1	Heavy Cavalry
+2	Armored Heavy Cavalry
+1	Breakthrough Charge or Supported Formation
-2	Disordered Brigade, Non-Countercharging Cavalry, Triailleur Brigade, or Unattached and Silenced Battery (either or) - above not cumulativ
-1	Each Stand lost during Current Fire Phase
+1	to +3 Defending in or behind Cover
-3	Defender Outflanked or attacked in Rear
+3	Defender already in Square and attacked by Cavalry
-1	if attacked by Infantry
+2	Units are Fresh
- 2	Units are Spent
+1	Units are Regular
	Units are Elite

Revised 5 November 2015 If any chart differs from any specific text in the rules book, the book has precedence.

	EFFECTS
7 or more	Shattered!  DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands rout and one leader and battery are captured if present. One additional troop stand or one battery is captured for each die result point difference over 10.  ATTACKER: Breakthrough charge a half move towards closest enemy.
4, 5, 6	Driven Back!  DEFENDER: Retreat Disordered/Silenced beyond enemy musketry/ skirmish range or one-half move (whichever is greater). One troop stand routs and one battery is damaged if present.  ATTACKER: Occupy enemy position or breakthrough charge a half move
	towards closest enemy.
1, 2, 3	Withdrawal!  DEFENDER: Troops retreat disordered 2" from the enemy. Batteries are silenced and retreat beyond enemy musketry/skirmish range or one-half move (whichever is greater).
0 -1, -2,-3	ATTACKER: Occupy enemy position.
0	Locked in Combat! ATTACKER & DEFENDER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked.
-1, -2,-3	Withdrawa!! ATTACKER: Retreat disordered until 2-inches from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.
-4,-5,-6	Driven Back!  ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater). One troop stand routs.  DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.
-7 or less	Shattered!  ATTACKER: Retreat a full move Disordered/Silenced and two troop stands rout and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10.  DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.

