

A FIRE & FURY SPECIAL SCENARIO FOR  
WARGAMES ILLUSTRATED

# *Age of Eagles*

**The Battle of Borodino**  
**7 September 1812**



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**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 September 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.

# L'Armee Francaise



Map Scale 1-in. 1-ft.  
 Ground Scale 120-yds 1-Mile

## The Battle of Borodino



# L'Armee Francaise

## Battle of Borodino

### Order of Battle Labels and Order of Appearance

#### FRENCH

#### Starting Forces

Napoleon	Eugene	Pino	Pino	Pino	Pino	Pino	Pino	Pino	Eugene
Eugene IV	Pino Italian Gd	Lecchi E 9/6/4 Sk	Triaire E 4/3/2 H	R Horse Art	R Horse Art	R Foot Arty	R Foot Arty	R Hvy Arty	Delzons 13th
XXX	XX								XX

Lecchi – Royal Italian Foot Guard

Triaire-Guards of Honor, Guard Dragons, Queens Dragons

Delzons	Delzons	Delzons	Delzons	Eugene	Morand	Morand	Morand	Morand	Morand
1 <sup>st</sup> Bde R12/9/6Sk	2 <sup>d</sup> Bde R12/9/6Sk	R Foot Arty	R Horse Art	Morand 1st	13 <sup>th</sup> Legere R 8/6/4 Sk	17 <sup>th</sup> Ligne R 8/6/4 Sk	30 <sup>th</sup> Ligne R 8/6/4 Sk	R Foot Arty	R Horse Art
				XX					

1<sup>st</sup> Bde-8<sup>th</sup> Legere, 84<sup>th</sup> Ligne, 1<sup>st</sup> Provisional Croation Regt

2<sup>d</sup> Bde – 92<sup>d</sup> and 106<sup>th</sup> Ligne

Eugene	Broussier	Broussier	Broussier	Broussier	Eugene	Gerard	Gerard	Gerard	Gerard
Broussier 14th	1 <sup>st</sup> Bde R 9/7/5Sk	2 <sup>d</sup> Bde R12/9/6Sk	R Foot Arty	R Horse Art	Gerard 3d	1 <sup>st</sup> Bde R15/11/7Sk	2 <sup>d</sup> Bde R10/8/5Sk	R Foot Arty	R Horse Art
XX					XX				

1<sup>st</sup> Bde – 18<sup>th</sup> Legere, 53<sup>d</sup> Ligne, Joseph Napoleon Regt

2<sup>d</sup> Bde-35<sup>th</sup>, 9<sup>th</sup> Ligne

3<sup>d</sup>/1<sup>st</sup> Bde- 7<sup>th</sup> Legere, 12<sup>th</sup> Ligne

2<sup>d</sup> Bde-21<sup>st</sup> and 127 Ligne, Mecklinburg-Strelitz Battalion

12<sup>th</sup> Lt – 9<sup>th</sup>, 19<sup>th</sup> Chasseurs

13<sup>th</sup> Lt – Italian 2<sup>d</sup>, 3<sup>d</sup> Chasseurs

Eugene	Ornano	Ornano	Ornano	Ornano	Eugene	Eugene	Murat	20 <sup>th</sup> Lt-Bavarian 3 <sup>d</sup> , 6 <sup>th</sup> Chevaulegers
Ornano IV Cav	12 <sup>th</sup> Lt R 4/3/2 Lt	13 <sup>th</sup> Lt R 4/3/2 Lt	20 <sup>th</sup> Lt R 4/3/2 Lt	21 <sup>st</sup> Lt R 4/3/2 Lt	R Hvy Arty	R Hvy Arty	Grouchy III Cav	21 <sup>st</sup> Lt –Bavarian 4 <sup>th</sup> , 5 <sup>th</sup> Chevaulegers
XX							XXX	

Grouchy	Chastel	Chastel	Chastel	Chastel
Chastel 3d Lt	11 <sup>th</sup> Lt R 4/3/2 Lt	10 <sup>th</sup> Lt R 4/3/2 Lt	17 <sup>th</sup> Lt R 6/5/3 Lt	R Horse Art
XX				

11<sup>th</sup> Lt-6<sup>th</sup> Hussars, 8<sup>th</sup> Chasseurs Chevauleger

10<sup>th</sup> Lt – 6<sup>th</sup>, 25<sup>th</sup> Chasseurs Thiry-7<sup>th</sup>, 23<sup>d</sup> Dragons

Grouchy	La Houss	La Houss	La Houss
La Houss 6 <sup>th</sup> Hvy	Thiry R 4/3/2 H	Siron R 4/3/2 H	R Horse Art
XX			

17<sup>th</sup> Lt – Bavarian 1<sup>st</sup>, 2<sup>d</sup> Chevauleger, Saxon Prinz Albert Seron-28<sup>th</sup>, 30<sup>th</sup> Dragons

Napoleon	Ney	Ledru	Ledru	Ledru	Ledru	Ledru	Ney	Joubert
Ney III (C)	Ledru 10th	1 <sup>st</sup> Bde R 9/7/5 Sk	46 <sup>th</sup> Ligne R 6/5/3 Sk	3 <sup>d</sup> Bde R 9/7/5 Sk	R Foot Arty	R Horse Art	Joubert 11th	4 <sup>th</sup> Ligne R 6/5/3 Sk
XXX	XX						XX	

1<sup>st</sup> Bde – 24<sup>th</sup> Ligne, 1<sup>st</sup> Portuguese Regt

3<sup>d</sup> Bde-72<sup>d</sup>, 129<sup>th</sup> Ligne

Joubert	Joubert	Joubert	Joubert	Ney	Scheler	Scheler	Scheler
18 <sup>th</sup> Ligne R 6/5/3 Sk	93 <sup>d</sup> Ligne R 6/5/3 Sk	R Foot Arty	R Horse Art	Scheler 25th	Wrttmbrg R 5/4/3 Sk	R Foot Arty	R Horse Art
				XX			

Wurtemberg-1<sup>st</sup>, 2<sup>d</sup>, 4<sup>th</sup>, 6<sup>th</sup> Wurtemberg Line, 1<sup>st</sup>, 2<sup>d</sup> Wurtemberg Light Bns, 1<sup>st</sup>, 2<sup>d</sup> Wurtemberg 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
XX		

Ney	Ney	Ney
R Hvy Arty	R Hvy Arty	R Hvy Arty

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

# L'Armee Francaise

## Battle of Borodino (continued)

<b>Napoleon</b>	<b>Junot</b>	<b>Tharreau</b>	<b>Tharreau</b>	<b>Tharreau</b>	<b>Junot</b>	<b>Ochs</b>	<b>Ochs</b>	Damas-Westfalen 1 <sup>st</sup> Legere, 2d and 6 <sup>th</sup> Ligne Wickenburg- Westfalen 2d Legere, 3d, 7 <sup>th</sup> Ligne
Junot VIII	Tharreau 23d	Damas C 8/7/5 Sk	Wicknbg C 9/8/5 Sk	R Foot Arty	Ochs 24th	Guard R 6/5/3 Sk	R Foot Arty	
XXX	XX				XX			

Guard-Westfalen Gd Grenadiers, Gd Jaegers, Jaeger-Karabiniers, 1<sup>st</sup> Jaegers

Hammer-Westfalen 1<sup>st</sup>, 2d Hussars, Gd Lancers

<b>Junot</b>	<b>Chebert</b>	<b>Junot</b>	<b>Junot</b>	<b>Murat</b>	<b>Latour</b>	<b>Lorge</b>	<b>Lorge</b>
Chebert VIII Cav	Hammer E 4/3/2 Lt	R Hvy Arty	R Horse Art	Latour IV Hvy	Lorge 7 <sup>th</sup> Curass	1 <sup>st</sup> Bde E 5/-/2 A	2d Bde E 4/3/2 A
XX				XXX	XX		

<b>Latour</b>	<b>Kozneski</b>
Kozneski 4th	29 <sup>th</sup> Lt E 5/3/2 LL
XX	

<b>Latour</b>	<b>Lotour</b>
R Horse Art	R Horse Art

1<sup>st</sup> Brigade – Saxon Zastrow, Garde du Korps, Polish 14<sup>th</sup> Kurassiers  
2d Bde – Westfalen 2st and 2d Cuirassiers  
29<sup>th</sup> Lt – Polish 3d, 11<sup>th</sup> 16<sup>th</sup> Lancers

Friant 3d Bde (below) - 15<sup>th</sup> Legere, Joseph Napoleon Regt

<b>Napoleon</b>	<b>Davout</b>	<b>Friant</b>	<b>Friant</b>	<b>Friant</b>	<b>Friant</b>	<b>Friant</b>	<b>Davout</b>	<b>Dessaix</b>	<b>Dessaix</b>
Davout I	Friant 2d	48 <sup>th</sup> Ligne R 8/6/4 Sk	33d Ligne R 8/6/4 Sk	3d Bde R 9/7/5 Sk	R Foot Arty	R Horse Art	Dessaix 4th	85 <sup>th</sup> Ligne R 8/6/4 Sk	108 <sup>th</sup> Ligne R 8/6/4 Sk
XXX	XX						XX		

<b>Dessaix</b>	<b>Dessaix</b>	<b>Davout</b>	<b>Compans</b>	<b>Compans</b>	<b>Compans</b>	<b>Compans</b>	<b>Compans</b>	<b>Compans</b>
R Foot Arty	R Horse Art	Compans 5th	25 <sup>th</sup> Ligne R 8/6/4 Sk	57 <sup>th</sup> Ligne E 8/-/3 Sk	61 <sup>st</sup> Ligne R 8/6/4 Sk	111 <sup>th</sup> Ligne R 8/6/4 Sk	R Foot Arty	R Horse Art
		XX						

<b>Davout</b>	<b>Girardin</b>	<b>Girardin</b>	<b>Davout</b>	<b>Davout</b>	<b>Murat</b>	<b>Nansouty</b>	<b>Bruyere</b>	<b>Bruyere</b>
Girardin I Cav	1 <sup>st</sup> Lt R 4/3/2 LL	2d Lt R 4/3/2 Lt	R Hvy Arty	R Hvy Arty	Nansouty I Cav	Bruyere 1st Lt	3d Lt R 4/3/2 Lt	4 <sup>th</sup> Lt R 4/3/2 Lt
XX					XXX	XX		

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

<b>Bruyere</b>	<b>Bruyere</b>	<b>Nansouty</b>	<b>StGerman</b>	<b>StGerman</b>	<b>StGerman</b>	<b>Nansouty</b>	<b>Valence</b>	<b>Valence</b>	<b>Valence</b>
15 <sup>th</sup> Lt R 4/3/2 LL	R Horse Art	St German 1 <sup>st</sup> Cuir	Cuirassier E 6/4/2 A	R Horse Art	R Horse Art	Valence 5 <sup>th</sup> Cuir	Cuirassier E 6/4/2 A	R Horse Art	R Horse Art
		XX				XX			

15<sup>th</sup> Lt-6<sup>th</sup>, 8<sup>th</sup> Polish Lancers, 1<sup>st</sup> Prussian Combined Hussars  
5<sup>th</sup> Cuirassiers – 6<sup>th</sup>, 11<sup>th</sup>, 12<sup>th</sup> Cuirassiers, 1 coy 5<sup>th</sup> Lancers

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

<b>Murat</b>	<b>Montbrun</b>	<b>Pajol</b>	<b>Pajol</b>	<b>Pajol</b>	<b>Montbrun</b>	<b>Wathier</b>	<b>Wathier</b>	<b>Wathier</b>
Montbrun II Cav	Pajol 2d Lt	7 <sup>th</sup> Lt R 4/3/2 Lt	8 <sup>th</sup> Lt R 4/3/2 Lt	16 <sup>th</sup> Lt R 6/5/3 LL	Wathier 2d Cuir	Cuirassier E 6/4/2 A	R Horse Art	R Horse Art
XXX	XX				XX			

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  
1<sup>st</sup> Cuirassiers-5<sup>th</sup>, 8<sup>th</sup>, 10<sup>th</sup> Cuirassiers, 1 coy 2d Lancers

16<sup>th</sup> Lt-Wurtemberg 3d Jaeger zu Pferd, Polish 10<sup>th</sup> Lancers, Prussian

# L'Armee Francaise

## Battle of Borodino (continued)

Montbrun	Defrance
Defrance 4th Cuir	Cuirassier E 6/4/2 A
XX	

Napoleon
Poniatow V (C)
XXX

Poniatow
Zayonchek 16 <sup>th</sup>
XX

Zayonchek
1 <sup>st</sup> Bde E 9/6/4 Sk

Zayonchek
2d Bde E 5/3/2 Sk

Zayonchek
R Foot Arty

Zayonchek
R Foot Arty

4<sup>th</sup> Cuirassier-1<sup>st</sup> Cuirassiers, 1<sup>st</sup>, 2d Carabiniers, 1 coy 4<sup>th</sup> Lancers

1<sup>st</sup> Bde-Polish 3d, 15<sup>th</sup> Ligne

2d Bde-Polish 16<sup>th</sup> Ligne

Poniatow
Knaizwcz 18 <sup>th</sup>
XX

Knaizwcz
1 <sup>st</sup> Bde E 9/6/4 Sk

Knaizwcz
2d Bde E 5/3/2 Sk

Knaizwcz
R Foot Arty

Knaizwcz
R Foot Arty

Poniatow
19 <sup>th</sup> Lt E 3/-/2 LL

Poniatow
20 <sup>th</sup> Lt E 4/3/2 Lt

Poniatow
R Foot Arty

Poniatow
R Horse Art

1<sup>st</sup> Bde-Polish 2d, 8<sup>th</sup> Ligne

2d Bde-Polish 12<sup>th</sup> Ligne

19<sup>th</sup> Lt-12<sup>th</sup> Polish Lancers

20<sup>th</sup>-Polish 5<sup>th</sup> Chasseurs, 13<sup>th</sup> Hussars

Napoleon
Mortier Guard
XXX

Mortier
Rouget 2d
XX

Rouget
1 <sup>st</sup> Bde E 6/4/2 Sk

Rouget
2d Bde E 8/5/3 Sk

Rouget
OG - E Foot Arty

Rouget
R Foot Arty

Rouget
R Foot Arty

Rouget
R Foot Arty

1<sup>st</sup> Bde-1<sup>st</sup> Tirailleurs, 1<sup>st</sup> Voltigeurs

2d Bde-Fusilier Chasseurs, Fusilier Grenadiers

Note-the two batteries colored grey are Prussian.

Mortier
Curial 3d
XX

Curial
1 <sup>st</sup> Bde E 8/-/3 Sk

Curial
2d Bde E 9/-/3 Sk

Curial
OG - E Foot Arty

Curial
R Foot Arty

Mortier
Claperede Vistula
XX

Claperede
1 <sup>st</sup> Bde E 6/4/2 Sk

Claperede
2d Bde E 4/3/2 Sk

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

Mortier
Bessiers Gd Cav
XX

Bessiers
St Sulpice E 8/-/3 H

Bessiers
Guyot E 5/-/2 Lt

Bessiers
Colbert E 9/-/3 LL

Bessiers
OG - E Horse Art

Bessiers
OG - E Horse Art

Mortier
OG - E Hvy Arty

Mortier
OG - E Hvy Arty

Mortier
OG - E Hvy Arty

St Sulpice-Grenadiers a Cheval, Empress Dragoons

Guyot-Guard Chasseurs and Mamlukes

Colbert-Guard Polish and Dutch (Red) Lancers, Elite Gendarmes

Mortier
OG - E Horse Art

Mortier
OG - E Horse Art

France
Napoleon +3 (C)
XXXX

Napoleon
Murat Cav (C)
XXX+

Napoleon
Laribous Artillery
XXXX

Napoleon
Sorbier Gd Arty
XXXX

Napoleon
ADC
XXXX

Napoleon
ADC
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-Conscrip, 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.

# L'Armee Francaise

## Battle of Borodino (continued)

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

<b>Russia</b>	<b>Kutusov</b>	<b>Barclay</b>	<b>Baggovut</b>	<b>Wurtmbg</b>	<b>Wurtmbg</b>	<b>Wurtmbg</b>	<b>Wurtmbg</b>	<b>Wurtmbg</b>
Kutusov 0	Barclay 1 <sup>st</sup> West	Baggovut II & IV	Wurtmbg 4 <sup>th</sup> Div	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 6/5/3	Jaeger R 6/5/3 Sk	E Foot Arty	E Foot Arty
XXXX+	XXXX	XXX	XX					

1<sup>st</sup> Bde – Kremenchug, Minsk Infantry Regts (IR)

2d Bde – Tobolsk, Volhynie IR

Jaegers – 4<sup>th</sup> and 34<sup>th</sup>

<b>Wurtmbg</b>	<b>Baggovut</b>	<b>Olsuviev</b>	<b>Olsuviev</b>	<b>Olsuviev</b>	<b>Olsuviev</b>	<b>Olsuviev</b>	<b>Olsuviev</b>	<b>Baggovut</b>
R Hvy Arty	Olsuviev 17 <sup>th</sup> Div	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 6/5/3	Jaeger R 6/5/3 Sk	E Foot Arty	E Foot Arty	E Hvy Arty	Bakmetiev 11 <sup>th</sup>
	XX							XX

1<sup>st</sup> Bde – Riazin, Bielosersk IR

2d Bde – Wilmanstrand, Brest IR

Jaegers – 3d and 49<sup>th</sup>

<b>Bakmetiev</b>	<b>Bakmetiev</b>	<b>Bakmetiev</b>	<b>Bakmetiev</b>	<b>Bakmetiev</b>	<b>Bakmetiev</b>	<b>Baggovut</b>	<b>Bakmet I</b>	<b>Bakmet I</b>	<b>Bakmet I</b>
1 <sup>st</sup> Bde R 6/5/3	2d Bde E 6/4/2	Jaeger R 6/5/3 Sk	E Foot Arty	E Foot Arty	E Hvy Arty	Bakmet I 23d Div	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 5/4/3	Jaeger R 5/4/3Sk
						XX			

1<sup>st</sup> Bde – Polotsk, Jeletz IR

2d Bde – Pernovski, Kexholmski IR

Jaegers – 1<sup>st</sup> and 33d

23/1<sup>st</sup> Bde – Riisk, Ekaterinburg IR

2d Bde – Karporsk IR, 2d Combined Grenadier Bn

Jaegers – 18<sup>th</sup>, Seleguinsk IR

<b>Barclay</b>	<b>Ouvarov</b>	<b>Guard</b>	<b>Guard</b>	<b>Guard</b>	<b>Guard</b>	<b>Barclay</b>	<b>Korff</b>	<b>Korff</b>
Ouvarov I Cav	Guard Division	1 <sup>st</sup> Bde E 4/3/2 LL	2d Bde E 8/5/3 Lt	3d Bde E 6/4/2 LL	E Horse Art	Korff II Cav	6 <sup>th</sup> Bde R 4/3/2 H	8 <sup>th</sup> Bde E 8/5/3 LL
XXX	XX					XXX		

1<sup>st</sup> Bde – Guard Uhlans

2d Bde – Guard Hussars & Cossacks

3d Bde – Niejine Dragoons, Elisabetgrad Hussars

6<sup>th</sup> Bde – Pskof, Moscow Dragoons

8<sup>th</sup> Bde – Isoum Hussars, Polish Uhlans

<b>Korff</b>	<b>Korff</b>	<b>Korff</b>	<b>Korff</b>	<b>Barclay</b>	<b>Docturov</b>	<b>Kapsevch</b>	<b>Kapsevch</b>	<b>Kapsevch</b>
9 <sup>th</sup> Bde R 4/3/2 H	10 <sup>th</sup> Bde R 4/3/2 H	11 <sup>th</sup> Bde E 6/4/2 LL	E Horse Art	Docturov VI	Kapsevich 7 <sup>th</sup> Div	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 6/5/3	Jaeger R 3/-/2 Sk
				XXX	XX			

9<sup>th</sup> Bde – Orenburg, Kourland Dragoons

10<sup>th</sup> Bde – Siberian, Irkoutsk Dragoons

11<sup>th</sup> Bde – Soum, Marioupol Hussars

1<sup>st</sup> Bde – Moscow, Pskov IR

2d Bde – Libau, Sofia IR

Jaegers – 36<sup>th</sup>

<b>Kapsevch</b>	<b>Kapsevch</b>	<b>Kapsevch</b>	<b>Docturov</b>	<b>Likachef</b>	<b>Likachef</b>	<b>Likachef</b>	<b>Likachef</b>	<b>Likachef</b>	<b>Likachef</b>
E Foot Arty	E Foot Arty	E Hvy Arty	Likachef 24 <sup>th</sup> Div	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 6/5/3	Jaeger R 6/5/3 Sk	E Foot Arty	E Foot Arty	E Hvy Arty
			XX						

1<sup>st</sup> Bde – Oufa, Chirvan IR

2d Bde – Tomsk, Boutirsk IR

Jaegers – 19<sup>th</sup> and 40<sup>th</sup>

<b>Barclay</b>	<b>Constntn</b>	<b>Lavrov</b>	<b>Lavrov</b>	<b>Lavrov</b>	<b>Lavrov</b>	<b>Lavrov</b>	<b>Lavrov</b>	<b>Lavrov</b>	<b>Lavrov</b>
Constntn V	Lavrov Guard	Rosen E 10/7/4	Udom E 10/7/4	Bistrom E 10/7/4Sk	2d Cnv Gr R 6/5/3	E Foot Arty	E Foot Arty	E Hvy Arty	E Hvy Arty
XXX	XX								

Rosen-Preobrazhinski, Semenovski Guards

Udom-Ismailov, Litovski Guards

Bistrom-Finland, Jaeger Guards

2d Converged Grenadier Division – 2 bns plus Pioneers and Guard Marine Equipage Battalion

# L'Armee Francaise

## Battle of Borodino (continued)

Constntn	Deprdvch	Deprdvch	Deprdvch	Deprdvch
Deprdvch 1 <sup>st</sup> Cav	Borosdin E 9/6/4 A	Cheviez E 8/5/3 A	E Horse Art	E Horse Art
XX				

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

Barclay	Kreutz	Kreutz	Kreutz
Kreutz III Cav	1 <sup>st</sup> Bde E 6/4/2 LL	2d Bde R 4/3/2 H	E Horse Art
XXX			

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

Barclay	Kutaisov	Kutaisov	Kutaisov	Kutaisov	Kutaisov	Kutaisov	Kutaisov	Kutaisov	Kutaisov
Kutaisov Arty (C)	E Hvy Arty	E Hvy Arty	E Foot Arty	E Foot Arty	E Foot Arty	E Horse Art	E Horse Art	E Horse Art	E Horse Art
XXX									

Barclay	Platov	Platov	Platov
Platov Coss (C)	Cossacks C 6/5/4 LI	Vlasov C 6/5/4 LI	C Horse Art
XXX			

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

Kutusov	Bagration	Raevsky	Vasilchkv	Vasilchkv	Vasilchkv	Vasilchkv	Vasilchkv
Bagration 2d W (C)	Raevsky VIII/VIII(C)	Vasilchkv 12th	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 6/5/3	Jaeger R 3/-/2 Sk	E Hvy Arty	E Foot Arty
XXXX	XXX	XX					

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

Raevsky	Paskvch	Paskvch	Paskvch	Paskvch	Paskvch	Paskvch
Paskvch 26th	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 6/5/3	Jaeger R 6/5/3 Sk	E Hvy Arty	E Foot Arty	E Foot Arty
XX						

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

Raevsky	Nevorski	Nevorski	Nevorski	Nevorski	Nevorski	Nevorski
Nevorski 27th	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 6/5/3	Jaeger R 6/5/3 Sk	Con Gren R 9/6/4	E Hvy Arty	E Foot Arty
XX						

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

Bagration	Sievers	Sievers	Sievers	Sievers
Sievers 4 <sup>th</sup> Cav	12 <sup>th</sup> Bde R 3/-/2	13 <sup>th</sup> Bde R 4/3/2 H	Attached E 8/5/3 LL	E Horse Art
XXX				

Hussars

2d-Military Order, Ekaterinoslav Kurassiers

Bagration	Knoring	Knoring
Knoring 2d Kurssr	2d Bde E 4/3/2 A	3d Bde E 6/4/2 A
XX		

3d-Glukov, Novgorod, Little Russia Kurassiers

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

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

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

## L'Armée Française

Bagration	Tutchkov	Konvntsn	Konvntsn	Konvntsn	Konvntsn	Konvntsn	Konvntsn
Tutchkov III	Konvntsn 3d	1 <sup>st</sup> Bde R 6/5/3	2d Bde R 6/5/3	Jaeger R 6/5/3 Sk	E Hvy Arty	E Foot Arty	E Foot Arty
XXX	XX						

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

Tutchkov	Strognov	Strognov	Strognov	Strognov	Strognov	Strognov	Strognov
Strognov 1 <sup>st</sup> Gren	1 <sup>st</sup> Bde E 6/4/2	2d Bde E 6/4/2	3d Bde E 6/4/2	Jaeger R 6/5/3 Sk	E Hvy Arty	E Foot Arty	E Foot Arty
XX							

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
XX	

Bagration	Karpov II	Karpov II
Karpov II Cossacks	1 <sup>st</sup> C 6/5/4 LI	2d C 8/8/5 LI
XX		

Markov-Moscow Olpochenie      Lebedev-Smolensk Opolchenie      1<sup>st</sup>- Guard Cossacks, North Sea and Teptiarski Cossacks  
 2d – Karpov II, Illowaski XI, Krasnov I, Gordeev I, 1<sup>st</sup> and 3d Bug Cossacks, Perekop and Feodosiiski Tartars

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.
- Reserve movement.
- Tactical movement.
- Move detached leaders.

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

- Resolve all enemy unit fire.
- 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.

### March Table

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

### Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Columnar Infantry	9"	12"	x <sup>1</sup> / <sub>2</sub>	-2"
Linear Infantry	6"	12"	x <sup>1</sup> / <sub>2</sub>	-2"
Impulse Infantry	9"	12"	x <sup>1</sup> / <sub>2</sub>	-2"
Cavalry	12"	15"	x <sup>1</sup> / <sub>3</sub>	-2"
Foot Artillery	6"	9"	x <sup>1</sup> / <sub>3</sub>	-3"
Horse Artillery	9"	12"	x <sup>1</sup> / <sub>3</sub>	-3"
Leaders and Staff	12"	15"	x <sup>1</sup> / <sub>3</sub>	-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.

#### 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
- 2 Unit Disengaging (moving into Reserve Zone)
- 3 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
- 2 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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# Volley & Cannonade

	RANGE					FIRE POINTS
	2"	4"	8"	12"	18"	
French Old Guard or Russian Artillery	13/11	10/7	8/6	6/5	5/4	}
French Line/Young Guard or British/KGL Artillery	12/10	9/6	7/5	5/4	4/3	
Other Artillery	11/9	8/5	6/4	4/3	3/2	
2-Rank Linear/Impulse Infantry	2.5	1 Sk	Heavy / Light			
3-Rank Linear/Impulse Infantry	2	1 Sk	Sk - Skirmishers			
Columnar Infantry or Square/Tirailleur	1	1 Sk				
Cavalry	0.5					

## FIRE POINT MODIFIERS

x 2	Firing in Enfilade, Artillery at Masse, etc
x 3/2	Firer disordered, damaged battery or firing at skirmishers (2.1" to 4")
x 1 1/2	Firing in Grand Battery

## DIE ROLL MODIFIERS

+1	Target limbered, changed formation or movement mode
-2	Target in Tirailleur formation
-1, -2, -3	Target in cover (per scenario)

## Fallen Leader Table

DIE RESULT	EFFECTS	
	6 or more	Leader Survives
5 or less	Leader disabled and replaced after one full turn.	

DIE ROLL MODIFIER  
-2 Charismatic Leader

FIRE POINTS	EFFECTS				
	Desultory Fire No effect	Lively Fire Troops disordered or one battery silenced.	Telling Fire Troops disordered and lose one stand or 1 battery damaged.	Deadly Fire Troops disordered and lose two stands or 1 battery wrecked.	Withering Fire Troops disordered and lose three stands or 1 battery wrecked.
Less than 1	-	-	-	-	-
1	10 or less	11 or more	-	-	-
2	9 or less	10 or more	-	-	-
3	9 or less	10 or more	-	-	-
4	8 or less	9 or more	-	-	-
5	7 or less	8, 9, 10	11 or more	-	-
6, 7	7 or less	8, 9	10 or more	-	-
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	-
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	-
25-29	1 or less	2, 3, 4	5, 6	7, 8, 9	10 or more
30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more
35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more
40-44	-1 or less	0, 1	2, 3, 4	5, 6	7 or more
45-49	-1 or less	0, 1	2, 3	4, 5	6 or more
50 or more	-	-1 or less	0, 1, 2	3, 4	5 or more

# Bayonet & Sabre

## DIE ROLL MODIFIERS

+1	Leader Attached
+2	Charismatic Leader Attached
+1	Outnumber enemy 3:2
+2	2:1
+3	3:1
+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, Tirailleur Brigade, or Unattached and Silenced Battery (either or) - above not cumulative
-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
+2	Units are Elite

Revised 5 November 2015

If any chart differs from any specific text in the rules book, the book has precedence.

DIE RESULT DIFFERENCE	EFFECTS	
	7 or more	<b>Shattered!</b> 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	<b>Driven Back!</b> 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	<b>Withdrawal!</b> 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). ATTACKER: Occupy enemy position.	
0	<b>Locked in Combat!</b> ATTACKER & DEFENDER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked.	
-1, -2, -3	<b>Withdrawal!</b> ATTACKER: Retreat disordered until 2-inches from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.	
-4, -5, -6	<b>Driven Back!</b> 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	<b>Shattered!</b> 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.	

