

Gentlemen,

This is meant to be a little primer on the defensive formations and methods to utilize when we are defending as the Russian in the period 1805 thru 1807. In fact the written accounts indicate the Russians adopted this defensive formation at Eylau, Heilsberg and Friedland.

Please do not regard this as the all encompassing concept, remember they lost and they lost big, but for the most part the divisions and regiments fought well, I think it is really a case of what if the grand tactical plan was better some other better results could happen.

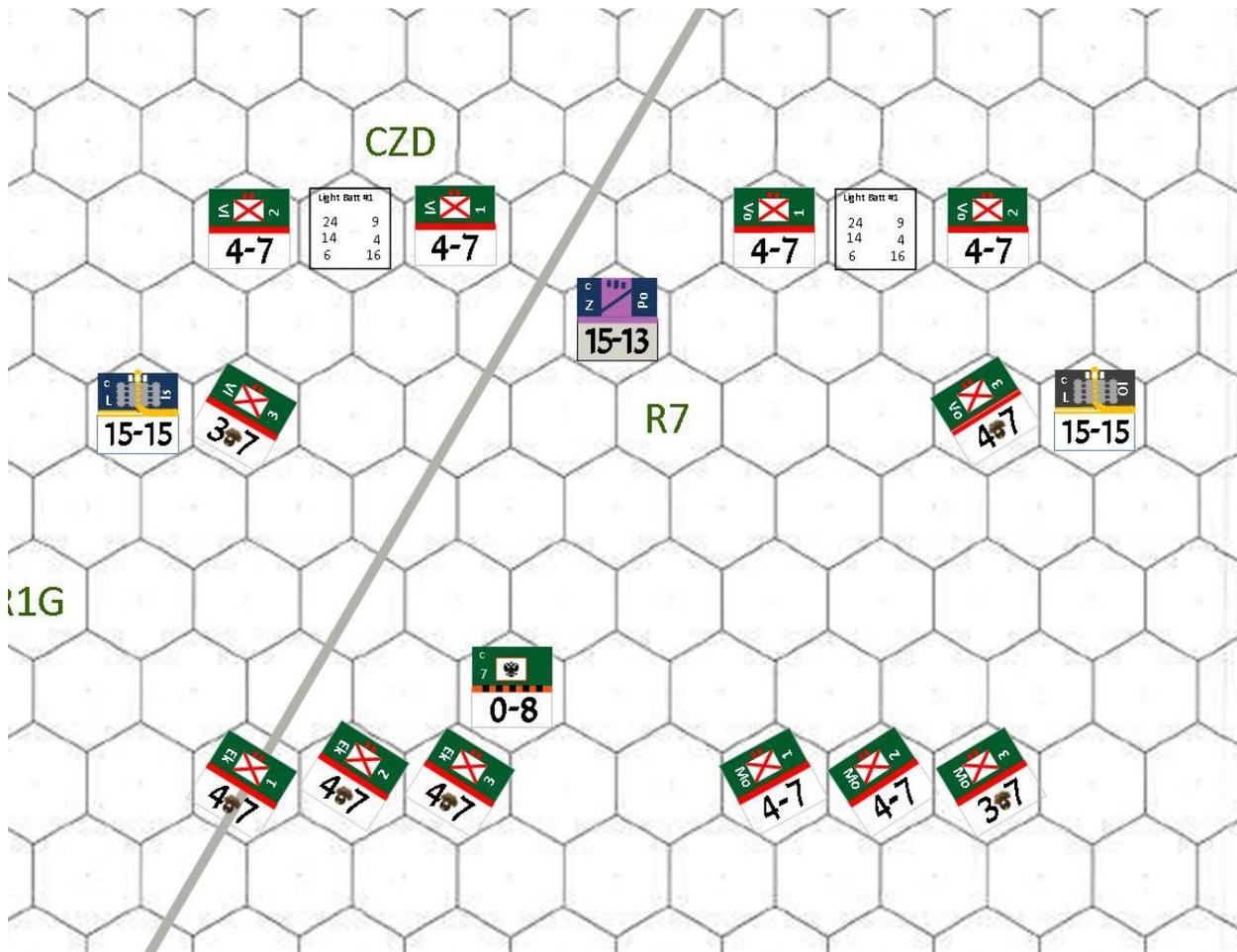
The basic defensive posture for the army at the battles of the 1807 campaign (Eylau, Heilsberg and Friedland) are all very similar.

For the most part a division is approximately 6 regiments or 18 battalions and 3 light batteries.

The formation adopted was Regt 1 with battalions 1 and 2 in line each on the side of a light battery, the grenadier battalion of this regiment was in column about 300 yards to the rear of the battery

The sister regiment was in 3 columns abreast 400 yard to the rear of the lead regiment.

3 of these formations were abreast with an interval of 200 or 300 yards between the battalion lines.



The illustration above shows the Grenadier Battalion in support of the battery, but for game play we think it may be better to place the grenadier under the battery also in Line,

This gives you an overall division frontage of 1300 to 1500 yards the gaps are protected by cavalry.

Speaking of cavalry I think for the most part there are 3 or 4 regiments per division. In this defensive mode they are not shock troops but troops to parry and harass the attacking infantry, and to screen our infantry from enemy artillery and charges.

For the assaulting columns to hit your infantry he must either take the artillery fire with your line (resulting in a probable 2 step loss) or hit the edge of your line (take a 33% chance of 1 step lost) and expose himself to cavalry assault from 2 hexes where he will have to stand and if he does so will see a melee of infantry at say 12 against a hussar with a melee value of 45.

Please note in opportunity and reaction charges the phasing player (the French infantry in this case) remain the attacker so in this case the French infantry is attempting to melee the Russian hussar at 1-2 with a 66 percent chance of failure,

Attempting engage the French in an infantry fire fight is fruitless, you must screen the French as much as possible to render them to impatience so they begin the assault before you are soft. The Russ columns have fire values of 4 and 5 (1 company wide 4 deep) 35 yard frontage

Your best results will be rendered by protecting your batteries and allowing them to do the heavy lifting. Screen your infantry as much as possible, their small size makes places them at risk to French Assault and Cavalry charges. But if you can get the French to try and come forward while your guns are effective they will not succeed without grave losses.

As always, these are rough translations of historical concepts that are being transferred into gaming terms, I hope they can assist you in becoming more successful in battling with your enemies.

Bon chance mes amis,

Le vice Roi