

## La Bataille de la Moskowa

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### INTRODUCTION

La Bataille de la Moskowa is a regimental-battalion level grand tactical game. Because of several deviations from most other simulations, it is imperative that players get a thorough understanding of the rules by playing one of the smaller scenarios before attempting play with the big game. Special emphasis is placed on the fact that what appears to be a combat value on the top of the units is actually a stacking point value. All combat and morale values are on the reverse side.

As an aide to preserving the playing pieces, it is suggested that the players run a razor blade down the die cut to eliminate small protrusions. To facilitate setup, keep the units segregated at least by Corps in separate plastic bags or envelopes.

### COUNTER INFORMATION

#### FRONT:

	<b>Size Reg/Bat/Com</b>		
	<b>Div.</b>	<b>Symbol X</b>	<b>Rgm't</b>
	<b>Stacking/Movm't Values</b>		

#### BACK:

<b>Fire Value</b>	<b>Range</b>	-	-
<b>Morale Value</b>	-	<b>Morale Value</b>	-
<b>Melee Value</b>	-	<b>Melee Value</b>	<b>Lance Bonus</b>

Infantry

Cavalry

<b>1-2 Hexes</b>	<b>Max Range</b>	<b>Name</b>	-	-
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<b>3-5 Hexes</b>	<b>Morale Value</b>	<b>Infantry Bonus</b>	<b>Fire Bonus</b>	-	-
<b>6-9 Hexes</b>	<b>Melee Value</b>	<b>Cavalry Bonus</b>	<b>Morale Bonus</b>	-	<b>Morale Value</b>

Artillery  
Horse Artillery  
Howitzer

Leaders

Aides

**SYMBOL KEY:**

<b>Symbol</b>	<b>Name</b>
Cross (X)	Infantry
Slash (/)	Cavalry
Slash w/dot	Horse Cavalry
Dot	Artillery
"L"	Leader
"A"	Aide

**MARKERS:**

<b>Type</b>	<b>Name</b>
Number	Stacking Point Reduction Marker
"S" Inside a Square	Square Formation Marker
"R"	Rout Marker
"D"	Destroyed Bridge Marker

**SEQUENCE OF PLAY**

The game is played in turns, with the French having the first turn. Each turn is divided into phases, wherein all action takes place. A typical turn goes as follows:

1. Movement phase
2. Rally phase
3. Defensive fire phase
4. Offensive fire phase
5. Melee phase

All action must be resolved in the above sequence. After the first player has finished his turn, it is then the second player's turn.

Two turns [one French and one Russian] constitute one game turn, after which the time indicator is advanced. Play continues with both players alternating turns until one side

concedes defeat or until the time limit, as imposed by the scenario, is reached.

## **STACKING**

Each player is allowed to have a certain amount of units in a hex. This amount is determined by the type of terrain in the hex, as well as the number of stacking points present.

1. At no time may there be in a hex units whose sum of stacking points exceeds the limit listed on the Terrain Effects Chart.
2. Violation of this rule causes all units in the hex to automatically rout.
3. This rule is in effect at all times, including during movement.
4. There exist several large cavalry regiments that are greater than six stacking points. They may enter all non-forest terrain.
5. Other exceptions to this rule are listed on the Terrain Effects Chart.
6. A regiment can be represented on the map by the regimental counter or all or part of the battalions that belong to the same regiment.

## **FACING**

Facing is defined as the direction a unit is placed on the hex grid. This, in turn, gives each unit a flank and a front. The front is defined as the three hexsides that include the one that is adjacent to the top of the unit (the top of the unit is that edge being closest to the organizational size symbol) and the two that connect to either side. The flank is the other three hexsides.

1. All units within a hex must face in the same direction.
2. The top unit will determine the facing for all units in a hex.
3. If at any time a unit is ambiguously placed with respect to facing, then the front is reduced to only the two hexsides immediately adjacent to the top of the unit.
4. Leaders and aides have no facing.

## **ZONES OF CONTROL**

All units except leaders, aides, limbered artillery, and routing units have a zone of control. A zone of control is defined as an influence the unit has that extends into each

hexside adjacent to the unit's frontal hexsides.

1. All units must stop when entering an enemy zone of control.
2. Zones of control do not extend across rivers (and fords that cross them) or bridges, but do extend across streams.
3. Zones of control do not extend into towns, fleches, or redoubts, but do extend out of them. Note: in the case of fleches, the zone of control is only affected by the two hexsides to the front of the fleche.
4. No movement is allowed from one zone of control directly into another.
5. Infantry squares have *partial* zones of control. They do not stop cavalry, leaders, aides, or horse artillery, but do stop infantry, artillery, and dismounted dragoons. See **Infantry Squares**.

## MOVEMENT

Movement is that action that changes a unit's position, facing, and limbered status. It is only during the friendly movement phase that friendly units may be moved.

1. During the friendly movement phase, the phasing player (the player whose turn it is) may move all, some, or none of his units up to the full amount of movement points printed on each counter, subject to terrain, limbering, and unlimbering costs.
2. Basically, a unit expends one movement point for each clear terrain hex entered. Different terrain (see Terrain Effects Chart for various terrain movement costs) may increase or decrease this basic movement point cost depending on the type of unit and the type of terrain.
3. A unit is moved individually, tracing its path from its original hex to an adjacent hex, to another adjacent hex, expending movement points for each hex entered until the unit has no movement points remaining (whereby the unit stops in its last hex) or until the player decides to cease its movement.
4. Units may move in any direction or combination of directions, subject to terrain, enemy zones of control, and the amount of movement points they have.
5. A unit may spend all, some, or none of its movement points, but never more than the printed amount on the counter. (Note: Distinguish *movement points* from *hexes moved*).

6. Unlimbered artillery may never move except to change facing. They must first limber prior to movement.
7. No enemy unit is allowed to move during a friendly movement phase.
8. All units must stop when entering an enemy zone of control.
9. Dispersed or routing units may not move.

## FIRE COMBAT

Fire combat is that action whereby a unit or group of units tries to eliminate an enemy unit or group of units by concentrating its fire on the enemy unit(s). Basically, combat is resolved by comparing the fire factors attacking a given hex to the defense value of that hex (see Terrain Effects Chart for Fire Defense), rolling two dice, and referring to the Fire Combat Chart.

1. To determine the fire factors attacking a hex, total all the fire factors of the firing units as adjusted by range.
2. Compare this total to the fire defensive value of the hex and express it as a ratio of attack factors to the defense value.
3. Reduce this ratio to a simple odds comparison as found on the fire combat chart, dropping fractions in favor of the defender.

*Examples:*

- 15 Fire Factors to 7 Defense Factors equals a 2:1 attack.
  - 6 Fire Factors to 7 Defense Factors equals a 1:1.5 attack.
4. Roll two dice. Make any adjustments as called for under **LEADERS**, **STACKING**, **Skirmishers**, or **Point-Blank Range**. Cross-index the adjusted die roll with the odds level of the attack on the Fire Combat Chart. Immediately apply the results.
  5. Only those units which can trace a line of site through their frontal hex sides to the target hex may fire at the target hex.
  6. No unit may fire at hexes beyond its maximum range.
  7. No unit may fire more than once per phase.
  8. No hex may be fired upon more than once per phase.
  9. Only the top unit *or* the top nine stacking points of artillery may fire from a hex.
  10. All fire from the same hex must go to the same

target hex.

11. The top unit in the defending hex is the first unit to sustain casualties. After it is totally eliminated (see **CASUALTIES**) the next unit in the hex suffers any remaining losses, and so on until all losses called for in the Fire Combat Table are absorbed, or until the defending hex is devoid of units.

## **RANGE**

Range is the number of hexes from a firing unit to the target hex. A unit's fire factor may be increased because of range.

1. Infantry and cavalry units with a range greater than 1 fire at half value (keeping fractions) on hexes other than the adjacent hex.
2. All units fire full value at an adjacent hex.
3. Artillery units have different fire values for different ranges.
  - a. The biggest fire factor is for 1 - 2 hexes.
  - b. The medium fire factor is for 3 - 5 hexes.
  - c. The smallest fire factor is for 6 - 9 hexes.

Thus, an artillery unit with fire factors 14-8-3 firing at a range of 5 hexes would fire with 8 fire factors; at a range of 7 hexes, 3 fire factors. An artillery unit, of course, with a maximum range of 7 hexes could never fire at a hex 8 or 9 hexes away.

4. Add six to the die roll for artillery units firing at an adjacent hex. This is point-blank range with canister.

## **LINE OF SIGHT**

In spite of units being within range, some units may not fire at distant hexes because of either blocking terrain or intervening units. To determine whether line of sight is blocked, place a straight edge from the center of the firing hex to the center of the target hex. If the straight edge passes through any hex or along any hexside that contains the following, then line of sight is obstructed and fire cannot be executed:

- Orchards and Woods
- Villages and towns
- Slopes
- All units except Leaders and Aides

Exceptions to the above are:

1. If both the firing hex and the target hex are above

- the intervening terrain.
2. If the firing unit is above the intervening terrain and the terrain is *less than* the half-way distance from the firing unit to the target hex.
  3. If the target hex is above the intervening terrain and the terrain is *less than* the half-way distance from the target hex to the firing unit.
  4. The line of sight runs parallel to the intervening slope.
  5. Fire is also permissible into the first Town, village, forest, or orchard hex.
  6. Line of sight is blocked if there is a unit on an intervening hill slope.
  7. Fire combat between hexes of different heights can only be executed if the higher hex is adjacent to the intervening slope hex.

**Note:** The Raevski Redoubt is higher than *all* adjacent hexes. The two hexes north and south of it are higher than the hexes adjacent to them. Treat these hexes as hill slopes for line of sight only.

## MELEE COMBAT

Melee combat is resolved just like fire combat except that the melee factor is used for both offense and defense. Compare the melee factors of the attacking unit(s) to the melee factors of the defending unit(s), roll two dice, and consult the Melee Combat Table

1. Total all the melee factors of the attacking units as adjusted by terrain or flank attack.
2. Compare this total to the sum of the melee factors of all the units in the defending hex as adjusted by terrain or square formation and express the numbers as a ratio of attack factors to defense factors.
3. Reduce this ratio to a simple odds comparison as found on the Melee Combat Chart, dropping all fractions in favor of the defender.
4. Roll two dice. Make any adjustments as called for under **LEADERS**. Cross-index the adjusted die roll with the odds level of the attack and immediately apply the results.
5. No unit may attack or be attacked more than once in a single phase.
6. All units in a hex defend with their melee factors combined.
7. Only enemy units adjacent to the frontal hexsides may be attacked.

8. Not all units in the same hex need attack the same defender. Some may attack a different hex and some not at all.
9. Melee is voluntary. Therefore, units in enemy zones of control do not *have to* attack.
10. Units that have fired in the fire phase can only melee that hex which they fired upon.
11. If a defending hex is vacated as a result of melee, that hex *must* be occupied by the attacker with at least one of the attacking units.
12. As in fire combat, the topmost unit is the first one to sustain casualties.
13. Attacking units hitting the flank of defending units double their melee value.
14. Cavalry attacking a square attack at half melee value.
15. Routing units cannot attack. They can only defend at half melee value.
16. Artillery can never attack, only defend.

## MORALE

At various stages during the game, some units will have to check morale as a result of combat, rout, or charging cavalry. The procedure is as follows: Roll two dice; make any adjustments to the die roll as called for under **LEADERS**, the Cavalry Charge Table, or for units that are already routing; then compare the adjusted die roll to the morale value of the unit. If the adjusted die roll is greater than the morale value of the unit, nothing happens. If the adjusted die roll is equal to or less than the morale value of the unit, then the unit routs.

Effects of Rout:

1. The unit is retreated its full movement allowance by the owning player towards its side of the board: East for Russian and West for French.
2. The unit must travel in such a way as to get the furthest number of hexes away from the closest enemy unit.
3. The unit must avoid, if possible, enemy zones of control.
4. Routing units do not stop if they enter an enemy zone of control.
5. Routing units must pay terrain costs.
6. If a routing unit is forced to go through hexes containing friendly units, those units also check morale.

7. If a routing unit is forced through a hex containing friendly units such that the hex becomes overstacked, all units in that hex rout. This is automatic, with no test involved.
8. If a unit is forced to go through enemy units, that unit is eliminated (actually, it is captured.)
9. Note that routing units will not go around friendly units if the path through the friendly units will get the routing units the furthest away from the closest enemy units. Routing units will, however, detour around enemy zones of control.
10. All routing units rout with a movement factor of 8
11. Unlimbered artillery units are eliminated if forced to rout.
12. Routing units have no facing or zones of control.
13. Routing units defend at half their melee strength.
14. Routing units can never attack - only defend.
15. Routing units that are charged by cavalry are eliminated.

#### When to check morale:

1. Any hex that suffers more than one-third loss of stacking factors in any phase causes all units in that hex to check morale.
2. Any hex in which a unit began its rout, ended its rout, or routed through causes all units in that hex to check morale.
3. All units in an overstacked hex automatically rout.
4. All infantry units check morale as soon as they are charged by cavalry (see **Cavalry Charge** rules.)
5. Units with a 0 morale never check morale. They may, however, rout if their hex becomes overstacked.
6. If a leader is killed, all units in the same hex check morale, subtracting 12 from the die roll.
7. If a leader is wounded and there is no other leader in the same hex, all units in that hex check morale, adding one-half that leader's morale bonus to the die roll.

#### **RALLY**

Units keep routing unless rallied. During the rally phase, check morale for each unit that is routing, subtracting 6 from the die roll. All units that fail to score above their morale value keep routing, as per the rout rules. Units that do score above their morale value are considered rallied. Rallied units hereafter operate as all other non-routing

units, however, they cannot move in the turn they are rallied. Leader bonuses are added to the die roll when attempting to rally units in hexes containing leaders. Note: the units that continue routing are moved during this phase.

## **LEADERS**

Leaders have various uses, such as giving troops better morale, helping them in their melee, and aiding in rallying routing units. In all cases, the following rules apply:

### **Morale**

1. Only the units stacked with the leader get the bonus.
2. Only the morale value of the leader is used.
3. The bonus of only one leader may be used in any one hex.
4. When testing for morale, simply add the leader's bonus to the die roll, then compare this die roll to the morale value of the unit as per the Morale rules.
5. All units in the hex can use the same leader.

### **Melee**

1. Only units stacked with the leader get the bonus.
2. If the leader is stacked with infantry or artillery, the infantry melee bonus is used. If stacked with cavalry, the cavalry bonus is used.
3. Roll the dice as explained under **Melee Combat**. Roll the dice as explained under **Melee Combat**. Now the attacker adds his leader bonus to the die roll, and the defender subtracts his leader bonus from this total. Consult the **Melee Combat Chart** using this adjusted die roll as per the **Melee Combat Rules**.
4. Only one leader may be used per attack, even with one or more stacks attacking the same hex. No leader may be used more than once per phase.

### **Artillery Fire**

1. Only artillery units stacked with the leader get the bonus.
2. Only the artillery bonus is used.
3. As above, add the leaders bonus to the die roll and check the **Fire Combat Table**, as per the **Fire Combat Rules**.
4. When more than one stack is firing at the same hex, only 1 leader is used.

5. Infantry and cavalry do not get a fire bonus unless they are firing in conjunction with artillery units. Even then, the leader must be stacked with the artillery unit.
6. As before, only one leader may use its bonus in any attack.
7. Artillery units defending against melee may only use the leader's infantry bonus.
8. There is no protective bonus against fire combat.

### **Leader Casualties**

1. Whenever a 65 or 66 is rolled on the Fire Combat Table, the defending leader in the hex fired upon rolls on the Leader Casualty Table.
2. Whenever a 64, 65 or 66 is rolled on the Melee Combat Table, the defending leader in the assaulted hex rolls on the Leader Casualty Table.
3. Whenever an 11 or 12 is rolled on the Melee Combat Table the attacking leader rolls on the Leader Casualty Table.
4. The odds column that is used on the Leader Casualty Table is the same as that used for the combat that provoked usage of the Leader Casualty Table.
5. No die roll modifications are used to send a leader to the Leader Casualty Table.

#### **Example:**

A die roll of 56 modified by a +6 does not force the defending leader to roll on the Leader Casualty Chart. Of course, the units in the defending hex take losses on the 66 column. Likewise, a die roll of 66 modified by a -6 does force the defending leader to roll on the Leader Casualty Table.

6. See Morale for effects of Leader Casualties.
7. Dead leaders are removed immediately.
8. Wounded leaders are removed during the next friendly movement phase.
9. Leaders, like combat units, that are forced to retreat and can not, are captured.
10. Leaders, that are melee attacked by themselves, are captured, unless the leader can retreat before combat.
11. If after melee combat, a leader is alone in the defensive hex, the attacker when advancing after combat captures the leader.
12. If more than one leader is involved in combat when

usage of the Leader Casualty Table is required, randomly choose the leader that will roll on the Leader Casualty Table. Then roll 2 dice again for each other leader to see if they also go. Of course, the combat units suffer the effects of the first roll.

### Special Leaders

- **Platov:** His bonus can only be used with Cossacks.
- **Kutaisov:** He is the only Russian Leader that can move the Reserve Artillery. Reserve Artillery cannot move, limber or unlimber unless it is stacked with Kutaisov. It may change facing. Horse artillery is exempt.
- **Poniatowski:** His morale bonus may only be used with Polish troops. His morale is worth 9 with other troops.

### INFANTRY CAPABILITIES

**Skirmishers:** Only infantry BATTALIONS with a fire range of 2 or more may be used as skirmishers. To classify as a skirmisher, that battalion must be the only unit in the hex. Consequently, all infantry battalions that have a range of 2 or more, and are alone in a hex (not counting leaders or aides of course,) are hereafter classified as skirmishers. Note: 2 battalions in the same hex negates either one from being a skirmisher.

1. All skirmish battalions subtract 6 from the die roll when fired upon.
2. All skirmish battalions have the option of retreating before combat.
3. All skirmish battalions' zone of control block line of sight. Treat as if those hexes are occupied by the unit for line of sight purposes only.
4. Skirmishers may not form infantry squares.

**Infantry Square:** Infantry Square is an infantry formation for protection against cavalry. There is no cost to form Infantry Square and it can be done at any time during the friendly movement phase by simply placing a square marker on the unit(s) that are forming squares. It may also be attempted during the enemy movement phase when certain conditions are met (see below.)

1. Militia, skirmishers, routing units and all other non-infantry units may never form squares.
2. All other infantry units may form squares.
3. Squares can only be formed in clear terrain.

4. Squares can never move.
5. There is no cost to form squares. However, it costs 2 movement points to regain a normal formation (un-square).
6. Artillery stacked with infantry forming square is considered to be in the square.
7. Squares have partial Zones of control extending into all 6 adjacent hexes.
8. Cavalry, leaders, aides and horse artillery need not stop when entering a partial zone of control.
9. Squares may fire upon units moving through their zones of control however many times enemy units do so (units entering their zone of control and immediately stopping does not constitute "moving through"). Fire combat is then executed immediately during the enemy's movement phase. The same phasing unit may be fired at more than once by the same square if it moves through more than one hex in the square's zone of control. Of course, squares can fire during their fire phases as per the Fire Combat Rules.
10. Squares have as their frontal hexsides all 6 adjacent hexsides.
11. Squares may never engage in offensive melee.
12. Squares have a 4 for fire defense.
13. Cavalry is halved attacking squares.
14. Squares negate Cavalry Charge.
15. All units in square may fire out but only through separate hexsides.

**Forming Squares during the Enemy's Movement Phase:**

1. Infantry units have the option to form square during the enemy's movement phase only if both the following conditions are met:
  - a. Attacking cavalry moves to 3 or less hexes away from a defending infantry unit, or begins its movement phase 3 or less hexes away from the defending infantry unit.
  - b. The attacking cavalry is in the line of sight of the defending infantry unit.
2. Whenever the above conditions are met and the attacking cavalry is 1 or 2 hexes away from the defending infantry, the phasing player must declare whether the cavalry will execute a Cavalry Charge on the defending infantry (it must also designate which hex, if more than one hex complies with this rule).

3. It is now the defender's option to attempt to form square.
4. Having declared a Cavalry Charge, the attacker must execute it. If the defender formed square, the square must be attacked by at least one of the charging cavalry units. The rest must move adjacent to the square before continuing with movement. Of course, all may melee the square and even more may be brought up for melee.
5. When the attacking cavalry is 3 hexes away and in line of sight of the defending unit, the attacker must notify the defender of the cavalry's position but need not declare if a Cavalry Charge is to be executed.
6. The defender then has the option to form square.
7. Whenever the defender decides to form a square during the enemy's movement phase, the defending infantry rolls on the Square Attempt Table and immediately applies the result. This roll is done only once per hex, not for each unit in the same hex.

## CAVALRY CAPABILITIES

**Cavalry Charge:** As the name implies, a Cavalry Charge is an operation whereby cavalry units charge defending units. In this game, the Cavalry Charge is executed and resolved during the cavalry's movement phase. Basically, a Cavalry Charge forces defending units to check morale. The procedure is as follows:

1. Move all cavalry units that are to charge a defending hex adjacent to the defending hex.
2. Compare the stacking points of the charging cavalry to the stacking points of the defending units and express it as a ratio of attacking stacking points to defending stacking points.
3. Reduce this ratio to a simple odds comparison as found on the Cavalry Charge Table.
4. The number below the odds level is the modification to the defender's morale roll.
5. The defending units now check morale as per the morale rules, making any adjustments to the die roll as called for under Leaders, Cavalry Charge, or Lancers. The result is implemented immediately.
6. All terrain and facing adjustments that are applicable to melee are implemented in the stacking odds comparison (i.e. cavalry is worth double stacking points when charging the flank of defending units).
7. Defending units that do not rout must be attacked (melee) by the charging cavalry.

8. If the defending hex is vacated as a result of a Cavalry Charge, the charging cavalry may continue with its movement phase.
9. Movement after a successful charge is restricted to the movement allowance left on each cavalry unit after subtracting from its movement value the number of movement points spent by the cavalry unit that spent the most movement points to get into position to charge the defending hex.
10. All the charging cavalry must, when moving after a successful charge, move through the empty defending hex.
11. If no movement is desired after a successful charge, the empty defending hex must be occupied by at least one of the cavalry units.
12. Cavalry units that make more than one charge in a single phase reduce the odds level one step for each subsequent charge (a 3-1 becomes a 2.5-1, etc.).
13. Only infantry, dismounted dragoons, and limbered artillery may be charged.
14. Units in forests, orchards, towns, villages, and fortifications may not be charged by cavalry.
15. Cavalry may never charge infantry squares.
16. The phasing player must notify his opponent the moment he moves a cavalry unit to 3 or less hexes away from a defending infantry unit that has that cavalry unit in its line of sight (see Infantry Square for further explanations regarding notification of a charge, square forming, and partial zones of control).

**Lancers:** All cavalry units that have a lance bonus are hereafter classified as lancers. These units include all Cossacks and Uhlans.

1. Lancers, when engaged in offensive melee only, may add the lance bonus to their melee value.
2. Only one lancer unit may do so per hex of attacking units.
3. The lancer unit must be the top unit in the hex.
4. Lancers, when leading a Cavalry Charge (the top unit in the hex), force the defender to subtract 6 from its morale roll.
5. If more than one lancer unit is present in the charge, the defender still only subtracts 6 even if the lancers are charging from different hexes.
6. This subtraction is in addition to all other modifications to the defender's morale roll.
7. The lance bonus is not halved when melee-attacking

squares.

8. The lance bonus loses only 1 point for each stacking point loss instead of 2.

**Dragoons:**

1. All dragoon regiments can dismount or mount at any time during the friendly movement phase as long as it pays the formation change cost and has the movement points remaining to do so.
2. The formation change takes place either at the beginning or at the end of the unit's movement phase.
3. If at the end of movement, the cost is paid by the unit prior to the change.
4. If at the beginning of movement, the cost is paid by the unit after the change.
5. The cost for either mounting or dismounting is 3 movement points for the cavalry unit, or 2 movement points for the dismounted unit.
6. Dragoons cannot mount or dismount on river slopes.
7. Dismounted dragoon units are treated as infantry units.
8. When dismounting dragoons, the appropriate counter bearing the same regimental and corps insignia is exchanged for the mounted counter, carrying over all losses. The opposite is also true.
9. Two Russian units appear as dismounted. These can never mount (IVC, KhD; IVC, ChD).

**Cossacks:** These units occasionally refuse to fight. To determine if they do, after odds have been stated, refer to the Cossack Fight Table to see if they fight.

1. If the Cossacks are defending and refuse to fight, retreat them as per the rules of *Retreat before Combat*.
2. If the Cossacks are attacking and refuse to fight, they just stand there.
3. Only the leader, Platov, can make them fight. He influences all attacking Cossacks and the ones defending that he is stacked with.
4. Only the leader, Platov, can use any bonus with the Cossacks.
5. The Guard Cossack Unit is exempt from the Cossack Rules.
6. The Cossacks do not roll on the Cossack Fight Table if they are attacking routing units or charging any unit.

7. Cossacks will never assault squares unless stacked with Platov.

## **ARTILLERY**

In order for artillery units to be able to move, they must be limbered. This is signified by placing the unit with the movement and stacking values up.

To fire, the artillery unit must be unlimbered. This is signified by placing the unit with its combat values up. Artillery units may never attack during the melee phase.

1. To limber or unlimber costs 3 movement points.
2. Artillery may never unlimber on River Slopes.
3. Unlimbered artillery that is forced to rout is eliminated.
4. Unlimbered artillery that is forced to retreat, does not retreat. However, the attacker must occupy the hex as if the hex has been vacated. The artillery is then destroyed during the attacker's next movement phase. This gives the defender 1 turn with which to recapture his artillery. Note, that on a retreat, all units, except for unlimbered artillery, retreat.

**Howitzers:** Howitzers may fire over intervening terrain. When doing so, they go to the Howitzer Table to see if they hit the target hex. If they do, proceed with the normal fire attack. If not, roll 1 die; the number being the hex the Howitzers hit, with 1 being the first north hex, 2 being the adjacent hex to 1, counting clockwise around the target hex. 3 is the next one, etc. Units in the hex howitzer fire lands in undergo fire attack even if these units are friendly.

All French Howitzers firing at a range of 6 or more go to the Howitzer Table even if the target is in line of sight. Note: Each different hex containing howitzers must roll. Howitzers stacked in the same hex roll only once.

## **RETREAT BEFORE COMBAT**

Only skirmishers, leaders, aides, limbered horse artillery, and cavalry may retreat before combat. This is done during the enemy's melee phase before melee odds have been computed for the attack on the unit that will retreat before combat.

1. Only units that are to be attacked during the melee phase may retreat before combat.
2. The unit moves as it does during its movement

- phase, paying all terrain costs and stopping in enemy zones of control.
3. The unit does not have to expend its total movement factor and can, if desired, expend only 1 movement point.
  4. In all respects, treat units that are retreating before combat as if they are moving during their friendly movement phase.
  5. Units that retreat before combat are dispersed (turn the unit over so that its combat values are facing up to signify dispersal).
  6. Dispersed units may not move or retreat before combat until they are undispersed. Units are undispersed during the friendly rally phase following dispersal. They may then move during the following friendly movement phase.
  7. Dispersed units are treated as any other unit, except for movement. They do have a facing, zones of control, and may engage in all types of combat, both defensive and offensive, at full combat value.

## CASUALTIES

**Stacking Point Reduction Counters:** All the casualties in this game are expressed in terms of stacking points (see both Combat Results Tables). This is represented by placing underneath the unit suffering losses, a counter with a number that represents the number of stacking points that the unit has lost.

1. The number of stacking points that a unit has is the printed value minus the number of the Stacking Point Reduction Counter that is underneath the unit.
2. This adjusted value is the unit's stacking value that is used at all times whenever it is necessary to refer to its stacking value.
3. As soon as a unit suffers losses, the Stacking Point Reduction Counter that corresponds to the losses suffered by the unit is immediately placed underneath the unit. Hereafter, the unit and the reduction counter are inseparable and are treated as one unit.
4. Of course, any unit that has suffered casualties and takes another loss will place underneath the unit a reduction counter equal to the sum of the first loss plus the present loss.
5. If a unit's losses equal or exceed the printed value of the unit, the unit is eliminated and removed from play.

6. Included in the game are well over 200 reduction counters. If more are needed, it is a simple task to print the number on the back of a reduction counter not in use.

**Effects on Combat:** As a result of losses, most units will lose a part of their combat values. A unit's morale, however, is never affected because of losses.

1. Infantry REGIMENTS and militia units do not lose any fire value as a result of losses.
2. All other non-artillery units lose 2 fire factors for each stacking point that is lost.

*Example: A unit with a fire factor of 10 that has lost 2 stacking points, fires with a fire factor of 6 ( $10 - 2 \times 2 = 6$ ).*

3. All artillery units suffer proportionally the same loss in fire value as in stacking points.

*Example: A  $\frac{1}{2}$  loss in stacking points equals a  $\frac{1}{2}$  loss in the artillery's fire value for all ranges. An artillery unit with a stacking value of 3 and a fire value of 14 at short range will fire at short range with a fire value of 9.333 if the unit has lost one stacking point.*

4. ALL units except artillery units lose 2 melee points for each stacking point lost. Artillery units lose 1 melee point for each stacking point lost.
5. No unit will ever have a melee value of less than 1 prior to terrain and flank modifications.

## REGROUPING

Each army has a regrouping chart. This chart is divided into 3 sections that represent a third of the battlefield. Each section is further divided into 4 sub-sections, each having a number. The number represents the number of stacking points left on units that are placed in that box.

1. Units that have lost  $\frac{1}{2}$  or more of their original stacking value are removed from play and are placed in the sub-section with the number that corresponds to the number of stacking points that the unit has left. This sub-section must be within the section that corresponds to the third of the battlefield from whence the unit was removed.
2. Artillery units and units with no morale value do not

- go to the regroup chart. They stay until totally eliminated.
3. Units surrounded by enemy units and/or zones of control, are not removed until a path free of enemy units and/or zones of control is open, leading to the unit's side of the board or to the North or South edge.
  4. To regroup, combine into one unit on the regroup chart the remaining stacking points of other units on the regroup chart until the first unit reaches that value at which it is no longer subject to removal by the regroup rules.
  5. Units that are used to regroup other units are removed from play if they have expended all their remaining stacking points in the regroup process.
  6. Units that do not use up all their stacking points are placed in the box that corresponds to the number of stacking points that the unit now has remaining.
  7. The unit to be regrouped and the units supplying the stacking points for regrouping, must both be in the same section, but not necessarily in the same sub-section.
  8. During the rally phase, the regrouped unit is placed on the board at least 15 hexes away from the closest enemy unit. The hex the unit appears in must contain a leader and must be within the third of the battlefield that corresponds to the section from whence the unit came. The hex must also be in the general direction of the friendly side of the board.
  9. The Unit may then move normally during its first movement phase, provided that the leader accompanies it throughout its first movement phase. Hereafter, it no longer needs leader supervision.
  10. Only infantry battalions and cavalry regiments may be regrouped.
  11. No unit may be regrouped if its morale value is lower than any unit used to regroup it.
  12. No unit may be regrouped if its movement factor is faster than any unit used to regroup it.
  13. Infantry cannot be used to rebuild cavalry. Cavalry can rebuild infantry only on a 2-1 ratio (2 stacking points of cavalry equal one of infantry).
  14. Units on the board may also be rebuilt. All the preceding rules apply with the following addition: Units used to regroup another must all be in the same hex, 15 hexes away from the closest enemy unit.

### **LIMITED INTELLIGENCE**

When playing the game, all units are placed with the unit's symbol, movement value, and stacking points face up. Opposing players may examine each other's units only to the extent of looking at the values that are face up. At no time may an enemy player turn a counter over to examine that which lies on the bottom side. Those counters that must be revealed to prove combat values are the only ones revealed. Of course, unlimbered artillery and dispersed units have their values facing up.

### **RUSSIAN RESERVE ARTILLERY**

Reserve Artillery may not move unless Kutaisov is stacked with the units. See Special Leader Kutaisov rule.

### **USE OF THE 36 PROBABILITY TABLES**

The Fire and Melee Combat Tables, and Morale Checks, use a 36 probability system to resolve their respective actions. 2 different colored dice are used, with one die representing the first digit, and the second die, the second digit (predetermine which is which before play). The die roll is read off as a whole number such as thirty-five or twenty-two. The combat charts are divided into 6 big sections, each of which represents one of the numbers on the first die. Each section is divided into 6 sub-sections, each of which represents one of the numbers on the second die. Consequently, a die roll of 55 at 2-1 odds on the Fire Combat Table, gives a result of minus 2 stacking points to the defender.

All modifications to the die roll are in base ten (as opposed to base six for the probability tables). This means that a die roll of 34 modified by a leader bonus of +6, equals 44, not 40. Likewise, a die roll of 45 modified by -8, equals 33, not 37. To convert from base ten to base six, players may find it easier to cross-index the die roll and then count the columns (up or down) for the die roll modification. All morale values are in base six. The above procedure is used for all die roll modifications whenever units check morale.

### **MULTICOMMANDERS**

Whenever there is more than one player per side, the following rules should be used to further simulate the confusion of the actual battle.

Players should divide their army as evenly as possible without breaking down the corps level structure. From within the command assigned to the player, the player

should select a leader that will represent the player's position on the mapboard. The leader chosen should be the highest ranking leader within the player's command.

**Communications:** No verbal communication between players on the same side is allowed, if such communication deals with matters pertaining to movement of friendly troops, synchronization of attacks, or tactical and strategic decisions. In other words, all that that pertains to the playing of the game (not rules), is forbidden. Communication between players is only allowed under the following exceptions.

1. Communication is allowed between players only if the leader that represents each player is stacked in the same hex.
2. Even though a player may have more than one leader under his command, it is only the leader representing the player that can be used.
3. As a deterrent to prevent players from keeping their leaders stacked for the purpose of having perpetual communication, all units belonging to the player whose leader is stacked with another player's leader are halved in movement points in the turn that the leaders appear stacked. Note: This rule should be used with extreme caution. In fact, it should not be used until one side feels that the other side is abusing the Leader Communication Rule.
4. Aides may carry messages between leaders (see *Aides*).

**Aides:** Aides should only be used when the Multicommander rules are used. Their primary function is to carry messages between leaders. As a secondary function, aides may be used to aide a unit's morale. In this case, aides are used exactly like leaders except that aides can never be used to regroup units.

1. Only the aides that belong to the leader that represents the player may be used as messengers for that player.
2. To send a message, the player must first write the message, fold it and write on the outside the destination of the message. The name of the leader to whom it is sent, will do. Of course the message writing is kept secrete from all players, both friendly and enemy.
3. The leader that represents the player and the aide must then spend 2 movement points each in the

same hex for the transfer of the message, after which, both units may move freely. Of course, at this time the aide has the message (the message is kept off the board and out of sight until the aide delivers the message) and is en route to his destination.

4. The delivery of the message is exactly like the sending. Both the recipient and the aide must spend at least 2 movement points in the same hex for delivery of the message.
5. Immediately upon delivery, the aide may request a response. If the leader is willing, then the aide and the leader will remain in the delivery hex until the following movement phase. At that time the aide will return to his original leader with the response.
6. Messages are written prior to the friendly movement phase.
7. Messages may be read upon delivery.
8. Aides suffer casualties like leaders.
9. For those that want to increase communication difficulties, the following table may be used when aides are used as messengers:

Die Roll	Effect
1-5	N/A
6	LOST

Aides will roll on this chart whenever they are used as messengers and find themselves not stacked with a leader unit at the beginning of the friendly movement phase. Lost aides will not move during the movement phase in which they rolled.

**Miscellaneous:**

1. A player who loses his leader counter may use another leader counter to represent himself, or be eliminated from further play. This question should be resolved prior to playing the game. Elimination should be used when there are various players on each side. It makes players more careful about what they do with their leader counter.
2. Players should follow chain of command. Insubordination is legal but it makes the player subject to expulsion (actually, the leader counter is subject to expulsion). If the player refuses to be expelled, then military force may be used to get rid

- of the player's leader counter.
3. Only the player, whose units are under his command, may move those units, unless the player reassigns them or they are "stolen".
  4. To reassign a unit, its present commander must notify the commander that a unit will be reassigned to his command. In the movement phase following the notification, the new commander may move the unit as he does his own units. Hereafter the unit becomes part of the new command and may not be taken back without following the listed procedure.
  5. To "steal" a partner's unit, a leader counter belonging to the "stealing" party must go and get the unit. As long as the unit has not moved during its movement phase, it may, if stacked with the new leader, be moved by the "stealing" party. Once the unit is "stolen," the unit is treated in all respects as a unit that belongs to the "thief's" command.
  6. Guard units may never be stolen.

**Old Guard Charge:** The Old Guard Charge is similar to a Cavalry Charge in that the charge forces the defender to check morale. The Old Guard Charge, however, is executed and resolved during the Old Guard's offensive fire phase. When executing a charge, the Old Guard may not fire. All units in the defending hex check morale, subtracting 6 from the die roll. The top units in the charging hexes must be Old Guard units. As usual, the vacated hex must be occupied by at least one charging Old Guard unit. The Old Guard may charge any unit.

## TERRAIN

**Fortifications:** Units that suffer losses in fortifications may elect to choose from which unit to take the losses from, as long as the attack is crossing a protective hexside.

**Towns and Villages:** These places are treated in the same way as fortifications. In addition, units that are in them have facing through all six hexsides and zones of control extend into the six adjacent hexes. Artillery, for fire purpose only, must face in the direction of fire, as per the facing rules.

**Roads and Paths:** Movement at road movement rate may only be done if the unit is in Road Mode. Any unit that begins its movement phase on a road, has the option of being in road mode. Units that move onto a road and want to get into road mode must spend 2 movement points to do

so. The same is true for leaving the road. Units in road mode are represented by placing a blank counter on the unit.

Cavalry regiments that are bigger than 6 stacking points are assumed to occupy 2 hexes, the one they are in and the one behind. Units in road mode have no zone of control and may not engage in any type of offensive combat. Paths are treated as roads as far as the road mode rules are concerned.

## **SETUP**

Note that the Order of Battle Charts are divided into boxes containing a picture of a unit, a unit and a number, or just a number. Those that contain just a picture of a unit only have 1 unit that corresponds to the picture. Those with a picture and a number have as many units as equals the number. The boxes that only contain a number are meant for the battalions of the regiment whose picture is directly above the empty box. The number equals the number of battalions that the regiment has.

Before beginning play, set up the units that are called for in the scenario on the Order of Battle Charts. Then proceed with the game.

## **REMARKS**

La Bataille de la Moskowa has been designed with realism as the primary goal. The question of playability has always seemed to me to be an excuse for not having produced a more realistic style of play (maybe I am too much of a fanatic). After all, if "wargamers" want playable games, they can easily find them in the children's game department. Implications have been made that the more realistic a simulation is, the less playable it becomes. I fail to see the correlation. To me, the more realistic a game is, the more interesting it becomes, and hence, the more playable.

At any rate, I did make one major compromise. This is the rule for the subtraction of 2 points per stacking point loss. It should be as the artillery losses. That is, all losses, except for infantry regiments, should be proportionally equal to the stacking point loss. I will now save some embarrassment by encouraging players to follow this procedure. I must advise that a small calculator is a near necessity to eliminate wasted time on lengthy calculations.

I am sure that most people familiar with historical simulations will find that there is no scenario for a three-day battle. Historically, a skirmish occurred on the 5th, the armies rested and prepared themselves on the 6th, and finally had it out on the 7th. The French would not have forced battle on the 6th because, not only were they resting and building bridges, they were also awaiting the arrival of the rest of the army. The Russians were too cautious to think of attacking and were busy finishing their fortifications. If they had attacked on the 6th, the leading French elements would have, in all likelihood, retreated to join the rest of the French army. In this case, the battle would have taken place elsewhere. This is what the Russians did not want (at least Bennigsen did not) as the terrain at Borodino was ideal for a defensive action (at least Bennigsen thought so. He chose the site).

You will also discover that there is no rule limiting the commitment of guard units. As a player, it has always galled me to be restricted as to the time when I can commit my guard to destruction.

No rules for changing into line formation have been included. Not only was the predominant formation battalion columns, there also was not enough room for lengthy lines. Besides, the low quality of the troops made it easier to heave the men in the direction of a pointed finger.

The Kutaisov Reserve Artillery Rule is included because of the Russian disorganized organization (chain of command). Historically, Kutaisov died early when he irresponsibly led an infantry attack. Nobody knew what the artillery arrangements were. This ultimately led to the lack of guns on all fronts.

Use of the Stacking Point Reduction system makes it possible to eliminate the "do or die" system. This, coupled with the 36 probability system, makes it possible to achieve more variation in resolving combat.

Players should strive to get involved in multiplayer games. The communication rules make it extremely difficult to have any coordination between different sectors of the front. During virtually all of the playtest sessions, the losing side lost because nobody could immediately tell anybody else when the time for a major change in plans was. All of this, fortunately, is how it should be.

By placing the combat values on the reverse side (besides

the fact that there was not enough room on the front), it became possible to simulate a realistic form of limited intelligence. Players will readily be able to identify the type and relative size of enemy units. Not knowing the exact combat values will eliminate players from thinking in exact odds, but rather, in probable odds. Again, this is how it should be.

For the fanatics, each hex measures approximately 100 meters in diameter. Each stacking point represents 100-150 men, 60-70 horses, or 1-3 guns.

*Laurence A. Groves*

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## ORDER OF BATTLE AND ABBREVIATIONS

### FRENCH

**Napoleon, Emperor of the French** E

#### STAFF

*Chief of Staff:*

**Marshall Louis-Alexandre Berthier, Prince of Neufchatel** S

*Cavalry Commander:*

**Marshall Joachim Murat, King of Naples** C

*Artillery Commander:*

**General Laribossiere** A

*Staff Reserve:*

**General Rapp** SR

**General Caulaincourt** SR

**General Mouton, Count of Lobau** SR

*Staff Escort:*

7th C-a-C (Chasseur a Cheval) R.	S, CaC
Gendsarmes d'Elite R. (Regiment)	S, Gd'E

**IMPERIAL GUARD**

*Old Guard:*

Marshall Lefebvre, Duke of Danzig	OG
1st Ch. (Chasseur) R.	OG, 1C
2nd Ch.R.	OG, 2C
1st Gr. (Grenadier) R.	OG, 1G
2nd Gr. R.	OG, 2G
3rd Gr. R.	OG, 3G

*Middle Guard:*

General Roguet	MG
1st Gd. Vol. (Voltiguer) R.	MG, 1V
1st Gd. Tir. (Tirailleur) R.	MG, 1T
Gd. Fusilier Ch. R.	MG, FuC
Gd. Fusilier Gr. R.	MG, FuG
Gd. Flanquer Gr. B. (Battalion)	MG, FG
Gd. Flanquer Ch. B.	MG, FC

*Young Guard:*

Marshall Mortier, Duke of Treviso	YG
4th Gd. Vol. R.	YG, 4V
5th Gd. Vol. R.	YG, 5V
6th Gd. Vol. R.	YG, 6V
4th Gd. Tir. R.	YG, 4T
5th Gd. Tir. R.	YG, 5T
6th Gd. Tir. R.	YG, 6T

*Legion of the Vistula (Polish):*

1st Vistula Legion R.	LV, 1
2nd Vistula Legion R.	LV, 2
3rd Vistula Legion R.	LV, 3
4th Vistula Legion R.	LV, 4

*Guard Cavalry:*

Marshall Jean Bessieres, Duke of Istria	GC
Empresse's Dr. (Dragoons) R.	GC, ED
Gd. Gr-a-C R.	GC, GaC
Gd. C-a-C R.	GC, CaC
Mamelukes	GC, M
1st Gd. L (Lancer) R. (Polish)	GC, 1L
2nd Gd. L. R. (Dutch)	GC, 1L

*Attached Troops:*

Portuguese C-a-C. R.	IG, P
Velites of Prince Borghese (It.)	IG, VPB
Velites of the Tuscan Guard (It.)	IG, VTB
7th Chevauxlegers R. (Fr. & Pol.)	IG, 7

**I CORPS**

**Marshal Louis Davout, Prince of Eckmuhl** I

*1st Division:*

13th L. I. (Light Infantry) R. 1, 13L  
 17th L. I. R. 1, 17L  
 30th I. R. (Infantry Regiment) 1, 30L

*2nd Division:*

15th L. I. R. 2, 15L  
 33rd I. R. 2, 33  
 48th I. R. 2, 48  
 Joseph Napoleon I. R. 2, 1JN

*3rd Division:*

7th L. I. R. 3, 7L  
 12th I. R. 3, 12  
 21st I. R. 3, 21  
 127th I. R. (Mecklenburg) 3, 127  
 8th of Rhine Confederation 3, 8

*4th Division:*

33rd L. I. R. 4, 33  
 85th I. R. 4, 85  
 108th I. R. 4, 108

*5th Division:*

11th I. R. 5, 11  
 25th I. R. 5, 25  
 57th I. R. 5, 57  
 61st I. R. 5, 61

*Attached Cavalry:*

2nd C-a-C R. I, 2  
 9th L. R. (Pol.) I, 9L  
 1st C-a-C R. I, 1  
 3rd C-a-C R. I, 3

*Corps Artillery:*

17 Batteries I

**III CORPS**

**Marshal Michel Ney, Duke of Elchingen, Prince of the Moskowa** III

*10th Division:*

24th L. I. R. 10, 24L  
 1st Port. I. R. 10, 1P  
 146th I. R. 10, 146  
 72nd I. R. 10, 72  
 129th I. R. (Oldenburg) 10, 129

*11th Division:*

4th I. R. 11, 4  
 18th I. R. 11, 18

Illyrian I. R.	11, I
2nd Port. I. R.	11, 2P
93rd I. R.	11, 93
<i>25th (Wurtt) Division:</i>	
1st I. R. Prinz Paul	25, 1PP
4th I. R.	25, 4
2nd I. R. Herzog Wilhelm	25, 2HW
6th I. R. Kronprinz	25, KP
1st Jg. (Jaeger) Bn. Konig	25, 1KJ
2nd Jg. Bn.	25, 2J
1st L. I. Bn.	25, 1L
2nd L. I. Bn.	25, 2L
7th I. R.	25, 7
<i>Attached Cavalry:</i>	
11 Hus. (Hussar) R.	III, 11H
6th C-a-C R.	III, 6
4th C-a-C R.	III, 4
1st Wurtt Chevauxlegers R.	III, 1W
2nd Wurtt Chevauxlegers R.	III, 2W
3rd Wurtt Chevauxlegers R.	III, 3W
<i>Corps Artillery:</i>	
10 Batteries	III
 <b>IV CORPS</b>	
Prince Eugene de Beauharnais, Viceroy of Italy	IV
<i>Royal Italian Guard Division:</i>	
Honor Gd. R.	RIG, HG
Royal Velite R.	RIG, RV
Line Velite R.	RIG, LV
Gd. Conscript R.	RIG, CG
1st It. Gd. Dr. R.	RIG, IGD
Queen's Dr. R.	RIG, QD
<i>13th Division:</i>	
8th L. I. R.	13, 8L
84th I. R.	13, 84
92nd I. R.	13, 92
106th I. R.	13, 106
1st Provisional Croat R.	13, 1PC
<i>14th Division:</i>	
18th L. I. R.	14, 18L
9th I. R.	14, 9
35th I. R.	14, 35
Joseph Napoleon I. R.	14, 2JN
53rd I. R.	14, 53
<i>Attached Cavalry:</i>	
19th C-a-C R.	IV, 19

2nd It. C-a-C R.	IV, 2
3rd It. C-a-C R.	IV, 3
<i>Corps Artillery:</i>	
12 Batteries	IV
<i>Detached from VI Corps:</i>	
3rd Bav. Chevauxlegers R.	VI, 3
6th Bav. Chevauxlegers R.	VI, 6
4th Bav. Chevauxlegers R.	VI, 4
5th Bav. Chevauxlegers R.	VI, 5
<i>Horse Artillery:</i>	
1 Battery	VI
 <b>V Corps (Polish)</b>	
Prince Joseph Poniatowski	V
<i>16th Division:</i>	
3rd I. R.	16, 3
15th I. R.	16, 15
16th I. R.	16, 16
<i>18th Division:</i>	
2nd I. R.	18, 2
8th I. R.	18, 8
12th I. R.	18, 12
<i>Attached Cavalry:</i>	
1st C-a-C R.	V, 1
12th L. R.	V, 12L
4th C-a-C R.	V, 4
5th C-a-C R.	V, 5
13th L. R.	V, 13L
<i>Corps Artillery:</i>	
1 Battery	VI
 <b>VIII Corps (Westphalians)</b>	
General Junot, Duke of Abrantes	VIII
<i>23rd Division:</i>	
3rd Li. Bn.	23, 3L
2nd I. R.	23, 2
6th I. R.	23, 6
2nd Li. Bn.	23, 2L
3rd I. R.	23, 3
7th I. R.	23, 7
<i>24th Division:</i>	
Elite Chassuer Carabiners Bn.	24, ECC
Gr. Gd. Bn.	24, GG
1st L. I. R.	24, 1L
5th I. R.	24, 5
<i>Attached Cavalry:</i>	
1st Hus. R.	VIII, 1H

2nd Hus. R. VIII, 2H  
 3rd Gd. Chvxlg. R. VIII, G  
*Corps Artillery:*  
 4 Batteries VIII

**I Reserve Cavalry Corps**

General Etienne Nansouty IC  
*1st Light Cavalry Division:*  
 7th Hus. R. IC, 7H  
 9th C-a-C R. IC, 9  
 16th C-a-C R. IC, 16  
 8th Hus. R. IC, 8H  
 6th L. (Polish) R. IC, 6H  
 8th L. (Polish) R. IC, 8L  
 Prussian Hus. R. IC, PH

*1st Cuir. (Curassier) Division:*

2nd Cuir. R. IC, 2C  
 3rd Cuir. R. IC, 3C  
 9th Cuir. R. IC, 9C

*5th Cuir. (Curassier) Division:*

6th Cuir. R. IC, 6C  
 11th Cuir. R. IC, 11C  
 12th Cuir. R. IC, 12C  
 5th C-a-C R. IC, 5

*Corps Artillery:*

4 Batteries IC

**III Reserve Cavalry Corps**

General Emmanuel Grouchy IIIC  
*3rd Light Cavalry Division:*  
 8th C-a-C R. IIIC, 8  
 6th Hus. R. IIIC, 6H  
 25th C-a-C R. IIIC, 25  
 1st Bavarian Chvxlg. R. IIIC, 1  
 2nd Bavarian Chvxlg. R. IIIC, 2  
 Prince Albert Chvxlg. R. (Saxons) IIIC, PA

*6th Cuir. Division:*

7th Dr. R. IIIC, 7D  
 23rd Dr. R. IIIC, 23D  
 28th Dr. R. IIIC, 28D  
 30th Dr. R. IIIC, 30D

*Corps Artillery:*

3 Batteries IIIC

**IV Reserve Cavalry Corps**

<b>General Marie Latour-Maubourg</b>	IVC
<i>4th Light Cavalry Division (Polish):</i>	
7th L. R.	IVC, 7L
2nd L. R.	IVC, 2L
15th L. R.	IVC, 15L
16th L. R.	IVC, 16L
3rd L. R.	IVC, 3L
11th L. R.	IVC, 11L
17th L. R.	IVC, 17L
<i>7th Cuir. Division:</i>	
<b>Garde du Corps R. (Saxons)</b>	IVC, GC
<b>Zastrow Cuir. R. (Saxons)</b>	IVC, ZC
<b>14th Cuir. R. (Polish)</b>	IVC, 14C
<b>1st Westphalian Cuir. R.</b>	IVC, 1C
<b>2nd Westphalian Cuir. R.</b>	IVC, 2C
<i>Corps Artillery:</i>	
<b>3 Batteries</b>	IVC

## RUSSIANS

### GENERAL HEADQUARTERS OF THE COMBINED RUSSIAN ARMIES

#### *Commander in Chief:*

**General Mikhail Kutuzov, Prince of Smolensk** CC

#### *Chief of Staff:*

**General Baron Levin Benningsen** S

#### *Staff Reserve:*

**Lt. General Ermolov** SR

### 1st West Army

#### *Commander in Chief:*

**General Baron Barclay de Tolly** 1A

#### *Staff:*

**Prince Gorchakov** G

### II Infantry Corps

**Lt. General Baggovut** II

#### *4th Division:*

**Tobolsk I.R.** 4, Tob

**Volhynia I.R.** 4, Vol

**Kremenchug I.R.** 4, Kre

**Minsk I.R.** 4, Min

**4th Jg.** 4, 4J

**34th Jg.** 4, 34J

#### *17th Division:*

**Ryazan I.R.** 17, Rya

**Belozersk I.R.** 17, Bel

Brest I.R.	17, Bre
Willmanstrand I.R.	17, Wil
30th Jg. R.	17, 30J
48th Jg. R.	17, 48J
<i>Corps Artillery:</i>	
7 Batteries	II
 <b>III Corps</b>	
Lt. General Tuchkov	III
<i>1st Gr. Division:</i>	
Lifegd. Gr. R.	1G, LGG
Arakcheev Gr. R.	1G, ArG
Pavlov Gr. R.	1G, PaG
Ekatineroslav Gr. R.	1G, EkG
St. Petersburg Gr. R.	1G, SPG
Tavrishesk Gr. R.	1G, TaG
<i>3rd Division:</i>	
Revel I.R.	3, Rev
Muromsk I.R.	3, Mur
Chernigov I.R.	3, Che
Selenginsk I.R.	3, Sel
20th Jg. R.	3, 20J
21st Jg. R.	17, 21J
<i>Corps Artillery:</i>	
7 Batteries	III
 <b>IV Corps</b>	
Lt. General Ostermann-Tolstoi	IV
<i>11th Division:</i>	
Kexholm I.R.	11, Kex
Pernau I.R.	11, Per
Polotsk I.R.	11, Pol
Elets I.R.	11, Ele
1st Jg.R.	11, 1J
33rd Jg.R.	11, 33J
<i>23rd Division:</i>	
Rylsk I.R.	23, Ryl
Ekaterinburg I.R.	23, Eka
18th Jg.R.	23, 18J
<i>Corps Artillery:</i>	
6 Batteries	IV
<i>Attached Forces:</i>	
Kaporsk I.R.	??, Kap
1st Combined Gr.Bn.	??, 1CG
2nd Combined Gr.Bn.	??, 2CG

**V Corps (Lifeguard)**

<b>Grand Duke Constantine</b>	V
<i>Lifeguard Infantry Division:</i>	
<b>Preobrazhensky Lifegd.R.</b>	V, PLG
<b>Semenovsky Lifegd.R.</b>	V, SLG
<b>Izmail Lifegd.R.</b>	V, ILG
<b>Litovsk Lifegd.R.</b>	V, LLG
<b>Lifegd.Jg.R.</b>	V, LGJ
<b>Finland Lifegd.Jg.R.</b>	V, FLGJ
<i>Corps Artillery:</i>	
<b>6 Batteries</b>	V
<i>Attached Forces:</i>	
<b>2nd Combined Grenadier Division</b>	2CG, _G
<i>1st Cuir. Division:</i>	
<b>Chevalier Gd. R.</b>	V, CG
<b>Emperor's Lifeguard Cuir. R.</b>	V, ErLG
<b>Emperess' Lifeguard Cuir. R.</b>	V, EsLG
 <b>VI Corps (Lifeguard)</b>	
<b>General Dokhturov</b>	VI
<i>7th Division:</i>	
<b>Pskov I. R.</b>	7, Psk
<b>Moscow I. R.</b>	7, Mos
<b>Libau I. R.</b>	7, Lib
<b>Sofia I. R.</b>	7, Sof
<b>11th Jg. R.</b>	7, 11J
<b>36th Jg. R.</b>	7, 36J
<i>24th Division:</i>	
<b>Shirvan I. R.</b>	24, Shi
<b>Butyrsk I. R.</b>	24, But
<b>Ufimsk I. R.</b>	24, Ufi
<b>Tomsk I. R.</b>	24, Tom
<b>19th Jg. R.</b>	24, 19J
<b>40th Jg. R.</b>	24, 40J
<i>Corps Artillery:</i>	
<b>7 Batteries</b>	VI
 <b>I Cavalry Corps</b>	
<b>Lt. General Uvarov</b>	IC
<i>1st Cavalry Division:</i>	
<b>Lifegd. Dr. R.</b>	IC, LGD
<b>Lifegd. Uhlan R.</b>	IC, LGU
<b>Lifegd. Hus. R.</b>	IC, LGH
<b>Lifegd. Cossack R.</b>	IC, LGCo
<b>Nizhin Dr. R.</b>	IC, NiD
<b>Elisabetgrad Hus. R.</b>	IC, ELH
<i>Corps Artillery:</i>	
<b>1 Battery</b>	IC

**Cossacks**

General Platov, Ataran of the Don Cossacks	P
Ilovaisk Cossacks	??, Ilo
Grekov Cossacks	??, Gre
Khartonov Cossacks	??, Kha
Denisov Cossacks	??, Den
Zhirov Cossacks	??, Zhi
Ataman Cossacks	??, Ata
Simeforopol Mtd. Tartars	??, SMT

**II Cavalry Corps**

Maj. General Korff	IIC
Moscow Dr. R.	IIC, MoD
Pskov Dr. R.	IIC, PsD
Iziunsk Hus. R.	IIC, IzH
Polish Uhlán R.	IIC, PoU
Courland Dr. R.	IIC, CoD
Orenburg Dr. R.	IIC, OrD
Siberian Dr. R.	IIC, SiD
Irkutsk Dr. R.	IIC, IrD
Sumy Hus. R.	IIC, SuH
Mariupol Hus. R.	IIC, MaH

*Corps Artillery:*

2 Batteries	IIC
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**III Cavalry Corps**

Maj. General Kreutz	IIIC
Alexandria Hus. R.	IIIC, AlH
Siberian Uhl. R.	IIIC, SiU
Smolensk Dr. R.	IIIC, SmD

*Corps Artillery:*

1 Battery	IIIC
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**Opolchenie (Militia)**

Moscow	M
Smolensk	S

**2nd West Army**

*Commander in Chief:*

Prince Peter Bagration	2A
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*Staff:*

General Miloradovich	G
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**VII Corps**

<b>General Raevsky</b>	VII
<i>12th Division:</i>	
Smolensk I. R.	12, Smo
Narva I. R.	12, Nar
New Ingermanland I. R.	12, NI
Aleksopol I. R.	12, Ale
6th Jg. R.	12, 6J
41st Jg. R.	12, 41J
<i>26th Division:</i>	
Ladoga I. R.	26, Lad
Poltava I. R.	26, Pol
Nizhegorod I. R.	26, Niz
Orel I. R.	26, Or
5th Jg. R.	26, 5J
42nd Jg. R.	26, 42J
<i>Corps Artillery:</i>	
7 Batteries	VII
<b>VIII Corps</b>	
Lt. General Borozdin	VIII
<i>2nd Gr. Division:</i>	
Kiev Gr. R.	2G, KiG
Moscow Gr. R.	2G, MoG
Astrakhan Gr. R.	2G, AsG
Fanagoria Gr. R.	2G, FaG
Siberian Gr. R.	2G, SiG
Little Russian Gr. R.	2G, LRG
<i>27th Division:</i>	
Odessa I. R.	27, Od
Tarnopol I. R.	27, Tar
Vilensk I. R.	27, Vil
Simbirsk I. R.	27, Sim
49th Jg. R.	27, 49J
50th Jg. R.	27, 50J
<i>Corps Artillery:</i>	
7 Batteries	VIII
<i>Attached Forces:</i>	
7th Combined Grenadier Division	7CG, _G
<b>IV Cavalry Corps</b>	
Major General Sievers	IVC
<i>4th Cavalry Division:</i>	
Kharkov Dr. R. (dismounted)	IVC, KhD
Chernigov Dr. R. (dismounted)	IVC, ChD
Kiev Dr. R.	IVC, KiD
New Russian Dr. R.	IVC, NRD
Akhtyrka Hus. R.	IVC, AkD

<b>Litovsk Uhl. R.</b>	IVC, LiU
<i>2nd Cuir. Division:</i>	
<b>Ekaterinoslav Cuir. R. (dismounted)</b>	IVC, EkC
<b>Military Order Cuir. R. (dismounted)</b>	IVC, MOC
<b>Glukhov Cuir. R. (dismounted)</b>	IVC, GLC
<b>Little Russian Cuir. R. (dismounted)</b>	IVC, LRC
<b>Novgorod Cuir. R. (dismounted)</b>	IVC, NoC
<i>Corps Artillery:</i>	
<b>2 Batteries</b>	IVC
 <b>Reserve Artillery</b>	
<b>Major General Kutaisov</b>	A
<b>6 Howitzer (Unicorn) Batteries</b>	R, H
<b>6 12lb. Batteries</b>	R
<b>6 8lb. Batteries</b>	R
<b>6 Horse Batteries</b>	R

## Scenarios

### Scenario 1 - SHEWARDINO

Russian Order of Battle (deploy first)

Deploy at least 3 hexes east of the Shewardino Redoubt:

- 27th Division (VIII Corps)
- 11th Jg. R. (VI Corps, 7th Division)
- 41st Jg. R. (VII Corps, 12th Division)
- IV Cavalry Corps minus the Kiev Dr. R. and the Litovsk Uhlans.

Deploy in the Shewardino Redoubt:

- 2 batteries of VIII Corps artillery (9 hex range)
- Borozdin (VIII)
- Sievers (IVC)

French Order of Battle (move first)

Arrives at Fomkina:

- 5th Division (I Corps)
- 33rd L.I.R. (I Corps, 4th Div.)
- [in pencil] 3 3-5 Art. Batt. (I Corps, Not H)

Reinforcements

6:40 Russian - Anyplace east of the Kamenka:

2nd Grenadier Division (VIII Corps)  
Gorchakov (G)

7:00 French - Arrive at Fomkina:

I Cavalry Corps  
II Cavalry Corps  
Nansouty (IC)  
Montbrun (IIC)

7:20 French - Arrive at Fomkina:

1st Division (1 Corps)

7:40 French - Arrive at Fomkina:

2nd Div. (I Corps)

**Time:** Game begins with the 5:20 turn and ends with the 9:40 turn.

**Special Rules:** Beginning with the 7:20 (night) turn, all French movement points are reduced by 2 unless they are moving on road or path hexes in road mode. In addition, all fire executed at a range of 2 hexes or more, will roll on the French Howitzer table for scatter. This also applies to the Russians.

Russian skirmishers may set up no further west than Doronino.

**Victory Conditions:** The side that last occupied both the Shewardino Redoubt and Shewardino wins. Any other result is a draw.

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## Scenario 2 - UTITSA

Russian Order of Battle (deploy first)

Deploy not further than 4 hexes west of Utitsa. Skirmishers may be deployed up to 7 hexes west of Utitsa:

- 1st Gr. Division (III Corps)
- 20th Jg. R.
- 21st Jg. R.
- 11th Jg. R. (VI Corps, 7th Div,)
- 41st Jg. R. (VII Corps, 12th Division)
- Karpov's Cossacks (III Corps)
- III Corps Artillery

- Tuchkov (III)

Deploy east of the Utitsa Forest along the Old Smolensk to Moscow Road:

- Moscow Opolchenie

French Order of Battle (move first)

Units arrive in Road Mode on the Old Smolensk to Moscow Road (south edge):

- V Corps
- Poniatowski

Reinforcements:

10:00 French - Anywhere west of the Kamenka, but not south of its southern tip.

VIII Corps  
Junot (VIII)

11:00 Russian - Anywhere north of the Utitsa Forest:

Belozersk I.R. (II Corps, 17th Division)  
Willmanstrand I.R.  
1 battery of II Corps Artillery (9 hex range)

12:00 Russian - Anywhere north of the Utitsa Forest:

4th Division minus the 4th and 34th Jg. R.  
Baggovut (II)  
2 batteries of II Corps Artillery (8 hex range)

2:00 Russian - Anywhere north of the Utitsa Forest:

Ryazan I.R. (II Corps, 17th Division)  
Brest I.R.

**Time:** Game begins with the 8:00 turn. Game ends with the 3:40 turn.

**Special Rule:** No movement is permitted into the northwest quadrant formed by the intersection of the Utitsa to Semenowska path and the Utitsa to Shewardino path.

**Victory Conditions:** The side that last occupied the 2 Utitsa hexes and the 2 adjacent hilltop hexes is the winner. Any other result is a draw.

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### **Scenario 3 - MORNING ATTACK ON THE RAEVSKI REDOUBT**

Russian Order of Battle (deploy first)

Deploy in the Great Redoubt:

- 2 3-5 Reserve Artillery batteries

Deploy not less than 3 hexes east of the Great Redoubt:

- Smolensk I.R. (VII Corps, 12th Division)
- Narva I.R.
- 6th Jg.R.
- Nizhegorod I.R. (VII Corps, 26th Division)
- Orel I.R.
- 5th Jg.R.
- 42nd Jg.R.
- 19th Jg.R. (VI Corps, 24th Division)

Deploy anywhere:

- Raevski (VII)

French Order of Battle (move first)

Deploy west of the Semenowska and south of the  
Kalotcha:

- 1st Division (I Corps)
- 3rd Division
- 14th Division (IV Corps)
- 4 3-5 Artillery batteries from III Corps
- Eugene (IV)

Deploy west of the Semenowska Forest and south of the  
Kalotcha:

- III Cav. Corps
- Grouchy (IIIC)

Deploy in Borodino:

- IV Corps Artillery minus Horse Artillery.

Reinforcements

9:40 Russian - Arrive 10 hexes east of the Great Redoubt:

- 1 battalion from the Ufimsk I.R. (VI Corps, 24th

Division)  
 1 battalion from the Tomsk I.R.  
 Ermolov (SR)  
 Kutaisov (A)

10:20 Russian - Arrive 10 hexes east of the Great Redoubt:

17th Division (II Corps) minus the 30th and 48th Jg.R.  
 III Cav. Corps  
 Kreutz (IIIC)

**Time:** The game begins with the 9:40 turn and ends with the 11:40 turn.

**Special Rules:** No movement is permitted north of the Stonets and Kalotcha rivers. No movement is permitted south of the Shewardino to Semenowska Path. No movement is allowed to within 2 hexes of Semenowska.

**Victory Conditions:** The player that occupies the Raevski Redoubt wins the game.

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#### Scenario 4 - UVAROV'S DIVERSION

French Order of Battle (set up first)

Deploy within 15 hexes of Borodino, northwest of the Kalotcha:

- 13th Division (IV Corps)
- IV Corps' Cavalry, minus 1st It. Gd. Dr. and Queen's Dr.

Deploy in Borodino in the four southeast hexes, facing southeast:

- IV Corps' Artillery. Horse artillery may be deployed with the cavalry.

Russian Order of Battle (move first)

Deploy within 7 hexes of Nowoe Celtzo:

- All the Cossacks under Platov
- I Cavalry Corps minus the Lifegd. Dr. R.
- 2 4-10 Reserve Horse Artillery
- 1 2-10 Reserve Horse Artillery

- Platov (P)
- Uvarov (IC)

Available French Forces:

- III Cavalry Corps
- 14th Division (IV Corps)
- Royal Italian Guard Division
- Grouchy (IIIC)
- Eugene (IV)

**Time:** Game begins with the 12:00 turn and ends with the 2:40 turn.

**Special Rules:** The French player has the option to bring across the Kalotcha any of the troops listed under Available Forces. The procedure is as follows: During the French movement phase, the French player secretly writes down the troops that he wishes to bring across the river. During the following French movement phase, the units are placed on the southeast side of the Kalotcha adjacent to the first bridge southwest of Borodino. They may then move normally. The calling of reserves may be done however many times it is desired.

No movement is allowed more than 20 hexes west of Borodino. No movement is allowed more than 5 hexes southeast of the Kalotcha. No movement is allowed east of the Kalotcha, north of Borodino.

French Artillery in Borodino may not move or change facing.

**Victory Conditions:** The victory conditions are done on a point basis. Only the Russian player receives points. This is as follows:

- 3 points for each artillery unit destroyed in Borodino.
- 1 point for each cossack unit that crosses the Kalotcha south of Borodino.
- 2 points for every other unit that crosses the Kalotcha south of Borodino.
- 1 point for each French infantry regiment that is called from the Available Forces.
- 2 points for each French cavalry regiment that is called from the Available Forces.
- -5 points for each Lifeguard cavalry regiment destroyed.

- 0 - 10 points - French win
- 11 - 20 points - Draw
- 21 or more - Russians win

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### **Scenario 5 - AFTERNOON ATTACK ON THE GREAT REDOUBT**

Russian Order of Battle (deploy first)

Deploy east of the wolf-pits and at least 4 hexes north of the Borodino to Semenowska to Psarewo path:

- VI Corps minus the jaeger regiments and horse artillery.
- I Corps minus the jaeger regiments and horse artillery Corps
- Smolensk I.R. (VII, 12th Division)
- Narva I.R.
- Nizhegorod I.R. (VII Corps, 26th Division)
- Orel I.R.
- 3 2-5 artillery units from VII Corps (8 hex range)
- Barclay (1A)
- Dokhturov (VI)
- Ostermann-Tolstoi (IV)

Deploy in the Raevsky Redoubt:

- 2 3-5 Reserve artillery batteries
- Raevski (VII)

French Order of Battle (move first)

Deploy west of the Semenowska and north of the Kamenka:

- IV Corps minus Corps Cavalry and 13th Division
- 1st Division (I Corps)
- Jrd Division
- II Reserve Cavalry Corps
- III Reserve Cavalry Corps
- III Corps Artillery minus Horse Artillery.
- Eugene (IV)
- Caulaincourt (SR)
- Grouchy (IIC)

Deploy south of the Semenowska-Kamenka stream junction and west of the Bagration Fleches:

- IV Reserve Cavalry Corps
- I Corps Artillery minus Horse Artillery
- Latour-Maubourg (IVC)

Deploy in Borodino:

- IV Corps Artillery minus Horse Artillery

Reinforcements

3:20 Russian - Arrives 15 hexes east of the Great Redoubt:

1st Cuir.  
Lifeguard Horse Artillery

3:40 Russian - Arrives 15 hexes east of the Great Redoubt:

II Cavalry Corps  
Korff (IIC)

4:00 Russian - Arrives 15 hexes east of the Great Redoubt:

III Cavalry Corps  
Kreutz (IIIC)

**Time:** Game begins with the 3:00 turn and ends with the 4:40 turn.

**Special Rules:** No movement is permitted north of the Stonets and Kalotcha rivers. No movement is permitted into the southeast quadrant formed by the Utitsa to Semenowska path and the Semenowska to Psarewo path.

**Victory Conditions:** The side that occupies the Raevski Redoubt, wins.



## Scenario 6 - THE BAGRATION FLECHES

Russian Order of Battle (deploy first)

Deploy east of the Fleches:

- VIII Corps
- 7th Combined Grenadier Division
- Bagration (2A)
- Borozdin (VIII)

Deploy not more than 4 hexes north of Semenowska, but not south of Semenowska:

- Aleksopol I.R. (VII Corps, 12th Div)
- New Ingermanland I.R.
- Ladoga I.R. (VII Corps 26th Division)
- Poltava I. R.

Deploy 15 hexes east of Semenowska on top of the northern plateau:

- 2nd Combined Grenadier Division
- Izmail Lifegd. R. (V Corps)
- Litovsk Lifegd. R.
- Finland Lifegd. Jg. R.
- 1st Cuir. Division (Lifegd.)

French Order of Battle (move first)

Deploy east of the Kamenka:

- 4th Division (I Corps)
- 5th Division
- I Corps Artillery and Cavalry
- Davout (I)

Reinforcements

7:20 French - Arrive east of the Kamenka:

10th Division (III Corps)

7:20 Russian - Arrive 15 hexes east of the Bagration Fleches:

IV Cavalry Corps  
Sievers (IVC)

7:40 French - Arrive west of the Karnenk: 25th Division (III Corps)  
Ney (III)

8:00 French - Arrive west of the Kamenka:

I Cavalry Corps  
Nansouty (IC)

8:20 French - Arrive west of the Karnenka:

IV Cavalry Corps  
Latour-Maubourg (IVC)  
Murat (C)

8:20 Russian - Arrive at the edge (northern) of the Utitsa

Forest in road mode on the Utitsa to Semenowska path:

3rd Division minus the Jaeger regiments (III Corps)

**Time:** The Game begins with the 7:00 turn and ends with the 12:00 turn.

**Special Rules:** No movement is permitted into the Utitsa Forest. No movement is permitted more than 4 hexes north of Semenowska. Russian Skirmishers may deploy up to the Kamenka Str.

**Victory Conditions:** The side that last occupied all three of the Fleches and both hexes of Semenowska is the winner. Any other result is a draw.

Players should keep in mind when playing the big game that the French must destroy the Russian army in order to win the war. The Russians, on the other hand, must stop the French. Historically, neither side accomplished its objective. Maybe it was a result of faulty dispositions. In this case, players may wish to change their initial deployment to evaluate different possibilities. In this case, The Russian should deploy first with the French moving first. Also, the French do not have to wait until 8:00 for Poniatowski. They may deploy him immediatly.

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## 7th September 1812 LA BATAILLE DE LA MOSKOWA (Historical)

Russian Order of Battle (deploy first)

Deploy east of Utitsa but not north of the Utitsa Forest:

- III Corps
- 11th Jg. R. (VI Corps, 7th Division)
- 41st Jg. R. (VII Corps, 12th Division)
- Karpov's Cossacks
- 3rd and 4th Combined Grenadier battalions
- Tuchkov (III)

Deploy within hexes of "M":

- Moscow Opolchenie

Deploy east of the Bagration Fleches, south of the Semenowska, and north of the Utitsa Forest:

- VIII Corps minus the 11th Jg. R.
- 7th Combined Grenadier Division
- Borozdin (VIII)

Deploy at IVC:

- IV Cavalry Corps
- Sievers (IVC)

Deploy between the Stonets and the Semenowska, but not west of the wolfpits:

- VII Corps minus the 41st Jg. R.
- Raevsky (VII)

Deploy in the Raevsky Redoubt.

- 2 3-5 Reserve Artillery battalions

Deploy within 2 hexes of "R":

- The Reserve Artillery minus 2 3-5 battalions

Deploy within 4 hexes of "LG":

- V Corps Plus the Lifegd. Dr. R. (IC)
- 2nd Combined Grenadier Division
- Constantine (V)

Deploy at IIIC:

- III Cavalry Corps
- Kreutz (IIIC)

Deploy north of the Stonets, east of the Kalotcha, and south of the Gorka to Zakartsi path:

- VI Corps
- Dokhturov (VI)

Deploy in Gorka:

- Kutusov (CC)
- Bennigsen (S)
- Barclay (1A )
- Miloradovich (M)
- Bagration (2A)
- Gorchakov (G)
- Kutaisov (A)
- Ermolov (SR)

Deploy within 4 hexes of "IV":

- IV Corps
- Kaporsk I.R.
- 1st and 2nd combined grenadier battalions
- Ostermann-Tolstoi

Deploy within 2 hexes of "S":

- Smolensk Opolchenie

Deploy from "IIC" north 9 hexes, east of the Kalotcha:

- II Corps
- Baggovut (II)

Deploy within 3 hexes of "IIC":

- II cavalry Corps
- Korff (IIC)

Deploy within) hexes of "IC":

- I Cavalry Corps
- All Cossacks minus Karpov's.
- Uvarov (IC)
- Platov (p)

Deploy in Borodino:

- Lifegd. Jg. R.

French Order of Battle (move first)

Deploy within 2 hexes of "A":

- I Reserve Cavalry Corps
- Nansouty (I)

Deploy within 2 hexes of "B":

- IV Reserve Cavalry Corps
- Latour Maubourg (IVC)

Deploy within 2 hexes of "C":

- II Reserve Cavalry Corps
- Montbrun (IIC)

Deploy within 4 hexes of "D", but not more than 2 hexes

east:

- I Corps minus 1st and 2nd Divisions
- Davout (I)

Deploy within 4 hexes of "E":

- III Corps
- Ney (III)

Deploy within 4 hexes of "F":

- VIII Corps
- Junot (VIII)

Deploy within 4 hexes of "G":

- Imperial Guard
- Mortier (YG)
- Lefebvre (OG)
- Roguet (MG)
- Bessieres (GC)
- Sorbier (GA)

Deploy within 1 hex of the Shewardino Redoubt:

- Staff Escort
- Napoleon (E)
- Berthier (S)
- Murat (C)
- Laribossiere(A)
- Caulaincourt(SR)
- Lobau (SR)
- Rapp (SR)

Deploy within 2 hexes of "G":

- 2nd Division (I Corps)

Deploy within hexes of "I":

- IV Corps
- 1st Division (I Corps)
- Eugene (IV)

Deploy within 2 hexes of "J":

- III Reserve Cavalry Corps.
- Grouchy (IIIC)

Reinforcements

8:00 French - Appear at the south edge in Road Mode on the Old Smolensk to Moscow Road:

V Corps  
Poniatowski (V)

**Note:** If the road is blocked, Poniatowski may appear anywhere west in the same turn.

**Time:** The game begins with the 6:00 turn and ends with the 5:40 turn.

The French may elect to continue the battle until the 9140 turn if they have won at least a marginal victory by 1:40. If the game is drawn, either side may elect to have combat the next day, if the other side is still on the board. Movement after 6:00 is allowed. In all cases, use the night rules as found under the Shewardino Scenario.

**Special Rules:** Russian Skirmishers may be placed anywhere east of a line extending from 7 hexes west of Utitsa, along the Kamenka, Semenowska, Kalotcha rivers. French skirmishers anywhere west of that line, but must not be further south than 5 hexes from "D" south of the Kalotcha. North of the Kalotcha, skirmishers may be placed up to 9 hexes east of "I". All aides are with their leaders.

**Victory Conditions:** The French win a tactical victory if they take and hold Utitsa, the Utitsa Hill, the Bagration Fleches, Semenowska. and the Raevski Redoubt. They must also inflict a 1-1 or better ratio in casualties. They win a tactical victory if they hold the above and inflict a 1-1.5 ratio in casualties. They win a strategic if they inflict a 2-1 or better ratio in casualties.

The Russians win a marginal victory if they hold any of the above and do not suffer worse than a 1-1.5 ratio in casualties. They win a tactical if they hold any of the above and do not suffer worse than a 1-1 ratio in casualties. They win a strategic if they inflict a 1-1.5 or more ratio in casualties.

For comparing casualties, count each stacking point that is lost as it is lost (keep a running total of points).

Unit	VP per SP
Militia, Cossacks, and Guard Units	2
Old Guard and wounded leaders	4

All other units	1
<b>Leader</b>	<b>VP</b>
Napoleon	200
Kutusov	100
Murat, Davout, Ney, Barclay, Bagraion and Bennigsen	20
All other dead and captured leaders	10

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