Armée Russe

Scenario One - Grand Battle

May 21, 1813 Largely Historical Use all six maps

Start: 9:40

Finish: at the end of the 16:00 turn

Note: All scenarios are listed by organization, not appearance time.

12/22/2019



Starts on map

Description	Start	Notes
Alexander I Tsar de toutes les Russies	Kumschutlz	
Généralmajor Comte von Toll	Kumschutlz	
Général Comte Ostermann-Tolstoi	Kumschutlz	
Général de cavalerie Wittgenstein	Weissig	
Général D'auvray – Chef d'état-major d'armée	Weissig	
Cossaque Brigade	Gross Kunitz	Southwest of the stream, within 15 hexes of the village
Généralmajor Ilowaisky X		
Platov #4 Don Cossaque Regiment		
Lotschilin #1 Don Cossaque Regiment		
Koschkin Don Cossaque Regiment		
Illowaiski #10 Don Cossaque Regiment		
Gorin #1 Don Cossaque Regiment		

Advant Garde Généralmajor Lanskoi

Streifkorps Prendel

5th Bashkir Regiment

Alexandria Hussar Regiment

White Russia Hussar Regiment

Lithuania Chasseur à Cheval Regiment

Ataman Don Cossaques

Illowaiski #12 Don Cossaque Regiment

Kutainikov #4 Don Cossaque Regiment

Semenschenkov Don Cossaque Regiment

Horse Artillery Battery #2

Neudorf

Within twelve hexes

"This is not a Cossaque"

La Bataline de Baatzell 1010		
Description	Start	Notes
LEFT (La Gauche)		
Général du comte d'infanterie Miloradovich	Preuschwitz	
Généralmajor Nikitin - Devoir général	Preuschwitz	
Généralmajor Wurttenburg	Gross-Kunitz	
3rd Division	Woods	Between Belitz and Panitz
Généralmajor comte Schachafskoi		
Mourmansk Infantry Regiment		
Revel Infantry Regiment		
Tchernigov Infantry Regiment		
20th Jaeger Regiment		
21st Jaeger Regiment		
Soum Hussar Regiment		
Tartar Uhlan Regiment		
Converged Dragoon Regiment		
Heavy Artillery Battery #1		
Light Artillery Battery #33		
Horse Artillery Battery #7		
4th Division	Dohlen	Within six hexes
Généralmajor Pischnitzki		
Krementsoug Infantry Regiment		
Volhynie Infantry Regiment		
Riajsk Infantry Regiment		
4th Jaeger Regiment		
34th Jaeger Regiment		
Tobolsk Infantry Regiment		
Tchernigov Chasseur à Cheval Regiment		
New Russia Dragoon Regiment		
Lithuanian Uhlan Regiment		
2nd Corps Cavalry	Gross-Kunitz	Within six hexes
Généralmajor Millesimo		
Kiev Dragoon Regiment		
Kharkov Dragoon Regiment		
Horse Artillery Battery #4		
Rebrikov #3 Cossaque Regiment		
Stavropol Kalmuck Regiment		
Orlov Streifkorps		
P		

Description	Start	Notes
CENTRE		2.0002
Générallieutenant Gorschakov II Colonel Uvarov - Chef d'état-major	Baschütz Baschütz	
1st Linie Générallieutenant Berg	Baschütz	
5th Division	Baschütz/ Litten	Between the two villages, including earthworks
Généralmajor Lukov Perm Infantry Regiment Mohilev Infantry Regiment Kalouga Infantry Regiment Sievesk Infantry Regiment Grand Duchess Cathrine Battalion Loubny Hussar Regiment Moscow Dragoon Regiment Mitau Dragoon Regiment Heavy Battery #5 Horse Battery #3		
14th Division	Baschütz / Jenkwitz	Between the two villages, including earthworks
Généralmajor Lalin Tenguinsk Infantry Regiment Estonia Infantry Regiment Akhtyrsk Hussar Regiment Tchougouiev Uhlans Kargopol Dragoon Regiment		
2nd Linie		
Générallieutenant St. Priest	Jenkwitz	
7th Division Généralmajor Tallisin III Sophia Infantry Regiment Pskof Infantry Regiment	Kl Jenkwitz	Within ten hexes
11th Jaeger Regiment		
8th Division	Kl Jenkwitz / Rabitz	Between the two villages, including earthworks
Généralmajor Engelhardt I Archangel Infantry Regiment Schusselburg Infantry Regiment Old Ingremannland Infantry Regiment Kaporsk Infantry Regiment		

Start	Notes
Kl Jenkwitz / Rabitz Kl Jenkwitz / Rabitz	Between the two villages, including earthworks Between the two villages, including earthworks
Rabitz	Within eight hexes
Pantiz	Within eleven hexes
Windmill Windmill	On the windmill height On the windmill height
Woods	Between Windmill and Malschwitz
Height Height	Between Forest and Malshwitz Between Forest and Malshwitz Any clear terrain in this area
	Kl Jenkwitz / Rabitz Kl Jenkwitz / Rabitz Rabitz Pantiz Windmill Windmill Windmill Woods Height

Description	Start	Notes
18th Division	Windmill Height	The whole division within three hexes of the windmill
Générallieutenant Comte Scherbatov Vladimir Infantry Regiment Dnieper Infantry Regiment Kostroma Infantry Regiment Tambov Infantry Regiment 28th Jaeger Regiment 32nd Jaeger Regiment Kinbourn Dragoon Regiment Sieversk Chasseur Regiment Light Artillery Battery #35		
9th Division Généralmajor Insov Nacheburg Infantry Regiment Iakout Infantry Regiment 10th Jaeger Regiment 38th Jaeger Regiment Tver Dragoon Regiment Dorpat Dragoon Regiment Light Artillery Battery #28	Malschwitz	Within four hexes
3 rd Army Reserve	al :	
Générallieutenant Langeron	Gleina	
Reserve Division		
Générallieutenant Baron Sass Vitebsk Infantry Regiment Kozlov Infantry Regiment Kourin Infantry Regiment Kolyvan Infantry Regiment 7th Jaeger Regiment Arasmass Uhlan Regiment Kirev Cossaque Regiment Heavy Artillery Battery #34 Heavy Artillery Battery #15	Gleina Buchwalde Buchwalde Gleina Gleina Gleina Buchwalde Buchwalde Buchwalde Gleina	Within two hexes
Heavy Artillery Battery #18	Windmill	Windmill Height
Heavy Artillery Battery #29	Windmill	Height Earthwork

Description	Start	Notes
RESERVE (резерв) Grand Duc Konstantin Pavlovich	Canitz-Chris.	
Vth Guard Corps Générallieutenant Raevsky Général Potemkin - Quartier-maître général	Canitz-Chris. Canitz-Chris.	
1st Grenadier Division: Généralmajor Sulima Count Arakcheyev Grenadier Regiment Ekaterinoslav Grenadier Regiment	Weissig	The whole division within six hexes
Tauride Grenadier Regiment St. Petersburg Grenadier Regiment Pernau Infantry Regiment Kexholm Infantry Regiment Mohieleu Converged Grenadiers of 5th Division Estonia Converged Grenadiers of 14th Division Heavy Battery #3 Light Artillery Battery #14 Light Artillery Battery #36		
2nd Grenadier Division Généralmajor Zwielenief Kiev Grenadier Regiment Moscowa Grenadier Regiment Astrakhan Grenadier Regiment Fangoria Grenadier Regiment Little Russia Grenadier Regiment Siberian Grenadier Regiment	Preuchswitz	Within ten hexes north
Heavy Artillery Battery #32 1st Guard Division	Kubschütz	within 6 hexes or any earthwork
Généralmajor Baron Rosen Preobragenski Guard Regiment Semenovski Guard Regiment Guard Jaeger Regiment Ismailov Guard Regiment Guard Light Battery #1 Guard Light Battery #2	Rubschutz	The whole division within four hexes within 6 hexes or any earthwork within 6 hexes or any earthwork
Guard Heavy Battery #1		within 6 hexes or any earthwork

Description	Start	Notes
2nd Guard Division	Baschütz	The whole division within four hexes
Généralmajor Yermolov Lithuanian Guard Regiment Finland Guard Regiment Pavlov Grenadier Regiment Leib Grenadier Regiment Guard Heavy Battery #2		The whole division within four nexes
2nd Linie		
Générallieutenant Comte Gallizin V Généramajorl Arenief - Aide de camp	KL Purschwitz KL Purschwitz	
Guard Cavalry	Weissig	the whole division within 4 hexes
Générallieutenant Lavrov	Weissig	the whole division within 4 nexes
Guard Light Cavalry Division Généralmajor Schaevitch Guard Dragoon Regiment Guard Uhlan Regiment Guard Hussar Regiment		
1st Cuirassier Division	KL Purschwitz	the whole division within 20 hexes
Généralmajor Depreradovich Chevalier Garde Regiment Horse Guard Regiment Emperor Cuirassier Regiment Astrakhan Cuirassier Regiment Empress Cuirassier Regiment Ekatrinoslav Cuirassier Regiment Guard Horse Battery #1		
2nd Cuirassier Division	KL Purschwitz	the whole division within 20 hexes
Généralmajor Duca Gluchov Cuirassier Regiment Pskov Cuirassier Regiment Military Order Cuirassier Regiment Starodoub Cuirassier Regiment Little Russian Cuirassier Regiment Novgorod Cuirassier Regiment Guard Horse Battery #2		

Light Battery #5 Light Battery #7 Light Battery #32 Light Battery #42 Horse Battery #1 Horse Battery #6 Horse Battery #8 Horse Battery #10

Description	Start	Notes
Reserve Artillery*	Canitz-Chris.	within 6 hexes or any earthwork
Générallieutenant Prince Jachwill	Canitz-Chris.	
Heavy Battery #2		
Heavy Battery #4		
Heavy Battery #30		
Heavy Battery #31		
Light Battery #19		

*The Russian Artillery reserve may be located around Baschütz or used to fill-in any earthwork

Additional Rules for the Scenario

Exit Roads

If the exit road is blocked by enemy troops, wait one turn and then exit within four hexes of the exit road. That is the limit however.

Troops may exit the map in *Road Marche* if there is no enemy cavalry within 8 hexes

