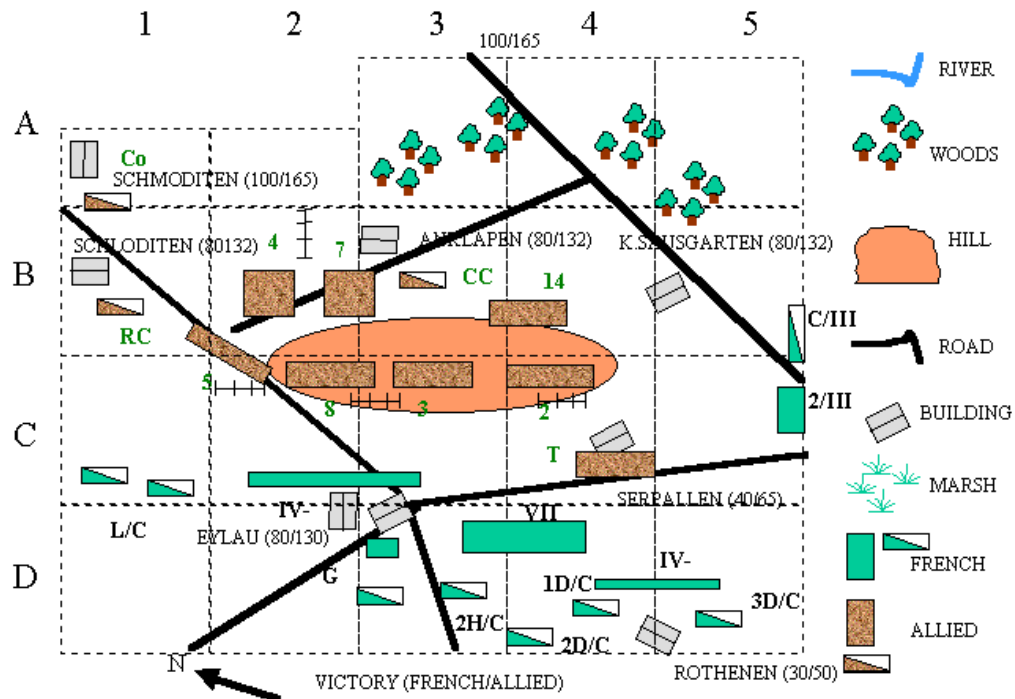


Scenario 6.1: The Battle of Eylau 8th of February 1807

6.1 Map: The Eylau battlefield.



MAP NOTES

All buildings have a “+1” combat modifier, except Serpallen which is a fortification and has a “+2” combat modifier.

Russians are set-up first

French units on-table are set-up after the Russians are placed. French III Corps are in march column.

French IV Corps units may be set-up as close as 25 cm from Russian units.

(4) French Grande Armée (F) Napoléon 70E(10)+3D [21M] until **1/III & 12#** , [22M] until **3/III**, [23M] until **1/VI & 4# & Ney** , [25M] until **2/VI & 12#** and then [26M] (*1424 points*).

Important note: The Napoleon option is on

Imperial Guard (G) Bessieres 15E(6)+1 [4F] (*150 points*)

(1) **Guard Infantry (1/G)** Lefebvre 10E(6)+1D
1B/1/G 16FrOGD [5D] 2B/1/G 20 FrOGD [6D]

(1) **Guard Cavalry (2/G)** Walther 10G(7)+1
1B/2/G 4 FrHGC [1D] 2B/2/G 5 FrGLC [1D]

Corps Artillery (G) G: FrG#6 G: FrG#6

(2) III Corps (III) Davout 25E(8)+1 [5F] (*255 points*)

(1) **First Division (1/III)** Morand 13E(8)+2
1B/1/III 20 FrLN [6D] 2B/1/III 20 FrLN [6D]

(1) **Second Division (2/III)** Friant 13E(8)+2
1B/2/III 20 FrLN [6D] 2B/2/III 20 FrLN [6D]

(1) **Third Division (3/III)** Gudin 10G(6)+1
1B/3/III 24 FrLN [7D] 2B/3/III 20 FrLN [6D]

(1) **Light Cavalry Brigade (C/III)** Marulaz 8G(6)+2
1B/C/III 6 FrLC [2D]

Corps Artillery (III) III: Fr#12 III: Fr#12 III: Fr#4

(2) IV Corps (IV) Soult 25E(8)+1 [5F] (*248 points*)

(1) **First Division (1/IV)** St. Hilaire 10G(7)+2
1B/1/IV 20 FrLt [6D] 2B/1/IV 20 FrLN [6D] 3B/1/IV 20FrLN [6D]

(1) **Second Division (2/IV)** Leval 8G(5)+1
1B/2/IV 20 FrLN [6D] 2B/2/IV 20FrLN [6D] 3B/2/IV 16 FrLN [5D]

(1) **Third Division (3/IV)** Legrand 10E(7)+1
1B/3/IV 16FrLTN [5D] 2B/3/IV 20 FrLN [6D]

Corps Artillery (IV) IV: Fr#12 IV: Fr#12

(2) VI Corps (VI) Ney 20E(6)+3 [3F] (*163 points*)

(1) **First Division (1/VI)** Marchand 10E(7)+1
1B/1/VI 24 FrLN [7D] 2B/1/VI 20 FrLN [6D]

(1) **Second Division (2/VI)** Gardanne 10G(7)+1
1B/2/VI 20 FrLN [6D] 2B/2/VI 20FrLN [6D]

Corps Artillery (VI) VI: Fr#4 VI: Fr#4

(2) VII Corps Augereau (VII) 23G(6)+1 [3F] (*169 points*)

(1) **First Division (1/VII)** Desjardins 8G(6)+1
1B/1/VII 28 FrLN [8D] 2B/1/VII 28 FrLN [8D]

(1) **Second Division (2/VII)** Heudelet 8G(5)+1
1B/2/VII 20 FrLT [6D] 2B/2/VII 20FrLN [6D]

Corps Artillery (VII) VII: Fr#12 VII: Fr#12

(1) Light cavalry Division (L/C) Lasalle 10E(8)+2 [4F] (*79 points*)

1B/L/C 12 FrLC [5D] 2B/L/C 8 FrLC [3D]

(1) **Light Cavalry Brigade (C/IV)** Guyot 10G(7)+1
1B/C/IV 6 FrLC [2D]

(1) **Light Cavalry Brigade (C/VI)** Colbert 8A(5)+0
1B/C/VI 6 FrLC [2D]

(1) **Light Cavalry Brigade (C/VII)** Durosnel 10G(6)+1
1B/C/VII 3 FrLC [1D]

(2) Cavalry Reserve (C) Murat 23E(6)+2 [5F] (*219 points*)

(1) **Second Heavy Division (2H/C)** Hautpoul 10G(6)+1
1B/2H/C 8 FrHC [2D] 2B/2H/C 12 FrHC [4D]

(1) **First Dragon Division (1D/C)** Klein 8A(6)+0
1B/1D/C 10 FrLC [4D] 2B/1D/C 10 FrLC [4D]

(1) **Second Dragon Division (2D/C)** Grouchy 8G(7)+1
1B/2D/C 8 FrLC [3D] 2B/2D/C 7 FrLC [3D]

(1) **Third Dragon Division (3D/C)** Milhaud 8G(7)+1
1B/3D/C 12 FrLC [5D] 2B/3D/C 12 FrLC [5D]

Corps Artillery (C): C: Fr#4 C: Fr#4

(3) **Russian First Army (R)** Bennigsen 38A(10)+0 [19M] until **P** arrival and then [21M] . Bragation 13E(8)+2 is a positional Wing Commander and can command any unit in the army (1031 points)

Right wing Tutchkov 15G(7)+1 [5F] (208 points)

(1) **Fifth Division (5)**

1B/5 16 RsGN [6D] **2B/5** 20 RsJG [10D] **3B/5** 24 RsLN [10D] **4B/5** 16RsJG [8D]

(1) **Right Wing Cavalry (RC)** Markov 8A(6)+0

1B/RC 8 RsHC [4D] **2B/RC** 10RsLC [5D] **3B/RC** 8 RsLC [4D]

(1) **Cossacks (Co)** Platov 10E(7)+2

1B/Co 6RsCLC [4D] **2B/Co** 6 RsCLC [4D] **3B/Co** 6 RsCLC [4D]

R Rs#12 **R** Rs#12 **R** Rs#12 **R** Rs#12 **R** Rs#12 **R** Pr#12 **R** Pr#12 **R** Pr#12

Center wing Sacken 15A(7)+1 [5F] (253 points)

(1) **Third Division**

1B/3 20 RsGN [8D] **2B/3** 24 RsLN [10D] **3B/3** 20 RsLN [8D]

(1) **Eighth Division (8)** Essen III 10G(7)+1 [1F]

1B/8 16RsLN [6D] **2B/8** 16 RsLN [6D] **3B/8** 20 RsLN [8D]

(1) **Center Wing Cavalry (CC)** Gallitzin 10E(7)+2

1B/CC 8 RsHC [4D] **2B/CC** 10RsLC [5D] **3B/CC** 8 RsCLC [5D]

C Rs#12 **C** Rs#12 **C** Rs#12 **C** Rs#12 **C** Rs#12 **C** Rs#12 **C** Rs#12 **C** Rs#12

Left wing Tolstoi 15G(6)+0 [5F] (215 points)

(1) **Second Division (2)**

1B/2 16 RsGN [6D] **2B/2** 28 RsLN [16D]

(1) **Fourteent Division (14)** KamenskoiII 10A(5)+0

1B/14 16 RsJG [8D] **2B/14** 16 RsLN [6D] **3B/14** 16 RsLN [6D]

(1) **Temporary Division (T)** Bagavout 10A(5)+0

1B/T 16 RsJG [8D] **2B/T** 16 RsLN [8D] **3B/T** 8 RsLC [4D] **4B/T** 8 RsLC [4D]

T/A Rs#12

L Rs#12 **L** Rs#12 **L** Rs#12 **L** Rs#12 **L** Rs#12 **L** Rs#12

Reserve Doctorov 13G(6)+1 [3F] (186 points)

(1) **Seventh Division (7)**

1B/7 20 RsLN [8D] **2B/7** 24 RsLN [10D] **3B/7** 20RsLN[8D]

(1) **Fourth Division (4)** Samov 8A(5)+0 [1F]

1B/4 20 RsLN [8D] **2B/4** 20 RsLN [8D]

Re Rs#6 **Re** Rs#6 **Re** Rs#6 **Re** Rs#6 **Re** Rs#6 **Re** Rs#6 **Re** Rs#6 **Re** Rs#6

(1) **Prussian Detachment (P)** Lestocq 10G(8)+1 [2F] (88 points)

1B/P 12 PrLC [6D] **2B/P** 16 PrLN [8D] **3B/P** 16 PrLN [8D] **4B/P** 16 PrGN [6D] **P** Pr#6

6.4 SPECIAL RULES FOR EYLAU

6.4.1 **Game length:** 08.00 - 21.30 (29 turns). The Russians are the first side

6.4.2 **Arrival times:**

French: 1/III & 12#: 09.30 hours. In march column at B5

3/III & 12#: 12.30 hours. In march column at B5

1/VI & 4# & Marshall Ney: 16.30 hours. In march column at C1

2/VI & 4#: 18.00 hours In march column at C1

Allied: P: 14.00 hours. In march column at C1

6.4.3 **Changing weather**

6.4.3.1 At the start of a side's movement phase, before doing anything else, roll 1 die. If a "1" ("1" or "2" during the 17.30 - 21.30 turns) is rolled, all movement (for both sides, including reaction moves) is halved during that side's portion of the Turn. The direction of movement is also diced for: Roll 1D10 and find the taken direction in the fire template: the numbers from 1 to 10 at 18 degrees intervals clockwise from left to right.

6.4.3.2 At the start of each individual combat, before doing anything else, roll a die. If a "1" ("1" or "2" during the 17.30 - 21.30 turns) is rolled, the involved units are considered to have blundered into each other. In a "blunder" combat, before each combat round, the opposing players roll each a die and the difference (if any) is used as a positive modifier for that round for the side that rolled higher.

6.4.4 **Options:** The French start with the initiative. The French get 9 free rolls and the Allied get 7

6.5 **Victory points.** The buildings of Eylau are worth (40/65), Rothenen (30/50), Serpallen (40/65), Anklapen, Schloditen, K. Sausgarten (80/132), Schmoditen and the A3 end road (100/165). French/Allied victory points. All towns except Eylau and Rothenen are considered to be Russian-controlled at the start of the game.

NOTES

- a** For infantry in square, use the other (OT) modifier if vs. any infantry. For infantry not in square, use the "OT" modifier if vs. any attacking cavalry, and not in a town, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier vs. infantry or artillery not in square and not in a town, entrenched, or with friendly cavalry in the same combat. Use the current modifier in all other combats.
- b** The "RSP (Response) number is used for cavalry recalls (with a "-1" modifier for Austrian HC and LC , a "-4" for british (not KGL) and "-2" for all other cavalry), rallying and for square (with a "+1" for Prussian GD, GN and LN in line formation until 1809, "+2" for Austrian GN and LN in column formation after 1807, and "+1" for all other infantry in column formation. GENERAL RSP modifiers are "-1" if Poor, "+1" if Good and "+2" if Excellent. The disorder modifier is "-3". A modified RSP number is also the withdrawal modifier.
- c** **ROUTS** Infantry and gunners 46 cm, cavalry and limbered artillery 69 cm. Routing units always in column or limbered
- d** Subtract for the "LIN or UNL" speed. Also the cost to "about face". Cannot used while within 3 cm of an enemy unit
- e** Eliminated on "-1-3" when alone or attached to a routed, dispersed or eliminated unit
- f** Use the current formation modifier
- g** May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade enemy cavalry
- h** May dismount
- i** Same as when mounted
- j** Can all-out attack Number = army morale value
- k** Two fire hits from one shoot or One combat hit are required to eliminate an artillery, pack train or wagon crew figure (also disorders the unit). Any artillery, pack train or wagon is eliminated with two eliminated crews
- l** Use a "-1" modifier for artillery representing only 4-5 guns. Gunners without their guns lose their ability to fire
- m** Per 4 cavalry or infantry bases or per 1 artillery, pack train or wagon base. 1 point less for batteries of only 4-5 guns
- p** May not initiate combats
- q** May initiate combats only if attached to infantry or cavalry
- r** Rout number es "+1" with six or more bases
- s** Is skirmish infantry

UNIT TYPE		COMBAT MODS				DRD	RSP	FIRE	MOVEMENT c			MOVE MODS		
		COL or LIM	LIN or ULM	SQ vs CAV	a vs OT	Rtr NO r	DSP b	MODS l	COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM d
T	General eq	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
O	Messenger ep	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
D	Wagon/Pack Train p	-7	-	f	f	k	3/-	-	25	---	35	6/1	-	-
O	Dismounted Cavalry	-3	-2	+3	-7	i	i	5/-4	12	2	37	2/1	3/1	2
	FrGHC Guard. He. Cav.	+3g	+4g	----	+6	2/4	8/A	-----	35	33	55	4/1	3/1	15
	FrGLC Guard Lig. Cav.	+2g	+3g	----	+5	2/4	8/A	-----	35	33	60	3/1	2/1	12
	FrHC Cor.	+1g	+2g	----	+5	2/4	7/A	-----	35	33	53	4/1	3/1	15
	FrLC Drag. Hús, h	-1g	+1g	----	+4	2/3	6/B	-----	37	35	60	3/1	2/1	15
	FrOGD Guardia j5	+2	+5	+9	0	4/5	8/A	10/0	30	12	45	2/1	2/1	3
	FrLN Inf. línea	0	+3	+8	-3	2/4	6/A	10/+1	30	7	45	2/1	2/1	5
	FrLT Inf. ligera s	0	+3	+8	-3	2/4	6/A	13/+2	30	10	45	3/2	4/3	3
	Fr12# Heavy Artillery p	-5	-3	f	f	k	6/-	30/+2	22	5	35	6/1	1/1	5
	FrG6# Guard volante p	-4g	-2g	f	f	k	8/-	22/+2	30	10	55	4/1	1/1	5
	Fr4# Horse Artillery p	-5g	-3g	f	f	k	6/-	20/+2	30	13	52	4/1	1/1	7
	RshC Corac.	+1g	+2g	----	+5	2/4	5/C	-----	33	30	50	4/1	3/1	17
	RslC Hús,Lan,Drag h	-2g	0g	----	+3	2/3	5/C	-----	37	35	60	3/1	3/1	20
	RslCLC Cosacos s *	-4g	-2g	----	+2	1/2	4/E	-----	42	40	65	2/1	2/1	20
	RsgN Granderos	0	+3	+8	-2	3/5	5/B	10/0	25	8	45	2/1	3/2	3
	RuLN Infantería	-1	+2	+7	-3	2/5	4/B	8/-1	20	8	45	2/1	2/1	5
	RuJG Jagers s	-2	0	+6	-4	2/4	5/C	10/0	25	10	45	2/1	2/1	5
	Ru12# Heavy Artillery p	-5	-3	f	f	k	4/-	30/0	20	5	35	6/1	1/1	5
	Ru6# Horse Artillery p	-5g	-3g	f	f	k	4/-	22/0	27	7	52	4/1	1/1	8
	PrLC Hús. Drag. Lan h s	-1g	+1g	----	+4	2/3	6/C	----	38	35	58	3/1	2/1	18
	PrGN Granaderos j3	0	+3	+8	-2	3/5	6/B	10/0	27	10	45	2/1	3/1	3
	PrLN Infantería	-4	+3	+7	-4	2/4	4/C	5/-3	15	8	37	2/1	2/1	3
	Pr12# heavy art.	-5	-3	f	f	k	5/-	30/0	23	5	35	6/1	1/1	5
	Pr6# Horse Artillery p	-5g	-3g	f	f	k	5/-	22/0	28	10	53	4/1	1/1	8

Note: French units have increased one letter their dispersal number (B becomes A...) due to the presence of Napoleon