

Battle of Borodino 7 September 1812



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, vineyards etc]		Towns
	Impassible cliff edges		Defensive Works
	Swamp		Major River
			Bridge

Note: Only full hexes can be entered by stands

STANDARD UNIT SYMBOLS

	Line Infantry		Foot Artillery		Light Cavalry
	Light Infantry		Horse Artillery		Heavy Cavalry
	Grenadiers		Guard Artillery		Irregular Cavalry
	Grenzers		Heavy Artillery		Conscript Infantry
	Guard Infantry		Objectives		Mixed Unit
	Landwehr Infantry		General		Reinforcement Arrival Point

Battle of Borodino 7 September 1812

French Units	Corps	Elan	Traits						Move
Napoleon			Overall Commander – Legend, Staffwork, Immobile Units 27 Morale 14						
Eugene	CIV		IV Corps						4
Italian Guard x 1	CIV	7	Sk, Art attached, steadfast, shock						2-1
Line Inf x 3	CIV	6	Sk						2-1
Line Inf x 2	CIV	6	Sk, Art attached						2-1
Italian Guard Cav x 1	CIV	7	Shock						4-2
Light Cavalry x 1	CIV	6							4-2
Heavy Artillery 1		Foot	5	4	4	3	2	2	2-1
Ney	CIII		III Corps [Inspiring, Hero]						4
Line Inf x 1	CIII	6	Sk						2-1
Line Inf x 1	CIII	6	Sk, Art attached						2-1
Light Cavalry x 1	CIII	6							4-2
Davout	CI		I Corps						4
Light Inf x 1	CI	7	Sk						2-1
Line Inf x 2	CI	6	Sk, Art attached						2-1
Line Inf x 3	CI	6	Sk						2-1
Chasseurs x 1	CI	6	Light Cavalry						4-2
Heavy Artillery 1		Foot	5	4	4	3	2	2	2-1
Poniatowski	CV		V Corps [Hero]						4
Polish Infantry x 2	CV	6	Sk, Art, Shock						2-1
Polish Cavalry x 1	CV	6	Shock						4-2
Junot	CVIII		VIII Corps [reserve status]						4
Westphalian Line x 1	CVIII	6	Sk,						2-1
Westphalian Line x 1	CVIII	6	Sk, Art attached						2-1
Westphalian LC x 1	CVIII	6	Light Cavalry						4-2
Murat	CC		Cavalry Corps [Inspiring] [reserve status]						4
Heavy Cavalry x 3	CC	7	Shock						4-2
Horse Artillery x 1	Horse			4	4	3	2	2	3-1 Mobile
Reserve Artillery	RA		Artillery [reserve status]						
Guard Heavy Art x 1		Foot	6	5	5	4	3	3	2-1

NAPOLEONIC HEX SCENARIO

Allied Units	Corps	Elan	Traits							Move
Kutusov			Overall Commander - Legend, Immobile Units – 24, Morale - 12.							
Barclay	A1		FIRST ARMY [Vigorous]							4
Platov*	A1		Cossack Corps [Inspiring]							
Cossack x 2	A1	4								4-2
Baggovut*	A1		II Corps							4
Line Inf x 1	A1	6	Steadfast, Art attached							2-1
Line Inf x 1	A1	6	Steadfast							
Ostermann Tolstoi*	A1		IV Corps							4
Line Inf x 1	A1	6	Steadfast, Art attached							2-1
Line Inf x 1	A1	6	Steadfast							
Lavrov [Constantine]	A1		V Corps							4
Guard x 1	A1	7	Shock, steadfast, Art attached							2-1
Grenadier x 1	A1	6	Shock, steadfast							2-1
Cuirassiers x 1	A1	7	Shock							4-2
Heavy Artillery x 1	A1	Foot	6	5	5	4	3	3	2-1	
Dokhturov	A1		VI Corps							4
Line Inf x 1	A1	6	Steadfast, Art attached							2-1
Line Inf x 1	A1	6	Steadfast							2-1
Corps Troops										
Guard Cavalry x 1	A1	7	Shock							4-2
Light Cavalry x 1	A1	6								4-2
Bagration	A2		SECOND ARMY [Inspiring]							
Tuchkov	A2		III Corps							4
Grenadier x 1	A2	6	Shock, steadfast, Art attached							2-1
Line Inf x 1	A2	6	Steadfast							2-1
Rayevski	A2		VII Corps [Steadfast]							4
Line Inf x 2	A2	6	Steadfast							2-1
Heavy Artillery 1	A2	Foot	6	5	5	4	3	3	2-1	
Borozdin	A2		VIII Corps							4
Grenadier x 2	A2	6	Shock, steadfast, Art attached							2-1
Line Inf x 1	A2	6	steadfast							2-1
Golistyn			Cavalry							4
Cuirassiers x 1	A2	7	Shock							4-2
Light Cavalry x 1	A2	6								4-2
Horse Artillery x 1	A2	Horse		4	4	3	2	2	3-1 Mobile	
Militia x 2	A2	5	Conscript							2-1

NAPOLEONIC HEX SCENARIO

French	1	3	5	7	9
Russian	2*	4*	6*	8	10
French	11	13	15	17	19
Russian	12	14	16	18	20
French	21	23	25	27	29
Russian	22	24	26	28	30

Background

Napoleons invasion of Russia had failed to produce the knockout blow required as the Russian armies fell back before him rather than committing to a major battle. Finally outside Moscow the Russians turned at bay.

Scenario rules

Organisation

The French have six corps for activation purposes. The Russians have two corps.

The French Guard artillery can be commanded and activated as part of any friendly corps activation.

*The Russian units under Platov, Baggovut and Ostermann-Tolstoi will not leave their hexes for the first 3 Russian turns. They may fire, go prepared or turn to face an infantry unit who fires on them.

Terrain

The river is unfordable. Eugene has a bridging train. Any of his infantry units that starts a turn adjacent to the river can be activated as an individual move and attempt to place a bridge. On a D6 throw of 3+ the bridge is placed. The unit cannot move or fire in that turn. The Russians destroyed the bridge coming out from Borodino. A Russian infantry units that starts a turn adjacent to the Borodino bridge can be activated as an individual move. On a D6 throw of 4+ the bridge is destroyed. The unit cannot move or fire in that turn.

Platov's Cossacks can cross the river by the 2 marked ford hexes. No other units can cross them.

The great redoubt is an entrenchment if attacked from any of its faces, giving the defenders +1. The fleches provide cover against infantry fire but have no effect on combat or artillery fire.

The hills effect visibility only, they give no bonuses for combat or penalties for firing.

None of the towns can be garrisoned, they have all of the normal attributes of town hexes other than that.

Character Traits - Russian

Kutusov Legend. The allied army morale is one half, not one third of starting infantry and cavalry units. Immobile. Kutusov can only activate units by command once each three Russian turns.

Bagratiion and Platov both Inspiring. Can attach to units of his division and add +1D6 in combat.

Each time this trait is used in combat throw another D6, on a throw of 6 they are removed.

Rayevski Steadfast. Can attach to units of his division and add +1D6 in defence. Each time this trait is used in combat throw another D6, on a throw of 6 Rayevski is removed.

Barclay Vigorous. If attached to a corps that is activated the MO required is halved, although it will always be at least 2.

Character Traits - French

Napoleon Legend. The allied army morale is one half, not one third of starting infantry and cavalry units. Immobile. Napoleon can only activate units by command once each three Russian turns.

Napoleon Excellent Staffwork. Napoleon can activate 1 corps per turn for a cost of only 2 MO

Murat and Ney Inspiring. Can attach to units under their control and add +1D6 in combat. Each time this trait is used in combat throw another D6, on a throw of 6 he is removed.

Poniatowski and Ney Hero. Can attempt to rally any unit they are attached to. If within 2 hexes of the enemy they are at risk and must test as for the Inspiring trait.

Victory Conditions.

The French must break the Russians to win. If they fail the Russians win.

Optional Rule - The French Imperial Guard

Napoleon refused to commit the Imperial Guard, other than the artillery, to the battle as they were his last reserve. However, if the Russians counter attack he will use them. If any Russian units other than Cossacks, come within 3 hexes of the French baseline the Guard are activated and can enter on the next French turn anywhere along the baseline as standard reinforcements. The infantry must all enter together. The cavalry can enter separated from the other units. The French morale break point increases by 3 if the Guard are activated, even if they do not enter the board.

Mortier	GC		Guard Corps [reserve status]	4
Old Guard x 2	GC	8	Sk, Shock, Steady Art attached	2-1
Young Guard x 2	GC	7	Sk, Shock, Steady, Art attached	2-1
Guard Cavalry x 2	GC	8	Shock	4-2

Scenario Notes

This is a Borodino scenario designed to be manageable for two players. Each unit is around 5,000 men or a whole division. Borodino town was lightly defended by 2 battalions at the start of the battle. These are too insignificant to be represented, and Eugene’s men quickly bundled them out of town.

I have made Napoleon immobile as he was very sluggish on the day of battle, rarely playing an active part. He may have been sick, or the realisation of the untenable position his army was in, win or lose, may have been overwhelming him.