

*Black Powder*TM

A Clash of Eagles



Fighting the battles of Napoleon's Russian campaign with model soldiers




FRENCH HUSSARS SCOUT THE FIELD



DRAGOONS VERSUS LANCERS



A BITTER STRUGGLE



*Black Powder*TM

A CLASH OF EAGLES

The Second Polish War, Russia 1812

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Introduction



STRUGGLE ON, BROTHERS!

A Clash of Eagles – The Second Polish War, Russia 1812 is, as the title suggests, a campaign supplement that focuses on Napoleon Bonaparte's disastrous campaign in Russia during which the greatest army the world had ever seen was destroyed in just five months.

This supplement covers a key campaign of the Napoleonic period; one which arguably led to the downfall of Napoleon himself. Using this supplement alongside the *Black Powder* core rules, you can re-create epic moments of the 1812 campaign: the battles of Smolensk and Borodino, the numerous smaller affairs involving Napoleon's allies and the long, protracted retreat from Russia culminating in the crossing of the Berezina, all of which left the Grand Armée reduced to a shadow of its former self.

If your collection of model figures focuses on the Russian campaign of 1812, or you have always wanted to wargame the 1812 campaign or the later Napoleonic Wars, then you will find this supplement to your liking. You will discover how Napoleonic armies fought differently from preceding *Black Powder* armies; including background detail focusing on the campaign, the numerous nations that took part in the campaign, as well as their armies and statistics on over a hundred different troop types.

You will find information on how to reflect Napoleonic battles using the *Black Powder* rules as well as a few new rules that are pretty standard amongst wargames communities across the globe. Running alongside this you will encounter numerous national characteristics for France, Russia, Austria and Prussia to name a few, characteristics that will give your gaming experience more of a Napoleonic feel.

This supplement has been written to assist you, the gamer, to recreate the fantastic period of warfare that is the Napoleonic wars; every section has information, guidance and rules to help you do that. Finally, for those of you who are points-minded, the supplement provides army lists for each of the many nations that took part in this momentous campaign.

So, without further ado, in Napoleon's words:

“Soldiers! The Second Polish War has begun!”

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It has been six years since I took my first steps towards completing the Albion Triumphant series of supplements for Warlord Games and now I have completed a third. Since that time, I have been on one hell of a journey, to coin a phrase. As I write this note (January 2016), I am firm in the belief that none of this would have been possible without the invaluable support that the following group of people gave me. They are Helen, Sian and Niall; The 1812 e-mail gang of Sander Berkout, Peter O'Brien, Ben and David Norton, Stephen Bennett, David Crawforth, Martin 'Mr Saxon' Kristiansen and finally, but by no means least, Paul Goldstone. I would like to reserve a special mention for Andrew Wheale and Dr Ian Baker; they have helped me through all three Napoleonic supplements. Thank you!

For Brady.

The Road to War

"The Peace of Tilsit, the haughtiness of French ambassadors in St Petersburg, the passive reaction of Alexander I to the policies of Napoleon – all were deep wounds in the heart of every Russian."

Prince Sergei Volkonsky

By 1808 an uneasy peace had been reached after three years of war against the combined armies of Russia, Austria and Prussia during which the Emperor of the French had gained some of his most famous victories: Ulm and Austerlitz (1805), Jena and Auerstaedt (1806), Eylau and Friedland (1807).

On the 7th July 1807, Napoleon Bonaparte and Alexander I, 'Emperor and Autocrat of all the Russians', met on board a raft on the River Niemen, where they shaped the future of Europe. The product of the meeting was the Treaty of Tilsit, which deprived Prussia of land, money and soldiers. Further, Prussia had to suffer the humiliation of having French garrisons imposed in her cities effectively making her a French satellite state. Russia, forced to accept the existence of the Duchy of Warsaw, a Polish state loyal to Napoleon, and The Confederation of the Rhine, was also made to comply with the 'Continental System', by which Napoleon hoped to undermine Britain's economic superiority, by forbidding trade with the 'nation of shopkeepers'.

In 1809 Napoleon brought the Austrians to heel, his victorious campaign against them culminating at the decisive Battle of Wagram. The Treaty of Schonbrunn that followed stripped Western Galicia from the Austrians and transferred it to the Grand Duchy of Warsaw. Austrian capitulation

ensured Napoleon's dominance in Europe. Only the British and the 'Spanish Ulcer' continued to defy Napoleon.

By 1810 there was once again friction between France and Russia as the two great empires struggled to exist alongside each other. The list of Russia's complaints grew ever longer: the revival of Poland; the detrimental effect of the Continental System on the Russian economy; French meddling in Persia, the Balkans and Turkey; and finally Napoleon's marriage to Marie Louise of Austria whilst still negotiating over a Russian bride. Steadily Romanov animosity built towards the French.

In December of that year Alexander abandoned the Continental System and re-established trade with Britain, despite demands from Bonaparte not to do so. Alexander also approached the Swedish government for an alliance whilst seeking peace with the Ottoman Turks. Napoleon also suspected that Alexander had designs on the Grand Duchy of Warsaw. He could not allow the Russians to defy him so openly, if they did, others would too. The Emperor knew war was inevitable and characteristically decided to strike first to bring the Russian Emperor back into line. In an attempt to gain increased support from the Poles, Napoleon declared the coming conflict would be the Second Polish War:

"Soldiers! The second Polish War has begun. The first war ended at Friedland and at Tilsit; at Tilsit, Russia swore eternal alliance with France and war against England. Today she is violating her pledged word. She is unwilling to give any explanation for her strange conduct until the French Eagles have crossed back over the Rhine..."

Napoleon Bonaparte





"COSSACKS!"

Army of Twenty Nations

Napoleon knew that to defeat the Russians his army needed to be enormous, and by early in 1812 he had amassed a vast multinational force of over 600,000 men. The 'army of twenty nations' as it was known included Italians, Germans, Poles, co-opted Austrians, unwilling Prussians and even Portuguese and Spanish. The main strike force, nearly 450,000 men would be utilised in the invasion. The central strike force consisted of the 'Main Army' the 'Army of Italy' and the 'Second Support Army'.

"The aim of all my moves will be to concentrate 400,000 men at a single point."

Napoleon to Davout

The 'Main Army' consisted of six army corps under the Emperor's direct command: The Imperial Guard, Davout's I Corps, Oudinot's II Corps, Ney's III Corps, and Murat's I and II Cavalry Corps.

The 'Army of Italy' had three army corps commanded by Napoleon's stepson Eugene de Beauharnais, consisting of Eugene's IV Corps, St Cyr's Bavarian VI Corps and Grouchy's III Cavalry Corps.

The 'Second Support Army' commanded by Jerome Bonaparte, King of Westphalia, consisted of four army corps: Jerome's Westphalian VIII Corps, Poniatowski's Polish V Corps, Reynier's Saxon VII Corps and Latour-Maubourg's IV Cavalry Corps.

Two remaining corps, Victor's IX Corps, and Augerau's XI Corps, were held in reserve; whilst the flanks of these

armies were protected in the north by Macdonald's X Corps that contained Prussian troops, and in the south by Austrian forces under Schwarzenberg.

Before the campaign began Napoleon gathered as much intelligence and information about his Russian adversaries as he could. He knew that a campaign against the Russians would be testing. As a keen student of military history, Napoleon knew that the 1708 Swedish invasion of Russia had been stalled by the scorched earth policy carried out by Peter the Great. Russia was a world apart from the conditions known to the soldiers of the Grande Armée – decent roads and a resource rich campaign area were not what they would encounter in Russia. Napoleon could also fall back on his own experiences of the First Polish Campaign of 1807, where an area with a scattered population and poor roadways had made operations very difficult. Therefore, with this knowledge he prepared extensively. He secured enough provisions in a massive supply train to sustain his troops for forty days campaigning as he planned to defeat the Tsar's field armies in western Russia and did not plan to take Moscow. With defensible lines of communication, he would then sit in Russian territory in the hope of forcing the Tsar to the negotiating table.

"A man such as I am, is not much concerned over the lives of a million men"

Napoleon Bonaparte



“The Colossus of the Barbarian North”

On paper, the Russian army was immense at around 600,000 men, but much of it was scattered across the vast Empire, and only three western armies could initially oppose the French invasion. The ‘First Western Army’, approximately 127,000 strong under the command of General of Infantry Mikhail Barclay de Tolly, covered the northern flank, spread over a vast area nearly 250 miles behind the Nieman River.

The ‘Second Western Army’ of 48,000 men, commanded by General of Infantry Prince Bagration, occupied the Russian Centre, whilst General of Cavalry Alexander Tormasov’s ‘Army of Observation’ (later named ‘Third Western Army’) of 45,000 men deployed south of the Pripet Marshes protecting the southern flank.

Sweden, Russia’s only ally, did not support Russia militarily although the alliance made it possible to withdraw thousands

of Russian soldiers from Finland. The volatile dispute between Russia and the Ottoman Turks was finally brought to an end with the Treaty of Bucharest signed in May 1812. This agreement, brokered by Great Britain, allowed the release of further manpower for the forthcoming struggle.

The basis of the high command’s war plan was simple, they would trade Russian territory for time, but a deep animosity between ‘Russian’ and ‘German’ factions at headquarters paralysed this simple plan through a lack of co-operation. This division manifested itself even before the French invaded, as Barclay in the ‘German’ camp, and Bagration in the ‘Russian’ left a large gap between their armies.

Crossing the Niemen

Napoleon wasted no time in exploiting Russian weakness. The invasion began on 24th June 1812, when the Grande



French Light Cavalry officer's sword, from the Perry collection

Armée crossed the River Niemen. The Emperor planned to use his 'Main Army' to fix, encircle and destroy Barclay's forces. The X Corps moved north and took Riga whilst Napoleon pushed towards the Russian First Western Army at Vilna (now Vilnius). The Emperor's troops having to endure the suffocating heat of the Russian summer marched amidst dust clouds that were so thick that drumbeats had to guide formations forward. On hearing the news of the French invasion, Barclay, who was at Vilna, ordered Bagration to take offensive action. Barclay having ordered the city's magazines destroyed and its bridges rendered unusable, the Russians abandoned the city and retired towards their incomplete entrenchments at Drissa across the Dvina River. Oudinot's II Corps followed, whilst Napoleon entered Vilna without any significant action on 28th June.

Jerome Napoleon's corps moved to prevent Bagration from uniting with Barclay at Drissa; meanwhile Davout (with Grouchy in support) drove through the centre to face Bagration and stymie a move towards Drissa and unification with Barclay's army. Davout had further instructions. If he could not get to grips with Bagration, Napoleon ordered him to take command of Jerome's forces and to turn and encircle Barclay. As a failsafe Napoleon ordered Eugene, St Cyr and the Imperial Guard to manoeuvre between the two forces to join in the pincer that would entrap Barclay.

It soon dawned on the Russians at Drissa that they were in a death trap, and Barclay moved as quickly as he could to avoid Napoleon's clutches. Daily rearguard actions saw the Russians desperately staving off the trap that Napoleon was eager to spring. After abandoning Drissa, Barclay moved the First Western Army to Vitebsk, his intention still being to join forces with Bagration. To delay the French advance, he deployed Osterman-Tolstoy's IV Corps, which fought a fierce battle between 25th and 27th July at Ostrovno. Despite their success, the IV Corps suffered considerable casualties forcing Osterman-Tolstoy to retreat. The Grande Armée's main force pressed on towards Vitebsk where Barclay was amassing his forces, intent on making a morale boosting stand that would also ward off political pressure. Bagration attempted to join Barclay, but his defeat at the hands of Davout at the Battle of Saltanovka on 23rd July 1812 prevented this.

When Davout informed Jerome that he was taking control of the whole right wing, the King of Westphalia left the invasion force for his kingdom in a fit of rage. The

confusion that this caused allowed Bagration to slip away. Davout followed the elusive Russian general, but Bagration's failure to join with Barclay at Vitebsk was a setback that forced Barclay to abandon his plan and he retreated towards Smolensk. He was, however, obliged to fight a successful rearguard action at Vitebsk on 26th and 27th July which extricated his army from Napoleon's clutches.


Meanwhile on the northern front between 30th July and 1st August, the French sought to break through Wittgenstein's forces to capture the Imperial capital of St. Petersburg. Wittgenstein's I Corps of the First Western Army engaged Oudinot's forces at Kliastitz. This three-day battle saw Wittgenstein defeat a numerically superior force and gain the first great victory for 'Mother Russia'.

The Battle of Smolensk

The First Western Army retreated to Smolensk on the River Dnieper, a historic fortress city, but not well suited for defence as it only had medieval walls for protection. The suburbs of the city consisted mostly of wooden buildings that were susceptible to fire. The constant process of withdrawal had wearied the army, men were exhausted and in some cases mutinous. Meanwhile, Bagration out-marched Davout by crossing the Dnieper and moving for Smolensk. On 30th of July, he informed Barclay de Tolly that the Second Western Army would arrive at Smolensk on 3rd August. Despite a hard, intense march, the Second Western Army was in good spirits, with soldiers willing to fight.

Napoleon had driven his armies deep into Russia, but at a cost; he had suffered significant losses, not at the hands of the Russians, but due to the French logistics system, which had virtually collapsed. The march across Russia had soon outpaced the supply wagons and the forward elements of the French advance had, as a plague of locusts, devoured the available forage. This meant that the supply echelon following in the wake of the armies, struggled to feed its horses, which slowed its movement further. As the French logistics system began to fall apart, soldiers went hungry. Roving bands of Russian peasants (themselves hungry and displaced by the French advance) hunted down those soldiers brave or foolish enough to leave their formations in search of food.

The sheer size of Napoleon's army advancing during a hot summer had repercussions – the heat and lack of sanitation



"The sword is now drawn. They must be pushed back into their ice, so that for the next 25 years they no longer come to busy themselves with the affairs of civilized Europe."

Napoleon Bonaparte

lead to water contamination and thereby increased sickness. Lice flourished on the men of the Grande Armée, and they in turn carried the deadly typhus bacteria. As Napoleon approached Smolensk his army was already seriously weakened by this terrible disease. Tens of thousands of stragglers and deserters formed lawless mobs that fought with Russian peasants in a savage guerrilla war, the by-product of which meant that even more supplies failed to reach the Grande Armée.

Barclay de Tolly was under significant pressure from Alexander I to take the fight to the invaders. The Russian offensive began on 7th August, moving west along the Dnieper. The offensive mood did not last long though as Barclay received information that the French were at Porechye, north of his position. Platov, the commander of the Cossack host, did not have the change of mood communicated to him and he continued to advance west, which resulted in his forces clashing with Sebastiani's 2nd Light Cavalry Division of Montbrun's II Cavalry Corps, near Invoko on 8th August. Platov won a clear victory, although due to casualties he was obliged to withdraw.

Barclay ordered a cautious advance on 13th August, but Bagration, frustrated with the continual change in orders, failed to cooperate. Napoleon, on learning of the Battle of Invoko, halted his advance and prepared to receive a Russian attack. As there was no sign of Russian offensive action by 10th August he therefore resumed his advance on Smolensk. The Grande Armée's manoeuvres began on 11th August. Neveroski's 27th Infantry Division prevented French cavalry probes from reaching Smolensk; although overwhelming odds forced him to retreat. He then sent his

cavalry off and withdrew his infantry into one massive square formation. The Emperor had lost the element of surprise and the Russians withdrew back to Smolensk. Barclay gave the job of defending the city to Raevski with just over 15,000 men and 72 guns.

Ney and Murat's forces reached Smolensk early on 16th August. Despite a number of skirmishes no major attack occurred. Raevsky was astonished as he had expected an all-out French assault. The Emperor arrived at the city at 1pm and ordered a general assault that forced the Russians back and captured the Royal Bastion. Further French incursions into the city met with tenacious Russian resistance and the French could not secure any more gains. No further major attacks were made although an artillery bombardment continued long into the night. That night reinforcements brought the number of Russian troops in the city to 20,000, against a French total of 185,000 men.

The battle for Smolensk resumed the next morning, constant artillery fire for thirteen hours. It was not long before all the suburbs of the city were burning. In the middle of the night of 17th – 18th August the sound of the Russian guns fell away and was replaced by massive explosions. Barclay, fearing that Napoleon would move to block the Smolensk to Moscow road, had ordered the city's magazines destroyed and a general evacuation and further withdrawal. The retreat was badly handled, as several high-ranking generals were opposed to the plan, while the Tsar's brother Constantine labelled Barclay a coward.

Smolensk was a ruin, with some 300 buildings remaining from over 2,000. Of the 15,000 inhabitants only 1,000



"FORWARD BOYS AND KEEP UP THE SCARE WITH THE BAYONET!"

souls remained. Russian casualties amounted to 12,000 whilst the French lost in the region of 10,000. By 19th August, the French were in control of the city but they had allowed the Russians to slip away once again, Junot failing to carry out his orders to cut off the retreating Russians. Napoleon would have to march further into Russia in an attempt to bring the Russians to battle. He was convinced that the Russians would stand and fight if he threatened Moscow, therefore the Russian religious capital became his next target.

In the south Schwarzenberg's Austrians had secured the right flank of the Grande Armée after defeating Tomasov's Third Western Army at Gorodetchna on 12th August, whilst Oudinot had secured the left flank at the Battle of Polotsk on 18th. The capable St. Cyr replaced the wounded Oudinot and received promotion to Marshal of France for his efforts.

The policy of retreat was not to everyone's taste. The Russian nobility, sickened by the destruction of their estates, applied pressure on the Russian Emperor to remove Barclay. Chaotic command and control due to bad blood between Bagration and Barclay continued to compound the situation. Alexander I took action, appointing the 67 year old Prince Mikhail Kutuzov to take overall command of the army.

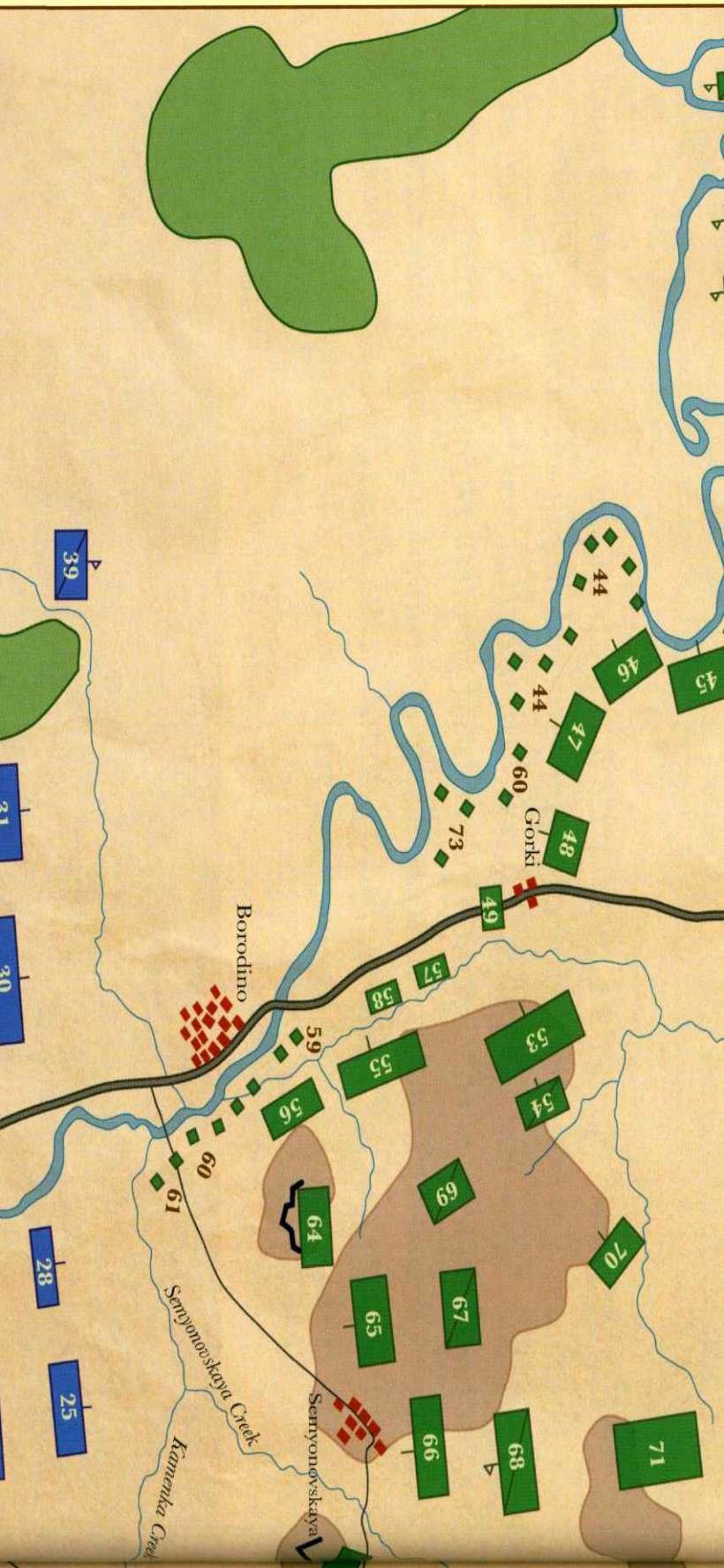
Kutuzov assumed command of the First and Second Western Armies on 20th August aided by Bennigsen as his chief of staff. He joined them on 29th at Tsarevo. Kutuzov ordered a further retreat to a small crossroads village known as Borodino, 60 miles west of Moscow.

There he would dig in and fight.

"The Russians showed in this battle a sustained courage and an individual boldness of which one finds very few equivalents in the armies of other nations. Surprised, fragmented, with their battalions isolated as much as actually attacked (for we had penetrated through their lines), they nevertheless were not disconcerted and continued to fight as they retreated, which they did very slowly, facing about in all directions with a courage and a steadiness which is, I repeat, particular to the soldiers of this nation."

St Cyr on Russians at the Battle of Polotsk

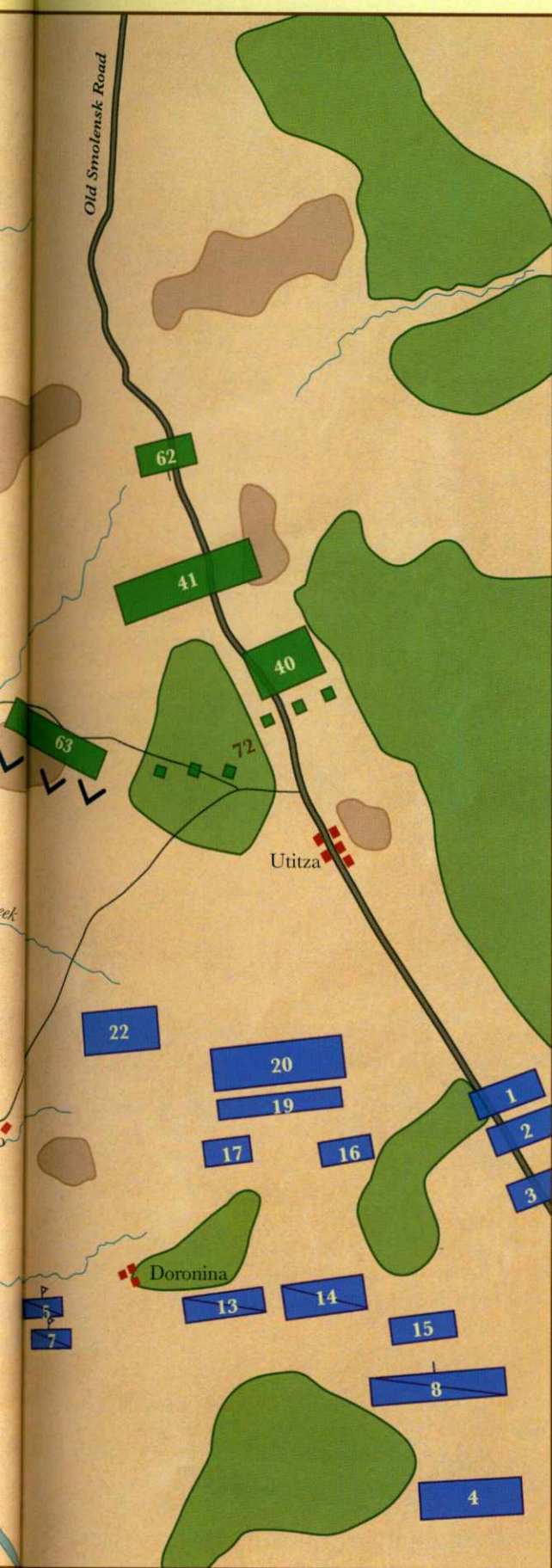




The Battle of Borodino

7th September 1812

Gzhatsk
22 miles



RUSSIAN FORCES AT BORODINO

3rd Corps Tuchkov

- 40 - 3rd Division
- 41 - 1st Grenadier Division
- 42 - Karpoff Cossacks
- 62 - 1st, 2nd, 3rd Opolchenie Divisions
- 43 - Don and Ataman Cossacks
- 44 - 4th, 30th and 48th Jäger in skirmish formation
- 49 - 11th Jäger Regiment
- 50 - Guard Jägers and Guard Marine Equipage
- 61 - 6th and 20th Jäger in skirmish formation
- 72 - 20th, 21st Jäger and Tauride Grenadiers in skirmish formation

2nd Corps Baggovout

- 45 - 4th Division
- 46 - 17th Division

4th Corps Ostermann-Tolstoy

- 47 - 11th Division
- 48 - 23rd Division
- 60 - 1st Jäger in skirmish formation
- 73 - 18th Jäger in skirmish formation

1st Cavalry Corps Uvarov

- 51 - 1st, 2nd 3rd Brigades, 1st Cavalry Corps
- 52 - Platov's Cossack Corps

5th Corps Lavrov

- 53 - Guard Infantry Division
- 54 - 1st and 2nd Brigades, 1st Cuirassier Division
- 70 - 1st Converged Grenadier Brigade

6th Corps Docturov

- 55 - 7th Division
- 56 - 24th Division
- 57 - 19th Jäger in skirmish formation
- 58 - 40th Jäger in skirmish formation
- 59 - 19th and 40th Jägers in skirmish formation

7th Corps Raevsky

- 64 - 26th Division
- 65 - 12th Division

8th Corps Borozdin

- 63 - 27th Division
- 66 - 2nd Grenadier Division

4th Cavalry Division

- 67 - 1st, 2nd and 3rd Brigades of the 4th Reserve Cavalry Corps
- 68 - 2nd Cuirassier Division

3rd Reserve Cavalry Corps Pahlen

- 69 - 1st, 2nd and 3rd Brigades of the 3rd Reserve Cavalry Corps
- 71 - Artillery Reserves

FRENCH FORCES AT BORODINO

V Corps Poniatowski

- 1 - 16th Division
- 2 - 18th Division
- 3 - V Corps Cavalry

Imperial Guard

- 4 - Headquarters
- 8 - Guard Cavalry
- 13 - 2nd Guard Division
- 14 - Old Guard Division
- 15 - Vistula Legion

I Corps Davout

- 20 - 2nd Division
- 21 - I Corps Cavalry
- 22 - 4th Division
- 23 - 5th Division
- 29 - 1st Division
- 38 - 3rd Division

III Corps Ney

- 24 - 10th Division
- 25 - 11th Division
- 28 - 25th Division
- 11 - 9th Light Brigade
- 12 - 14th Light Brigade

IV Corps Eugene

- 30 - 13th Division
- 31 - 14th Division

- 32 - Italian Guard
- 33 - Italian Guard Cavalry
- 34 - 1st Light Brigade
- 35 - VI Corps Cavalry
- 39 - 12th Light Brigade

VIII Corps Junot

- 26 - 23rd Division
- 27 - 24th Division
- 18 - 24th Light Brigade

I Reserve Cavalry Corps Nansouty

- 16 - 5th Cuirassier Division
- 17 - 1st Cuirassier Division
- 19 - 1st Light Cavalry Division

II Reserve Cavalry Corps Montbrun

- 5 - 2nd Light Cavalry Division
- 6 - 2nd Cuirassier Division
- 7 - 4th Cuirassier Division

III Reserve Cavalry Corps

- 36 - 3rd Light Cavalry Division
- 37 - 6th Heavy Cavalry Division

IV Reserve Cavalry Corps

- 9 - 4th Light Cavalry Division
- 10 - 7th Cuirassier Division



Kutuzov takes advantage of the terrain

The wily old general established a defensive line which took advantage of the rivers and streams that criss-crossed the battlefield. While his right flank rested on the Moskva River, the Russian line followed a tributary of the Moskva known as the Kalatcha – its steep banks aided defence.

The line continued to a ridge overlooking the Semyonovskaya creek. The villages of Borodino, Semyonovskaya and Utitsa running north to south in that order, intersected the line.

Two main roads trisected the battlefield, both running roughly parallel east-to-west from Moscow to Smolensk. The New Smolensk Road was to the north. It ran parallel to the Kalatcha, crossed the river east of Borodino and continued through Kutuzov's headquarters at the village of Gorki in the east, towards Moscow. The Old Smolensk Road ran along the southern edge of the battlefield, passing through the village of Utitsa. Woods partly covered this area of the battlefield and this included a forest to the north of Utitsa. This forest played an important role during the main battle, as it hindered French movement.

The Russians dig in

Kutuzov strengthened his line with earthworks. The Great (or Raevski) Redoubt built by the Moscow Opolchenie

dominated the centre. Three arrow shaped earthworks, the *Flèches*, were dug on the left. The Shevardino redoubt was forward of the Russian positions and marked an earlier deployment line abandoned when found to be too open and exposed. The Shevardino redoubt remained garrisoned to provide cover for the army's redeployment. It was during this redeployment of the Russian army on the 5th September 1812 that the Grande Armée appeared.

Battle of Shevardino, 5th September 1812

On the afternoon of the 5th of September Napoleon decided to launch an attack on the Shevardino redoubt. Compans' 5th Division of Davout's I Corps would have this honour, whilst elements from Poniatowski's V Corps would make a flanking move through the woods to the south of the redoubt. Nansouty's and Montbrun's I and II cavalry corps supported the whole venture.

Prince Andrei Gorchakov had the task of holding the redoubt. He mustered Neveroski's 27th Infantry Division plus the 2nd Cuirassier Division, together with several regiments of dragoons, jägers and two squadrons of hussars. The jägers skirmished ahead of the redoubt around the village of Doronino. Whilst twelve guns of the 12th battery were placed in and to the north of the feature, the 2nd Grenadier Division acted as Gorchakov's reserve. Twelve

thousand Russians would have to hold off nearly three times their number. They were in a badly situated position with high ground known as the Doronino hill overlooking them to the south west.

The battle started with a protracted skirmish between Poniatowski's men and Russian jägers southwest of the redoubt. This action continued into the evening, with this sector of the battlefield having little impact on the overall battle as events unfolded. Compans' Division advanced to the attack not long after the Poles of Poniatowski's Corps had moved off. The French quickly crossed the Kalatcha and attacked the jägers at Doronino. The French drove the Russians from the village despite stubborn Russian defence.

Compans unleashed his troops at the redoubt and the village of Doronino, a gun battery supporting their efforts from the Doronino hill. The French pressure soon began to tell as Neveroski's men began streaming out of the redoubt. The timely arrival of General von Lowenstein (commander of 2nd Army artillery) prevented a rout. The general managed to rally the 27th Division but the redoubt was in French hands.

What followed was a series of attacks and counter-attacks that escalated in intensity and saw the redoubt change hands several times. However, by nightfall Kutuzov saw the

defence of the redoubt as futile and he ordered the area abandoned. During the Russian retreat Gorchakov's infantry were nearly caught by enemy cavalry. In a master stroke, Gorchakov ordered his infantry to cheer whilst drummers beat their drums to give the impression that reinforcements had arrived. This did the trick, the French cavalry did not close for the kill and the Russians made good their escape.

Both sides paid a high price during the battle for the Shevardino redoubt. The Russians losses, about 6,000 men, fell mostly amongst the 27th Infantry Division. The majority of the 4,000 French casualties came from Compans's infantry.

On the 6th of September both armies reorganised their battle lines, with very little action other than minor bouts of skirmishing. Raevski ordered wolf pits dug in front of the Great Redoubt, whilst Kutuzov made a tour of the army preceded by a venerated icon '*Hodegetria*' or 'She who shows the Way' the 'Black Virgin of Smolensk'. The Commander-in-Chief read out a proclamation whilst Orthodox priests prayed, sang and blessed the troops with incense and holy water.

Instilled with a patriotism born of religious zeal, the Russian army resolved to stand and destroy the French.



"THERE!, WE WILL BEGIN THE ATTACK THERE, AT THE VILLAGE OF BORODINO."

The Battle of Borodino: 7th September 1812

"Soldiers! This is the battle that you have looked forward to so much! ... let people say of you: 'He was at that great battle fought under the walls of Moscow!'"

Napoleon

The Opposing Forces

Napoleon had just over 200 battalions of infantry, 230 squadrons of cavalry and over 500 artillery pieces: approximately 128,000 soldiers in total. Kutuzov could count on over 155,000 troops, although only 115,000 of these were regulars with cossacks and militia comprising the rest. The Russian forces were split between Barclay's First Western Army in the north and Bagration's Second Western Army in the south.

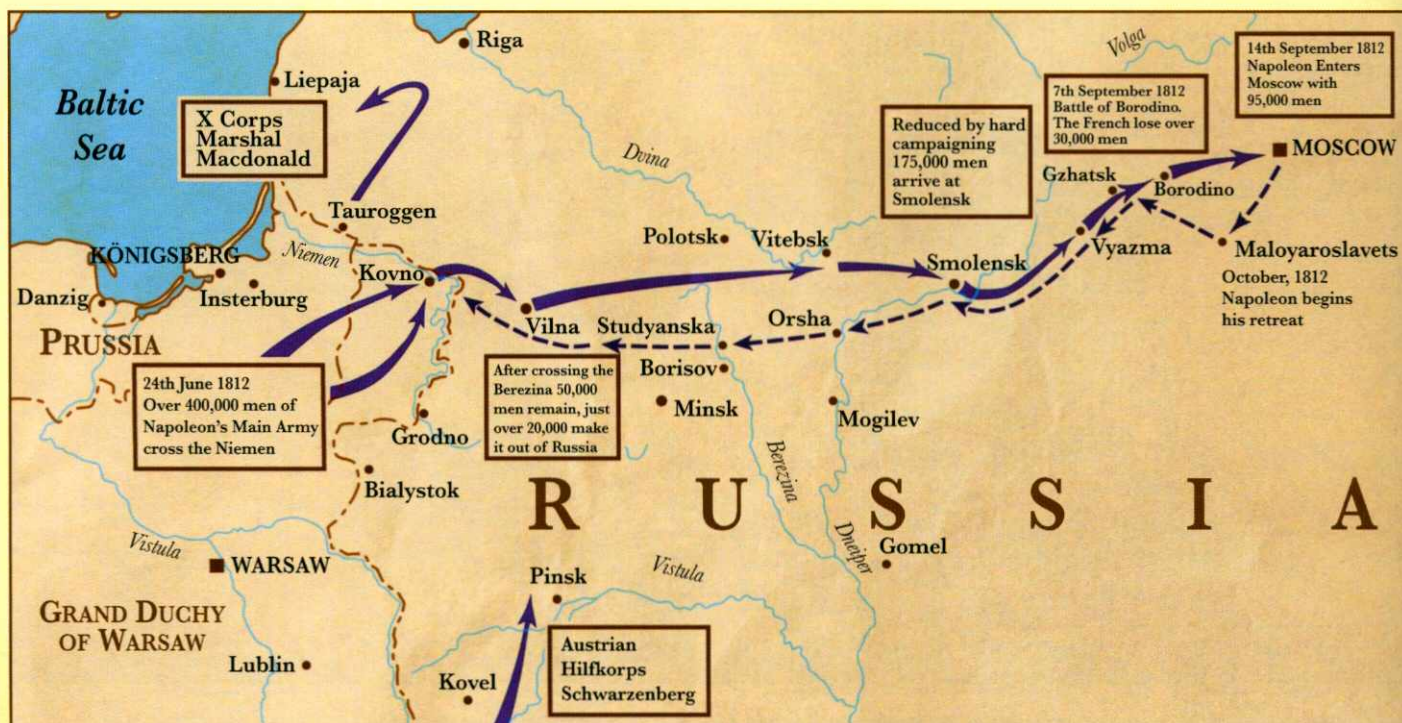
Kutuzov had a simple plan. He would defend in depth, as proposed by Assistant Quartermaster General Karl Wilhelm Toll, and allow the French army to smash itself to pieces on his prepared positions. Napoleon and the wreck of his army would then be hundreds of miles from safety and at the mercy of the Russians. Baggavout's I Corps and Osterman-Tolstoi's IV Corps deployed on the right flank. The right centre was taken by the VI Corps of Dokhturov. These deployments were supported by Uvarov's I Corps, Korff's II Cavalry Corps and Platov's Cossacks. Raevski's VII Corps was deployed in the centre and supported by Siever's IV Cavalry Corps. Borozodin's VIII Corps and Tuchkov's III took the left flank. Grand Duke Constantine's Guard waited in reserve with several artillery batteries under Kutaisov. Kutuzov positioned his headquarters well to the rear and did not leave it during the battle.

However, Kutuzov's position had two weaknesses. First, it was aligned to face an expected French attack from the north-west, which left the Russian left under Bagration exposed. Second,

Kutuzov placed the Russian reserves close to the frontline, meaning that they were easy prey for French gunners.

Napoleon, who was feeling unwell, had a plan of attack that was not subtle: he would destroy the Russian army with a series of frontal hammer blows. Davout proposed a flanking manoeuvre around the Russian left flank, which would ultimately drive the Russian army into the Moskva River, but Napoleon rejected the plan. He reasoned that a flanking manoeuvre might allow the Russians to escape again and he was determined to crush the Russians once and for all.

Eugene's IV Corps and Grouchy's III Cavalry Corps deployed on the French left. They were tasked with clearing north of the Kalatcha River, removing the Russian presence in Borodino village and attacking the Great Redoubt. The main thrust would be towards the Russian centre-left. Ney's III Corps would attack into the gap between the Flèches and the Great Redoubt, through the village of Semionovskaya. Davout's powerful I Corps would attack the Bagration Flèches. On Davout's right Poniatowski's V Corps was to attack Utitza and threaten the left flank of the Russian army. The Imperial Guard, Junot's VIII Corps and most of the cavalry stood in reserve. The aim was to cut the Russians in half with a frontal assault and then take advantage of the breakthrough to destroy the divided enemy. Unusually Napoleon spent most of the day at his headquarters, and did not play the active role in command he had usually done in the past.





FRENCH CUIRASSIERS CROSS SABRES WITH RUSSIAN DRAGOONS

The Battle Begins

At 6 am the sound of artillery signalled the start of the battle, with both Russian and French guns duelling with each other. Nearly a thousand field pieces spat forth death and destruction as acrid gun smoke began to envelop the field of battle. Some French batteries realised soon enough that their shots were falling short of the enemy – the guns having to be hauled forward to a closer range which was hot and sweaty work.

Thirty minutes before the artillery duel began, Prince Eugene commanded the first French attack, which targeted the small church and wooden houses of the village of Borodino. Delzon's 13th Division led the attack with characteristic French élan and soon captured the village. The defenders, Life Guard Jägers, suffered significant casualties and withdrew across the Kalatcha in disorder, failing to destroy the bridge over which they had escaped. Barclay was not interested in retaking Borodino and left it to the French. Eugene left the village in the hands of Delzon, then moved the rest of his Corps across the river to attack the Great Redoubt.

"Never heard anything like it. At moments the uproar was so terrible it was more like broadsides discharged from warships than a land artillery engagement."

General Roman Soltik

The Attack on the Flèches

Whilst the fight for Borodino was underway, Napoleon ordered Davout to take the Bagration Flèches, but he had incorrectly assumed that Poniatowski's planned attacks, in support of Davout, on the Russian left were going in. Formations from Davout's I Corps and Ney's III Corps supported by Junot's VIII Corps and several of Murat's cavalry Corps advanced, grimly determined to evict the Russian defenders from these arrow-shaped earthworks. Davout entrusted the task to Compans' Division with the support of 30 guns. That task also included clearing the wood north of Utitza of its Russian defenders.

The job of holding the flèches fell to the 2nd Combined Grenadier Division commanded by General Vorontsov, one battalion was deployed in each flèche with the remaining battalions in support. The Grenadiers were reinforced by the 11th and 32nd artillery batteries which were also positioned within the flèches themselves; other Russian batteries provided further support. At 6.30am Davout's troops headed for the flèches. Ahead of them the Russians awaited the onslaught. Once again the French came under intense artillery fire. Russian firepower took a heavy toll on the attacking French: Compans was wounded, Dessaix – commander of Davout's 4th Division who had his forces supporting Compans – had a bottle of brandy smashed in his saddle holsters, which he blamed angrily on his aide's white horse that stood out, whilst Davout – the 'Iron Marshal' – was rendered unconscious when a cannon ball took his horse from under him. With great bravery the French pressed on through a hail of shot, shell and musketry and took the most southerly earthwork at the point of the bayonet. Bagration, enthralled by the enemy's bravery, clapped his hands and cried "Bravo! Bravo!" The honour of capturing the flèche fell to the 57th Line, nicknamed 'The Terrible'. But success did not last long, as Vorontsov counter



A BLOODY ASSAULT!

attacked and threw the French out. Jean Rapp, one of the Emperor's aides de camp had been sent forward to replace the wounded Compans. He quickly galvanised the 4th and 5th Divisions, throwing them once again at the Russian entrenchments.

At approximately 7am the III Corps, believing the flèches taken, advanced to reinforce Davout. Bagration, on seeing the renewed attacks and the approaching reinforcements, quickly organised a counter-attack. Troops of the 27th Infantry Division were supported by four battalions of the 12th Infantry Division, the 2nd Grenadier Division, the 2nd Cuirassier Division, two light cavalry regiments and a dragoon regiment. He also requested and received several formations from the army reserve and the 3rd Infantry Division from Tuchkov, although these would take time to reach the maelstrom.

Ney hurled Razout's 11th Division at the northern flèche and turned the 10th and 25th Divisions to support Davout's weakened command. The reinforcements did the trick and the French carried both the northern and southern flèches. It was at this point that the French discovered that there was a third earthwork behind the two they had just captured. What followed was a savage fight over ownership of the earthworks with soldiers from both sides showing great acts of bravery for their cause. The fighting was so intense that some formations were almost annihilated.

"The battle was the most savage, desperate and murderous that I have witnessed. Enemy corpses were piled and this place became a graveyard for the French. We, however, suffered equally heavy casualties."

Bagration

The Novoroski Dragoons and the Akhtyrsk Hussar regiments charged at the French and were countered by Württemberg and French light cavalry of the 14th Light Cavalry Brigade. The 4th Chasseurs-à-Cheval led the brigade's attack in line formation, followed by several Württemberg cheveau-léger regiments. As the French regiment advanced it was ripped into by canister fire, thrown into disorder and routed by the Russian cavalry charge.

Although the 4th's rout spread disorder in the supporting 2nd Württemberg Cheveau-léger, the actions of the regimental Colonel of the 1st Cheveau-léger prevented any further panic; he and his regiment opened intervals in their ranks to allow the fleeing French regiment through to safety. The gallant Colonel then spurred his steed forward and

followed by his men in turn drove the Russian cavalry away from the *flèches*.

In this see-saw action the timely arrival of the Russian 2nd Cuirassier Division countered the jubilant Württemberg horsemen, who were scattered. Some of the fleeing Württemberg cavalymen sought refuge in the southern *flèche*, they found none as they were mercilessly hunted down by the pursuing cuirassiers.

The Russian heavy horsemen hacked down French and Württemberg infantry whilst others pursued the fleeing light cavalry. The Russian cuirassiers then received canister fire and a charge from Polish lancers – the Russians bolted for safety. It was during this phase of the battle that the commander of the 2nd Württemberg Infantry Regiment, Colonel von Stockmayer prevented his battalion being decimated. With his battalion caught in line and Russian Cuirassiers in his rear, he coolly ordered his third rank to turn about and face the cuirassiers, who were driven off.

What developed were a series of savage and bloody attacks and counter-attacks. The pressure on the *flèches* was intense and they were finally captured by the French and their Württemberg allies, despite the efforts of the Russian 3rd Infantry Division.

Scores of commanding officers were killed, mortally wounded or forced to leave the field. Perhaps the greatest loss was the commander of the Russian 2nd Western Army, Prince Bagration, who received a mortal wound to his left leg. The Russian high command were stunned when they heard that Bagration had been injured. Kutuzov initially ordered Prince Alexander of Württemberg to replace Bagration, but he soon changed his mind and the 2nd Western Army was placed under the command of the experienced General of Infantry Dimitri Dokhturov.

Poniatowski Ponders

The attack on the Russian left flank finally began. Poniatowski's forces had moved slowly forward and action in this sector of the battlefield didn't begin until 8 am. The

village of Utitza, defended by Stroganov's 1st Grenadier Division, was the Polish focus. Tuchkov (commanding III Corps) had already redeployed his 3rd Infantry Division to assist Bagration, and now felt that he didn't have enough troops to defend the village. He ordered Stroganov to destroy the village and retire to the kurgan (tumulus) east of the village, known as the Utitza Kurgan. Having captured the village, Poniatowski's attack began to flounder due to the attentions of Russian *jägers* skirmishing in a patchwork of brush land and supported by Russian artillery. Poniatowski sent forward three battalions in open order to drive the *jägers* away. This skirmishing carried on until noon.

The pause in Poniatowski's attack led to an artillery duel during which the Russians found themselves outgunned. Yet Poniatowski hesitated and sent an aide to request advice as to what he should do from the Emperor. Napoleon diverted the VIII Corps south to help the Polish forces and ordered Poniatowski to press his attack. Renewing their attack, the Poles drove the Russians from the Kurgan after bloody hand-to-hand fighting. Desperate for men Tuchkov turned to Barclay de Tolly for reinforcements, Barclay consequently ordered the 17th Division of Baggovout's II Corps to reinforce the left. This injection of fresh men allowed the Russians to push the Poles back past Utitza village. The stoic Tuchkov was mortally wounded during this action and Baggovout took charge on the left from this point. It was 12 pm and Poniatowski went on the defensive.

Eugene's assault on the Great Redoubt

This central feature of the battlefield fell under the command of General Raevski's VII Corps. Eighteen guns were stationed inside the redoubt, twelve guns of Lieutenant Shulman's 26th Battery Company and six guns of the 47th Light Company, the redoubt being known by the Russians as the 'Shulman Battery'. Troops from the 12th and 26th Infantry Divisions and the 19th *Jäger* Regiment stood to their rear, all ready to launch counter-attacks. In addition, several other regiments of *jägers* were deployed to the front of the redoubt in a thick skirmish screen.

Pavlovsk Grenadiers





Eugene's assault force comprised of Broussier's 14th Infantry Division from his own corps, augmented by Morand's 1st and Gerard's 3rd Divisions from Davout's Corps.

"Nothing could stop us... We hopped over the round shot as it bounded through the grass. Whole files and half-platoons fell, leaving great gaps. General Bonamy ... made us halt in a hail of canister shot in order to rally us, and we then went forward at the pas de charge."

Capt. Francois, 30th Line

Once again a tremendous artillery barrage signalled the start of the assault, this fire caused heavy losses in the tightly packed Russian ranks. At approximately 9.30 am, Broussier's men moved forward to carry out a reconnaissance in force, but Russian jägers drove them off. Morand then ordered his division forward; General Charles August Bonamy with his 3rd Brigade consisting of five battalions of the 30th Line Regiment stormed the earthworks, taking it after a bloody bayonet fight. Raevski, despite having a bayonet wound to the leg, managed to mount his horse and gallop to safety. Such was the butchery that three regiments of Russian jägers turned tail and fled the carnage.

Recognising the danger, several Russian commanders took action to regain the redoubt, which led to several uncoordinated, yet ruthless attacks that re-took the position. These confused actions multiplied Russian losses, one example being the impetuous reserve artillery commander Kutaisov, who personally led a bayonet charge and was killed doing so. The 30th were routed. They had suffered terribly with their commander captured after being bayoneted thirteen times, and the loss of over two thirds of their strength.

"A great number of Frenchmen fell into the wolf pits pell-mell with Russians who're in them already."

Capt. Francois, 30th Line Regiment

The Fight for Semyonovskaya

Back at the French-held flèches, the Russians withdrew a short distance and formed a new line that ran along the eastern side of the Semyonovskaya creek between the Grand Redoubt and the flèches. The steep banks of the creek and areas of marshy ground would aid defence. This area now became the objective of French attention. If Napoleon could break the Russians there, and capture the village of Semyonovskaya then the day would certainly be won, with Kutuzov's army divided and ripe for a hammer blow from the Imperial Guard. Nansouty's I, Montbrun's II and Latour Maubourg's IV Cavalry Corps advanced with Ney's and Davout's men.



"SEND IN THE RESERVES!"

Facing the French onslaught were the 2nd Grenadier Division holding in and around what remained of the village of Semyonovskaya. To the south was Konovnitsyn's 3rd Division of III Corps, one of the finest in the army, and elements of the Life Guards Division. In between these forces Dokhturov positioned what was left of the 2nd Combined Grenadiers, and the 12th and 27th Infantry Divisions, to defend and help operate the hundreds of cannons in the area. The 2nd Cuirassier Division provided rear support to the 3rd Division whilst Borozdin's cuirassiers supported the Guard infantry. Siever's IV Cavalry Corps acted as the reserve.

At 12pm the French launched a massive cavalry attack. Nansouty attacked south of the village with the Russian Guard regiments as his targets, whilst Latour-Maubourg's Corps advanced from the north. Initially this attack floundered. The cuirassiers and lancers of the IV Cavalry Corps struggled up a slope so steep that some riders fell backwards out of their saddles to be crushed by the hooves of the horses in the rear ranks. They also found the Semyonovskii stream difficult to cross as it was surrounded by marshland. Thankfully for the struggling cavalymen they were obscured from Russian guns and escaped being slaughtered. Generalmajor Thielemann's Saxon cavalry were the first to make it to the top of the slope. They were hurled against the 2nd Grenadier Division. The Division was caught completely by surprise and overrun by the enemy cavalry; one battalion was caught out of square and suffered terribly. The victorious French cavalry were now hit in turn by Russian cuirassiers and lance-armed hussars as they burst through the unfortunate Grenadiers and sent reeling back to their lines. This see-sawing action continued with the pursuing Russians, now on blown horses, being cut to pieces by Westphalian cuirassiers.

Nansouty's Corps fared dismally. They charged against Russia's best infantry in the best formation to face cavalry: Life Guards in square. The French cavalry couldn't make any headway at all and at one point were actually charged by the Russian infantry!

*"Soldiers, about face!
Let's go and get killed!"*

Colonel Groisne to the
48th Line Regiment

Around Semyonovskaya the 2nd Combined Grenadiers Division, the 27th Infantry Division and the Life Guard Litovskii Regiment fought bravely to defend what was left of the battered village. They did so well that only the intervention of Murat prevented wavering French units from retiring. Murat's intervention bought time for a further assault and the Russians were pushed out of the village by the 15th Light Infantry Regiment of Friant's 2nd Division; later reinforced by the rest of Friant's Division. The French had succeeded – Kutuzov's army had been cut in two.

*"About midday, after the
disappearance of Bagration, the 2nd
Army was in such a confused
condition that some detachments
could only be put in order by moving
them far from the front."*

General Ermolov

The Guard is held back

"And if there should be another battle tomorrow, where is my army?"

Napoleon's final reply to requests for the Imperial Guard

Murat recognised that a decisive victory was within reach and sent an aide to Napoleon requesting that he commit the Imperial Guard to secure the laurels of victory. The Emperor refused. Murat then sent his chief of staff to implore him to release the Guard on the disorganised Russians. Instead, Napoleon sent Bessi res to the scene to appraise the situation. Bessi res reported that the Russians, far from being disordered, had formed a new line and appeared to be going on the offensive. The time wasted at this stage had allowed Kutuzov to shore up his line. Napoleon's refusal to send the Guard infantry forward at this point probably extinguished the best chance to achieve a decisive victory. He did, however, send Sorbier's Guard Artillery to support Friant. The battle around Semyonovskaya continued through to evening. Artillery on both sides continued to add to the butcher's bill.

Cossacks!

Kutuzov, prompted by a message from Platov, ordered a massed cavalry attack from the Russian right directed towards the French left. Nearly 3,000 cossacks joined Uvarov's I Cavalry Corps, but the attack was very lacklustre and made little progress with only minor local successes. This event was initially viewed with disdain by the Russian high command, but it had some very interesting repercussions. The cries of "Cossacks!" alarmed the French. They reacted by sending numerous cavalry regiments to the French left wing, only for them to sit idle under artillery bombardment from the Great Redoubt for hours. Yet more troops were wasted when they could have exploited the weak Russian line. The French cavalry suffered terribly under shot and shell, losing a significant number of men,



"CHARGE!"

including II Cavalry Corps Commander General Montbrun, who fell from his saddle mortally wounded; Montbrun was heard to exclaim "Excellent shot!"

The Russians also suffered at the hands of French artillery. General Raevski's VII Corps, took so many casualties that in his words it "became a complete nothingness" and had to be replaced by Likhachev's 24th Infantry Division. Barclay's Chief of Staff, Major General Yermolov, fearing further French assaults in the area of the Great Redoubt assisted in gathering Russian forces in the area. Cannons that had been rendered out of action in the redoubt were replaced from nearby batteries and dead and wounded gunners were replaced by infantrymen from the 3rd battalion of the Ufimski Regiment.

The Second Assault on the Great Redoubt

The Russian cavalry incursion had also delayed Prince Eugene's planned second attack on the Great Redoubt, although hundreds of French cannon played on the Russian line smashing the earthwork into a heap of broken bodies and debris. At 3 pm, finally, the attack got under way. The IV and II Cavalry Corps moved forward with Eugene's infantry. The II Cavalry Corps was now commanded by General Auguste Jean de Caulaincourt. Caulaincourt had found Montbrun's aides weeping for their mortally wounded commander, "Follow me," he said to them "weep not for him, but come and avenge his death!"

Caulaincourt led the charge of the 5th and 8th Cuirassiers from the 2nd Cuirassier Division. He had the support of carabiniers from the 4th Cuirassier Division and the IV Cavalry Corps. The rays of the sun reflected from the swords, helmets and breastplates of the heavy horsemen as they charged towards the ruined redoubt which was covered in swirling dust and smoke, the regular flash of cannon fire from within not only cutting through the haze that surrounded the earthwork but cutting through the massed ranks of cavalrymen.

Despite the carnage the 2nd Cuirassier Division pressed on, their momentum carrying them past the redoubt. Cavalrymen were seen to jump over the wrecked palisade and fall upon the Russian defenders. Despite this initial success the Russian infantry stationed close to the redoubt reaped a heavy toll on Caulaincourt's warriors, the brave general himself falling mortally wounded. As Caulaincourt's men recoiled from the redoubt Latour-Maubourg's IV Cavalry Corps struck home from the southern side of the earthwork. The allied cavalry, Poles, Westphalians and Saxons fell upon the Russians.

The Saxon Gardes du Corps and Zastrow Cuirassiers fought their way into the redoubt where savage hand-to-hand fighting took place. This assault was supported by Prince Eugene's infantry and finally the redoubt was wrested from the Russians, at a heavy cost on both sides. The Russian infantry to the rear of the redoubt were forced into square by the press of cavalry, but they too made the charging horsemen pay with devastating volleys.

Realising that the redoubt had been lost and its recapture was not possible Barclay de Tolly ordered a withdrawal, whilst the allied cavalry rallied. Once sufficient order had returned Latour-Maubourg threw his force against Russian infantry squares to the rear of the redoubt. The Russian infantry of Osterman-Tolstoy's IV Corps showed remarkable resolve and when supported by hussar and dragoon regiments managed to see off the attentions of the allied cavalry attacks. Further pressure from Russian cavalry finally routed their enemy. The jubilant Russians pursued until they in turn had to retreat due to mounting losses from musketry and cannon fire, chased back to their lines by Latour-Maubourg's cavalry.

What followed was one of the fiercest cavalry actions of the Napoleonic wars, Latour-Maubourg's men charged the 1st Cuirassier Division that contained Russia's elite heavy horse regiments, Guard Cuirassiers. The swirling cavalry engagement lasted for over an hour until finally, at 4.30 pm, with Eugene's infantry in complete control of the Great Redoubt the French cavalry, exhausted from being in the saddle for over nine hours, retired to their lines. Barclay, who had had three horses shot from under him during this action, recognised that his forces had taken a pounding. He ordered a general withdrawal and the Russians took up a position nearly a half a mile from the fallen redoubt. Combat in this area of the battlefield then took the form of an artillery duel and skirmish action.

It was at this point that Napoleon deemed it necessary to survey the battlefield, he moved from his headquarters to the Great Redoubt and from there south to the flèches and Semyonovskaya. What he saw and advice from Marshal Bessières ensured that the Imperial Guard would not enter the fray to deliver the coup de grace. Napoleon, instead ordered a grand battery to be formed to play on the new Russian lines.

*"He has died as a brave man should,
France loses one of her best officers."*

Napoleon to Caulincourt's brother Armand

The Last Action

The last action occurred on the Russian left wing. Junot's VIII Corps had been ordered to move there earlier in the day, but it had been delayed by Russian infantry skirmishing in the woods north of Utitza. When Junot finally linked with Poniatowski, the two Corps commanders spent a good deal of time in a rather confused action before being able to launch a coordinated attack. This attack persuaded Baggovout to finally give up the high ground east of Utitza and withdraw.

*"I will not have my Guard destroyed.
When you have come 800 leagues
from France you do not wreck
your last reserve."*

Napoleon

The Russian army was reeling with many formations shattered. Raevski's VII Corps alone had lost over 10,000 men; in one instance Toll mistook one division for a single battalion. Bagration had been mortally wounded and Barclay could only stay upright through taking rum. They had been forced out of their original defensive line and all reserves had been committed. The Grande Armée was in a sorry state; the horrors of Borodino had left the majority of its formations in no fit state to continue the fight. The Imperial Guard infantry remained available, but Napoleon would not risk them.

Losses during the battle are hard to quantify but were horrific, making this battle the bloodiest of the Napoleonic era. The Russians lost about 40,000 men, whilst Baron Dennice's report into French casualties came to the figure of 33,000. Losses amongst commanders were also severe with over 20 Russian and 49 French commanders falling victim.

Kutuzov initially claimed a great victory, but as the true scale of Russian losses struck home, he gave the order to retreat, leaving the field in French hands.

*"It would be difficult to convey our feelings as
we watched this brilliant feat of arms, perhaps
without equal in the military annals of
nations... cavalry which we saw leaping over
ditches and scrambling up ramparts under a hail
of canister shot, and a roar of joy resounded on
all sides as they became masters of the redoubt."*

Colonel Griois



The Retreat from Moscow

"Napoleon is like a torrent which we are still too weak to stem."

Kutuzov to Toll

By daybreak of 8th September the Russian army had left the field of Borodino, making for the village of Mozhaishk. Murat with four cavalry corps and the Young Guard pursued. He caught up with the Russian rearguard at Mozhaishk where Platov's cossacks proved resilient enough to hold the French off. The following day the Russian rearguard withdrew over the Nara River to Krutitsy, leaving the village that they had defended far behind. Unknown to Barclay, the Russian rearguard received reinforcements from 'First Army': two cavalry corps and ten cossack regiments were placed under the direct command of General Miloradovich. The French attacked again near the village of Krimskoe but, after suffering significant loss, they withdrew. Murat licked his wounds for two days whilst the Russians slipped away.

"It is because our horses have no patriotism. Our soldiers fight very well without bread, but horses do not want to attend to their duties without oats."

Nansouty to a disgruntled Murat's complaint about his cavalymen

Kutuzov believed that to offer battle to the French to save Moscow was too risky a venture, and therefore decided to sacrifice the spiritual capital of the 'Fatherland'. He blamed

the predicament on Barclay's decision to retreat at Smolensk and the state of the army when he took command.

Early on the morning of 14th September 1812, the head of the first column of the retreating Russian army entered Moscow. These disconsolate soldiers, some weeping, filed passed the stunned inhabitants of the city. Under the guidance of Barclay de Tolly, the columns continued on and left the city on the Ryazan Road in the direction of Bronnitsy. Almost the whole of Moscow left with them – hundreds of thousands of people were displaced.

When clear of the city, Barclay found out about the removal of troops from his 'First Army' to the rearguard. This was the last straw; he resigned and left the army. As the Russian rearguard left the city the advance elements of the Grande Armée replaced them. The Russian Governor, in an attempt to deny the French the opportunity to loot, pardoned all manner of wretches from the local prisons and ordered them to set the city ablaze. Moscow began to burn. Aided by strong winds the fires consumed three quarters of it, although there was still enough left to provide shelter to the surviving 95,000 members of the Grande Armée. With his men secure in Moscow, Napoleon wrote to Alexander, demanding the Russians surrender. He never received a reply. Whilst Napoleon brooded in Moscow, the Russian populace had begun to mobilise against the ensconced invaders. A rising clamour for revenge increased the number of roving bands of peasantry, 'partisans', willing to aid the cossacks in attacking French lines of communication. Recruitment and the readiness to volunteer



"WE WILL CATCH THEM!"



TOO LATE TO SAVE THEM.

negated campaign losses and Kutuzov's army was once again back at 120,000.

The Wasted Month

On 18th September Bennigsen and Miloradovich caught Murat by surprise at the Battle of Chernishnya. To avoid encirclement Murat withdrew, with his force suffering 4,500 killed, wounded or captured. The Russians lost just over 1,000 men in the clash. Napoleon took a month before he finally understood that the Tsar was not going to capitulate. He and his Grande Armée had travelled hundreds of miles but had failed in their objective of crushing the Russian army or breaking the Russian will to resist him. The Emperor's practised strategic system of winning war relied on combining the destruction of the enemy's field army with an attack on his organizational nervous system. Typically, mass and manoeuvre would be used to trap and then destroy the enemy's forces; his capital city and depots would then be captured and his morale collapse. In Russia this failed. The Russian high command's willingness to trade land for the weaknesses of the Russian army had left Napoleon's plans in shreds. The contrary personality traits of leaders like Jerome, Victor and Junot added to his woes. The great distances between the army's formations rendered him unable to directly control them, which ultimately damaged the overall strategic plan.

Napoleon was now in a city that had no local government

and at the very end of a brittle supply line that could not provide for men and horses. He was forced into taking a critical decision. The Grande Armée left Moscow on 19th October 1812.

The Retreat from Moscow

The army was a remarkable sight; an enormous baggage train followed an artillery train of 500 cannon and their associated vehicles. The soldiers, in fear of running short of supplies, had busied themselves with loading all manner of vehicles with provisions. Not all were prudent, with the spoils of war from what remained of Moscow burdening scores of vehicles. The soldiers were healthy enough under the circumstances, but they taxed their physical strength with knapsacks bulging with rations and booty. The soldiers of the Grande Armée were additionally hampered by a multitude of camp followers, who were equally encumbered. Joining the columns were also Muscovite families of French, Italian and German origin. They had lived in Moscow prior to Napoleon's invasion and now feared for their well-being once the Russians returned.

The men of the Grande Armée did not know it but their Emperor had, with that decision, sentenced many of them to death. The 'retreat from Moscow' had begun.

Napoleon intended to make for his nearest supply base at the city of Smolensk via a southern route. He knew that this risked battle with the enemy, but the southerly route would



mean that he would not have to cover terrain ravaged by the Grande Armée's march on Moscow. As the army headed southwest for Kaluga, the Russian high command quickly began receiving reports of enemy movement towards Maloyaroslavets and its important road junction. If the French took the crossing they could hinder the Russian army's supply lines. Kutuzov ordered Dmitry Dokhturov's Corps to intervene. Alexis Delzons's Division of Eugene's IV Corps reached Maloyaroslavets ahead of Dokhturov, and the Russians attacked the town on 24th October. The battle pitched 27,000 soldiers and 72 guns of the Grande Armée against over 32,000 Russians with five times the number of cannon. What followed was a series of attacks and counter-attacks, during which the burning town changed hands several times. The Franco-Italian force eventually expelled the Russians from the town at a cost of 6000 men. The Russians lost slightly more.

"The Italian army had displayed qualities which entitled it evermore to take rank amongst the bravest troops in Europe."

British observer Sir Robert Wilson

On the morning of 25th October, as Napoleon reconnoitred the battlefield, a band of Cossacks surprised the Emperor and nearly captured him. Fortunately, his escort managed to beat them back. Meanwhile Kutuzov,

concerned with the overall inexperience of his men, withdrew the Russian army. This opened the route to Smolensk via the road to Medyn for the Grande Armée. The Emperor now had three options. First, he could take the road to Medyn, where supplies were available and the countryside not ravaged, although this would mean that his army could be under constant pressure. Second, he could attack Kutuzov, who awaited him in prepared positions, but the casualties could be disastrous. Third, he could about-face and retrace his steps back to Smolensk via the route the Grande Armée had taken to Moscow. Napoleon chose the last option; he had therefore wasted time and soldiers on a pointless venture.

Even at this early stage of the retreat many wounded men were left to their fate at the roadside, often in abandoned horseless wagons. The artillery train did not escape without issue because of so many exhausted horses being unable to pull the heavy guns. Cavalrymen were ordered to give up their steeds to help with the toil, which they did with a heavy heart. The Grande Armée retraced its steps, all the time in the shadows of the cossacks. The head of the column reached the Borodino battlefield on 28th October. It presented a sickening sight, thousands upon thousands of unburied corpses that had been exposed to the elements for over a month. Hundreds of wounded from the battle had not been evacuated and presented a sad spectacle. Napoleon ordered wagons commandeered and they were loaded onto them, only to be pitched over the side of the wagon at night by heartless individuals, just to save food.

As the retreat continued, the continuous marching, lack of food, and the attentions of cossacks and vengeful peasants began to take deadly effect. The army's morale and discipline began to waver and then break down. The army continued westwards, on a road that was surrounded by devastation. The army's misery increased as the days dragged on: provisions were spent and the horses, going unfed, died in great numbers. As the number of horses diminished the spiking of cannon became a regular occurrence. Horse flesh became the staple diet, and those that couldn't avail themselves of it died, either at the hands of the cossacks or of starvation. The troops in formations that retained their discipline were best able to tolerate the conditions.

By 1st November, Napoleon was at Vyazma, south west of Borodino. It was there that despatch riders delivered dismal news about events on the Grande Armée's flanks. In the north, Wittgenstein had defeated Marshal St. Cyr at the Second Battle of Polotsk. The battle began on 18th October and after three days of combat, St. Cyr's forces had been reduced to no more than 15,000 demoralised troops, fleeing westward under constant pressure from an army twice their size.

This left the vital supply bases of Smolensk and Vitebsk as well as the Grande Armée's northern flank at risk. In the south, Schwarzenberg and Reynier's 34,000 men were retreating under pressure from Admiral Chicagov's 65,000 strong Army of Moldavia. This force included Tomasov's Third Western Army. Napoleon had expected the Austrian and Saxon forces to fall back on Minsk, thus protecting a vital supply base and the Grande Armée's southern flank. Much to the Emperor's consternation, and with a whiff of treachery, they fell back towards the Bug River and the Austrian border under the direction of Schwarzenburg. On 3rd November,

Davout's I Corps lost over 8,000 men whilst leaving Vyazma, only escaping total annihilation due to the timely intervention of Poniatowski and Eugene. To this point the retreat had taken place in reasonable weather conditions, but on the night after Davout's narrow escape the temperature dropped dramatically, by the 6th the first snow fell.

"There was a dense fog that day 6th of November and more than 22 degrees of frost, our lips were frozen, our brains too. The whole atmosphere was icy, there was a fearful wind and the snow fell in great flakes."

French infantryman

Through Ice and Snow

Napoleon, recognising the danger on his northern flank, ordered Marshal Victor to curtail Wittgenstein's exploits. Victor set out with IX Corps and Oudinot's II Corps intent on destroying Wittgenstein. On 7th November, Napoleon received news of Victor's defeat at the Battle of Czasniki seven days earlier. Victor's defeat compounded the threat to Napoleon and the French supply bases, one of which, Vitebsk, actually fell into Russian hands on the same day that the Emperor learned of Victor's defeat. Napoleon urged the defeated Marshal to redouble his efforts against the victorious Wittgenstein. This led to the battle of Smoliani on 14th November, ending in another French defeat and the total loss of the French northern flank



FRENCH CUIRASSIERS

"I have come once and for all to finish off these Barbarians of the North"

Napoleon Bonaparte



BORODINO

position known as the Dwina Line. The threat to the Grande Armée from Wittgenstein was now very tangible. The vanguard of the Grande Armée reached Smolensk on 9th November; it took four days for the rest of the army to arrive and Napoleon had only 42,000 men left. With discipline lost, the supplies in the city were consumed in three days. They could have lasted a fortnight.

The retreat resumed on 12th November. Napoleon wished to march on Vitebsk where he could link with Oudinot and Victor as well as take advantage of the city's supplies. However, the city had already been lost to the Russians. Believing that Kutuzov was not in a position to attack him in force, Napoleon allowed his corps to leave the city at intervals, one per day, the last being the rearguard under Ney on the 17th. This had the effect of spreading the Grande Armée out in a 40-mile column of separated corps, all heading for the town of Krasnoi. The V Corps was the first to reach Krasnoi on 14th November, before they struggled on towards Orsha. The following day, Napoleon and his Imperial Guard had reached Krasnoi, intent on staying there to unite the rest of his army. Unbeknownst to the Emperor, Kutuzov's Russian army had been tracking him, moving parallel to and south of the French. Kutuzov

wrongly believed that there was an isolated French column at Krasnoi and saw an opportunity to crush it. Therefore, more and more formations from both the Russian army and the Grande Armée converged on Krasnoi. The Russian advanced guard placed itself across the Smolensk to Krasnoi road and thereby managed to cut I, III, and IV Corps off from the Imperial Guard. Eugene's IV Corps managed to break through after a severe mauling, whilst Davout's I Corps only survived due to the actions of their Emperor who, at the head of the Guard, managed to rescue them.

"A Marshal never surrenders."

Ney's reply to Miloradovich's request to surrender

Ney's III Corps suffered a terrible fate. Having turned down several requests to surrender, the Marshal's force was dreadfully cut-up by Miloradovich on 18th November. The remnants of Ney's command fled. When Ney finally managed to re-join his Emperor, his command had been whittled down to 800 men, their survival being something of a miracle. For his part in the action, Ney was declared to be the 'Bravest of the Brave' by Napoleon. The action in



and around Krasnoi had cost the French over 6,000 dead, 20,000 captured, the loss of over 100 cannon and most of the baggage. Even so Kutuzov had missed a great opportunity to destroy the Grande Armée.

Crossing the Berezina

Napoleon pressed on towards the Berezina River with 25,000 men and 110 cannon remaining, with a further 40,000 fugitives straggling behind. The two Russian flanking armies now joined Kutuzov's pursuit of the retreating Grande Armée. In the south, Chichagov captured Minsk and headed for the Berezina with 60,000 men; whilst in the north Wittgenstein turned south towards the Berezina with 50,000 men.

Napoleon met the news of the fall of Minsk with grim determination. He understood that he would now have to hold the town of Borisov on the Berezina River, for the town held the only bridge across the river in that part of Russia. The Emperor knew that if the small town fell into Russian hands then all three enemy armies would close in on what was left of the French forces. Dąmbrowski's 17th Division was charged with the defence of the crossing point; they had been detached from Poniatowski's V Corps at the start of the campaign so had been spared the near destruction that had befallen their fellow Poles.

Napoleon ordered Oudinot's Corps, which was the closest French force to Borisov, to support Dąmbrowski with all haste whilst the remnants of Victor's Corps manoeuvred to join with Napoleon.

Chichagov, who also understood the importance of the crossing point, now raced with Oudinot to capture Borisov in strength. On 21st November, Chichagov won the contest as three of his Russian Divisions attacking Dąmbrowski's position. Despite putting up a stiff fight the Poles were compelled to give ground and the vitally important bridge to the Russians. This left Napoleon and his armies trapped. Two days later things became slightly better for the French when Oudinot's Corps fell on the Russian defenders and ripped the town from their grasp. The Russians managed to retreat and destroy the all-important bridge whilst doing so. In any other year the loss of the bridge would have had no effect on Napoleon's plans, as the Berezina in late November would have been so frozen that his army would have marched across it with ease. Unluckily for the French, in 1812 there was an unforeseen thaw that melted the river and caused it to burst its banks.

"Soon the road was completely blocked by dead men and horses, something prevented me from dragging myself along for I had no longer the strength to lift my feet from the ground. Whenever I fell it seemed as if I were dragged down by the unfortunate men stretched on the snow, often these men would try to catch hold of the legs of those who passed imploring them to help, any man stopping to help fell themselves not to rise again"



French infantryman



CROSSING THE BEREZINA

It was fortunate for the French that Kutuzov was not pressurising them as hard as he was able. This allowed the Emperor the chance to weigh up the bleak situation and plot a way out of the closing trap. Once again, the Emperor had choices: he could head north and attempt to reach Vilna after clearing Wittgenstein out of the way. However, Wittgenstein's victories, the state of his own army, and the difficult terrain north of his position ruled out this option. Alternatively, he could head south, but this would mean that he would not reach Vilna and would be seeking shelter in Austria, rather than the safer Grand Duchy of Warsaw. Napoleon really wanted to place the Berezina, now a formidable obstacle, between his forces and those of Kutuzov and Wittgenstein. He could then deal with Chichagov, who was on the western bank, and head for Vilna and safety – to do that he required a suitable crossing point.

To compound Napoleon's woes, he had no bridging train. The pontoon bridge had been destroyed at Orsha when the Emperor ordered that anything that could slow down the army's future progress be destroyed. However, his engineers, on the orders of their commander General of Engineers

Jean-Baptiste Eblé, had retained the tools of their trade and a few forges. Combined with a little imagination and the wood from local houses, this gave them the

capability to construct a makeshift bridge. Yet the river was too wide and the current too strong at Borisov. General Corbineau reported to Napoleon that he had found a suitable ford at Studienka a few miles north of Borisov. A delighted Napoleon arranged a few feints that drew Chichagov's men away from the newly discovered ford.



"I am by no means sure that the total destruction of the Emperor Napoleon and his army would be such a benefit to the world; his succession would not fall to Russia or any other continental power, but to that which already commands the sea (Britain) whose domination would then be intolerable."

Kutuzov

On the night of 25th November, 400 mainly Dutch pontooneers set about building two bridges under Eblé's guidance. The hard work and the freezing conditions took their toll, with some of the heroic pontooneers losing their lives to the cold or the river's current. Through sheer guts and determination, the first bridge, intended for infantry, was completed on the afternoon of the following day, and a second capable of taking artillery and wagons was built just three hours later.

The bridges were shaky constructions, being a true reflection of the harsh working conditions and the poor materials from which they were constructed, yet the Grande Armée began to cross the Berezina. On a number of occasions the bridges could not bear the weight of those passing and gave-way, sending hundreds of unfortunates to a watery grave. However, by nightfall on the 27th, most of the Grande Armée had crossed to the western bank of the river with Victor's Corps remaining on the eastern bank as rearguard. The Grande Armée was aided by the fine work of the Gendarmes who had only allowed soldiers under arms to cross. By the time the bridges became available for use by stragglers and civilians many of them believed there was no immediate danger. These people remained on the eastern bank, preferring to stay by their campfires and intending to cross the next morning.

The Russians were slow to realise that the Grande Armée had crossed the river, and it was not until the 28th that they began to attack the French in earnest. Chichagov's advance guard drove at the left flank of the forces on the western bank of the river. The Russian attack hit elements of Oudinot's and Dąmbrowski's commands and sent them reeling to such an extent that Napoleon was a breath away from committing the Guard. Oudinot had to retire from the field, having received another wound to add to the many he had already taken in previous battles. Marshal Ney recognised the danger and galvanized the multinational

force that included Frenchmen, Poles, Italians and Croats. Although outnumbered by three-to-one, the 'Bravest of the Brave' unleashed Doumerc's Cuirassier Division to smash the Russians back to their start lines. Fighting continued for the rest of the day but the southern sector of the line held.

The situation on the eastern bank of the Berezina was decidedly shaky for the Emperor. At 8am Wittgenstein unleashed 30,000 men upon Victor's rearguard. Comprised of mainly Saxons and Poles, his rearguard fought against odds of over four-to-one. Victor's command, showing remarkable courage, fell back on the river but did not break. The Marshal was not aided by the Division of Louis Partouneaux. A formation of over 4,000 men, they arrived late for the start of the battle, took a wrong turn, and marched straight into the midst of the Russian army and duly surrendered. The Emperor flew into a rage on hearing the news of Partouneaux's blunder; if Victor was going to hold until the respite of nightfall he would now need to be reinforced from the western bank.

Napoleon reluctantly ordered a division back across the Berezina. The situation took a turn for the worse when the Russians began to turn Victor's left flank until a battery of guns managed to get into range of the bridges and began to bombard them. Stragglers who were making their way over from the eastern to western bank panicked, and many were pushed to their deaths into the freezing Berezina or crushed under-foot. Napoleon restored the situation when he directed his cannon to smash the Russian forces attempting to press Victor's left flank. The Russians retreated and the pressure on the bridges subsided. The odds against Victor increased to five-to-one when Miloradovich and his advanced guard of Kutuzov's army joined the struggle. Remarkably, Victor and his men managed to cling to the eastern bank until nightfall. Behind them, the bridges across the Berezina were an awful sight; covered in dead and dying men, women and children, horse carcasses and the remnants of destroyed wagons.

At 9 pm Victor received orders to retire through the scene of carnage, and by 1 am only a fraction of his command remained on the eastern bank acting as a screen. A large number of civilians and stragglers were still to cross but showed no urgency in doing so despite pleas to the contrary. At 6 am, the screen on the eastern bank finally retired across the Berezina. The stragglers now understood the need for urgency and began to rush to join them. Napoleon ordered the bridges destroyed by 7 am, although this did not occur as a significant number of civilians and stragglers were still to cross. By 8.30 am the impending arrival of the Russians signalled the destruction of the bridges. Thousands who had not managed to cross were left to their fate.

Napoleon had managed to extricate the remnants of the Grande Armée from the Russians; approximately 55,000 men from a starting force of over 655,000. The crossing of the Berezina marked the last major action of the campaign and a French victory amongst so much misery. That is not to say that the army did not go on suffering. Many were still going to lose their lives to the cold, disease, partisan raids, and the Cossacks. On 5th December at Smorgoni, the Emperor bid his Marshals farewell and made for Paris to

raise more troops and quell rumours of his death. Napoleon reached Paris on 18th December.

Murat took charge of the retreat and he made for Vilnius, his forces reaching the city by 8th December. Murat lost many thousands of men on the march to Vilnius with temperatures dropping below -37°C. The city was well stocked with biscuits, meat, clothes and weapons, but there was no order to the distribution: troops rioted and many drank themselves unconscious and died of exposure. Plans to halt and rest were foiled when Russian cavalry began to press. The retreat continued on 9th December and over 20,000 sick and wounded were left behind. Marshal Ney commanded the rearguard and made every effort to stave off relentless cossack attacks. By the 10th, the army had lost virtually all of its guns and wagons in its desperation to get away.

The Cost

The army crossed the Niemen on the 14th and left Russian soil, the last man to do so reputedly being Marshal Ney. The Russian pursuit stopped at the border; the campaign was over.

What of the covering forces? The majority of Macdonald's Corps, Prussians under York, went over to the Russians, whilst Schwarzenberg's Austrians simply carried on withdrawing. Napoleon's great venture into Russia had turned into a catastrophic nightmare. He had started the campaign with 655,000 troops, 450,000 of them being his central army group. Only 25,000 of those men left Russia. It is estimated that just over 90,000 men of the overall total survived, but many continued to suffer due to their privations, many being mentally or physically broken. 200,000 men had been taken captive, this total included over forty general officers, and many were never to see their homelands again. Only 250 cannon of the 1,300 taken into Russia survived the campaign. The ranks could be filled with conscripts and cannon replaced, but the French would struggle to find the 200,000 horses lost during the campaign. Also the fighting prowess of thousands of Napoleon's inimitable veterans had been lost.

Napoleon's army would never be the same again.



FINALLY! SHELTER...

Armies of the Patriotic War of 1812

Let us now take a look at the troops that fought the epic campaign in 1812. In this section, you will find listed the main types of infantry, cavalry and artillery that each nation put into the field, from the famous Old Guard to the lowly Opolchenie. Each troop type has been given statistics and special rules that will add flavour to your games of *Black Powder* set in this theatre in 1812. With each army and troop type comes a selection of special rules; feel free to use all or some of the suggested rules depending on the size of your game and your appetite for such things.

Russia 1812

"Russia, as much by her position as by her inexhaustible resources, is and must be the first power in the world."

Chancellor Rostopchin

Napoleonic Russia was to the rest of Europe a military and geographic puzzle; little being known of what lay behind the 'motherland's' borders. Russia was the largest country in Europe.

European Russia alone comprised of 1,200,000 square miles with a population of 36 million people. Russia during the Napoleonic wars was the last bastion of feudalism in Europe, a large number of Russians being serfs, who were little more than slaves. Russia was also an absolute monarchy; the Tsar's authority was unquestioned. Alexander I came to the throne in 1801 after the murder of his father Paul I in dubious circumstances.

"The only civilised man in a nation of barbarians."

Talleyrand on Alexander I

The army that Alexander inherited was as immense as the lands from where the men were levied, over 500,000 regulars and nearly 150,000 cossacks and other irregular cavalry could be called upon. Yet their training was hopelessly outdated and the treatment of the ordinary Russian soldier was barbaric, with constant beatings dished out to instil discipline. Alexander understood that the army needed to modernise and he

ordered his Minister for War, initially Alexei Arakcheev, but from 1810 Barclay de Tolly to carry this out.

Russian soldiers were drawn from the lowest rungs of society. Local officials acting by Imperial decree conscripted young men by a 'levy of the souls' that appeared on tax rolls. The levy could vary widely depending on the threat to Russia, some years there was no levy but in others there were several, such as three in 1812. Once conscripted, service was for 25 years, which meant life to most new recruits.

"Ferocious, but disciplined, obstinately brave, and susceptible of enthusiastic excitements."

General Wilson,
British Observer

While the army was largely illiterate, Russian soldiers had some admirable qualities. They were obstinately brave, ferocious, enthusiastic but disciplined and devoted to the Tsar, their commanders and the Motherland. The religious Russian soldiery revered the Christian icons paraded before battle, from which they sought inspiration rather than superstition. To counter-balance these qualities, Russian soldiers were on occasions not capable of acting on their own initiative.

If the conscripted men had some of the best qualities of soldiers, the officer corps had some of the worst – a high percentage being illiterate and inexperienced. However, there were plenty of officers who displayed valour and ability on the battlefield. The higher ranks were the reserve of the nobility and full of incompetents. This lack of talent led to the employment of foreign commanders, many of whom were viewed with distrust.



"It Isn't Our Fault"

At all levels of command, the Russians were sometimes seriously found wanting, showing little imagination or initiative strategically or tactically. Some officers were little better educated than the men they commanded. These drawbacks are represented by different scores for the **'Personal Qualities of Commanders'** chart on page 94 of the *Black Powder* rule book. Roll your dice for decisiveness/independence and refer to the following chart.

Dice	Independence/Decisiveness
1 - 2	Low
3 - 5	Normal
6	High

Russian commanders roll as normal for aggression.

Russian commanders were not used to manoeuvring brigade-size formations and lacked the very experienced staff that the French army had, and there was a lack of inter-unit cooperation.

A Russian brigade commander cannot give an order to an entire brigade. Instead, each time a commander issues an order, it must be to one of the following:

- an individual unit under his command,
- infantry battalions within 6" of each other and from the same Infantry or Jäger Regiment;
- cavalry units within 6" of each other and from the same Cavalry Regiment; and
- Grenadier battalions within 6" of each other and in the same brigade.

This means that a Russian brigade (unless it consists of a single regiment) will move in separate components, making it difficult to manoeuvre swiftly and decisively.

Russian Divisional Commanders are subject to the above rules, they can also order a Brigade size formation as per the rules on page 26 of the *Black Powder* rule book, but receive a -1 penalty to their Staff Rating for each unit over the third that the brigade contains.

Russian Corps/Army commanders are subject to the above rules, they can also order a Division size formation as per the rules on page 26 of the *Black Powder* rule book, but receive a -1 penalty to their Staff Rating for each Brigade over the second that the brigade contains.

"It isn't our fault... It is not Russian blood that flows in the veins of the man who commands us."

Duke Constantine



RUSSIAN INFANTRY

In 1810-11, Barclay initiated a total reorganisation of the Russian army along the lines of the French model. Infantry were now organised into corps consisting of two divisions with artillery and cavalry support. A division could be formed entirely from Grenadier brigades or two Line and one Jäger brigade; each brigade had two regiments. In 1812, the Russian army had 14 Grenadier regiments, 96 Line infantry regiments and 50 Jäger regiments. Each regiment consisted of originally three and in 1811 four battalions, two active or field battalions (the 1st and 3rd), a depot battalion (the 2nd), and from 1811 a 4th recruit depot battalion was added to regimental strength.

A battalion had an 'on paper' strength of 738 men but in reality 500-600 was more usual. The battalion was subdivided into four companies; each company being further divided into two platoons. One company had elite status and consisted of one platoon of grenadiers and one of marksmen (Strelki), in the Jäger regiments the grenadier platoons were termed Carabiniers. When the battalion formed line the elite company split, the grenadier platoon stood on the right of the line and the marksmen on the left. The remaining companies were Musketeer or Infantryman in the Infantry regiments, Fusiliers in Grenadier regiments and Jäger in the Jäger regiments.

With war imminent, the 2nd replacement battalion of a regiment used their best men to fill gaps in the 1st and 3rd battalions, whilst the 4th battalion sent suitable recruits to the 2nd battalion for further training. The depot battalions were further reduced when their elite companies were detached and formed into 'converged' Grenadier battalions.

Each of these battalions had three companies and the battalions were attached two per division.

Each Grenadier or Infantry regiment took the name from its town or province, for example Pavlovski Grenadier Regiment and Smolensk Infantry Regiment. The Jäger Regiments were simply numbered, 11th Regiment for example.

The pattern 1808 musket referred to as the 'Tula musket' after its place of manufacture was the most numerous firearm available, modelled on the French Charleville model 1777. But there were a number of different patterns and calibres in circulation, no fewer than 28 different models of musket and 11 different types of rifled musket. Generally, the firearm a Russian infantryman carried was of inferior quality to the weapon carried by the enemy. If a soldier was marked out for distinguished conduct his reward would come in the form of one of the 60,000 'Brown Bess' muskets supplied by Britain. The poor quality of the firearms was compounded by generally low standards in musketry training.

"The ball may lose its way, the bayonet never. The ball is a fool, the bayonet a hero."

Aleksandr Vasilevich Suvorov

Although their firearms were poor, the Russian infantryman was noted as excelling with the bayonet, especially when



attacking. Russian training manuals recognised that fact stating 'the bayonet is the true Russian weapon and the push of bayonet is far more decisive'. The cry of "Oorah!" preceded a bayonet charge delivered in attack column.

'A rat-eaten parchment found in the corner of an old castle' is how Suvorov referred to the drill manuals of 1796-97 that assisted in the demise of the Russian army at the Battles of Austerlitz 1805 and Friedland in 1807. This led to several manuscripts, instructions and codes that attempted to influence tactical doctrine. In 1808 a grand committee gathered to create a set of modern regulations. Change was slow; it took until 1811 for new infantry regulations to be published, entitled 'Military Code of Infantry Service.'

Russian infantry battalions carried standards that were very striking. The 1st battalion of a regiment carried one 'White' flag that was akin to a British King's Colour in reverence and one 'coloured' flag. The other battalions in the regiment carried two 'coloured' flags.

On the battlefield, Russian infantry could be seen in six formations depending on the tactical situation. Those formations were marching column, three deep line, column of platoons or single column of 'divisions' (a 'division' being a company in this case) square and skirmish formation.

Russian infantry made their way to the field of battle in march column. In *Black Powder* the March Column rules represent this formation.

Russian infantry in Line were formed three ranks deep. The Line formation rules set out in *Black Powder* page 15 quite easily represent this formation.

In *Black Powder*, the Column of Companies special rule can represent the column of platoons, whilst the Attack Column rule can represent the single column of divisions. Both types of columns could 'close up', so Russian infantry can use the Close Column rules. The rules for these formations can be found on page 108 of this supplement.

Whole jäger battalions could also be used to skirmish ahead of the main Russian line covering infantry and grenadier formations, although the regulations stated that only half of the battalion should actually be in the skirmish line, with the other half being in support.

In *Black Powder*, the 'Skirmish' rule can be used to represent a jäger battalion that has broken down into a full skirmish screen. That said, I have suggested an alternative to the skirmish rule with the Light Infantry Mixed Formation rule which represents 'light battalions' forming a large skirmish screen with a reserve. The rules for this formation can be found on page 96 of this supplement.

When jägers were not available to form the skirmish screen, battalion commanders would deploy their battalion's marksmen. This is represented in *Black Powder* by the 'Mixed Formation' rule.

The square formation was used to protect against cavalry and Russian infantry could form hollow or closed squares from Close Column of divisions.

On occasions Russian infantry were asked to sit or lie down to make less of a target for enemy cannon. This can be represented by the 'Lie Down' special rules, as noted on page 101 of this supplement.



"THE BAYONET, A HERO."

"When they are on the offensive they are fortified by copious distributions of alcohol, and they attack with a courage which verges on a frenzy, and would rather get killed than fall back. The only way to make them desist is to kill a great number of their officers ... The Russian infantry withstand fire fearlessly, but their own fire is badly directed ... they are machines which are actuated only by the orders of their officers."

Polish General Kosciuszko

RUSSIAN INFANTRY SPECIAL RULES

In this section, I offer a few new rules to allow you to bring additional national characteristics to your Russian infantry. My gaming group and I use all these rules and they produce fun and historical results, but *Black Powder* is a flexible game and whether you use them or invent your own is entirely up to you.

Column of Companies (Double column of Platoons)

The formation is represented on the table top by a battalion in single file, and represents the battalion with the first platoon (Vzvod) leading followed by the other seven. To represent this formation, see page 98 of this supplement.

Attack Column (Column of Divisions)

This was the usual combat formation from 1812, having a frontage of two platoons with the following platoons usually closed up (massed) to maximise shock. It was very similar to a French attack column. As per *Black Powder* rules page 15, although we suggest a few new rules on pages 108 of this supplement to represent the Attack column in combat.

Line

As per *Black Powder* rules page 15, although we suggest a few new rules on pages 96 of this supplement to represent the line in combat.

Closed Column

See page 98 of this supplement.



LAST STAND!

Lie Down

See page 101 of this supplement.

Skirmish Formation

As per *Black Powder* rules, page 16.

Rifle Mixed Formation

See page 96 of this supplement.

Mixed Formation

As per *Black Powder* rules, page 78.

Light Infantry Mixed Formation

See page 96 of this supplement.

Must Form Square

As per *Black Powder* rule, page 75.

Martinetts (Lacking Initiative)

The lack of initiative, sometimes bordering on foolhardiness, of the Russian soldier during the Napoleonic wars manifested itself in a number of ways. Once given an order Russian soldiers would stoically continue trying to carry it out even when success was unachievable, or drastically changing circumstances demanded an alternative course of action.

Russian infantry who are within initiative range of the enemy cannot move on initiative and must be ordered, unless they wish to charge the closest enemy to their front or change formation or facing.

Poor Skirmisher/Poor Mixed Formation

This lack of initiative, coupled with a lack of tactical training and use, due to reliance on jägers, left the Russian infantry skirmisher a poor second to most of his European counterparts. As a result, some Russian infantry are classed as having Poor Skirmisher or Mixed Formation; such units do not add a +1 to hit for their skirmisher fire.

'Susceptible of Enthusiastic Excitements'

A Commander ordering a Russian infantry unit to charge can add a +1 to his Staff rating whilst doing so, regardless of the infantry's formation. But a Russian commander who blunders whilst giving any order to Russian infantry that is within one move of an enemy unit will cause it to declare a charge against the enemy unit.

"The Russian infantry withstand fire fearlessly, but their own fire is badly directed..."

Russian infantry was trained to fire quickly; little emphasis was placed on aiming. Barclay de Tolly who highlighted such poor practice wrote "The purpose of the training is not in that the men would pull the triggers evenly and all at the same time, but that they would aim well..." Attempts to reform musketry drills had little effect. The emphasis of Russian tactics was to attack with the bayonet rather than engage in a fire fight, as Kutuzov is reputed to have said: "Grenadiers and Musketeers – bayonets! Jägers shooting!" This is represented in our games of *Black Powder* with the following special rules:

Russian musketeer and grenadier infantry does not receive the +1 bonus at close range when firing and suffer a -1 penalty when shooting at any other range. However, Russian infantry withstood punishment on the battlefield as no other – Russian infantry receive a stamina bonus to their basic stats line.

Militia

See page 102 of this supplement.

Bloodthirsty

As per *Black Powder* rules, page 88.

"The ball is a fool, the bayonet a hero..."
Russian infantry were famed for being excellent with the bayonet. "The Bayonet Is the True Russian Weapon" was a bold statement from a Russian training manual, borne out repeatedly on European battlefields. With this in mind, the majority of Russian Infantry and Artillery have the special rule Tough Fighters.



Russian Guard Infantry

In 1811, the Guard was organised into a permanent Division consisting of three brigades. Those brigades contained some of the best infantry formations of the Napoleonic Wars. The 1st Brigade had the two senior regiments of the Russian army the Preobrajenski and Semenovski Life Guard infantry regiments formed in 1695, the 2nd Brigade had the Izmailovski and Litovski Guard infantry regiments and finally the 3rd Brigade had the Life Guard and Finland Life Guard Jägers. Guard infantry followed the same organisation as that of the rest of the

infantry, so each regiment had three battalions and each battalion consisted of one elite company and three fusilier companies. The elite company sub divided into a platoon of grenadiers (carabiniers in Jäger regiments) and a platoon of marksmen. Guard infantry battalion strengths mirrored regular infantry battalions, whilst Guard Jägers were somewhat lower at approximately 400 effectives.

During the 1812 campaign, the Guards formed the 1st Lifeguard Division, part of Grand Duke Constantine's V Corps, and an excellent body of troops.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Life Guard Infantry	Regular Infantry	Smoothbore Musket	7	3	3	4	Tough Fighter, Reliable, Elite 3+, Valiant, Poor Mixed Formation
Guard Jäger	Regular Infantry	Smoothbore Musket	6	3	3	4	Reliable, Elite 4+, Rifle Mixed Formation, Light Infantry Mixed Formation, Skirmish, Sharpshooter

Russian Guard Infantry share the following Special Rules as well as the stats above: *Lie Down*, *Must Form Square*, *Close Column* and *Column of Companies*.



Russian Grenadiers

Russian Grenadiers

In 1812 the grenadier regiments were placed together to form the 1st and 2nd Grenadier Divisions. Grenadier infantry regiments followed the same organisation as that of the rest of the infantry; each battalion consisted of one elite company and three fusilier companies. The one exception to this was the Life Guard Grenadier regiment; its battalions consisted of four grenadier companies. The elite company sub divided into a platoon of grenadiers, and a platoon of marksmen.

Grenadier infantry battalions were termed Fusilier battalions and their strengths mirrored regular infantry battalions. There were some famous regiments amongst the grenadier formations – perhaps one of the most famous being the Pavlovski Grenadiers. Grenadiers were selected from amongst the best troops in the army, each year the cream was skimmed from the infantry and jäger regiments and sent to the Guard and grenadier formations. Grenadiers were veteran infantry and their troop statistics reflect that.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Grenadier	Regular Infantry	Smoothbore Musket	7	3	4	4	Tough Fighter, Elite 4+, Lacking Initiative

Russian Grenadiers have the following Special Rules as well as the stats above: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Poor Mixed Formation*. Note they are not classed as reliable due to their ineffective officer corps.



Russian Line Infantry

Russian Infantryman (Musketeer)

The backbone of the army, the infantry regiments took the brunt of the punishment that the Grande Armée was to dish out. These men were dependable troops, capable of forming solid infantry formations that could take and shake off terrible punishment. When the battalions formed for battle the most experienced and bravest men were placed in the front rank whilst the older and reliable filled rear ranks, the inexperienced or those of doubtful quality were placed in the second rank.

These statistics can also be used for the 1st to 3rd Regiments of Marines that were posted to the 25th Infantry Division and the 4th Regiment of Marines of the 28th Division.

These statistics can also be used to represent the Combined Grenadier battalions formed from the grenadier companies of the Zapasnyi, replacement battalions, of a division.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Musketeer/ Infantry	Regular Infantry	Smoothbore Musket	6	3	4	4	Tough Fighter, Lacking Initiative

Russian Infantrymen have the following Special Rules as well as the stats above: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Poor Mixed Formation*.

Russian Jägers

Jägers were Russia's light infantry. They were of variable quality, with some units having gained experience in Finland and in the Caucasus and against the Turks. Russian jägers could deploy whole battalions in skirmish formation, although the regulations stated that only half of the battalion should actually form the skirmish line whilst the other half provided support. There was widespread disagreement in the Russian army on the use of skirmishers. As late as 1811 Russian doctrine stressed skirmishing in strength whilst Barclay de Tolly believed that this approach lead to unnecessary losses. As the Napoleonic wars rumbled on, Russian skirmishers improved but many contemporary writers stated that they couldn't match their French adversaries. Usually posted to advanced or rearguard formations jägers were used to storm obstacles in terrain where formed units found it difficult to operate.

Russian Jägers



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Jägers	Regular Infantry	Smoothbore Musket	6	3	4	4	Tough Fighter, Sharpshooter, Skirmish, Lacking Initiative

Russian Jägers have the following Special Rules as well as the stats listed above: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Rifle Mixed Formation*, *Light Infantry Mixed Formation*, *Sharpshooter* and *Skirmish*.

Opolchenie Militia

"Arm yourself it matters not with what arms; but particularly pitch forks, which are so much suitable against the French because in weight they resemble trusses of straw."

Count Fyodor Rostopchin

In 1812 over 300,000 men and some women were levied or volunteered into numerous formations. The Opolchenie were divided into two rough groups. The first group was the official militia who formed cohorts linked to a town or city, some of these areas established jäger regiments and foot regiments each with three or four battalions consisting of four companies of 150 men. Some of the jägers were light infantry in name only and armed with various firearms that included anything from rifles to matchlock muskets. Initially the foot regiments were armed with pikes but as the

campaign went on they were rearmed with captured muskets and those taken from Russian dead and wounded.

The second group were the peasant militia and partisan groups. There was no formal organisation to these groups and they were armed mostly with farming tools, axes and clubs. Sadly, it was also from amongst this group that some of the worst atrocities were committed against stragglers and camp followers of the Grande Armée.

There were a good number of volunteer light infantry units formed from foresters and hunters, often armed with rifles and muskets. Some of these units proved their worth during the campaign and were retained through the campaigns of 1813 and all the way to the gates of Paris in 1814, an example being the Grand Duchess Ekaterina Pavlovna Jäger Battalion raised from hunters and foresters on the Duchess' estates. The Russo-German Legion Jäger Company, formerly the 3rd company of the East Prussian Jäger Battalion, which was captured and changed sides in August 1812 can also be counted here. This was the start of a famous formation that eventually included several infantry battalions, hussars and artillery.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Opolchenie Jägers	Regular Infantry	Smoothbore Musket and Rifled Musket	5	2	4	3	Militia, Lacking Initiative

Opolchenie Jägers have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Poor Skirmisher*, *Column of Companies*, *Close Column* and *Militia*.



GRIM BUSINESS

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Volunteer Jägers	Regular Infantry	Smoothbore Musket and/or Rifled Musket	6	3	4	4	Skirmish, Militia, Lacking Initiative

Volunteer Jägers have the following Special Rules as well as the above stats: *Lie Down*.

You can then add the following to their abilities *Sharpshooters*, *Form Line*, *Form Assault Column*, *Column of Companies*, *Close Column*, *Must Form Square*, and *Poor Skirmisher*. Remove 'Poor' and remove *Militia*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Opelchenie Foot	Regular Infantry	Pike and/or Smoothbore Musket	5	0/1	5	3	Militia, Untested, Unreliable, Lacking Initiative

Opelchenie Foot also have the following special rules: *Lie Down*, *Cannot form Line*. *Must form closed square*.



Opelchenie artillery

Partisans are included out of a sense of completeness.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Partisans	Irregular Infantry	Various	3	0/1	5	2	Militia, Small, Untested, Unreliable, Blood-thirsty

Partisans have the following special rules: *Lie Down*, *Poor Skirmish*, *Militia*, *Untested*, *Unreliable*, to represent the savagery wrought by these ruffians they are awarded the useful rule *Blood-thirsty*. Note that partisans cannot form squares.



Russian Peasants

RUSSIAN CAVALRY

The Russian cavalry force was extensive and well renowned. The rank and file were as reliable as their infantry colleagues and they had officers who carried out their duties proficiently, although there were some notable exceptions. In 1812, the Russian army boasted six Guard Cavalry regiments, eight Cuirassier regiments, 36 Dragoon regiments, eleven hussar regiments and five uhlan regiments. The Russians used the Corps system for their cavalry formations, they contained two Divisions, each of which had two brigades if cuirassiers and three brigades for other types of cavalry. Two to three cavalry regiments formed a brigade and each cuirassier and dragoon regiment had four field and one depot squadrons. Hussars and uhlan regiments had eight field and two depot squadrons, each squadron having approximately 150 men split between four platoons.

The 'Preliminary Decree Concerning the Order of the Cavalry Service' represented the regulations that governed

the tactical deployment and use of Russian cavalry. Issued in 1811, they placed emphasis on the use of deployment in two ranks when in line and the use of columns of platoons, although there were several other columns prescribed: narrow columns by threes and by sixes, column by half squadron and a column by squadron. All these formations are represented in *Black Powder* by allowing Russian cavalry to form March column, Line and Deep formation.

Although carbines were withdrawn in 1812, each squadron had a number of 'flankers' who kept their rifled carbine. They were charged with protecting the flanks of the regiment when it charged and with preventing enemy skirmishers from harassing the main body. Russian light/medium cavalry could also deploy in a loose formation that was not a full skirmish formation but rather open order, and brings us to a new rule for your games of Napoleonic *Black Powder*: Cavalry Mixed Formation.



THE BADEN HUSSARS DEATH CHARGE

RUSSIAN CAVALRY SPECIAL RULES

Deep Formation

A deep formation is represented by a unit arranged two bases wide and three deep, such a formation receives the following advantages and disadvantages:

- A commander ordering such a formation adds +1 to his Staff Rating for the roll as if he was ordering an Assault Column.
- A regiment in this formation gains +1 combat resolution bonus, for example Light Cavalry would be Light Cavalry +1, Medium Cavalry will be Medium Cavalry +1 and Heavy Cavalry will be Heavy Cavalry D3+1.
- Artillery targeting a regiment in such a formation receives a +1 to hit bonus at medium and long range as a result of the regiment's increased depth.
- A regiment in this formation reduces its hand-to-hand factor by one.

Cavalry Mixed Formation

This formation is similar to the mixed formation rules given on page 78 of the *Black Powder* rulebook. The only exception is that a cavalry unit in mixed formation must expend a single move to reform before charging. This means that a cavalry unit would need at least two moves to charge. See page 101 of this supplement for full rules detail. Note that other nationalities can use this rule.

'The Little Father'

During the 1812 campaign the call from the near demi-God Tsar to defend the Motherland was answered by the Cossacks. With this rule two 'irregular' or Cossack warriors can be included for every regular cavalryman in the Russian army. To represent this Russian commanders have the chance to take one irregular Cossack regiment for free and add it to any cavalry brigade for each division in the army.

Cossacks, however, cannot charge the front of an enemy formation that is not shaken or disordered, though charges to the enemy's flanks or rear are possible.

The Life Guard

The Guard consisted of each of the cavalry types discussed below (apart from the mounted jägers). In 1812, the Lifeguard cavalry were as follows:

Guard Cavalry Division: 1st Brigade Life Guard Dragoons and Lifeguard Uhlans

2nd Brigade Lifeguard Hussars and Lifeguard Cossacks

1st Cuirassier Division: 1st Brigade Chevalier Garde and Horse Guards

Each of these formations can be represented in your games of *Black Powder* by increasing the hand-to-hand statistics of each of the above by one.

Russian Cuirassiers

At the start of the 1812 campaign Russia boasted ten regiments of heavy cavalry, the ultimate shock troops on the Napoleonic battlefield. Two of these regiments, the Life Guards and Chevalier Gardes Regiments were classed as Guard formations. At the end of 1812, the Pskov and Starodoub Dragoons were also converted to cuirassiers, these new regiments' armour coming by way of captured

French equipment, although this didn't reach them until late 1813. Russian cuirassiers were noted as being very imposing individuals, being the best men chosen from the other cavalry regiments within the army. Cuirassiers were armed with the 1809 pattern heavy cavalry sabre and two pistols. The cuirass was only reintroduced in 1812 and it took until late August to outfit all regiments.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cuirassier	Regular Cavalry	Sabre	9	-	3	3	Reliable, Heavy Cavalry D3



Russian Cuirassiers

Russian Uhlans

There were five regiments of uhlans available for the 1812 campaign, not counting several dragoon regiments that were converted to uhlans towards the end of the campaign.

Derisively known as 'dragoons with sticks', the uhlans were armed with the Russian light cavalry sabre, two pistols, and the front rank carried 9' lances.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Uhlans	Regular Cavalry	Lance	7	-	4	3	Lancer, Marauder



Russian Dragoons

Russian Dragoons

Dragoons were the most numerous cavalry type in the Russian army with over 30 regiments in service. They were armed in a similar manner to their heavier cousins the cuirassiers, with the addition of a musket and bayonet. The dragoons' firearms were taken away in 1812 and used to arm the Opolchenie. There was a certain degree of variance in the quality of dragoon regiments with some such as the St

Petersburg Dragoons being crack regiments whilst others, such as the Irkutsk Dragoons were poor. These units were filled with Siberians and men from the Chinese border, rode small horses and were commanded by sub-standard officers.

A number of Russian dragoon regiments fought the campaign on foot due to the lack of horses.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Dragoon	Regular Cavalry	Sabre	8	-	4	3	Heavy Cavalry D1

Russian Hussars

The Russian army had eleven regiments of these light cavalymen. In 1812, hussar regiments were trained in the use of the lance by their light cavalry colleagues the uhlans. Hussar regiments were not permitted to carry lance pennons in the same manner as the uhlans, but that didn't stop several regiments from doing so! Russian hussars were in every way as flamboyant as those of other nations, and used in a similar manner, carrying out scouting and reconnaissance missions.



Russian Hussars

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Hussar	Regular Cavalry	Lance	6	-	4	3	Lancer, Marauder

Russian Mounted Jägers

Late in 1812 several dragoon regiments were converted to mounted jägers, the Russian equivalent of the French Chasseurs-à-Cheval. Although they had little impact on the

campaign of 1812, I have included them out of a sense of completeness. Each regiment had six field and one depot squadrons.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Mounted Jägers	Regular Cavalry	Sabre	6	-	4	3	Marauder



Cossacks

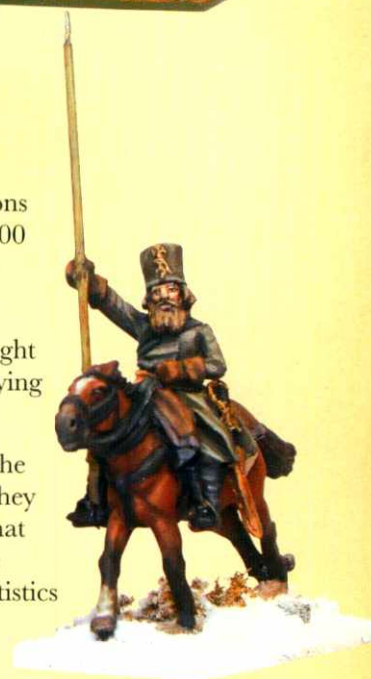
These nomadic horsemen are probably the most famous cavalry of the Napoleonic wars. They were fiercely loyal to the Tsar and served with the Russian army throughout the campaign against Napoleon, being present at nearly all engagements of the campaign and playing a major role in the destruction of the Grande Armée. The basis of cossack structures was the *voisko* or tribal group from which the individual regiments were raised.

The reputation that they gained had a considerable effect on their enemies. Cossacks were at their best when fighting as open order cavalry, skirmishing and harassing enemy lines of communication. On the battlefield, they had limited use, being incapable on almost all occasions of completing charges on steady enemy formations.

A regiment consisted of four squadrons called *Sotnias* with a full strength of 400 to 500 men, armed with lance, sabre and pistols.

Numerous other irregular cavalry fought for the Russians such as the bow carrying Bashkirs, Kalmucks and Tartars.

There has been much debate about the Russian irregular cavalymen; were they true irregulars, or irregular cavalry that fought using regular tactics? We have provided players with a few troop statistics to allow players to choose between the two types to taste.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Mounted Cossack	Regular Cavalry or Irregular Cavalry	Lance	5	0/2	5	3	Lancer, Marauder, Unreliable

The shooting stat of 2 is used to represent bow carrying troops, if bows are taken then remove Lancer from the statistics. Irregular cossacks can skirmish.

A Russian army can have one free Cossack regiment attached to any one cavalry brigade.

RUSSIAN ARTILLERY

"No other army moves with so many guns, and in no other army is it (the artillery) in a better state of equipment."

General Wilson, British observer

The Russian artillery arm in the early 19th Century had fallen behind most of its European rivals. It had performed poorly in battle with guns that were too heavy, crews that knew little of their trade and gunpowder that was of poor quality. This led to change and the 'system of 1805', driven by the Minister for War and artillery specialist, Alexei Arakcheyev. The system of 1805 introduced new lighter twelve and six pounder cannons as well as twenty, ten and three pounder gun howitzers known as 'unicorns'. These new weapons were fitted with new screw operated elevating wedges and from 1811 with new gun sights. Russian pieces have been described as some of the best in Europe. Russian artillery officers were educated in their trade as were the men, who loved their cannons as the French did their Eagles.

"It's artillery officer's skill to operate guns and it's general's skill to place them."

Russian artillery officer bemoaning the general officer corps deployment of cannon

Russian artillery tactics were governed by Kutaisov's 'General Rules for Field Artillery in Field Action' which placed emphasis on concentration in both attack and defence. Despite the 'rules' the main drawback to Russian artillery use was their tactical use. Russian commanders were often criticised for their deployment of guns, instinctively placing batteries into field fortifications or onto high ground whether the tactical situation required it or not. This was compounded by firing at enemy batteries, something championed by Kutaisov in the 'Rules', rather than concentrating on enemy troop formations. To make matters worse, Russian gun crews hated losing their guns. They would prefer to limber up and withdraw the guns rather than risk their guns falling into enemy hands. Kutaisov's 'Rules' attempted to redress this tendency, stressing that there was no disgrace in losing cannons if they were lost whilst engaging the enemy.

"Tell the commanders and all officers of artillery that they should bravely stay to the last moment and then fire at the enemy with canister."

Kutaisov



By 1812 the number of guns available to the Russians was phenomenal, being in excess of 1500 pieces. A Russian battery or 'company' consisted of twelve guns, and companies were titled Heavy Battery Company, Light Company or Horse Company. Batteries consisted of cannons and unicorns (the Russian equivalent of a gun-howitzer). In 1812, two light and one heavy batteries formed a brigade. In 1811 Arakcheyev's successor, Barclay de Tolly, reorganised the artillery into 27 field, ten reserve and four depot brigades. The Guard were furnished with 64 guns in six batteries. One Field Brigade was attached to each infantry division, whilst a cavalry division received a horse battery. The Russians also trained a number of men in their infantry companies in the art of serving the cannons and these men replaced artillery losses in the heat of battle.

The battlefield organisation of Russian batteries was very flexible. They could be split into four-gun platoons or six-gun half batteries. It was not unusual for the unicorns to be separated from their parent batteries and bespoke unicorn batteries created and placed in the artillery reserve.

The Russians, like their enemies, used large groupings of cannons that became known as Grand Batteries. During the Battle of Eylau in 1807 they formed three such grand batteries of 70, 60 and 40 guns respectively.



RUSSIAN ARTILLERYMEN PREPARE FOR THE BATTLE'S OPENING SALVOES.

RUSSIAN ARTILLERY SPECIAL RULES

Russian Battery Size

On page 10 of the *Black Powder* rule book an artillery battery is shown as being represented on the table top by one-gun model and its crew. In terms of representing Russian batteries on the table top I would adopt the following approach:

If you are following the guidance given on page 10 of the *Black Powder* Rule book, which advocates one-gun model per battery, I would use two gun models to represent the larger Russian batteries.

Now that suits a miserly Yorkshireman like myself, but I know there are those of you out there who use two, three and even four model guns to represent their batteries. In *Albion Triumphant* we suggest using two-model batteries as standard, partly because they look better, but also because it results in a wider footprint on the battlefield closer to their historical counterpart. If this is the approach you take, I suggest adjusting your Russian batteries accordingly to three or even four-gun model batteries!

Tactical Doctrine

A Russian player must place at least one battery in earthworks if they are present on the battlefield and in their deployment zone.

Any remaining Russian batteries must be placed on each and every hill in the Russian deployment zone, until they run out of either batteries or hills. If the latter is the case, the Russian player is free to place the batteries as they like in their deployment zone.

A Russian battery that has an enemy unit within proximity range (12") at the start of their turn must roll a D6. On the result of a one the battery commander will order the battery to limber and make a move to the rear. The battery must be limbered and moved a full move into its rear quarter. A Battery in Earthworks does not have to comply with this rule.

Efficiency

Despite the large number of guns that the Russians deployed, they never seemed to achieve the destructive effect that matched their numbers. Several issues have been attributed to this: insufficient training given to officers and gunners; poor sighting; and poor quality gunpowder. Some of the issues I have listed are pure myth in my opinion, but Russian gun batteries did not gain the advantage over their French adversaries that should have been the case from the numbers of guns they fielded. I have represented the general effect by altering the batteries' Shooting statistic at medium and long range where Russian inefficiency would tell the most.

Heavy Company

In 1812 the Russian army could field 44 heavy batteries, which consisted of four medium 12-pdr cannons, four light 12-pdr cannons and four 20-pdr unicorns. The Light 12-pdr was in the same class as the British 9-pdr whilst the heavier 12-pdr was similar to the Gribeauval 12-pdr. These batteries were also known as position batteries and were serviced by 240 officers, crew and assistants.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Heavy Artillery Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	2	4-2-2	4	3	



Light Company

The Russian army had 58 Light Companies, they consisted of eight 6-pdr cannons and four 10-pdr unicorns. Light Companies had an overall crew strength of 220 men. Each artillerist in a gun crew was assigned a number, this identified their responsibilities: Number 1 worked the cleaning rod, No. 2 carried the charge pouch, No. 3 held

the slow-match and matches, and No. 4 the tube pouch and prickers. These artillerymen were called *kanonira* and were required to know all the procedures for loading and firing. There were other crew members who carried extra charge pouches and ropes with hooks, which were used when rolling guns into position, termed *gandlangara*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Light Artillery Company	Regular Artillery	Smoothbore Artillery	2	4-2-2	4	3	

Horse Company

The Russian army had 22 Horse Artillery Companies. These batteries consisted of either eight 6-pdr cannons and

four 10-pdr unicorns or six of each cannon type. The battery had an establishment of 236 officers and men.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Horse Artillery Company	Regular Artillery	Smoothbore Artillery	2	4-2-2	4	2	Marauder

Unicorn Company

Cannons with a conical charge chamber were known as 'unicorns', named after the raised image of a unicorn found on the gun's end. After 1805 all such decoration was no longer used, but the name continued for this type of weapon. It had the qualities of a gun-howitzer, firing either solid balls, explosive shells, or canister. This performance was achieved by using a charge chamber conical in shape and a

shorter bore length as compared to guns. The maximum range for the 20-pdr unicorn was 2300m and that of the 10-pdr 1500m, though their effective ranges were much shorter.

For the purposes of *Black Powder*, a 20-pdr has a range of 48" and a 10-pdr has a range of 36". Both types of weapons have the following statistics

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Unicorn Battery	Regular Artillery	Smoothbore Gun (Howitzer)	2	4-2-2	4	3	



FIRE!

Guard Artillery

The artillery of the Guard comprised two heavy and two light batteries, each of 16 guns and unicorns, and two horse artillery batteries of eight guns, with crew establishments in proportion to those of the line. The Guard batteries can be represented by using the above statistics and adding 'Elite 4+' to their special rules.

Earthworks and Entrenchments

On many occasions, Russian field armies erected earthworks and entrenchments. We can include this in our games of *Black Powder* by allowing Russian armies access to such fieldworks. These features come in two sizes: standard and large.

A standard fieldwork can accommodate a battery of artillery or standard size infantry battalion, or a half battery of artillery and a small battalion of infantry.

A large fieldwork can accommodate a battery and a half of artillery or standard and small sized infantry battalion or a battery of artillery and a small battalion of infantry or a half battery of artillery and a standard infantry battalion.

The standard fieldwork provides a +1 cover save, whilst the large field work provides either a +1 or +2 cover save depending on the scenario being played. If playing pointed games, the costs for such features are shown in the Russian army list, see page 153 of this supplement.

The Grande Armée 1812

With the defeat of Austria in 1809, Napoleon finally achieved a real supremacy in Europe. Only Great Britain, Portugal and Spain remained at war with France. The Emperor used the relative peace to expand the French army, the whole system being developed into an impressive war machine. The Grande Armée of 1812 would be larger than any other force that the Emperor had wielded; a carefully organised and supplied juggernaut, or so he thought.

Not all of the troops in the army were French, there were many other nationalities that included most of the countries in central and southern Europe. Some of these foreign contingents were eager for the coming fight, most notably the Poles. Others, such as the co-opted Prussians and Austrians, were not enthusiastic at all. Let us now look at the contingents that made up the army that embarked on one of the greatest, yet most catastrophic military ventures in history.

The French

The French army relied on conscripts to fill its ranks, universal conscription having been born in the fledgling French Republic during the Revolutionary War. French law decreed that any single man who reached the age of twenty was eligible for conscripted service for five years. Yet Napoleon's relentless campaigning led to a situation where discharge only occurred for medical reasons. Conscripts were selected by ballot and each year a 'Class' of recruits were raised, mainly from the poorer sections of society. By 1807 the Emperor began to rely on drawing 'annual classes' in advance, which meant that he would call up the military

age recruits of not only that year, but also those of perhaps the following year. By 1812, draft dodging and desertion was common, so the French increasingly turned to foreigners to fill the ranks of their regiments. The French officer corps comprised of men who had risen through the ranks based both on merit and their exploits on the field of battle, resulting in a first class officer corps.

Napoleon had boasted that he could afford to lose 30,000 men a month, a bold claim! He could find the conscripts, but he could not replace the sapping loss of experience in both the infantry and cavalry arms. By 1812 the infantry were now not as manoeuvrable in line as they once had been, and relied on fast moving assault columns driven on by the *pas de charge*. Attacking in column would force results quickly on the field especially if supported by massive artillery preparation; therefore, Napoleon increased his artillery park considerably. Meanwhile his inexperienced cavalrymen struggled to care for their mounts, lameness and saddle sores being rife even before the campaign began.

French Commanders

Promotion on merit, in the main, ensured that France held the tactical and strategic edge when it came to the men who commanded her armies.

"A Marshal's baton in every knapsack."

You can represent this by utilising the different scores for the 'Personal Qualities of Commanders' chart on page 94 of the *Black Powder* rule book. Roll your dice for each attribute and then refer to the following results: 1 = Low, 2 to 4 = Normal, 5 to 6 = High.

Infantry

In 1812, French infantry consisted of Guard, Line and Light battalions. Both Line and Light battalions carried the fight to the enemy at the *pas de charge*, light battalions having further duties screening the advance with swarms of skirmishers. The elite Guard formations waited in reserve to exploit any breakthrough. I have covered the Imperial Guard under their very own section, as these mighty warriors deserve such an honour.

By 1812, the French army consisted of 114 Line regiments and 25 Light regiments. Each regiment was normally made up of three to five *bataillons de guerre*. A battalion consisted of six companies – one Voltigeur company, one Grenadier and four Fusilier companies (or one Carabinier and four Chasseur in the light regiments). The Grenadiers stood on the right of the line and the Voltigeurs on the left. On paper, battalion strength was eight hundred and forty men but this was very rarely achieved. Two regiments were usually grouped together into a brigade, and two brigades normally formed into a division. Both Light and Line regiments could be grouped together in brigades.

French infantry tactics were laid out in their regulations of 1791 entitled the *Règlement Concernant L'Exercice et les*



HUSSAR!

Manoeuvres de L'Infanterie (Manual for the Training and Manoeuvres of Infantry). The Reglement of 1791 lasted throughout the Napoleonic Wars and into the 1830s. Interestingly, its tactical doctrine was centred on the manoeuvres of battalions in line, but it did have a number of key passages on the use of infantry columns.

On the battlefield, French infantry could be seen in several formations, depending on the tactical situation. There were numerous different column formations, in terms of *Black Powder* the majority fall under the rules for the Attack Column. French infantry could also form March Column, Column of Companies (known as the *colonne de bataillon par peleton*, with the battalion one company wide and six companies deep), Three deep line, Square, and Skirmish order.

Colonne par Division en masse was the main fighting formation of the French infantry. My gaming group uses the "Attack Column" formation rule in our *Black Powder* games to represent that formation. In battle, the French infantry were confident and aggressive when attacking, and the attack column was the formation in which they launched themselves at their adversaries. To represent this, we give French infantry the special rule '*Pas de Charge*' – French troops are reliable when in Attack Column formation.

Whether formed by platoon or division a French column could 'close up'. French infantry can use the Close Column rules. The rules for these formations can be found on page 98 of this supplement.

In 1808 Napoleon decreed that when a battalion's elite companies were present, the battalion's six companies would act by divisions (each of two companies), whilst if the elite companies had been detached from the battalion then it would form a column of platoons. You can use the 'Column of Companies' special rules to represent this, see French Infantry special rules page 98 of this supplement.

If the enemy did not run at the sight of the attack columns advancing towards them, then the French would deploy into three-deep line and engage in a fire fight. The Line formation in *Black Powder* is used here.

When in Column or Line the French infantry battalions sometimes used their light company to skirmish to the formation's front. The Mixed Formation rule works perfectly here (see page 78 of the *Black Powder* rule book). Specialist Light Infantry units could deploy more than one company to their skirmish line and this is represented by the Light Infantry Mixed Formation special rule, see page 96 of this supplement.

Light battalions in either attack or defensive situations used skirmish order. The skirmish rule is used to represent this formation.

The French used the square formation to protect against cavalry, the Battalion Square formation rule works quite well here. Although I have offered a few more suggestions to add period flavour here, see page 98 of this supplement.

FRENCH INFANTRY SPECIAL RULES

In this section, I offer a few new rules to allow you to bring additional national characteristics to your French infantry. My gaming group and I use all these rules and they produce fun and historical results, but *Black Powder* is a flexible game and whether you use them or invent your own is entirely up to you.

Attack Column (Column of Divisions)

As per *Black Powder* Rules page 15, although I suggest a few new rules on pages 108 of this supplement to represent the Attack Column in combat.

Closed Column

See page 98 of this supplement.

Column of Companies

See page 98 of this supplement.

Lie Down

See Pages 101 of this supplement.

Line

As per *Black Powder* Rules page 15, although I suggest a few new rules on pages 108 of this supplement to represent the Line in combat.

Pas de Charge

French infantry in Attack Column formation become reliable. A commander adds +1 to his Staff rating when ordering French infantry in Attack Column. This is over and above the +1 they get for ordering a Column.

Light Infantry Mixed Formation

See pages 96 of this supplement.

Skirmish Formation

As per *Black Powder* rules, page 16.

Mixed Formation

As per *Black Powder* rules, page 78.

Must Form Square

As per *Black Powder* rule, page 75.



Line Infantry

The Line infantry regiments were the most numerous in the French army, what Napoleon called 'the sinew of the army'. They were armed like all French infantry, with the 'Charleville' musket model 1777 (*fusil d'infanterie*) and a bayonet with triangular cross-section. Each line infantry regiment was recognised by a number e.g. 45^{eme} de Ligne (45th Regiment of the Line).

The quality of the Line infantry was variable, ranging from veteran status to that of raw recruit in newly raised units. Although the quality of French infantry had declined since the glory years of 1805 to 1807 this should not be overstated. The French infantry's high manoeuvrability was still to be feared, and the ordinary French soldier had a reputation for being aggressive in the attack and dogged in defence.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge

French Line Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Closed Column* and *Mixed Formation*.

French Line Infantry



French Light Infantry

The French had seen the benefit of skirmishing infantry in the French and Indian Wars and the American Revolution. Although there was no specific manual in the French army concerning the art of skirmishing, French skirmish screens were some of the best in the Napoleonic Wars.

The fittest men best able to act on their own initiative were selected for this role. They would quickly dissolve into skirmish formation and demoralise the enemy with

harassing fire before the heavy columns marched forward to seal victory. As with other arms of the French army the light infantry did not escape the decline in experience caused by battlefield losses. There is an argument that suggests that after 1807 French light infantry operated much like their brothers in the line regiments. In *Black Powder* terms, this would mean that the best you would get from your light battalions was Mixed Formation. I think that would be a little tedious, so I allow French light infantry in 1812 to deploy into other looser formations.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge, Sharpshooters

French Light Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Light Infantry Mixed Formation* and *Skirmish*.

Combined Grenadiers

Grenadiers and Carabiniers were the strongest and bravest men in a battalion, often used to spearhead an attack or to bolster the rear of a column to prevent other men from running. On occasions, the grenadier companies within a brigade or division amalgamated to form elite grenadier battalions. The grenadier/carabinier companies from Line and Light battalions within infantry brigades can be removed to create combined 'grenadier' battalions.

This is represented in our games of *Black Powder* as follows: all the battalions in a brigade lose their

grenadier/carabinier company, and the parent battalions reduce their hand-to-hand factor by one. If two battalions lose their companies a tiny unit is created that can be added to any brigade in the army, three battalions create a small unit that can be added in the same way and four battalions create a standard size unit that again can be added as outlined. Alternatively, you can brigade all your combined grenadier battalions together. I have provided details for a standard size combined grenadier battalion below, small and tiny units should have their stats amended accordingly.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Combined Grenadier Infantry	Regular Infantry	Smoothbore Musket	7	3	4	3	Pas de Charge, Elite 5+

French Combined Grenadier Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Mixed Formation*.



PAS DE CHARGE

Combined Voltigeurs

In a similar manner to the grenadiers, the French commander can remove the light companies from battalions chosen within an infantry brigade to create combined

voltigeur battalions. This is done in the same manner as the procedure followed by combined grenadiers (see *Creating Detachments* on page 105). The parent battalions lose their ability to form *Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Combined Voltigeurs Infantry	Regular Infantry	Smoothbore Musket	6	4	4	3	Pas de Charge, Skirmish, Sharpshooter

French Combined Voltigeur Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Mixed Formation* and *Light Infantry Mixed Formation*.

FRENCH CAVALRY

By 1812, the French had a vast cavalry force some 40,000 strong. There were 86 regiments of cavalry of all types – light, medium and heavy. Each regiment had three to four field squadrons and one depot squadron. Each squadron consisting of two companies with a typical strength of 200 to 250 officers and men, the first company of each regiment received elite status, except in cuirassier regiments who were all classed as elite troops. Two or three regiments formed a brigade, two or three brigades formed a division and two or three divisions formed a cavalry corps.

The basic tactical formation for cavalry was the squadron. By the time the Grande Armée deployed on the field of Borodino, the average squadron strengths had fallen to below 100 sabres.

French cavalry tactics were prescribed by the *Ordonnance Provisoire sur L'Exercice et les Manoeuvres de la Cavalerie* of 1769. Although the two deep line was the standard formation for delivering a charge, French cavalry could fight in column, usually with a single or double squadron frontage.

Although the French cavalry arm was formidable, there were many who knew that there were inadequacies within the ranks of the cavalry regiments. Half-trained recruits had been sent from the depot squadrons, lacking in skill at arms and in caring for their mounts. Poorly trained infantrymen made little impact when they were sent to their regiment, but a cavalry recruit who couldn't control his horse could

spread disorder within a squadron. Another significant factor that was not foreseen was the common horseshoe. Napoleon had planned a summer campaign; therefore, the French cavalry crossed the Nieman with mounts shod in horseshoes designed for summer conditions. But in winter on frozen ground those shoes were useless. The horses were doomed – not being able to gain purchase on any gradient, broken legs and mutilated limbs awaited them.

The *Black Powder* March Column represents cavalry deployed on a half squadron (company) frontage for ease of movement, whilst the Line formation used in *Black Powder* represents the regiment deployed in two deep line.

FRENCH CAVALRY SPECIAL RULES

Deep Formation

See page 101 of this supplement,

Cavalry Mixed Formation

See page 101 of this supplement,

*"Cavalry is useful before,
during and after the battle."*

Napoleon

Cheveau-Legere Lancers

In 1809 the Polish light horse were converted to lancers. By 1812, Napoleon had added six further regiments converted from dragoons, titled the 1st to the 6th Cheveau Legere Lancers. At the same time the 7th and 8th Regiments were formed by converting the 1st and 2nd

Vistula Uhlans and a 9th Regiment was created by converting the 30th Chasseurs-à-Cheval. Two-thirds of the troopers were armed with lance, sabre and one pistol; the remainder had a carbine instead of a lance in order to perform skirmishing duties.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cheveau-Legere Lancers	Regular Cavalry	Lance	7	0	4	3	Lancer, Marauder

French Cuirassiers and Carabiniers

The French army invaded Russia with 13 regiments of these heavy cavalry, each of four squadrons. They were known to the rest of the army as the '*Gros Freres*' – or Big Brothers – big men on big horses protected by steel helmets and cuirasses. The cuirass covered both back and breast, the breastplate being theoretically bullet proof at a range of 40 metres. Cuirassiers were armed with a long, straight sword and a pair of pistols.

The 1st and 2nd Carabiniers à Cheval had seniority over all other cavalry of the line. They considered themselves as guardsmen and received the rate of pay of the Guard. Carabiniers were armed with slightly curved sabres, of the 'à la Montmorency' style.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cuirassier and Carabiniers	Regular Cavalry	Sabre	9	-	3	3	Reliable, Heavy Cavalry D3

Chasseurs-à-Cheval/Hussars

Hussars and Chasseurs-à-Cheval were the mainstay of the French light cavalry. The hussars cut a dashing figure in their fancy uniforms, which were in sharp contrast to the plainness of the chasseurs-à-cheval. However, both operated and fought in the same manner. Hussars were armed with a curved light cavalry sabre and pistols with a

few men in each regiment armed with carbines. Six hussar regiments took part in the Russian campaign. They had a strong esprit de corps and considered themselves a cut above most other cavalry. The chasseurs-à-cheval were the commonest French cavalry, armed as their hussar colleagues.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Hussars and Chasseurs-à-Cheval	Regular Cavalry	Sabre	6	-	4	3	Marauder

French Chasseurs-à-Cheval



French Dragoons

Although the French army had 24 regiments of dragoons in 1812, the vast majority were fighting in Spain. Napoleon could take only five regiments of these versatile warriors into Russia. Each of the dragoon regiments had four

squadrons; they were armed with straight swords, dragoon muskets, and bayonets. Dragoons were capable of fighting on horseback and dismounted.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Draagoon	Regular Cavalry	Sabre	8	-	4	3	Heavy Cavalry D1
Dismounted Draagoon	Regular Infantry	Smoothbore musket	4	2	4	2	Skirmish

French Dragoons



French Artillery

The French artillery system, created by Jean Baptiste de Gribeauval during the 18th Century, was second to none. The Gribeauval system had given the French lighter and more efficient pieces of ordinance that were the envy of the world. This was further enhanced by the System of Year XI which refined the 4, 8 and 12-pdr calibres into 6 and 12-pdr cannon that were much lighter. Although introduced in 1803 the System of Year XI took some time to take effect. The officers and men of the French artillery arm were excellent in their profession.

Prior to the invasion Napoleon attempted to reorganise the distribution of the Artillery throughout the French army. For the campaign, the following changes were introduced:

- Each infantry regiment was issued with two 3-pdr guns.
- Each infantry division was assigned a 6-pdr foot battery and a 6-pdr horse battery.

- Each corps was assigned two 12-pdr foot batteries.
- Each light cavalry division was assigned a 6-pdr horse battery.
- Each heavy cavalry division was assigned two 6-pdr horse batteries.

This reorganisation was only partially effective and some infantry regiments didn't receive their quota of 3-pdrs whilst some of the divisional batteries still fielded 8-pdrs.

French foot artillery batteries consisted of eight guns, six cannon and two howitzers. Two guns formed a squad and two squads formed a section whilst two such sections formed a battery. An artillery battalion consisted of ten companies.

In action first and second class gunners served the guns. The first class gunners had the job of cleaning, loading, aiming and firing the gun. Second class gunners carried ammunition from the caisson and repositioned the piece after it had fired.

Regimental Artillery

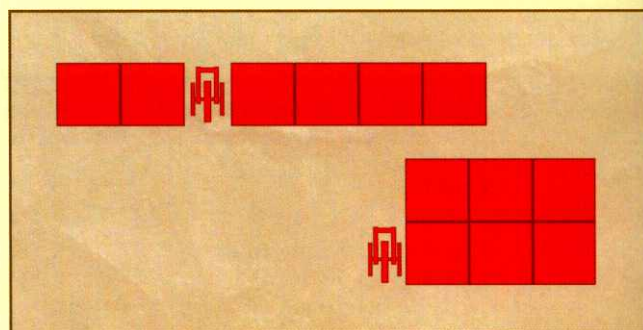
Issued to bolster the morale of his infantry, small ex-Austrian and ex-Prussian 3-pdr guns, served by regimental gunners operated as an integral part of an infantry regiment. Regimental pieces historically hindered the movement of the troops that they fought with, but the morale effect of such support was a tonic.

In our games of *Black Powder*, a single model represents regimental guns.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
3-pdr regimental artillery section	Regular Artillery	Smoothbore Battalion Artillery	1	1/1/1	4	1	

Regimental pieces are deployable in a number of ways as follows:

1. As part of an infantry battalion: place the gun model at the side of or within an infantry battalion's formation.
2. The regimental gun cannot be targeted by the enemy.
3. The first excess casualty inflicted on the parent battalion is taken on the regimental gun.
4. If the parent unit is forced to retire as the result of a break test result, the regimental gun is destroyed.
5. If the parent unit breaks, the regimental gun is destroyed.
6. The regimental gun and the battalion that it is with are limited to a maximum of two moves per turn, and they are subject to the movement penalties of foot artillery.
7. A brigade commander can order a regimental gun so attached to unattach itself and become a separate unit as shown at 8 below.



8. They are treated as a separate unit, with the profile shown above, although they may be subject to the same order issued to battalions of their infantry regiment if within 6" of it.
9. All the battalion guns of a brigade can be grouped together to form an entirely new battery, acting as a new unit. Replace the models shooting statistic with '2/2/1' and change the stamina to two.
10. A unit taking a casualty as a result of closing fire from a regimental artillery section does not need to take a break test as a result.

Foot Artillery

Foot Artillery batteries consisted of six either 8- or 6-pdr cannons and two 5.5-inch or 6-inch howitzers, served by 120 men. The French also relied on Position or Reserve batteries, of heavier 12-pdr cannon.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Line Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2	
Line Position/ Reserve Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3/2/1	4	2	



HEAVY WORK

“The redoubt had been so ruined by cannon fire that the Emperor rightly judged cavalry capable of taking it. So we watched the beautiful sight of our cuirassier charge.”

Chlapowski, Polish Lancers of the Imperial Guard

Horse Artillery

Horse artillery batteries had four 6-pdr cannon and two 5.5-inch howitzers; they were crewed by eighty officers and men who were all mounted.

French
Line Horse
Artillery



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Line Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	1	Marauder

THE IMPERIAL GUARD

"Sire, I think you will be forced to send in your Guard"

General Jean Rapp

Napoleon created the Imperial Guard in 1804, the same year he was crowned Emperor of the French. They grew from humble beginnings to become a mighty instrument of war, a complete army of elite soldiers that acted as the Emperor's strategic and battlefield reserve. They were, in the main, better paid than the rest of the army. The Guard contained all the three arms of the army and were some of the greatest military units to ever take to the field of battle. In 1810 the Imperial Guard was divided into Old, Middle and Young Guard.

The Old Guard units consisted of the 1st Regiments of Grenadiers and Chasseurs, Marines, Horse Grenadiers, Empress' Dragoons, Elite Gendarmes, Chasseurs-à-Cheval of the Guard, Mamelukes, Polish Lancers and two foot and four horse batteries.

The Middle Guard units consisted of the 2nd Regiments of Grenadiers and Chasseurs, 3rd Dutch Grenadier regiment, Fusilier Grenadier and Chasseur regiments, Velites of Florence, Velites of Turin, and the Dutch Lancers.

The Young Guard contained regiments of Flanquer Grenadiers and Flanquer Chasseurs, five regiments of Tirailleurs and five regiments of Voltigeurs, the National Guard, nine battalions of Pupilles and three foot and two horse batteries.

THE INFANTRY OF THE IMPERIAL GUARD

Infantry of the Imperial Guard follow the special rules for French infantry.

*"I shall take care not to.
I do not want it destroyed..."*

Napoleon's reply to Rapp

THE OLD GUARD

The Old Guard Grenadiers and Chasseurs

The 'Ancients', 'the bravest of the brave', the finest soldiers on any battlefield in the Napoleonic wars! These regiments were full of veterans picked for their outstanding service and loyalty to the Emperor (as well as their height!). The

first regiments of Grenadiers and Chasseurs each had two battalions of four companies of approximately 150-200 officers and men per company. Each regiment was also assigned two 4-pdr cannons crewed by the cannonier conscripts of the Guard.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Old Guard Grenadiers and Chasseurs	Regular Infantry	Smoothbore Musket	8	4	3	4	Pas de Charge, Reliable, Elite 3+, Tough Fighters

French Old Guard Grenadier and Chasseur Infantry have the following Special Rules as well as the above stats: *Lie Down, Must Form Square, Column of Companies, Closed Column, Mixed Formation and Pas de Charge.*



Old Guard Grenadiers

Sailors of the Guard and Engineers of the Guard

Marins de la Garde were originally raised in 1803. They had a long and glorious history, fighting in many campaigns including Spain. Two companies, totally 229 officers and men, were attached to the Imperial Guard Engineer Park. One company, 120 officers and men of the *Sapeurs du Genie de la Garde* took part in the campaign as part of the Imperial Guard.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Marines of the Guard (small)	Regular Infantry	Smoothbore Musket	5	2	3	2	Pas de Charge, Reliable, Elite 4+

Marine Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, and *Mixed Formation*.

THE MIDDLE GUARD

The Middle Guard Grenadiers and Chasseurs

The second regiments of Grenadiers and Chasseurs were formed in 1806. They were veterans from the line regiments, joined by the best men from the instruction battalions. In 1810, Louis Bonaparte, King of Holland, was forced to abdicate for failing to comply with the Continental System. Napoleon assumed personal control of Holland and the Dutch army was joined to the French. An Imperial Decree united the Dutch Royal Guard with the Imperial Guard. The *Grenadiers Hollandais* became the *2ème Regiment des Grenadiers Hollandais de la Garde*, their title changed again in 1811 with the re-establishment of the second Regiment of Grenadiers resulting in the Grenadiers Hollandais now becoming the

third Regiment of Grenadiers. Although in 1812 they were still classed as Middle Guard, these regiments were part of the Old Guard division. They had the same structure as the Old Guard but had smaller numbers of men in their companies. Once again, two 4-pdr cannon supported each regiment.

Fusilier-Grenadiers and Fusiliers-Chasseurs

Formed in 1806, these two regiments each had two battalions of four companies, raised mainly from the Guard Velites. In 1812, now veterans of the Spanish conflict, these regiments entered Russia with regimental strengths well in excess of 1300 officers and men. They were superb fighting formations.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Middle Guard Grenadiers and Chasseurs, Fusilier-Grenadiers and Fusilier-Chasseurs	Regular Infantry	Smoothbore Musket	7	4	3	3	Pas de Charge, Reliable, Elite 4+,

French/Dutch Middle Guard Grenadier and Chasseur, Fusilier-Grenadiers and Fusilier-Chasseurs Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, and *Mixed Formation*.

Velites of Florence and Velites of Turin

The Velites of Florence were raised in 1809, four companies of 125 men, Italian volunteers formed around a cadre of French veterans. They formed the bodyguard for Napoleon's sister, Elisa the Grand Duchess of Tuscany.

Raised in the same year, the Velites of Turin became the bodyguard for Napoleon's brother-in-law. They too had four companies of 125 officers and men, and NCOs came chiefly from the Grenadiers à Pied.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Velites of Florence and Turin	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge, Reliable, Elite 5+

Velites of Florence and Turin have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, and *Mixed Formation*.

THE YOUNG GUARD

Young Guard Tirailleurs and Voltigeurs

By 1812 the Young Guard formations were a significant part of the Imperial Guard. There were four regiments of Tirailleurs and four regiments of Voltigeurs, each regiment possessing two battalions of six companies. Many of the formations were veterans of the Spanish conflict and were excellent soldiers. The 4th Tirailleurs and 4th Voltigeurs

marched 468 miles in 23 days to take part in the Russian campaign. The troop strengths of the regiments varied widely (eg, the 6th Tirailleurs regiment had only 570 officers and men under arms). These statistics can also be used for the Flankers of the Imperial Guard, raised in 1811 from sons and nephews of rangers of the imperial and public forests.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Young Guard Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge, Reliable, Elite 5+

Young Guard infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Mixed Formation*, *Light Infantry Mixed Formation*, *Close Column*, and *Skirmish*. The Flankers are further rewarded with *Sharpshooter*.

THE CAVALRY OF THE IMPERIAL GUARD

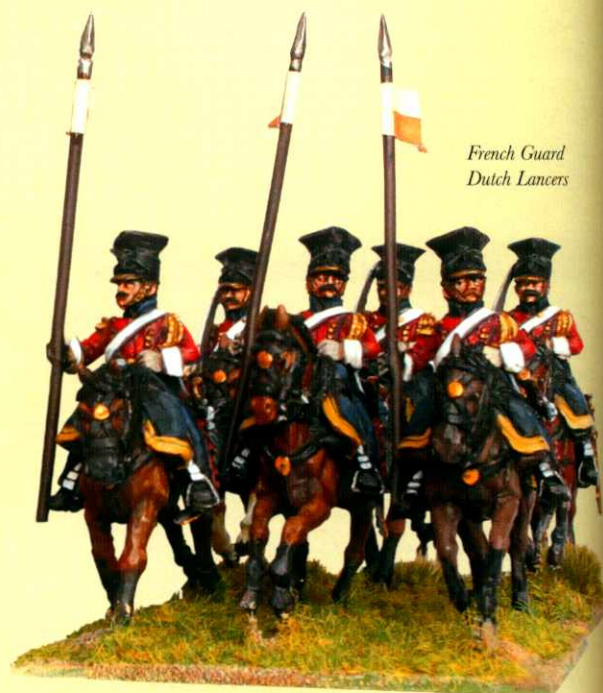
Cavalry of the Imperial Guard can use *Deep Formation* and *Cavalry Mixed Formation*. See page 101 of this supplement.

Imperial Guard Heavy Cavalry

The Imperial Guard Heavy Cavalry that took part in the campaign of 1812 consisted of the Empress' Dragoon Regiment and Grenadiers à Cheval Regiment (each of five squadrons) as well as two squadrons of the Gendarmerie d'Elite. The Grenadiers à Cheval were an impressive sight, tall men on large black horses, nicknamed 'The Gods'. Each heavy cavalry squadron consisted of approximately 200 officers and men. I have provided detail of a standard size Guard Heavy cavalry regiment; you can alter these statistics to make your units *Large* by following guidance on page 10 of the *Black Powder* rule book.

Imperial Guard Light Cavalry

The Imperial Guard light cavalry consisted of the *Chasseurs-à-Cheval de la Garde*, *1e Cheveau-Légers Lanciers de la Garde* (Polish Lancers), *2e Cheveau-Légers Lanciers de la Garde* (Dutch or 'Red' Lancers) and a Mameluke company. The Chasseurs and the Dutch lancers had five squadrons and were well over 1000 officers and men at the start of the campaign. The Polish lancers had four squadrons, and just over 900 officers and men. The Mamelukes were just a remnant of the troops Napoleon took from Egypt, and had to do with half a squadron and 75 officers and men. We must also not forget the brave squadron of Lithuanian Guard Tartars, who carried lances to battle. Once again I have provided detail of a standard size Guard light cavalry regiment. You can alter these statistics to make your units *Large* or *Small* by following guidance on page 10 of the *Black Powder* rule book.



French Guard
Dutch Lancers

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Guard Heavy Cavalry	Regular Cavalry	Sabre	10	-	3	3	Heavy Cavalry D3, Reliable, Elite 4+
Guard Light Cavalry	Regular Cavalry	Sabre	7	-	3	3	Reliable, Marauder
Guard Lancer Cavalry	Regular Cavalry	Lance	8	-	3	3	Reliable, Marauder, Lancer

THE IMPERIAL GUARD ARTILLERY

The artillery of the Guard was significant, and acted effectively as the artillery reserve for the Grand Armée. The Old Guard contained both foot and horse batteries. The foot batteries in the main had six 6pdrs and two 5.5-inch howitzers, whilst the horse batteries had four 6pdrs and two 5.5-inch howitzers. The two Old Guard foot batteries consisted of six 12-pdr cannons and two 6-inch howitzers. The Young Guard also had foot and horse batteries but only equipped with 6-pdrs.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Old Guard Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	3	3	Reliable, Elite 4+

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Old Guard Foot Artillery Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3/2/1	3	3	Reliable, Elite 4+

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Old Guard Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	1	3/2/1	3	2	Reliable, Elite 4+

Young Guard batteries have similar statistics except they have one less stamina and are 'Reliable, Elite 5+'.

Finally, there were a number of 'Conscript Cannonier Companies' within the organisation of the Young Guard. These formations could either be deployed as batteries of eight 4-pdr cannons and 80 gunners, or separated out into sections of two guns each. Follow the rules on page 103 of this supplement for these 'batteries'.



French Horse Grenadiers of the Guard

The Grand Duchy of Warsaw

In 1795, Poland was partitioned for the third time since 1772. Its territories were torn apart and handed to Russia, Prussia, and Austria – the Polish kingdom was dissolved. This resulted in thousands of Polish men finding service within the armed forces of France or one of her many subordinate states. Napoleon, intent on placing a reliable ally and buffer between France and Russia, created the Grand Duchy of Warsaw at the Treaties of Tilsit in 1807.

The armed forces that were created to defend the Duchy were formed under the guidance of two fine warriors; Prince and Marshal Poniatowski and General Dąbrowski. These men managed to subdue their bitter rivalry with the ultimate goal being to recreate the Polish kingdom. With the Emperor's support they raised a complete all-arms army of high quality. The army followed the French model for its structure and relied on translated French regulations for their tactics. The army grew steadily and the Duchy's forces acquitted themselves extremely well in Spain and against the Austrians during the campaign of 1809. Their reward was the attachment of West Galicia, formerly part of the Austrian Empire, to the Duchy of Warsaw through the Treaty of Schönbrunn in October 1809. Napoleon also deprived the Austrians of their gains in the third partitioning and added them to the Duchy of Warsaw. (Sixty percent of the population of this rather small piece of territory were ethnic Polish.)

Believing that the defeat of Russia in 1812 could mean the realisation of 'the dangerous Polish dreams' as the Tsar had

put it, the Grand Duchy contributed a significant amount of men and resources to the war effort. The regiments of the armed forces of the Duchy of Warsaw made up the second largest contingent of the nations that embarked on the invasion of Russia with Napoleon. Polish troops were some of the most loyal supporters of the Emperor of the French, and they lent him their great military skill which has been a characteristic of Polish soldiers through the ages.

"The dangerous Polish dreams."

Tsar Alexander

Prince Poniatowski took command of the V Corps, a totally Polish formation of 100,000 men, whilst several other formations from the Grand Duchy were scattered throughout the army. On 27th June 1812, elements of the Grand Duchy's forces entered the former Polish territory of Lithuania and were heralded as liberators. The grateful Lithuanians responded by raising five infantry regiments and four cavalry regiments. The Grand Duchy's forces were heavily involved in the campaign of 1812 and were decimated; only 10,000 men out of 100,000 surviving the ordeal.

The Grand Duchy was also threatened on the home front. On 16th July 1812 the Russians crossed the Grand Duchy's border. The Duchy's war minister created the 'Bug Division' to protect against Russian incursions, placed under the command of General Antoni 'Amilkar' Kosinski. In September 1812, the 'Bug Division' consisted of two brigades, one of infantry and one of cavalry. As the Duchy had contributed so much to the Grande Armée the Division was formed using National Guard, depot battalions and a hotch potch of recovered casualties and detached men. Although the Division linked up with the Austrians in August 1812, it campaigned as an independent formation against the Russians in what was known as the Völhynie Campaign.



THERE! I SEE THEM!



COME BACK TO THE SAFETY OF THE TREES!

The Infantry of the Grand Duchy

Grand Duchy infantry follow the French Infantry special rules; they do have *Pas de Charge*.

The Grand Duchy fielded Line infantry regiments, each having three battalions and a depot battalion. The battalions had six companies (four in the depot battalion) consisting of a voltigeur company, a grenadier company and four fusilier companies, each company having approximately 156 officers and men. The regiments were simply numbered and had regimental strengths that were quite high, for example the 16th Infantry Regiment had 2,679 officers and men. The infantry regiments each had the support of two 3-pdr regimental guns. The infantry was

armed in the main with the French 'Charleville' musket, but Austrian, Italian and Prussian muskets were also carried.

As mentioned above, in August 1812 the Lithuanians contributed to the cause further when they raised a foot regiment of two battalions of chasseurs. These were light infantry, each battalion having six companies, but the regimental strength was quite weak at 624 officers and men. The men were all volunteers and were largely gamekeepers and forest rangers. Armed with rifles, they were charged with scouting in the region in order to thwart Cossack raids, capture deserters, and to keep order.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Polish Line Regiment	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge, Tough Fighters vs Russians

Line Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square* and *Column of Companies*, *Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Chasseur/Jäger battalion	Regular Infantry	Rifled Musket	6	3	4	3	Pas de Charge, Skirmish, Sharpshooter, Tough Fighters vs Russians

Light Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Light Infantry* and *Mixed Formation*.



5TH POLISH CHASSEURS

The Cavalry of the Grand Duchy

The Grand Duchy fielded hussars, chasseurs-à-cheval, uhlans, and a cuirassier regiment. Once again they followed the French model and each regiment had three or four squadrons, apart from the 14th Cuirassiers who only had two. The regimental strengths of a significant number of the cavalry regiments were quite high; for example, the 13th

Hussars had 755 officers and men in four squadrons. The uhlans were armed with 9' long lances as their main weapon, pistols, and sabre; they were renowned for their use of their primary weapon. Interestingly, the Polish shod their mounts in sharp horseshoes that were suitable for the winter conditions, unlike their French allies.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Polish Uhlan	Regular Cavalry	Lance	7	0	4	3	Lancer, Marauder, Tough Fighters vs Russians
Hussar, Chasseur	Regular Cavalry	Sabre	6	0	4	3	Marauder, Tough Fighters vs Russians

Grand Duchy cavalry can use *Deep Formation* and *Cavalry Mixed Formation*. See page 101 of this supplement.



POLISH HUSSARS

The Artillery of the Grand Duchy

The Grand Duchy fielded foot and horse batteries that were equipped with captured material that had been collected in French arsenals. Foot batteries had a combination of four 6-pdrs and two 6-inch howitzers, although two foot batteries were equipped instead with six 12-pdr cannon. The horse batteries consisted of four 6-pdrs and two 6-inch howitzers. The crews for these batteries were excellent.

See the Grand Duchy Regimental Artillery Section for the statistics for the regimental guns. Regimental guns also follow the rules for regimental guns given on page 54 of this book.

See the Grand Duchy Foot Battery entries for the 6pdr and 12pdr batteries.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Regimental Artillery section	Regular artillery	Smoothbore Battalion Artillery	1	1-1-1	4	1	
Foot Artillery	Regular artillery	Smoothbore Artillery	1	3-2-1	4	2	
Heavy Foot Battery	Regular artillery	Smoothbore Siege Artillery	1	3-2-1	4	2	
Horse Artillery	Regular artillery	Smoothbore Artillery	1	3-2-1	4	1	Marauder

The Vistula Legion

(Légion de la Vistula or Legia Nadwiślańska)

The Vistula Legion was arguably the most famous foreign formation in the service of Napoleon Bonaparte. It was formed in 1808, and its core comprised of three veteran battalions of the 1st Polish-Italian Legion in Westphalian service, and a lancer regiment from the (Polish) Danube Legion in Neapolitan service.

The Legion entered French service in 1808. With only a few exceptions it was soldiers of Polish origin that filled its ranks. The Legion had the same status as that of French Line regiments and it was modelled on the organisation of French Line regiments. Each regiment had two battalions, each with six companies; a voltigeur, a grenadier and four fusilier companies with an 'on paper' strength of 140 officers and men per company. Attempts were made to raise a second legion in 1809, but this was abandoned a year later; the men who had been raised forming the 4th Regiment of the Legion and an 8-pdr battery. By 1812 the Legion contained four regiments of infantry but the cavalry had been removed and re-designated as the 7th and 8th Chevauleger Lancers.

The Legion fought well in Spain but suffered significant losses. This scarred, but veteran, Legion left Spain for Russia in 1812. At the same time, each regiment was ordered to raise a third battalion, but these new battalions did not join their regiments until the retreat from Moscow had begun. The Legion would serve as a single division attached to the Imperial Young Guard during the Russian campaign. Each battalion had approximately 600 officers and men, and two regimental 3-pdrs gave support to each regiment. These regimental guns follow the rules for regimental guns given on page 54 of this book.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Vistula Legion	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge, Reliable, Elite 5+, Tough Fighters

Vistula Legion infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Mixed Formation*, and *Skirmish*.

The Kingdom of Bavaria

"The Bavarians who report 4,500 present, who consume 9,000 rations a day, do not put 3,000 men in line; what is more, this debris doesn't give a damn. They are satisfied to conduct themselves passably in action, officers and men work together at fouling things up so as to have an excuse for doing nothing."

General Latrille de Lorencez

Bavaria was one of the German states that had sided with France in 1805. Napoleon's utter humiliation of the Austrians at Ulm bore fruit for his allies who were richly rewarded. In 1806 Bavaria became a kingdom, gained several new territories and joined the Confederation of the Rhine. The Bavarian King, Maximilian Joseph Wittelsbach, like many other reigning families in Europe, allied himself to the Bonapartes through marriage, his daughter Auguste being the wife of Eugene, Viceroy of Italy.

As with the other client states Napoleon demanded a contribution in men and arms and Bavaria was no different, contributing 30,000 men. Bavaria followed the French military model and used conscription to fill its ranks. Although Bavarian formations never set foot in Spain, they did fight in most of Napoleon's other campaigns, until in 1813 they finally turned on France. Between 1805 and 1807 the Bavarian army was used primarily in protecting lines of communication. By 1809 the Bavarian army was assimilated into the Grande Armée.

During the 1812 campaign the Bavarian contingent was significant and formed the VI Corps of the Grande Armée under the command of Laurent, Marquis de Gouvion Saint-Cyr, 'the Owl'. The VI Corps became the northern flank guard at Polotsk, where they fought two battles

against the Russians in August and October of 1812. Of the 33,000 Bavarians that entered Russia only 4,300 returned and they lost every unit standard that they carried at the start of the campaign.

Bavarian Infantry

In 1812, the Bavarian army had eleven infantry regiments and six light battalions. Bavarian Line infantry regiments each had two field battalions, each consisting of one grenadier, one jäger (schutzen) and four fusilier companies (with a strength of approximately 134 officers and men). Each regiment was numbered and named after its inhaber. For example, 9th Line Infantry Regiment was titled 'Graf von Ysenburg'.

Bavarian Light battalions each had one grenadier company, one company partially armed with rifles and four fusilier companies. The company strengths were similar to those of the line. Each battalion was numbered and named in the same manner as the Line regiments.

Bavarian Line infantry are classed as *Lacking Initiative*. They cannot make initiative moves unless it is to change formation or facing and to charge the nearest enemy to their front.

Bavarian Infantry follow the French infantry special rules.

Bavarian Line infantry

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Bavarian Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Rifle Mixed Formation, Lacking Initiative

Bavarian Line Infantrymen have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies* and *Close Column*.

Bavarian Light infantry

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Bavarian Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Skirmish, Sharpshooter

Bavarian Light Infantrymen have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Rifle Mixed Formation* and *Light Infantry Mixed Formation*.

Bavarian Cavalry

Bavarian cavalry can use *Deep Formation* and *Cavalry Mixed Formation*. See page 101 of this supplement.

Bavaria provided six regiments of chevauleger for the campaign. Initially four regiments were posted to the VI Corps forming two brigades. On the 15th July these formations were detached from the VI Corps and were later placed under the command of Prince Eugene's IV Corps. The final two regiments were brigaded with a Saxon Chevauleger regiment in the III Cavalry Corps. Each regiment had four field squadrons of 120 officers and men. The regiments were both numbered and named in the same manner as their infantry colleagues.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Bavarian Chevauleger	Regular Cavalry	Sabre	6	3	4	3	Marauder

Bavarian Artillery

Bavaria contributed ten batteries to the Grande Armée. There were Heavy, Foot and Light batteries. Two Heavy Line batteries composed of four 12-pdr cannons and two

howitzers; four Line batteries with four 6-pdr cannon and two 7-pdr howitzers; and four Light batteries that consisted of three 6-pdr cannons and one 7-pdr howitzer each.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Bavarian Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2	
Bavarian Light Artillery	Regular Artillery	Smoothbore Light Artillery	1	2/1/1	4	1	Marauder, Moves as Austrian Cavalry Artillery (see page 73)
Bavarian Position Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3/2/1	4	2	



Austria

From his imperial capital of Vienna, Kaiser Francis I of Austria presided over the many territories which made up his vast eastern European empire. They provided a rich source of recruitment, which in turn created a multinational force – the *Kaiserlich-Königliche Armée*. However, the numerous languages spoken by the Austrian army made communication at all levels problematic. The communication issue was compounded by a bureaucratic command and administration system that swamped the army with a multitude of conflicting, misleading and unrealistic dictats.

The bloody loss at the battle of Austerlitz (1805) was the catalyst for change, Archduke Charles instituting a series of reforms to 'modernise' the army. The field strength of the infantry increased whilst a new drill book allowed for training for skirmishers in the line regiments. Strategic reorganisation was witnessed by the creation of an Austrian version of the French corps d'armée; this helped improved co-ordination within higher formations, which had been sadly lacking previously.

By the campaigns of 1809, the Austrian army was a fighting force capable of holding its own with the enemy. Infantry

battalions were less wedded to the old inflexible linear tactics, cavalry regiments were more flexible having had their squadron numbers reduced, whilst the artillery arm, remodelled after the French, held an army reserve of 12-pounder cannon which added much needed punch.

Yet the Austrians once again lost to the French. The loss of territory meant that several regiments were disbanded due to the loss of their recruiting grounds. Nine infantry regiments and six grenzer regiments were dissolved, several of the latter actually entering French service.

For the invasion of Russia Austria was obliged to commit an Army Corps to the campaign, commanded by the diplomatic Karl Philipp, Fürst zu Schwarzenberg. The Corps consisted of three infantry divisions and a cavalry division. The Austrian Corps operated on the southern flank of the Grande Armée, protecting supply bases and lines of communication for the main army. Reynier's VII Corps linked with the Austrians, with Schwarzenberg in overall command – although Reynier was the Emperor's eyes and ears to ensure the Austrian approached the campaign with the required fortitude!



CHARGE!

Major clashes between the Austrians and Tomasov's 'Third Western Army' were few and far between; the campaign in this theatre being one of small cavalry clashes as the two armies probed each other. A full scale action took place on 30th and 31st July 1812 at Gorodetschna during which the Russians were defeated by the combined Austrian and Saxon forces. The Austrians fought well enough for the Russian government to lodge a formal complaint at the Austrian Court as they were breaking an understanding between the two nations that Austria would not engage the Russian forces with vigour.

With the defeat of Napoleon, Vienna ordered Schwarzenberg to evacuate his corps back to Austria, and in January 1813 the Austrian commander signed a convention of neutrality. Tomasov's ability to threaten the Grande Armée together with the Russian capture of Minsk revealed that the Austrians had failed in their strategic objective of protecting the Emperor's right flank.

"Generals are a weakness in our army."

Colonel Franz Josef Count Dietrichstein
reporting to the Emperor in support of
Archduke Charles's view of Austrian Generals

Commanders

Political interference and a general lack of tactical initiative dogged the Austrian chain of command. These drawbacks are represented by different scores for the 'Personal Qualities of Commanders' chart page 94 of the *Black Powder* rulebook.

Dice roll	1-2	4-5	6
Personal Quality value	Low	Normal	High

Regimental Orders

Austrian commanders were not used to manoeuvring brigade-size formations and lacked the very experienced staff that the French army possessed, resulting in a lack of inter-unit cooperation.

An Austrian brigade commander cannot give an order to an entire brigade. Instead, that commander must either order individual units under his command, unless:

- Infantry battalions within 6" of each other and from the same Infantry or Grenz Regiment;
- Cavalry units within 6" of each other and from the same Cavalry Regiment; or
- Grenadier battalions within 6" of each other and in the same brigade.

This means that an Austrian brigade (unless it consists of a single regiment) will move in separate components, making it difficult to manoeuvre swiftly and decisively.

Austrian Divisional Commanders are subject to the above rules, they can also order a brigade size formation as per the rules on page 26 of the *Black Powder* rule book and receive -1 to their Staff Rating for each unit over the second that the brigade contains.

Austrian command tended to emphasise often complex written orders instead of lower level commanders taking the initiative. An Austrian infantry unit can only use an initiative move to turn or change formation, but they are assumed to await orders from above before moving forwards or backwards.



Infantry

The majority of the Austrian field army, the men who bore the brunt of combat, were the Line infantry supported by reserves of tough Grenadiers. Assigned to advanced guard formations were the jäger battalions and Grenz regiments. While the jägers trained as distinct light infantry armed with rifles and carbines, the Grenzer were rugged irregulars recruited from lands bordering the Turkish Ottoman Empire. Despite some political unease amongst the ruling class, the Austrians raised numerous Landwehr battalions from 1808 onwards.

The Austrian Auxiliary Corps contained ten infantry regiments, two Grenzer regiments, two jäger battalions and two grenadier battalions. I have included statistics for Landwehr battalions out of a sense of completeness.

Austrian Line Regiments were divided into 'Hungarian' regiments (made up of those raised from Croatia and Transylvania) and 'German' regiments (those raised elsewhere). The German regiments relied on conscription to fill the majority of their ranks, whilst Hungarian regiments relied on a feudal system where local lords selected recruits from the serf population. After 1809, Line Regiments had been reduced to two field battalions plus two grenadier companies (the latter being detached to form separate grenadier battalions). A full strength Hungarian company was 173 officers and men. A full strength German company was 153 officers and men, making both German and Hungarian battalions well in excess of 1,000 soldiers.

The two grenadier companies were smaller at 124 officers and men each; they were usually converged together with the grenadier companies from other regiments to form a grenadier battalion. This meant that converged grenadier battalions had a war establishment of some 750 officers and men.

Grenz regiments fielded two battalions, each of six companies, the average company strength being approximately 200 men. Jäger battalions contained the same number of companies as Grenz battalions but each mustered only 140 officers and men.

Austrian infantry battalions consisted of three 'divisions', each division actually being two companies. Each company was sub-divided into two half companies and each half company was further subdivided into two zugs. Austrian battalions could

break down into several smaller formations that operated independently of each other, for example: two half battalions each consisting of three companies.

On the battlefield, Austrian infantry could be seen in several formations depending on the tactical situation. Those formations were marching column, three deep line, battalion column on a half division or company frontage, regimental column, masse, square, and skirmish formation.



Austrian infantry made their way to the field of battle in march columns based on a zug frontage or smaller. In *Black Powder* the March Column rules represent this formation.

In 1807, The Austrians produced new tactical regulations for infantry, *Auszug aus dem Exercier Reglement für die kaiserliche königliche Infanterie vom Jahr 1807*. Produced by Archduke Charles, the regulations of 1807 still emphasised a linear tactical doctrine based on the three deep line, as the 1807 regulations were a simplified version of the 1769 regulations. The line formation outlined in *Black Powder* can be used to represent this formation.

The Austrians, like many other nations, had several different column formations that they used to manoeuvre up to and upon the battlefield. A battalion column (*Bataillonskolonne*) was formed on a half company frontage or a pair of half companies to give a company size frontage.

A column with a half company frontage can be accommodated by referring to the Column of Companies rules on page 98 of this supplement

A column with a company sized frontage can be accommodated by referring to the Attack Column rules in the main *Black Powder* rulebook.

Austrian infantry columns, by closing their ranks, could form a Masse. There were two types of Masse – Battalionmasse and Divisionmasse. The Masse had originally been a formation to stave off the unwanted attentions of Turkish cavalry but its use had evolved.

A battalion Masse, was used by the Austrians to make deployment of the column easier, to defend against cavalry, to concentrate several units into a small area and to bring superior forces into action quickly.

A battalion Masse needs no special rules in our games of *Black Powder*; it follows all the rules for a Closed Column (see page 98 of this supplement).

An innovation of the 1807 regulations was the Division Masse. This formation was unique and is deserving of some explanation. It formed quickly from line and took the form of three distinct and separate sub units of two companies (a division) on a half company frontage and a depth of four half companies. Each division had a frontage of approximately 35 yards and a depth of 9 yards and could be separated from its sister divisions by up to 50 yards. In battle, it was not unknown for the divisions to act independently of each other and both as defensive and offensive elements.

1. An Austrian Infantry battalion in line formation that has the Must Form Square rule now has another option and may form a Division Masse. Austrian generals add +1 to their staff rating for the roll to form Division Masse.

Once the Division Masse has been formed organise the battalion as shown opposite:

2. A Division Masse has no flanks or rear.
3. A Division Masse can move freely (subject to normal move restrictions) in the movement phase unless they

start within 12" (or move to within 12") of a cavalry unit, when the Division Masse can only make one move per turn.

4. A Division Masse can fire two dice per front and rear facing and one dice to its flank up to the battalion's shooting value. All shots have an extra -1 to hit to represent the reduced number of muskets that can be fired.
5. Artillery firing at a Division Masse at short, medium and long range get +2 to hit.
6. An Austrian battalion in line charged by enemy cavalry, can choose to form Division Masse. Roll as to form square as normal (refer to the forming square additional rules on page 98 of this supplement). Remember that an Austrian commander adds +1 to his Staff Rating when forming a Division Masse under these circumstances.
7. Cavalry can charge and make contact with a Division Masse. The Division Masse can shoot closing fire at the charging cavalry. In combat a Division Masse formed from a standard size battalion, fights with four dice per front and rear face and three dice to the flank and gains the Square versus Cavalry combat bonus. Division Masses can be supported. A large battalion adds one to the numbers given above.

Austrians can also form hollow square (Refer to the forming square additional rules on page 98 of this supplement).

Austrian infantry can use the following special rules:

Attack Column (Column of Divisions)

As per *Black Powder* Rules page 15, although I suggest a few new rules on pages 108 of this supplement to represent the Attack column in combat.

Closed Column

See page 98 of this supplement.

Column of Companies

See page 98 of this supplement.

Flintenkartasche

When it came to battlefield action, the infantry increased the number of missiles shot at the enemy by firing *Flintenkartasche*, three small bullets fired together at 100 yards or less. In *Black Powder* games, the special rule *Flintenkartasche* assists us here; Austrian musket armed close formation infantry gain an extra shooting dice the first time they shoot at close range.

Lie Down

See Page 101 of this supplement.

Light Infantry Mixed Formation

See pages 96 of this supplement.



AUSTRIAN DIVISION MASSE FORMATION

Line

As per *Black Powder* Rules page 15, although I suggest a few new rules on page 108 of this supplement to represent the line in combat.

Mixed Formation

As per *Black Powder* rules, page 78

Must Form Square

As per *Black Powder* rule, page 75

Skirmish Formation

As per *Black Powder* rules, page 16

Poor Skirmisher/Poor Mixed Formation

See page 96 of this supplement

Although several Austrian generals including Baron Mack had suggested and used the third rank of Line battalions to create skirmish screens, it was not until Archduke Charles's reforms of 1807 that such suggestions manifested themselves with any significant impact. Even then, Austrian skirmishers were nowhere near as good as their French adversaries; rigid regulation stifled the natural flare of the men chosen as skirmishers. The Austrian General Joseph Radetzky stated that his skirmishers were limited because "we do not understand this kind of fighting".

Rifle Mixed Formation

This rule is the same as those on *Black Powder* page 78; however, the shot is treated as being from a rifle. This represents battalions of Rifles when in mixed formation, or those that were armed with muskets, but had rifle armed light or elite companies such as Austrian Jägers.

Rifled Muskets and Carbines

Units armed in such a way have two shooting characteristics. The first is for all shooting over close range and these shots are classed as Rifle shots for range calculation. The second characteristic is for close range fire and represents the carbines also being used to stave off danger.

Line Infantry

Although Austrian Infantry regiments were numbered, they were better known by the name of their Inhaber or Colonel in Chief, for example: Infantry Regiment 'Freiherr von

Hiller' Nr. 2. A good number of the Austrian Line infantry battalions were in excess of 800 officers and men and I have included the statistics for such large battalions as well as standard size units.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Line Infantry Standard unit	Regular Infantry	Smoothbore Musket	6	3	4	3	Poor Mixed Formation, Flinten-kartasche
Line Infantry Large unit	Regular Infantry	Smoothbore Musket	8	4	4	4	Poor Mixed Formation, Flinten-kartasche

Austrian Line Infantry have the following Special Rules, as well as the above stats: *Lie Down*, *May Form Square or Battalion Mass/Divisional Mass*, *Column of Companies*, *Close Column*, and *Poor Mixed Formation*.

Grenz Infantry

Grenz infantry hailed from the Austrian border with the Ottoman Empire, known as the 'Military Border'. This area incorporated a variety of cultures and nationalities and was under constant threat of Turkish incursion. However, this did mean that the Emperor could call upon all adult males

capable of fighting to bear arms. Regiments also boasted a contingent of sharpshooters armed with rifles.

Typically, Grenz infantry battalions provided much needed light infantry support, operating in a similar manner to line infantry and also having the ability to skirmish.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Grenz Standard Unit	Regular Infantry	Smoothbore Musket	6	3	4	3	Tough Fighter, Unreliable
Grenz Large Unit	Regular Infantry	Smoothbore Musket	8	4	4	4	Tough Fighter, Unreliable

Austrian Grenz Infantry have the following Special Rules, as well as the above stats: *Lie Down*, *May Form Square or Battalion Mass/Divisional Mass*, *Column of Companies*, *Close Column*, *Rifle Mixed Formation*, *Light Infantry Mixed Formation*, *Skirmish* and *Flintenkartasche*



Austrian Grenz Infantry

Jägers

In 1808, the Austrians raised nine jäger battalions again with six companies, each company having approximately 140 men. Jäger battalions armed themselves with carbines and rifles (approximately a third of the battalion were rifle armed) and mainly engaged in skirmisher duties, whilst the

carbine armed jägers protected their rifle armed colleagues.

On the battlefield, jäger infantry battalions provided much needed light infantry support. Jägers follow the rules for rifled muskets and carbines on page 104 of this supplement

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Jäger Infantry	Regular Infantry	Smoothbore Carbine and Rifled Musket	6	2/3	4	3	Rifle Mixed Formation, Sharpshooter

Austrian Jäger Infantry have the following Special Rules, as well as the above stats: *Lie Down, May Form Square or Battalion Mass/Divisional Mass, Column of Companies, Close Column, Light Infantry Mixed Formation* and *Skirmish*.

Grenadiers

Although the Austrians had no Guard units, the army's elite infantry came in the shape of German and Hungarian grenadiers, veterans of at least one campaign and five years' service. As we have seen, each Line infantry regiment had two companies of grenadiers. During hostilities, the Grenadiers were detached from their parent regiment and pooled with other detached grenadier companies in

combined grenadier battalions. Whole brigades of combined grenadiers acted as the army's reserve capable of delivering a hammer blow at the decisive point of the battle.

The 1807 regulations forbade grenadier battalions from forming skirmish lines. If this takes your fancy, then it can be represented by grenadiers not being capable of forming mixed formation.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Grenadier Infantry	Regular Infantry	Smoothbore Musket	7	3	4	3	Reliable, Elite 4+

Austrian Grenadier Infantry have the following Special Rules, as well as the above stats: *Lie Down, May Form Square or Battalion Mass/Divisional Mass, Column of Companies, Close Column* and *Flintenkartasche*.

Cavalry

Although Austria only contributed dragoon, chevauleger and hussar regiments to the campaign, their cavalry wing was significant and I have included all Austrian cavalry types out of completeness.

The Austrian army had eight kürassier, six dragoon and chevauleger, twelve hussar and three uhlan regiments. The main tactical formation for Austrian cavalry was the Division or *Abteilung* made up of two squadrons. Because of this common '*Abteilungsweise*' employment of splitting up regiments into detachments, we allow Austrian regiments to be played as either a single regiment of 3-4 squadrons as normal, or else as two, three or even four Small sized *Abteilung* of the same cavalry regiment.

Cavalry regiments, like the infantry, could be either 'German' or 'Hungarian' in origin. The German regiments provided the medium and heavy cavalry, whilst the Hungarian cavalry supplied the majority of the light cavalry. As with the infantry, each cavalry regiment took the name of its inhaber.

The Austrian cavalymen were skilled swordsmen and equestrians; well trained, and well mounted, and enjoying a great reputation in Europe. Despite that, they were at a significant disadvantage on the battlefield. There was a tendency for Austrian commanders to spread their cavalry throughout the army; this allowed the enemy to gain a numerical advantage in numbers at the decisive point of contact. Tactics relied heavily on a charge delivered in two or three deep lines. This shock of impact, was less than that of the French, who had developed the ability to operate in deeper formations 'en masse', as the Austrians used columns for manoeuvre only. Finally, tactical co-ordination between regiments was the exception rather than the norm. The Austrian regulations and training had no place for multi-regiment charges. That is not to say it did not happen, it was just uncoordinated.

Austrian Cavalry Special Rules

Austrian cavalry can use *Cavalry Deep Formation* and *Cavalry Mixed Formation*. See page 101 of this supplement.

In *Black Powder*, cavalry fight in Line and can form Column of March.

Dragoons

Dragoons were armed with the pallasch and a carbine, and operated in a manner similar to the heavy cavalry of other

European armies. Three regiments served in the Russian campaign, one with the Auxiliary Corps and two others in Galicia.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Draagoon	Regular Cavalry	Sabre	8	0	4	3	Heavy Cavalry D1
Draagoon Abteilung	Regular Cavalry	Sabre	6	0	4	2	Heavy Cavalry D1

Austrian Dragoons follow the Special Rules for Austrian Cavalry.

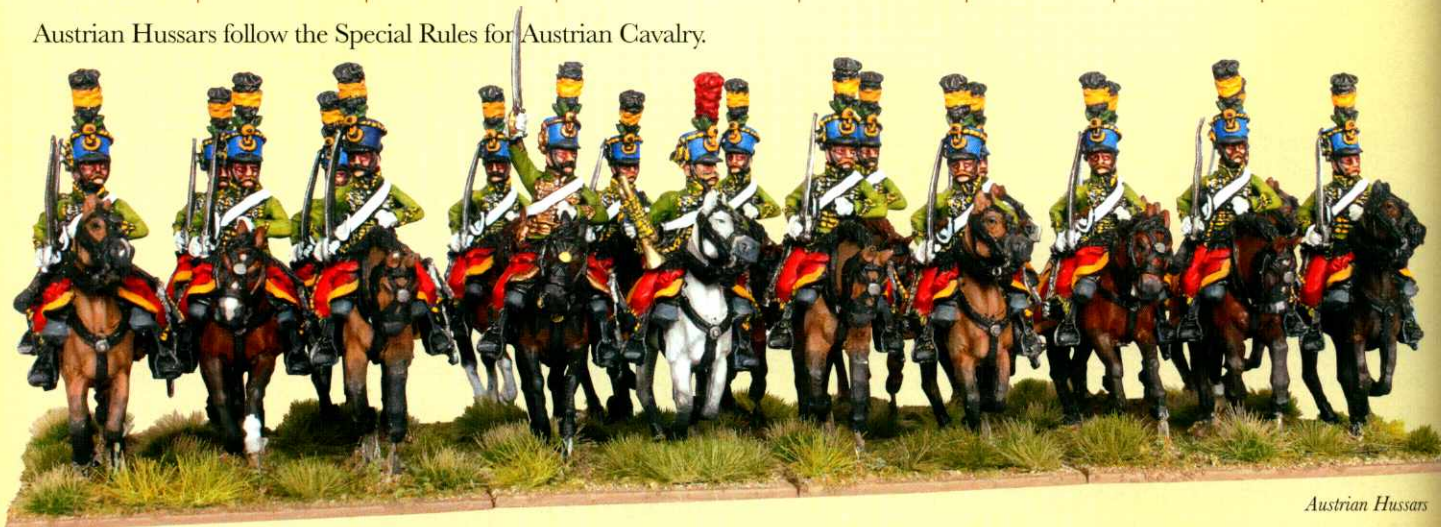
Hussars

Raised in Hungary and Slovakia, hussars were excellent light cavalrymen, their dashing reputation causing other European nations to model the uniforms of their hussars on the Hungarians. Armed with curved light cavalry sabre, carbine and pistols, they were equipped for both close-quarter combat and prolonged skirmishing.

Hussar regiments were huge. Squadron strength was set at 151 men. Light Cavalry regiments had their squadron strengths set at eight, although on campaign they could field less.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Large Hussar	Regular Cavalry	Sabre	9	0	4	4	Reliable, Marauder
Hussar Abteilung	Regular Cavalry	Sabre	5	0	4	2	Reliable, Marauder

Austrian Hussars follow the Special Rules for Austrian Cavalry.



Austrian Hussars

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cuirassier	Regular Cavalry	Sabre	9	0	3	3	Reliable, Heavy Cavalry D3
Large Chevauleger	Regular Cavalry	Sabre	8	0	4	4	Abteilung, Marauder
Large Uhlan	Regular Cavalry	Lance	9	0	4	4	Abteilung, Marauder, Lance

These regiments follow the Special Rules for Austrian Cavalry.

Artillery

Austrian artillery consisted of Brigade batteries, Position batteries and Cavalry batteries.

Although on paper Austria had cannons that could match the French in size, this was not the case in reality. Differences in weight measurement meant that the Austrian cannon balls were lighter than the French equivalent which meant that gun ranges were also shorter than those of the French. Although I have given standard battery statistics you can represent the effect of the lighter projectiles in your games of *Black Powder* by dropping a battery type back to a lighter battery. For example, a Position Battery would move from a Heavy Smoothbore Battery to a Smoothbore battery.

Brigade or Light Position Battery

These statistics represent the post 1808 eight-gun Brigade batteries assigned to each Brigade; or six-gun Light Position batteries assigned to higher level formations.

Although the old 3-pdr battalion guns had been withdrawn from regimental use in 1808, the Austrians continued to use them in eight-gun Brigade batteries, though by 1812 most Brigade batteries had eight 6-pdr cannons (with no howitzers).

Light Position batteries had six 3-pdr or four 6-pdr guns and two 7-pdr howitzers and were assigned to divisional formations.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Foot or Battalion battery	Regular Artillery	Smoothbore Battalion Guns or Smoothbore Artillery	1	3-2-1	4	2	

Reserve or Position Battery

These batteries can represent the Reserve 12-pdr guns placed in the main central battery in pre 1808 armies or the permanent heavier position batteries post 1808. The post

1808 12-pdr Position batteries had four guns and two 7-pdr howitzers. These batteries were Corps assets.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Position Battery	Regular Artillery	Smoothbore Heavy Artillery (Smoothbore Siege Artillery)	1	3-2-1	4	2	

Cavalry Artillery

No Cavalry Artillery served in Russia, but are included here for completeness. Unlike the French and Russian horse artillery, the Austrian gun crews were not individually

mounted, as they sat astride a modified seat (*wurst*) on the trail of the gun carriage. Cavalry Artillery batteries had six 6-pdr guns and two 7-pdr howitzers.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cavalry Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2	Marauder

Cavalry Artillery follows all the rules for *Moving artillery by horse* on page 33 of the *Black Powder* rulebook, but their move is reduced to 15" rather than 18".

The Kingdom of Italy

"The troops of the Kingdom of Italy covered themselves in glory... Since the Romans no period has been so glorious for Italian arms."

Napoleon

Napoleon created the Kingdom of Italy in 1805 when he annexed several territories and crowned himself 'Emperor of the French and King of Italy'. He made his adopted son Eugene de Beauharnais his Viceroy of the new kingdom, the Austrians being obliged to recognise Eugene after he defeated them at Austerlitz later that year. Napoleon's 'liberation' of the Italians secured a rich vein of manpower that took him little time to exploit.

The Italian army grew steadily and took part in all Napoleon's major campaigns, including the 1812 invasion of Russia. Of the 27,000 Italians that crossed

the Niemen, only 2,000 returned. The IV Corps contained the mass of Italian formations and was commanded by Viceroy Eugene in person, while the Velites of Turin and Florence were attached to the Imperial Guard. Also there were over forty other regiments in the French army that had their depots and recruiting grounds in Italy.

The Italian soldier of the Napoleonic Wars was dependable and capable of fighting with skill and determination as at Maloyaroslavets. The Italians followed the French system in terms of organisation of their armed forces and followed French tactical doctrine.

THE ITALIAN ROYAL GUARD

The Guard regiments of the Royal Guard consisted of infantry, cavalry and artillery. Italian Guard infantry follows the French infantry special rules. They do have *Pas de Charge*.

Royal Guard Infantry

In 1805 the Presidential Guard of the Cisalpine Republic took the title of The Royal Guard. The Guard Infantry Regiment consisted of one battalion of Grenadiers (*Granatieri*) and a battalion of Chasseurs (*Cacciatori*). Each of the battalions had

four companies of 100 officers and men and a depot company. In 1812, each battalion began the campaign over-strength with an average total of 581 officers and men. The Royal Guard had two 3-pdr cannon attached to it for the campaign.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Royal Guard Grenadiers and Chasseurs	Regular Infantry	Smoothbore Musket	7	3	4	3	Pas de charge, Reliable, Elite 4+

Italian Royal Guard Grenadier and Chasseur Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Mixed Formation*.

Royal Velites

The Guard Velites Regiment was established in 1805 on the orders of Napoleon, and the youth of Italy's social elite filled its ranks. Originally twelve companies of 100 officers and men formed three battalions. By 1812, there were two battalions of

four companies, with a strength of 555 and 549 officers and men respectively. The regiment had two 3-pdr cannon attached to it for the campaign. Regimental guns can be represented by following the rules given on page 54 of this book.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Royal Velites	Regular Infantry	Smoothbore Musket	7	3	4	3	Pas de charge, Reliable, Elite 5+

Royal Velites have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Mixed Formation*.





Formed in 1811, the Guard Foot Artillery had just over 100 officers and men crewing six 12-pdr cannons and two 7-inch howitzers. Use the statistics for the Old Guard Heavy battery to represent this battery.

ROYAL GUARD ARTILLERY
Guard Foot Artillery

Formed in 1805 the Guard Horse Artillery consisted of one battery of four 6-pdr cannons and two 6-inch howitzers. Use the statistics for the Old Guard Horse battery to represent this battery.

Guard Horse Artillery

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Gardes d'Honneur and Guard Dragons	Regular Cavalry	Sabre	8	-	4	3	Heavy Cavalry D1, Reliable

Gardes d'Honneur and Dragon Guards
Founded in 1805 the Gardes d'Honneur was raised from the sons of Italy's wealthiest families, a unit originally intended for maintaining civil order at home. In 1812, the five companies of this regiment sent 291 officers and men to Russia, less than ten

Gardes escaped the horrors of the campaign. The Dragon Guard regiment had originally been a four squadron strong formation. By 1812, the regiment consisted of two squadrons, each with a strength of just over 200 officers and men.

ROYAL GUARD CAVALRY

Italian Cavalry can use Deep Formation and Cavalry Mixed Formation See page 101 of this supplement.

Concepts of the Royal Guard infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Mixed Formation*, *Skirmish*, and *Pas de Charge*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Concept of the Royal Guard Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Reliable, Elite 5+

Concepts of the Royal Guard
In 1810, Eugene raised this regiment to provide replacements, after two years training, for the Guard Grenadiers, Guard Chasseurs and NCOs for the line regiments. The concepts (*Cosetti*) regiment had two battalions each of four field and one depot companies, raised directly from conscription. The first battalion had 585 officers

and men whilst the second had 539 officers and men. Once again this regiment was supported by two 3-pdr cannon. You can represent the regimental artillery attached to each of the Guard formations by referring to the rules shown on page 54 of this supplement.

ITALIAN LINE REGIMENTS

Italian Line infantry follows the French infantry special rules. They have *Pas de Charge*.

Infantry

In time for the invasion of Russia the Italian army had seven line regiments, four light regiments and the Dalmatian regiment. Each of the regiments was armed, equipped and organised as their French allies of the same type. The Kingdom of Italy inherited five regiments of Line and three of Light infantry from the Italian Republic with a further two Line raised in 1805 and 1808 and one Light in 1811. Each regiment had four field battalions of six companies and a depot battalion of four companies. The field battalions' six companies each had a paper

strength of 140 men. The 2nd and 3rd Line regiments, the 1st and 3rd Light regiments and Dalmatian infantry regiment took part in the campaign. The Dalmatians formed a regiment of three battalions and were light infantry. Each of the Infantry regiments was supported by two 3-pdr cannon. Regimental guns can be represented by following the rules given on page 54 of this supplement.

You can represent the regimental artillery attached to each of the formations by referring the statistics shown on page 54 of this supplement.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Italian Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	

Italian Line Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Italian Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Sharpshooter, Skirmish

Italian Light Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Mixed Formation* and *Light Infantry Mixed Formation*.



ITALIAN LINE INFANTRY



ITALIANS UNLEASH A VOLLEY

Cavalry

The Italian army had two regiments of Dragoons and four regiments of Chasseurs-à-Cheval (*Cacciatori a Cavallo*). The Dragoon regiments entitled 'Dragoni Regina' and 'Dragoni Napoleone' were converted from Hussar regiments in 1809 and each had four squadrons. For the 1812 campaign the 653 officers and men of the Dragoni Regina regiment were attached to the Royal Guard. The 2nd and 3rd regiments of the Chasseurs-à-Cheval served in Russia, each had three squadrons totalling just over 600 officers and men.

Italian Cavalry can use Deep Formation and Cavalry Mixed Formation See page 101 of this supplement.

For our *Black Powder* purposes use the statistics shown for Guard Dragoons on page 75 for the Dragoni Regina and Dragoni Napoleone. Whilst the Chasseurs-à-Cheval statistics are as follows:

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Chasseurs-à-Cheval	Regular Cavalry	Sabre	6	0	4	3	Marauder

Artillery

The Kingdom of Italy had both foot and horse batteries. Both foot and horse batteries consisted of six 6-pdrs and two howitzers. Attached to Eugene's IV Corps was an artillery

reserve which consisted of foot batteries with six 12-pdr cannons and two 7" howitzers each.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2	
Heavy Foot Battery	Regular Artillery	Smoothbore Siege Artillery	1	3-2-1	4	2	
Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	1	Marauder

The Kingdom of Saxony

"The most honest man to ever hold a royal sceptre."

Napoleon on Frederick Augustus, King of Saxony

The Kingdom of Saxony had been in an alliance with Napoleon Bonaparte and Imperial France since 1807, following their disastrous alliance with Prussia and defeat during the Jena-Auerstädt campaign of 1806. It became one of the many states that Bonaparte used to provide a buffer against Prussia; 'the Cordon Sanitaire'. A 20,000 strong Saxon army aided the French against the Austrians in 1809, although they did not cover themselves in glory, making a botch of their assaults at Wagram led by Marshal Bernadotte. Worse, they then routed the very next day when subjected to 'friendly fire' by the French who had mistaken them for Austrians.

The campaign of 1809 highlighted to the Saxon high command the need for change. Reforms were needed in order to build a modern and organized army in the French style.

In the Russian Campaign of 1812, the Saxons formed Reynier's VII Corps, which consisted of two infantry divisions and a cavalry brigade. The VII Corps was instructed to co-operate with the Austrians under Schwarzenberg, helping to guard the southern flank of the Grande Armée. There were several other Saxon formations spread throughout the Grande Armée that took part in the campaign of 1812. They went on to suffer horrendous casualties: of the 22,000 Saxons that took part in the campaign nearly nine out of ten men did not return.

The Saxon Infantry

Between 1810 and 1812, training in the new methods of war was emphasised and implemented. Despite this Saxony still

struggled with adapting to the reality of Napoleonic warfare. However, on the eve of the Russian campaign the rejuvenation of the officer corps, and the modernisation of drill and equipment to name but a few improvements, had done away with the antiquated army that had gone before and left a modern and efficient, if slightly insecure, army in its stead.

The Saxons had eight regiments of line infantry, two schutzen light infantry regiments, a Guard regiment and a jäger company. Although the Guard and jägers did not take part in the campaign, they are included here for completeness. The infantry regiments were named rather than numbered (e.g., the Prinz Anton Infantry Regiment), whilst the schutzen regiments were simply numbered.

A Saxon infantry regiment consisted of two musketeer battalions and two grenadier companies, the musketeer battalions each having four companies of 180 officers and men. The grenadier companies of a brigade were detached and grouped together to form grenadier battalions of four companies, each grenadier company having 180 officers and men.

The Light battalions consisted of four companies of 180 officers and men. From 1810, Saxon drill was simplified and followed the French tactical system.

The infantry regiments were assigned regimental artillery comprised of 4-pdr 'Schnellfeuergeschütze'.

Saxon Line and Light infantry by 1812 were every bit the equal of many of the other Rheinbund states, they were dedicated, brave and individually dependable. Their officers



SAXON LIGHTS

and NCOs were, for the most part, men promoted on merit, who knew their duty to the King and their men. The main difference between the Saxon Army and its Rheinbund compatriots was that it had not been tested, and at times had to adapt to situations to which it was not accustomed, sometimes leading to dithering and confusion.

Saxon infantry follows the French infantry Special Rules. They do not have *Pas de Charge*. In addition they have the following special rule:

Best Under Supervision

Even though the reforms of 1810 did away with many problems, Saxony was still in the process of adapting to ways of war which other nations had already done years earlier. Therefore, Saxon Line infantry, Light infantry and artillery have the special rule Unreliable unless the Saxon army is fighting alongside a French army as allies.

Saxon Line and Light Infantry are Lacking Initiative. See page 34 of this book.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Musketeer Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Unreliable, Lacking Initiative

Saxon Infantrymen have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Poor Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Schützen Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Skirmish, Sharpshooter

Saxon Light Infantrymen have the following Special Rules as well as the above stats: *Must Form Square*, *Column of Companies*, *Close Column*, *Mixed Formation*, *Light Infantry Mixed Formation*, *Lacking Initiative* and *Unreliable*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Combined Grenadier Infantry	Regular Infantry	Smoothbore Musket	7	3	4	3	Reliable, Elite 5+

Saxon Grenadiers have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Poor Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Leib Grenadier Garde Infantry	Regular Infantry	Smoothbore Musket	8	3	3	3	Reliable, Elite 4+, Tough Fighters

Saxon Leib Grenadiers have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Jäger	Regular Infantry	Rifled Musket	3	2	4	2	Reliable, Elite 4+, Skirmish, Sharpshooter, Small

Saxon Jägers have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Rifled Mixed Formation* and *Light Infantry Mixed Formation*.

THE SAXON CAVALRY

The Saxons had a higher proportion of cavalry regiments than most armies, having eight cavalry to eleven infantry regiments. Saxony, being a great horse breeding country, produced excellent mounts. Saxon horsemen were noted as being excellent warriors and this was proven in many a battle.

Saxon Heavy Cavalry

There were three regiments of heavy cavalry: The Garde du Corps, Leib Kürassiere Garde, and Zastrow Kürassiere. All three regiments had a strength of 675 officers and men in four squadrons. Saxon Cuirassiers only wore front chest plates whilst the most senior regiment the Garde du Corps wore neither front nor back plates. The Leib Kürassiere Garde did not take part in the campaign, but they are included for completeness. The other two regiments of heavy cavalry formed a brigade that was part of Latour-Maubourg's IV Cavalry Corps.

Note that Saxon Heavy Cavalry can only be Heavy Cavalry D2 or D3: roll a die; on a 1, 2, 3: D2; on a 4, 5, 6: D3.

Saxon Light Cavalry

The Saxon Light Cavalry consisted of four regiments of chevaulégers and one of hussars. Like the infantry regiments, light cavalry were named: Prinz Albrecht Regiment, for example. The chevauléger regiments had a strength of 670 men in four squadrons, whilst the hussars had eight squadrons of approximately 100 men each. In 1812, one chevauléger regiment, Prinz Clemens, was equipped with lances and retitled Uhlanen.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Saxon Heavy Cavalry	Regular Cavalry	Sabre	9	0	3	3	Heavy Cavalry D2 or D3, Reliable, Superbly Drilled
Saxon Cheveau-Léger	Regular Cavalry	Sabre	7	0	4	3	Reliable, Marauder
Saxon Hussars	Regular Cavalry	Sabre	9	0	4	4	Reliable, Marauder, Large
Saxon Uhlanen	Regular Cavalry	Lance	8	0	3	3	Reliable, Marauder, Lancer



SAXON CUIRASSIERS AT FULL GALLOP

Saxon Artillery

Saxon artillery had made a poor showing in the campaign of 1809 and was therefore reformed in time for the Russian invasion. Equipped with new Model 1810 cannon, it performed very well during the campaign. Saxon artillery consisted of four batteries of foot artillery and two horse batteries. Each consisted of four 6-pdr guns and two 8-pdr howitzers.

Use the statistics for French Line Foot and Horse batteries on page 46 of this supplement to represent these batteries. Saxon Horse artillery move as Austrian Horse artillery; see page 73. The 4-pdr "*Schnellfeuergeschütze*" can be represented in your games of *Black Powder* by referring to the statistics for regimental guns on page 54 of this supplement. As this weapon was a very quick firing gun, I would allow it one more pip at close range.

The Kingdom of Prussia

"...the Prussian corps shall be free to carry itself where the orders of their king call them."

Convention of Tauroggen, 1812

The crushing defeat of 1806 at the Battle of Jena and Auerstädt shattered the myth of Prussian military invincibility which had been created by King Frederick the Great half a century before. We have seen that the resulting peace treaty, the Treaty of Tilsit, deprived the Prussians of soldiers amongst other things.

Outraged at the army's performance, King Frederick William ordered a complete overhaul of Prussian armed forces. In response the Prussians created the military reform commission in 1807. The commission contained forward-thinking Prussian military officers, men such as Gerhard von Scharnhorst, August Neidhardt von Gneisenau and Carl von Clausewitz. The commission instigated changes from top to bottom in the Prussian Army, from the creation of the General Staff Service (that would later serve a united Germany into the 20th Century), to a more humane treatment of the common soldier. Their innovative conscription system, known as the Krumper system, was unlike any in Europe. It enabled the Prussians to secretly train many thousands more men than the Treaty of Tilsit would have allowed. This Krumper system dictated that a man would rotate out of the army once trained, to be replaced by a new recruit. So while, on paper, the Prussians stuck to the terms set by their French masters, the reality was that they had far more men than the prescribed 40,000.

In 1812, Prussia was obliged, by a convention signed between France and Prussia in February of that year, to provide 20,000 troops to the Grande Armée for the campaign in Russia. The 20,000 Prussian soldiers consisted of 14,000 infantry, 4,000 cavalry and 2000 artillerymen with 60 cannons. This Prussian 'Corps' was assigned to MacDonald's X Corps as the 27th Infantry Division. The Division consisted of three infantry brigades, two cavalry brigades and several artillery batteries.

The formations that made up the Division were composite formations brought together from several regular units. These formations followed the formation structures of the regular regiments. In addition to the 27th Division, a Prussian hussar regiment was assigned to the I Cavalry Corps, a Prussian uhlan regiment was assigned to the II Cavalry Corps, and a battery of artillery was attached to the French Imperial Guard.

The X Corps did not see that much action. As the Grand Armée's retreat from Russia began the Prussian commander, Ludwig Yorck von Wartenburg, allowed his command to become cut off. By negotiation with the Russians the 27th Division was neutralised by the Convention of Tauroggen.



VORWARDS! PRUSSIAN ON THE MOVE

Prussian Commanders

The Prussian Staff System, created in 1806, was firmly established by 1812. It fostered a system of support for commanding officers with chief of staff cadres created from brigade level upward. Men chosen because of their military ability rather than social standing assisted commanders in logistics and tactics, in particular the transfer and implementation of orders.

When rolling for the Personal Qualities of Commanders (page 94 of the *Black Powder* rulebook) Prussian commanders use the following table when rolling for Decisiveness:

Dice roll	Trait Value
1 to 3	Normal
4 to 6	High

Further to the above, a Prussian commander who rolls High Independence increases his Staff Rating by +1. A Prussian commander cannot have a low Independence rating; if this is rolled, the result is normal Independence instead.

Sub-commanders

Prussian brigade tactics were extremely flexible and not constrained by the regimental structure. Regimental commanders would be used to command a 'task force' which could include battalions from other regiments. This can be represented in your games of *Black Powder* by allowing your brigade commander access to up to one sub-commander.

A brigade commander can give orders through a sub-commander to any units in the brigade commander's brigade. Measure the distance to the unit from the sub-commander but use the brigade commander's Staff Rating.

If a blunder is rolled whilst giving an order through a sub-commander, the brigade commander cannot use the sub-commander any further that turn and they must refer to the blunder chart for the unit/s that were subject to the order.

The brigade commander is then free to give specific orders himself if he has not done so that turn. Sub-commanders can be used to give Follow Me orders.

Sub-commanders can join units and increase the hand-to-hand attacks of the unit that they have joined by one.

Prussian Infantry

The Infantry brigades in the 27th Division contained two composite infantry regiments and either a fusilier battalion or a jäger battalion and a pioneer company. Only the Leib Regiment retained its formal structure. The composite infantry regiments were formed using one musketeer battalion from two different regiments. Each infantry battalion consisted of four companies, but they operated tactically as eight half companies, a half company being referred to as a 'zug'. Each company had approximately 200 hundred officers and men but campaign strengths were lower.

In January 1812 the *Exerzir-Reglement für die Infanterie der Königlich Preussischen Armée*, shaped Prussian infantry formations, manoeuvres and tactics. These regulations

simplified column formations so that the only columns used were close with only one pace between each sub unit. Although the Prussians could form a column on the head of a single zug, they almost always formed their close columns on a two zug frontage which was known as the *Angriff Kolonne*.

Prussian infantry could be seen in several formations depending on the tactical situation. Those were the 'angriffskolonne' or Attack Column, Zug column, Column of March, Line, Solid Square or Skirmish order.

The Attack Column rules are suitable for the 'angriffskolonne' in your games of *Black Powder*, whilst the Zug column can be represented by the Column of Companies. Both of these formations could be closed up to form a Close Column see page 98 of this supplement.

When fighting in line, the majority of Prussian infantry would form up three deep. The front rankers were the toughest men in the battalion, whilst the third rank consisted of the better shots and the most agile men. Prussian fusiliers actually fought in two ranks but both line formations can be represented in *Black Powder* by the Line formation rule.

Prussian infantry can use the following special rules:

Column of Companies

See page 98 of this supplement.

Attack Column (Column of Divisions)

As per *Black Powder* rules page 15, although I suggest a few new rules on pages 108 of this supplement to represent the Attack Column in combat.

Line

As per *Black Powder* rules page 15, although I suggest a few new rules on pages 108 of this supplement to represent the line in combat.

Closed Column

See page 98 of this supplement.

Lie Down

See Pages 101 of this supplement.

Skirmish Formation

As per *Black Powder* rules, page 16.

Rifle Mixed Formation

This rule is the same as that on *Black Powder* page 78; however, the shot is treated as being from a rifle. This rule can be applied to Prussian Jäger when in mixed formation.

Mixed Formation

The 1812 regulations specified that the third rank of a musketeer battalion could be pulled out of the line and formed into four separate zugen that could be used to extend

the line, support the line or carry out skirmish duties. This is represented in *Black Powder* by the mixed formation rule.

As per *Black Powder* rules, page 78.

Light Infantry Mixed Formation

Fusiliers and jägers could deploy more manpower into their skirmish screens, so in games of *Black Powder* they can use the Light Infantry Mixed Formation rules on page 96 of this supplement.

Must Form Closed Square

Troops in the Napoleonic era had two methods of forming square. Hollow squares could be formed from line and open columns that were normally at half or quarter distance. Closed columns could only form solid squares and as a result the regulations prescribed the solid square as the Prussian infantry's defence against cavalry.

Battalions in closed column could swiftly form a 'Closed Square' when required, but they were horrendously vulnerable to artillery fire, being a closed-packed mass of humanity.

Any unengaged infantry battalion that has the Must Form Square special rule that is in closed column must form a 'Closed Square' when charged by cavalry even if the infantry is disordered. In order to do this, follow the normal rules for forming square, except that the infantry only fails to form a closed square on a double one. On any other roll the infantry forms a closed square. If you are unfortunate enough to roll a double one, then the infantry forms a disordered closed square.

Alternatively, an infantry battalion can form a closed square as part of their normal move, and as with any formation change, an order is required to change to and from a closed square.

An unengaged Prussian battalion in attack column or column of companies that has the Must Form Square special rule must elect to attempt to form a closed square when charged by cavalry, even if the infantry is disordered. Follow the normal procedure for forming square laid out on page 75 of the *Black Powder* rulebook. Roll two dice and add the scores together. On a roll of double six or double one, the unit is disordered, although it can still form closed square.

A closed square has the following special rules:

- A Closed Square has no flanks or rear.



ACTION AT GROSS ECKAU

- A Closed Square movement is reduced by half (from 6" to 3"), it can move freely (subject to normal move restrictions) in the movement phase, unless it starts within 12" (or moves to within 12") of a cavalry unit, when the closed square can only make one move at half speed per turn.
- A Closed Square can fire one dice per facing up to the battalion's shooting value. All shots have an extra -1 to hit to represent the reduced number of muskets that can be fired.
- Artillery firing at a Closed Square receive a +2 to hit modifier.
- Cavalry can charge and make contact with a closed square. The square can shoot closing fire at the charging cavalry and this is assumed to be at close range.
- In combat a closed square fights with two dice per front and rear face and one dice to its flank and gains the Square versus Cavalry combat bonus. A closed square can be supported.
- In hand-to-hand fighting a closed square has a +2 combat result modifier when fighting enemy cavalry. This bonus is not negated if the closed square is also fighting infantry.
- Cavalry that charge home onto a closed square receive no charge bonus when doing so. They will also suffer from the 'square versus cavalry' bonus of +2 added to the closed square's combat result.
- A closed square that takes a break test ignores results that oblige it to retire and will hold its ground, although any result that states that the unit would become disordered, does disorder the unit.

Prussian Line Infantry



Musketeers

The musketeers were the most numerous infantry type in the 27th Infantry Division. Two of these battalions formed the bedrock of the composite infantry regiments. Although their quality was variable they were on the whole solid and dependable troops, performing well against the Russians at the battle of Gross Eckau on 19th July 1812.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Musketeer Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	

Musketeer Infantry have the following Special Rules, as well as the above stats: *Lie Down*, *Must Form Closed Square*, *Column of Companies*, *Close Column*, and *Mixed Formation*.

Fusiliers

The Fusiliers were the nimblest and most agile infantrymen, armed with muskets. One fusilier battalion joined two musketeer battalions to form a composite regiment.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Fusilier Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Skirmish, Sharpshooter

Fusilier Infantry have the following Special Rules, as well as the above stats: *Lie Down*, *Must Form Closed Square*, *Column of Companies*, *Closed Column* and *Light Infantry Mixed Formation*.

Jägers

The Jägers were excellent soldiers, marksmen and experts in the arts of skirmishing. They could be broken down into company sized units. Jägers were armed with rifled muskets.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Jäger Infantry	Regular Infantry	Rifled Musket	6	3	4	3	Skirmish, Sharpshooter, Reliable, Elite 5+

Jäger Infantry have the following Special Rules, as well as the above stats: *Lie Down*, *Must Form Closed Square*, *Column of Companies*, *Closed Column*, *Rifle Mixed Formation* and *Light Infantry Mixed Formation*.

PRUSSIAN CAVALRY

The Prussian cavalry brigades in the 27th Division consisted of dragoon and hussar regiments. Each regiment was a composite formation of four squadrons, two each from different cavalry regiments. Each squadron could have up to 155 officers and men. They drew their tactics from *Exerzir-Reglement für die Kavallerie der Königlich Preussischen Armée* of 1812. Each of the cavalry squadrons was further subdivided into four platoons (*zug*). Each squadron had 48 'flankers'

and 12 riflemen who acted as skirmishers. The riflemen were placed on horses that were used to the sound of firearms. The fourth *zug* of each squadron consisted entirely of the 'flankers' and six of the riflemen with the remaining 'flankers and riflemen spread through the 1st, 2nd and 3rd *zugs*.

Prussian cavalry can use *Deep Formation* and *Cavalry Mixed Formation*. See page 101 of this supplement.

Dragoons

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Dragoon	Regular Cavalry	Sabre	8	0	4	3	Heavy Cavalry D1
Dismounted Dragoons	Regular Infantry	Smoothbore musket	4	2	4	2	Skirmish

Hussars

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Hussars	Regular Cavalry	Sabre	6	0	4	3	Marauder

Uhlans

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Uhlans	Regular Cavalry	Lance	7	0	4	3	Lancer, Marauder

Prussian Artillery

The 27th Division had both foot and horse companies. Two guns formed a section, and two sections made a half-company (or half-battery). Two half-companies formed a company (or battery). The foot company comprised six 6-pdr cannons and two 10-pdr howitzers. The horse batteries had six 6-pdr cannons and two 7-pdr howitzers. One-foot battery was supplied with 12-pdr cannon.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Prussian Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2	
Prussian Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	1	Marauder
Prussian 12pdr Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3/2/1	4	2	

The Kingdom of Westphalia

"When they saw us, they melted down as quickly as snow in the spring!"

Russian soldier facing Westphalians

The Kingdom of Westphalia was ratified as a state at the Peace of Tilsit in 1807 in the second treaty (9th of July), another buffer state to add to the 'cordon sanitaire'. The kingdom's principle territories were Brunswick, Hanover and Hesse-Cassel in north-west Germany. Napoleon gave the prize to his wasteful drunkard of a younger brother Jerome, who became the kingdom's sovereign and prime-minister. As a key member of the Confederation of the Rhine the Westphalians were expected to contribute to the Emperor's war machine.

From humble beginnings the Westphalian army had grown to an army corps by 1812. That journey had been a troubled one. A division sent to Spain in 1809 showed only an adequate performance and suffered a staggering attrition rate of 80%. Westphalian formations during the campaigns against the Austrians in 1809 were roundly thrashed by weaker formations.

The Westphalians entered the campaign against the Russians as the VIII Army Corps. This consisted of two infantry divisions; a guard cavalry brigade; a light cavalry brigade; a heavy cavalry brigade; two further infantry battalions and a few artillery batteries. Though the Westphalian army relied on conscription, it also took in large numbers from German-speaking regions destined for French service but found to be too troublesome.

The Westphalian army's commanders were not that admired, with some not up to the job. Division General Vandamme, who had the men's welfare at heart, constantly failed to meet

Jerome's plans, preferring to ensure that all had sufficient supplies. Vandamme's replacement, Junot, was even worse. Given the task of encircling the Russian left flank and cutting it off at Smolensk, he got totally lost and missed the battle, to the fury of the Emperor. Junot suffered the wrath of the Emperor once again at the Battle of Valutina Gora, where only at Murat's insistence did Junot move to aid Ney's rear-guard.

Westphalian formations copied French structures and tactical doctrine. The performance of Westphalian formations during the campaign was better than it had been previously, but would still be deemed as mediocre.

Napoleonic 'German' troops tended to rely too much on their leaders – they needed orders and would not act on their own initiative. General von Scheler, commander of a Württemberg brigade in 1812, said "The German system lacked many motives to awake the soldiers' ambition, goodwill and pride." This leads us on to a useful rule that we sometimes apply to our 'German' infantry units: Westphalian infantry follows the French infantry special rules. They do not have *Pas de Charge*. Westphalian infantry also have the special rule Lacking Initiative.

Lacking Initiative

A unit identified as lacking initiative cannot make initiative moves unless it is to change formation or facing. Any other move must be by orders.

THE WESTPHALIAN GUARD

Infantry

There were three battalions of Guard infantry: Guard Grenadiers, Guard Jäger and Jäger-Karabiniers. They formed a brigade in the VIII Corps. The paper strengths of the battalions were: Grenadiers – four/six companies of 116 officers and men and the Guard Jäger – four/six companies of 118 officers and men. The Guard Grenadiers filled their ranks with Hessian veterans, the best men from the line regiment grenadier companies and the most promising recruits. The Jäger-Karabiniers consisted of six companies of 103 officers and men and were all volunteers who had previously been hunters and foresters. The Jäger-Karabiniers, whilst not being officially part of the Guard, were regularly brigaded with them to carry out skirmishing and scouting. They were armed with rifles.

The Guard Grenadiers entered the Russian campaign with 832 officers and men with two 6-pdrs attached, crewed by 32 officers and men. The Guard Jägers had 836 officers and men. Both could be considered as Large for our *Black Powder* purposes. The Jäger-Karabiniers had 674 officers and men.

The two 6-pdrs attached to the Guard Grenadiers can be represented by using the statistics for regimental artillery on page 54 of this supplement. Replace the smoothbore battalion artillery with smoothbore foot artillery.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Large Guard Grenadiers	Regular Infantry	Smoothbore Musket	8	4	4	4	Reliable, Elite 4+

Guard Grenadier Infantry have the following Special Rules as well as the above stats: *Lie Down, Must Form Square, Column of Companies, Closed Column and Mixed Formation.*



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Large Guard Jägers	Regular Infantry	Smoothbore Musket	8	4	4	4	Reliable, Elite 4+

Guard Jäger Infantry have the following Special Rules as well as the above stats: *Lie Down, Must Form Square, Column of Companies, Close Column, Mixed Formation, Light Infantry Mixed Formation, Skirmish* and *Sharpshooter*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Jäger - Karabinier	Regular Infantry	Rifled Musket	6	3	4	3	Reliable, Elite 4+, Skirmish, Sharpshooter

Jäger Karabinier Infantry have the following Special Rules as well as the above stats: *Lie Down, Must Form Square, Column of Companies, Closed Column, Rifle Mixed Formation, and Light Infantry Mixed Formation*.

Cavalry

There were two regiments of cavalry in the Westphalian Guard, the Garde du Corps and the Guard Chevauleger regiment. The Garde du Corps were a palace guard more accustomed to ceremonial duties than fighting. Its strength of one company of 91 officers and men could be represented as a tiny unit in your games of *Black Powder*. The Chevauleger regiment consisted of three field squadrons with a total strength of 624 officers and men. Both formations were built around a cadre of Polish

lancers who had escorted Jerome to Kassel in 1807. In October 1811 the 1st squadron of the Chevauleger received lances whilst the 2nd and 3rd remained sabre armed. You could represent this in your games of *Black Powder* by denoting two of the six dice that you roll in hand-to-hand for them as lance attacks.

Westphalian cavalry can use *Deep Formation* and *Cavalry Mixed Formation* See page 101 of this supplement.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Garde du Corps	Regular Cavalry	Sabre	3	0	4	1	Heavy Cavalry D1, Reliable, Tiny

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Guard Chevauleger	Regular Cavalry	Sabre	6	0	4	3	Reliable



Westphalian Line Infantry

Westphalian Line Infantry

The Line infantry regiments had two or three field battalions. Each conformed to the French model, with one grenadier, one voltigeur and four fusilier companies, each with an authorised strength of 140 officers and men. Each regiment was numbered e.g. 3rd Westphalian Line Regiment. Each of the regiments had two 3-pdrs attached.

Westphalia fielded light infantry battalions. Their structure followed the French model – the battalion consisted of one

carabinier, one voltigeur, and four chasseur companies (again each with 140 officers and men). Each battalion was numbered e.g. 3rd Westphalian Light battalion.

Westphalian infantry follows the French Infantry Special Rules but do NOT have 'Pas de Charge'. Line and Light infantry are *Lacking Initiative*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Westphalian Line Infantry	Regular Infantry	Smoothbore Musket	5	3	4	3	Lacking Initiative

Line Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, and *Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Westphalian Light Infantry	Regular Infantry	Smoothbore Musket	5	3	4	3	Lacking Initiative, Skirmish

Light Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Mixed Formation*, and *Light Infantry Mixed Formation*.

CAVALRY

Cuirassiers

Westphalia provided two regiments of cuirassiers in a single brigade for the campaign, each consisting of four squadrons

each of 158 officers and men. Originally assigned to the VII Corps, this brigade was later moved to the IV Cavalry Corps.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Cuirassier	Regular Cavalry	Sabre	8		4	3	Reliable, Heavy Cavalry D3

Hussars

There were two regiments of hussars in the VII Corps, each with four squadrons. They were raised in 1810 in newly acquired Hanoverian territory. The 1st Hussar Regiment

had 617 officers and men and the 2nd Hussar Regiment had 624 officers and men. These regiments carried out the duties of light cavalry such as scouting and patrolling.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Hussars	Regular Cavalry	Sabre	6		4	3	Marauder

Line Artillery

Westphalia had foot, horse and heavy foot batteries crewed by 92, 107 and 90 officers and men respectively. All batteries had either four 6-pdr (foot and horse) or 12-pdr (heavy foot) cannons and two 7-inch howitzers

Each battery conformed to French structure and can be represented in your games of *Black Powder* by referring to the equivalent French statistics on page 54 of this supplement. The regimental artillery attached to each Line regiment can be represented by referring to the statistics for regimental artillery on page 54 of this supplement.



Diorama by Luis Garcia Balaguer

The Retreat from Moscow

The Confederation of the Rhine

The Austrian defeat at Austerlitz in 1805, and the resulting Treaty of Pressburg led to the creation of the Confederation of the Rhine in 1806. The members of the Confederation were former territories of the Holy Roman Empire, kingdoms, grand duchies, duchies, principalities and free towns all united together into one great buffer or *cordon sanitaire* for Napoleon against Russian, Prussian and Austrian aggression.

The Confederation of the Rhine was a rich source of manpower for the Emperor's armies. Each member state had to provide a specific number of soldiers when required. I have covered the larger members of the Confederation elsewhere in this supplement; this section covers the lesser known small states that contributed manpower to a greater or lesser degree:

Baden

In 1812, Baden's contribution included infantry, cavalry and artillery. The infantry consisted of four infantry regiments, each of two battalions, and a Leibgarde and jäger battalion. Each battalion was formed in the French style with six companies of 120 officers and men, although campaign strengths varied. There were two cavalry regiments: a light dragoon regiment and a hussar regiment. Two foot batteries and a horse battery all with six 6-pdrs and two howitzers provided the artillery support.

Berg

Berg's contribution to the invasion force consisted of infantry, cavalry and artillery. Three infantry regiments with two battalions and a fourth with one battalion were assigned to the 9th Corps. The battalions were modelled in the French manner with six companies of 120 officers and men, although campaign strengths varied. A chevauleger lancer regiment of three squadrons provided the cavalry arm whilst a foot and a horse battery each had four 6-pdr cannons and two howitzers.

Hesse-Darmstadt

Hessian infantry regiments consisted of two musketeer battalions and a fusilier battalion. In 1812, the fusilier battalions of the Leib Regiment and the Leibgarde Regiment were removed from their parent regiments to form the Garde Fusilier Regiment. These three regiments were then brigaded together, initially in the Imperial Guard and then in the IX Corps with other Confederation troops. Each battalion contained four companies of 160 officers and men. Hesse-Darmstadt provided one cavalry regiment for the campaign – a three squadron strong chevauleger regiment with 348 officers and men.

Confederation States infantry follow the French Infantry Special Rules but do NOT have Pas de Charge.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Baden, Hesse Darmstadt Guard	Regular Infantry	Smoothbore Musket	7	3	4	3	Elite 5+

Guard Infantrymen have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Baden, Berg, Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	

Line Infantrymen have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column* and *Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Baden Jäger Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	

Baden Jäger Infantrymen have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Rifle Mixed Formation*, *Light Infantry Mixed Formation*, *Skirmish* and *Sharpshooter*.



Saxe-Weimar Line Regiment

Oldenberg and Hansa

The Duchy of Oldenberg along with the Hansa cities of Bremen and Hamburg raised three 'French' Line infantry regiments numbered 127th through to 129th. These battalions are catered for in your games of *Black Powder* by referring to the statistics and Special Rules for French Line Infantry given on page 50 of this supplement.

Other States

Several other minor states contributed troops; six infantry regiments were formed from these contingents. The 1st and 2nd regiments were from Nassau, whilst Frankfurt raised a three battalion regiment on the French model named the 3rd Rheinbund Regiment.

The Saxon Duchies raised a three battalion regiment known as the 4th Rheinbund Regiment; the first and second battalion had six companies each, one grenadier, four musketeer and a jäger company. The third battalion was a light battalion from Saxe-Weimar and had six chasseur companies, the third rank of this battalion was armed with rifles. The whole regiment had nearly 2600 officers and men and each battalion would be good candidates for large units.

The 5th Rheinbund Regiment, hailing from Anhalt-Lippe, had two battalions. Each battalion had six companies in the French manner. All were deemed musketeers.

The 6th Rheinbund Regiment had two battalions each of six companies. The ranks of the first battalion were filled with

men from Schwarzburg and the second with men from Reuss and Waldeck.

The 7th Rheinbund Regiment was raised in 1812 in Würzburg. It consisted of three battalions each of six companies.

The 8th Rheinbund Regiment was raised in 1812 in Mecklenburg-Strelitz. It consisted of three battalions each of six companies.

Rheinbund infantry follow the French Infantry Special Rules but do NOT have Pas de Charge. Other states' infantry do not receive a +1 bonus when shooting at short range and suffer a -1 penalty when shooting at medium and long range. Other states' infantry do not receive any bonus for being a skirmisher when shooting. Rheinbund infantry are Lacking Initiative.

The light cavalry regiments outlined above can be represented in your games of *Black Powder* by using the statistics from the French Light Cavalry section shown on page 53 of this supplement.

The Berg Lancers can be represented in your games of *Black Powder* by using the statistics from the French Chevauleger Lancer section shown on page 52 of this supplement.

The foot and horse artillery can be represented in your games of *Black Powder* by using the statistics from the relevant French artillery battery section shown on page 54 of this supplement.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Rheinbund Line Infantry	Regular Infantry	Smoothbore Musket	5	3	4	3	Lacking Initiative

Confederation Line Infantrymen have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, and *Mixed Formation*.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Rheinbund Light Infantry	Regular Infantry	Smoothbore Musket	5	3	4	3	Lacking Initiative

Light Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Mixed Formation* and *Poor Skirmisher*. Can have *Poor Rifle Mixed Formation*.

The Kingdom of Württemberg

"And so we retreated, when many died and I lost my health. We retreated twenty-four miles when Emperor Alexander encircled us with 200,000 in our back and captured us... they (the Russians) did not leave a shirt on our skin. So you can well imagine, dear parents, in what condition I am in."

A soldier's letter home

Württemberg, since 1495 a small Duchy in southern Germany, had joined the allies against France in the First and Second Coalitions. However, when the French invaded Württemberg, Duke Frederick signed a bilateral treaty with France in 1802. From 1803 till 1806 Württemberg became an electorate until in 1806 it became a Kingdom when Frederick was made King of Württemberg. Frederick then also joined the Confederation of the Rhine. As with most of the kingdoms in the Confederation, Württemberg was expected to supply significant manpower for Napoleon Bonaparte's wars. As a result, the army grew steadily and by 1812 it was a substantial all-arms formation.

For the Russian campaign, Württemberg committed an infantry division and three regiments of light cavalry to the III Corps. Nearly 16,000 men set out on campaign but fewer than 500 returned, which contributed to Frederick's decision to return to the side of the allies in 1813.

The Württemberg Infantry

Württemberg contributed five Line infantry regiments, two Light infantry battalions and two Jäger battalions.

Württemberg infantry follow all the special rules for French infantry but they do not have Pas de Charge.

The Line infantry regiments had two field battalions. The first battalion consisted of one grenadier and three musketeer companies, whilst the second battalion had four musketeer companies. Each company had approximately

166 officers and men, the battalions fielding a 'paper' strength of 700. In 1811, the practice of naming regiments after the regiment's patron ended, being replaced with a number unless the patron was a member of the Royal family. Unlike the Westphalian and Baden regulations, which were translations of the French manual, the Württemberg regulations were of their own making and based on the two-deep line. Württemberg Line Infantry were solid and dependable troops.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Württemberg Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	

Württemberg Line Infantry have the following Special Rules as well as the above stats: *Lie Down, Must Form Square, Mixed Formation, Column of Companies, Column of Companies* and *Close Column*.

The Light battalions consisted of four companies of approximately 166 officers and men. The battalions were simply numbered, e.g. 1st Württemberg Light Infantry Battalion. However, by the time the Württembergers had reached Borodino, their strength was much reduced due to hard campaign conditions, and regiments had been reduced to the effective size of single battalions. They were excellent soldiers and respected by their French allies.



1st Battalion Jägers

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Württemberg Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Sharpshooter, Skirmish

Württemberg Light Infantry have the following Special Rules as well as the above stats: *Lie Down, Must Form Square, Column of Companies, Close Column, Mixed Formation* and *Light Infantry Mixed Formation*.



Württemberg Light Infantry

The jägers had the same organisation as the light battalions. One third of the men in each battalion were armed with rifles, with the other two thirds using rifled carbines. The 1st Württemberg Jäger battalion was an elite formation and took the title '*König*', meanwhile the 2nd Württemberg Jägers were usually broken down into company size

formations. In your games of *Black Powder*, you could represent this by breaking a standard unit down into two 'small' units or four 'tiny' units. Note that other armies could do this with their Light Infantry battalions. We limit this to Light Infantry that are 'Elite 5+' or better. See creating detachments on page 105 of this supplement.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Württemberg Jägers	Regular Infantry	Rifled Musket and Carbine	6	2/3	4	3	Skirmish, Reliable, Sharpshooter, Elite 4+

Jäger Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Close Column*, *Rifle Mixed Formation* and *Light Infantry Mixed Formation*.

The Württemberg Cavalry

Württemberg Cavalry can use Deep Formation and Cavalry Mixed Formation see page 101 of this supplement.

The three regiments of cavalry that Württemberg contributed to the III Corps were two Chevauleger regiments and the mounted jägers ('*Jäger zu Pferd*') regiment. The cavalry was organised and deployed in the

vsame way, but had differing uniforms. Each regiment was made up of four squadrons, and a squadron fielded a theoretical strength of 102 officers and men. The regiments were both numbered and named: 1st Chevaux Leger Kavallerie Regiment Prinz Adam, 2nd Leib Chevaux Leger Kavallerie Regiment and 3rd Jäger Kavallerie Regiment Herzog Louis.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Württemberg Chevauleger and Jäger cavalry	Regular Cavalry	Sabre	6	3	4	3	Marauder

The Württemberg Artillery

Württemberg contributed two horse batteries and three foot batteries to the III Corps. The Horse batteries had four 6-pdr cannons and two 7-pdr howitzers. The foot batteries were split between heavy and light batteries. The heavy battery had six 12-pdr cannon, whilst the two light batteries had four 6-pdr cannon and two 7-pdr howitzer.

The four cannons of the two light batteries can be represented by the half battery rules given on page 108 of *Albion Triumphant Volume 2, The Hundred Days Campaign*; the statistics are repeated below for your convenience. Some players represent half batteries with one gun and full batteries with two guns.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Württemberg Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2	
Württemberg Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	1	Marauder
Württemberg Heavy Artillery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3/2/1	4	2	

The Kingdom of Naples

"These troops are no better than none at all."

Napoleon

In 1805, Sicily and Naples, known as the Kingdom of the Two Sicilies took up arms against France. It was a poor decision, as its continental territories were quickly invaded by the French. King Ferdinand IV and his administration were forced to flee to the island of Sicily under the protection of the Royal Navy. Napoleon created the Kingdom of Naples from the captured territories, the crown of which was initially bestowed on Napoleon's brother Joseph, and then given to Murat when Joseph became the King of Spain.

The Neapolitan army of the Napoleonic Wars was... how can I put this gently? ... terrible! This can be emphasised by taking a look at the Pionniers Noir. This unit was raised in Saint Domingue from the island's inhabitants originally as part of the French army, who viewed its men as poor soldiers. When the Pioneers transferred into Neapolitan service as the 7th Infantry Regiment in 1806, it was seen as one of the best in Neapolitan service.

In 1812 the Neapolitans contributed one Division of two infantry brigades and a cavalry brigade. Being of poor quality they were used for garrison duties and in a supporting role. Although they saw no action I have

included them out of a sense of completeness, also they wore some of the most colourful uniforms in the whole Napoleonic Wars.

NEAPOLITAN INFANTRY

The Neapolitan division consisted of two infantry Brigades. The first brigade consisted of the Marines of the Guard and a regiment of two battalions of Velites à pied. The remaining infantry brigade consisted of three regiments of Line infantry each consisting of two battalions.

Neapolitan infantry follows the special rules for French infantry. They do not have *Pas de Charge*. In addition, they have the special rule *Lacking Initiative*.

Lacking Initiative

Neapolitan infantry is classed as Lacking Initiative, they cannot make initiative moves, unless it is to move into their rear quarter, or change formation or facing.



Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Neapolitan Line Infantry	Regular Infantry	Smoothbore Musket	5	2	5	3	Unreliable, Wavering, Poor Mixed Formation, Lacking Initiative
Neapolitan Light Infantry	Regular Infantry	Smoothbore Musket	5	2	5	3	Unreliable, Wavering, Poor Skirmisher, Light Infantry Mixed Formation, Lacking Initiative

Neapolitan Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies* and *Close Column*.



Neapolitan Infantry

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Neapolitan Guard Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Unreliable, Lacking Initiative, Mixed Formation
Neapolitan Marines	Regular Infantry	Smoothbore Musket	4	2	4	2	Unreliable, Poor Mixed Formation, Lacking Initiative

Neapolitan Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies* and *Close Column*.

NEAPOLITAN CAVALRY

The final brigade in the Neapolitan Division was a cavalry brigade consisting of two cavalry regiments each with two squadrons. They were the Velites à Cheval and the Gardes d'Honneur.

Neapolitan Cavalry can use Deep Formation and Cavalry Mixed Formation See page 101 of this supplement.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Neapolitan Guard Light Cavalry	Regular Cavalry	Sabre	5	0	5	3	Unreliable, Wavering
Neapolitan Guard Heavy Cavalry	Regular Cavalry	Sabre	8	0	4	3	Heavy Cavalry D1, Unreliable, Wavering



NEAPOLITAN ARTILLERY

The cavalry brigade had one horse battery attached. The battery had four 6-pdrs and two 5.5-inch howitzers

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Neapolitan Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	1	Unreliable, Wavering

A Selection of New Rules

The original *Black Powder* rules were developed and played almost exclusively on table tops that most gamers could only dream of playing upon, tables six feet wide and up to fourteen feet long. On such tables are placed large numbers of troops and it is sometimes folly to restrict your games with endless lists of special rules. That said, there are those players who love to flavour their games with special rules or have games that are sufficient in scale to accommodate a few special rules. In this section I therefore offer a few new special rules, as well as some that you may be familiar with if you have my two previous supplements. The new rules are designed to add a little more Napoleonic flavour to your games of *Black Powder* without moving too far away from Messrs Priestley and Johnson's fantastic rule set.

The rules are not presented as specific to the 1812 campaign and most can be used for earlier or later campaigns. I have also included special rules from my previous supplements, I have reworded a few of those rules hopefully to make them clearer.

As usual they are only suggestions, so without further ado:

RULES INVOLVING FORMATIONS

Four Deep Line

This rule was first introduced in *Albion Triumphant, Volume 2*. I highlighted that it was used when infantry battalions were struggling to deploy into two deep line due to topography or the tactical situation. I would add that the weight of that last sentence should be placed on forming four deep line due to the tactical situation.

The formation was adopted in the presence of enemy cavalry when commanders wished to manoeuvre without forming square. Battalions in square that had been attacked by cavalry would form this line formation when the cavalry threat had subsided, as this was the safest formation for the battalion to adopt because they could quickly reform square if further cavalry attacks occurred.

Other nations operated in a similar manner, for example the French had a formation known as a '*en bataillon double*' again used in the presence of a cavalry threat.

A regular infantry battalion can form four deep line and as with any formation change, an order is required to change to and from four deep line.

The Four Deep Line formation is represented as follows:

- I originally suggested three bases wide and two bases deep for this formation. Some players remove the rear rank and mark the unit as being in Four deep formation.
- A battalion in Four Deep Line formation reduces its Shooting value and Hand-to-Hand values by one.
- A battalion in Four Deep Line does not count as being in column and does not suffer a +1 to being shot at by artillery.
- A battalion in Four Deep Line can re-roll a failed roll to form Square.
- A battalion in Four Deep line can form Mixed Formation
- British Infantry in Four deep line can still rely on the Steady Line and First Fire rule.

Line Formation

It was very difficult to keep the ranks and files dressed correctly when moving in line formation, and a battalion would stop regularly as it advanced to redress its ranks and prevent disorder. As a result, an infantry battalion in line could not manoeuvre as fast as a column. Now, the "+1" command modifier for being in attack column helps here, as this ensures that this more manoeuvrable formation has more chance of moving further than a line. The group that I game with have gone a little further and only allow infantry battalions manoeuvring in line to move 8" instead of the normal 12" per move.

NAPOLEONIC SKIRMISHING

Poor Skirmisher

A unit marked as Poor Skirmishers does not receive the +1 benefit of skirmisher fire.

Poor Mixed Formation

A unit marked as Poor Mixed Formation does not gain the +1 for skirmisher fire when in mixed formation.

Rifle Mixed Formation

Battalions armed totally with rifles and those battalions that were issued with muskets but had a rifle armed light company have access to Rifle Mixed Formation. This rule is exactly the same as those on page 78 of the *Black Powder* rulebook, however the shot is treated as being from a rifle.

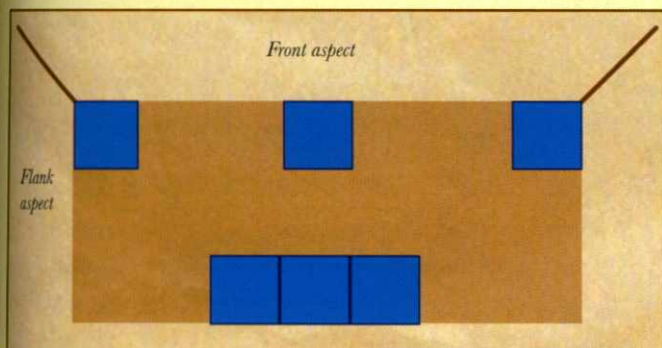
Light Infantry Mixed Formation

Some light infantry battalions were 'trained' to some degree in the finer arts of skirmishing. Those that were could then deploy more than a company, sometimes up to half a battalion, to skirmish ahead of the main body of the battalion.

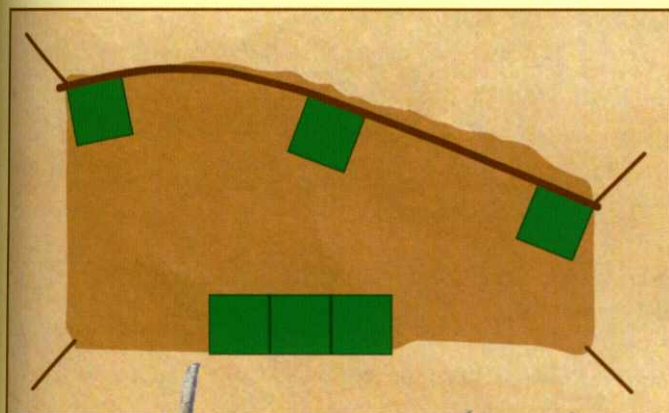
A light infantry battalion that has the skirmisher special rule that is in line or attack column can form light infantry mixed formation. This is a standard formation change, requires an order, and takes one entire move.

Take up to half of the models of a battalion, typically two or three stands for a standard sized unit, and rearrange them into the remaining unit's front quarter so that they form a skirmish line. The skirmish line must be at least twice the length of the stands that remain in the parent unit's main body and no further forward than 6" of the main body. In the case of a line take these models from the ends. In the case of an attack column take them from the rear.

The skirmish bases and the main body for a cohesive block from which the front, side and rear quarters of the formation can be identified



There will be occasions when the skirmish line will not be linear, perhaps due to the nature of your terrain. If this is the case the skirmish line can conform to the terrain by bending. The skirmish line must still be at least twice the length of the stands that remain in the parent unit's main body and no further forward than 6" of the main body.



Württemberg
3rd Horse Jaegers

The following rules apply to Light Infantry Mixed Formations:

- The skirmishers and the main body can move in the movement phase as a cohesive block and conforming to the movement rules set out on page 32 of the *Black Powder* rulebook.
- Each stand that makes up the 'skirmish line' may fire at any enemy unit that is in range and in the unit's front aspect. Each shot counts as being delivered by skirmishers and receives a plus one (+1) shooting to hit modifier. The main body cannot fire.
- Enemy small arms fire directed against the unit from its front quarter must fire at the skirmish line and receive a -1 shooting to hit modifier. Artillery fire directed against the unit from its front quarter can be directed at either the skirmish line or the main body. Shots coming from the flank or rear treat the light infantry mixed formation as a line or column depending on the formation of the main body.
- All hits on the skirmish line or the main body are marked on the main body.
- If the unit is charged from any direction by any foe the skirmish line automatically rejoins the main body. The skirmishers are rearranged into a line on the unit's flank or to the rear of the column. It can happen that an enemy unit charges the skirmish line, the skirmishers form back as described and the chargers have insufficient movement to reach the main body itself. In this case the chargers fail to make contact.
- If a Light Infantry Mixed Formation is charged to its front by enemy cavalry, then roll to form square as if the unit was in line formation.
- If the light infantry mixed formation is charged by infantry it has all the charge response options that it would have as if it were in a line or column.
- If the battalion has the rifle mixed formation rules, then you still only get one die that counts as rifle shots and one (or two) that counts as from muskets.
- If the battalion has Poor Mixed Formation or Poor Skirmisher, then its Light Infantry Mixed Formation will also be classed as Poor.

Column of Companies (Double Column of Platoons)

This was used primarily as a formation for movement across the battlefield. It was a handy formation to adopt if the battalion commanders were unsure as to what would be required of the battalion, as the battalion could form line or square quickly if required.

An infantry battalion can form a column of companies and as with any formation change, an order is required to change to and from a column of companies.

The formation is represented on the table-top by a battalion in single file. To represent the reduced length of the column, place four bases down rather than the prescribed six. An alternative method I have seen used by other gaming groups is to place all of a battalion's bases down in the same manner as a march column, but define march columns by spacing bases out along the column of march.

- As it was a formation for manoeuvre, a commander ordering such a column receives a +1 to his Staff Rating when doing so.
- A unit in this formation can make one move even on a failed order in a similar manner to a march column.
- A battalion in such a formation shoots with one die in the shooting phase.
- The battalion reduces its hand-to-hand statistics by two. A standard battalion fighting in this formation would receive four combat dice.
- It counts as an Attack Column when shot at by artillery, but note that it does not get the Morale bonus of an Attack Column when saving hits of any kind.



TO THE DEATH!

Closed Column

All armies formed their columns of attack or column of companies with specific distances between each company. The depth of the column depended on the gaps left between the companies. The gap left would vary according to the tactical situation.

A closed column meant that there was only a small gap between each company, the soldiers virtually treading on each other's heels. Closed Columns were used when commanders felt threatened by enemy cavalry.

An infantry battalion can form a closed column and as with any formation change, an order is required to change to and from a closed column.

For the purposes of the game a closed column will either look like an attack column or column of companies. This will depend on what formation you have your battalions in. Mark the battalion in a suitable way to show that it has closed up into a closed column.

A closed column has the following special rules:

- It moves and fights as its equivalent attack column or column of companies, but moves at half speed.
- See special rules for closed columns forming Closed Square in the section below.

Square

Most Napoleonic infantry formed hollow squares when called upon to defend themselves from attacking cavalry. Formed from attack columns and columns of companies, well trained infantry could form square very rapidly. The rules for forming square on page 75 of the *Black Powder* rulebook assist us here.

My friends and I deal with infantry designated as Militia a little differently though. We have them forming a disordered square on any roll of a double, not just a double six and a double one still means that they cannot form square and are disordered.

Forming Square from Close Column

Battalions in closed column could swiftly form a 'Closed Square' when required, but they were horrendously vulnerable to artillery fire, being a closed-packed mass of humanity.

Any unengaged infantry battalion that has the form square special rule that is in closed column must form a 'Closed Square' when charged by cavalry even if the infantry is disordered. In order to do this, follow the normal rules for forming square, except that the infantry only fails to form a closed square on a double one. On any other roll the infantry forms a closed square. If you are unfortunate enough to roll a double one, then the infantry forms a disordered closed square.

Alternatively, an infantry battalion can form a closed square as part of their normal move, and as with any formation change, an order is required to change to and from a closed square.



RIDE THEM DOWN!

An unengaged battalion in attack column or column of companies that has the form square special rule can elect to attempt to form a closed square when charged by cavalry, even if the infantry is disordered. Follow the normal procedure for forming square laid out on page 75 of the *Black Powder* rulebook. Roll two dice and add the scores together. On a roll of double six or double one, the unit is disordered, although it can still form closed square.

A closed square has the following special rules:

- A Closed Square has no flanks or a rear.
- A Closed Square's movement is reduced by half (from 6" to 3"), it can move freely (subject to normal move restrictions) in the movement phase, unless it starts within 12" (or moves to within 12") of a cavalry unit, when the closed square can only make one move at half speed per turn.
- A Closed Square can fire one dice per facing up to the battalion's shooting value. All shots have an extra -1 to hit to represent the reduced number of muskets that can be fired.
- Artillery firing at a closed square receive a +2 to hit modifier.
- Cavalry can charge and make contact with a closed square. The square can shoot closing fire at the charging cavalry and this is assumed to be at close range.
- In combat a closed square fights with two dice per front and rear face and one dice to its flank and gains the Square versus cavalry combat bonus. A closed square can be supported.
- In hand-to-hand fighting a closed square has a +2 combat result modifier when fighting enemy cavalry. This bonus is not negated if the closed square is also fighting infantry.

- Cavalry that charge home onto a closed square receive no charge bonus when doing so. They will also suffer from the square versus cavalry bonus of +2 added to the closed square's combat result.
- A closed square that takes a break test ignores results that oblige it to retire and will hold its ground, although any result that states that the unit would become disordered, does disorder the unit.

Prussian battalions must always use closed squares, as their 1812 regulations abolished the hollow square.

Forming Square from Line Formation

It is difficult to form square from line formation, and infantry caught in line by cavalry were usually decimated. Infantry in line formation that have the 'Must Form Square' rule have to pass a command roll using the commander's Staff Rating, as this represents not only the quality of a brigade commander but also the efficiency of the brigade's staff organisation and command structure. The commander's Staff Rating is increased by one if the attacking cavalry are over a move away and by two if the cavalry is over two moves away. A battalion that fails the roll by one forms a disordered square; any other failure disorders the formation and it does not form square.

If line formations were to advance, then they were usually supported by flanking columns. If attacked by cavalry the flanking columns would form square. With its flanks secure, the line could maintain its formation. In our games of *Black Powder*, infantry in line formation do not have to adhere to the "Must Form Square" rule when charged by cavalry if they have their flanks secured by terrain that is impassable to cavalry, or by infantry in any square formation. To count as a secure flank, at least one base of the infantry formation has to be touching the relevant protection.

Forming Square from Column Formation

Infantry in attack column or column of companies that are protecting the flanks of a battalion in line can elect to form square or closed square if cavalry charge the infantry in line. If they successfully form square or closed square, the infantry in line does not have to adhere to the "Must Form Square" rule, as long as both flanks are secure. The cavalry can elect to charge the infantry line and the infantry line can stand and fire.

Infantry who are caught by cavalry when not in a square, closed square or divisional masse suffer a minus three (-3) combat result modifier. If they are required to take a break test they suffer a minus one (-1) to their roll. Infantry in square, closed square, divisional masse or in line with secure flanks do not suffer the -3 combat results modifier when in combat with cavalry. They also do not receive the -1 modifier to the roll if required to take a break test.

Forming Square from Skirmish Formation

Infantry in skirmish formation were taught to throw themselves on the ground, feign death, take cover behind a suitable obstruction, run to a nearby square, or form a rallying square when set upon by cavalry. Rallying squares were normally formed on officers; these formations usually looked like rough clumps of men, and they survived if the men held their nerve. In our games of *Black Powder* infantry in skirmish formation that are charged by cavalry use the same procedure as that for infantry in line formation.

Infantry occupying a defensible position of some kind do not have to comply with the Must Form Square special rule.

Austrian Division Masse

An Austrian infantry battalion in line formation that has the Must Form Square rule now has another option when charged by cavalry, it may form a 'Division Masse', even if the infantry is disordered. Follow all the procedure for forming a square from line formation, given on page 98 of this supplement, but instead of forming square on a successful roll, form a divisional masse. A battalion that fails the roll by one forms a disordered divisional masse; any other failure disorders the formation and it does not form Masse.

Austrian generals add +1 to their Staff Rating for the roll to form Division Masse.

Alternatively, an infantry battalion can form a divisional masse as part of its normal move, and as with any formation change, an order is required to change to and from a divisional masse.

Once the Division Masse has been formed organise the battalion as follows:

- A Division Masse has no flanks or rear.
- A Division Masse can move freely (subject to normal move restrictions) in the movement phase unless it starts within 12" (or moves to within 12") of a cavalry unit, when the Division Masse can only make one move per turn.
- A Division Masse can fire two dice per front and rear facing and one dice to its flank up to the battalion's shooting value. All shots have an extra -1 to hit to represent the reduced number of muskets that can be fired.
- Artillery firing at a Division Masse receive a +2 to hit modifier.
- Cavalry can charge and make contact with a Division Masse. The Masse can shoot closing fire at the charging cavalry and this is assumed to be at close range.
- In combat a Division Masse fights with four dice per front and rear face and two dice to its flank. A Division Masse can be supported.
- In hand-to-hand fighting a Division Masse has a +1 combat result modifier when fighting enemy cavalry. This bonus is not negated if the Division Masse is also fighting infantry.
- Cavalry that charge home onto a Division Masse receive no charge bonus when doing so. They will also suffer from the square versus cavalry bonus of +1 added to the combat result.
- A Division Masse that takes a break test ignores results that oblige it to retire and will hold its ground, although any result that states that the unit would become disordered, does disorder the unit.



AUSTRIAN DIVISION MASSE FORMATION

Cavalry Deep Formation

The ideal cavalry formation for combat was the two-deep line. However, there were numerous formations in which a cavalry regiment could deliver a charge, and the nature of the terrain the regiment was operating in had some influence here. The one squadron frontage closed column was therefore used during combat when space prevented a line being formed, or time did not permit the formation change. Over and above this, there were several deeper formations that a regiment could employ to take the battle to the enemy. The following rules cover the deeper cavalry formations:

A Deep Formation can be represented in a number of ways: if your cavalry units are normally two bases deep then a unit arranged two bases wide and three deep will suffice. If your cavalry units are normally one base in depth, then a unit arranged three bases wide and two deep will do the trick. Such a formation receives the following advantages and disadvantages:

- A commander ordering such a formation adds +1 to his Staff Rating for the roll as if he was ordering an Assault Column
- A regiment in this formation gains a +1 combat resolution bonus. For example, Light Cavalry would be Light Cavalry +1, Medium Cavalry will be Heavy Cavalry +2 and Heavy Cavalry will be Heavy Cavalry D3 +1
- Artillery targeting a regiment in such a formation receives +1 to hit bonus as a result of the regiment's increased depth
- A regiment in this formation reduces its hand-to-hand factor by one.

Cavalry Mixed Formation

Both heavy and light cavalry in all Napoleonic armies were trained to some degree in the art of skirmishing. The main purpose of such skirmishing was not to do damage to the enemy through ineffective carbine fire from horseback, but to take ground and establish a front as well as to screen the main formations.

This formation is similar to the mixed formation rules given on page 78 of the *Black Powder* rulebook. A cavalry unit, including one in deep formation, can form into mixed formation; this takes a standard formation change, requiring an order, and takes one entire move. Follow the guidance on page 78 to create the mixed formation unit.

The unit is treated as a whole and the entire formation occupies the area covered by the main body of cavalry and their skirmishers. It is not 'two' separate formations and casualties are still accrued onto the unit as a whole.

The front, side and rear quarters of a mixed formation cavalry unit are always worked out from the main body of cavalry and not the skirmishers.

In our games even cavalry skirmishers with or without firearms do not fire in the shooting phase. If you like the

idea of your cavalry skirmishers taking pot shots at their adversaries, then cavalry armed with firearms could be given one shooting die and would not count the skirmisher fire bonus.

Enemy fire directed against the unit from its front quarter treats the formation as a skirmishing target.

If the formation is charged from any direction by any foe, the skirmishers automatically join the main body. Cavalry skirmishers can be forced back into the cavalry formation by a charging enemy that does not have enough move to contact the main body, in the same manner as infantry units in mixed formation (see page 79 of the *Black Powder* rulebook). The main body of the charged unit has all the normal charge response options for the situation that it finds itself in.

To 'come out' of mixed formation takes a standard formation change, requiring an order, and takes one entire move; again, follow the guidance on page 79 of the *Black Powder* rule book.

Lie Down/Dismount

During the actual fighting for the village of Borodino, at the start of the battle, Colonel Karpenko of the 1st Jägers ordered his regiment to lie down; thus masking his men from the attacking French. On Karpenko's orders the Jägers sprang to their feet and fired a short range volley into the French. The whole ordeal threw the French into disorder.

Infantry battalions or cavalry regiments can be ordered to lie down/dismount; the order must be given by the unit's brigade or divisional commander in the normal manner. If the commander is successful, it takes one move for the troops to carry out the order. The order to lie down can be combined with other orders e.g. "the 52nd will retire two moves and lie down", obviously three moves would be required to successfully carry out these orders.

A unit that is ordered to lie down is in the formation 'prone', this negates any formation that it was in prior to being ordered to lie down. A unit that is prone cannot move unless it is ordered to stand up. It takes one move to stand up and again this can be combined with other orders e.g. "The 52nd will stand up and advance boldly against the enemy centre"

Most players use counters or dioramas to show that a unit has been successfully ordered to Lie Down.

A unit that is successfully ordered to lie down has a certain degree of protection from artillery fire directed at it at medium and long range. Artillery fire that targets a battalion that is lying down has to re-roll any hits at medium or long range. However, infantry fire hits normally.

A unit that is lying down when it is charged and contacted by an enemy unit, can only declare a Stand reaction, the unit instantly stands up if infantry or remounts if cavalry. However, infantry cannot deliver closing fire and the unit is classed as *disordered* in the combat phase.

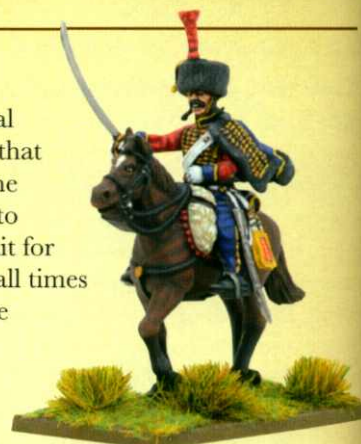
Cavalry Reaction Order

This is a new kind of order available to a commander of cavalry. It allows cavalry units to react to enemy units moving within proximity range (see page 33 of the *Black Powder* rulebook) to the cavalry's front. The order can be given to a brigade or regiment of cavalry e.g., 'The 4th Cuirassiers will prepare to react' or 'The Union Brigade will prepare to react.'

Most players use counters or dioramas to show that a unit has received a successful 'react' order.

If a cavalry unit is given a successful react order, it is allowed to declare a charge on any enemy unit that comes to within proximity range to the cavalry unit's front. As soon as an enemy unit is at proximity range you must declare whether the cavalry is declaring a charge at that unit. Halt the enemy unit at proximity range and declare the charge upon it, no Staff Rating roll is required; the enemy unit gets all the normal charge responses allowed to that unit. The

cavalry unit may make one charge move up to its normal movement allowance. Note that you do not have to charge the first enemy unit that comes to proximity range and can wait for the most suitable target. At all times you must comply with all the rules for charging units.



Half battery

On many occasions artillery was not deployed at full battery strength. The statistics for a Half Battery depend to some extent on whether the battery is foot or horse artillery, the calibre of cannon it is equipped with and the crew's morale. These can change from army to army, what remains constant is the half battery's hand-to-hand, Shooting, and Stamina statistics, these are shown below:

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
			1	2-1-1		1	

RULES INVOLVING TROOP TYPES

Militia

Units designated as Militia find it harder to change formation e.g., line to attack column or attack column to square; a commander ordering a Militia unit to change formation deducts one from his Staff Rating.

Infantry designated as Militia roll a die for each move they make in line; on the roll of a 1 they immediately stop and become disordered.

A unit designated as Militia deducts one from the commander's Staff Rating when rolling to form square from either line or skirmish formations when charged by cavalry.



FRENCH STRAGGLERS PUSH ON

A unit designated as Militia rolling to form square from a column formation forms a disordered square on any double and fails to form square on double 1.

An example of a Militia unit is the Russian Opolchenie.

Lacking Initiative

In *Black Powder* troops within 12" of an enemy unit can make an initiative move. In this supplement I have identified a few nationalities that are not capable of make use of the whole freedom of this rule. For example, Russian infantry cannot make initiative moves unless it is to charge the enemy (very Russian!), or change formation or facing. Whereas Neapolitan infantry cannot make initiative moves unless it is to move into their rear facing or change formation and facing. If troops are lacking initiative, then this will be shown in their relevant section.

"The Russian infantry withstand fire fearlessly, but their own fire is badly directed..."

Russian infantry does not receive the +1 bonus at close range when firing and suffer a -1 penalty when shooting at medium and long range. However, Russian infantry withstood punishment on the battlefield as no other – Russian infantry receive a stamina bonus to their basic stats line.

"The ball is a fool, the bayonet a hero..."

The majority of Russian Infantry and Artillery have the special rule: 'Tough Fighter'.

Engineers

All armies had Engineers on hand to assist with destroying or reinforcing defences on the battlefield. The training and numbers of engineers within an army varied widely, although the French excelled in the service, France's engineers being greater in number, better equipped and organised.

An army can have one engineer base per Division or 500 points, whichever suits your style of army selection, a French army may have two. Add the engineer base to one of your infantry battalions at the start of the game. The engineer base increases the abilities of the chosen infantry battalion as follows:

- When the battalion attacks a building, entrenchment or fortification, it gains one additional attack.

- The enemy unit attacked reduces their 'Morale' save by one for any hits caused upon it by the assaulting unit.
- When the battalion defends a building, entrenchment or fortification, an attacking enemy unit reduces its number of hand-to-hand attacks by one.
- If the battalion that the engineers are attached to becomes Shaken whilst attacking or defending a building, entrenchment or fortification, remove the engineer attachment and count it as destroyed.

If you are playing a pointed game, an engineering base costs 20 points.

A French army can create a 'small' battalion consisting of the Sapeurs de la Genie de la Garde and Marins de la Garde. This unit has the following statistics.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Engineers and Marines of the Guard	Regular Infantry	Smoothbore Musket	5	2	3	2	Reliable, Elite 4+	43 points

Marine Infantry have the following Special Rules as well as the above stats: *Lie Down*, *Must Form Square*, *Column of Companies*, *Mixed Formation*, *Dispersed Formation*, *Pas de Charge*, *Skirmish*, and *Engineers*.

This battalion has the first three ability rules associated with Engineer attachments to Infantry battalions.

Regimental Artillery

Issued to bolster the morale of the infantry, and served by regimental gunners, regimental artillery operated as an integral part of an infantry regiment. Regimental pieces historically hindered the movement of the troops that they fought with, but the morale effect of such support was a tonic.

In our games of *Black Powder*, a single model represents regimental guns. (See the profile below.)

Regimental pieces are deployable in a number of ways as follows:

1. As part of an infantry battalion: place the gun model at the side of or within an infantry battalion's formation.
2. The regimental gun cannot be targeted by the enemy.
3. The first excess casualty inflicted on the parent battalion is taken on the regimental gun.
4. If the parent unit is forced to retire as the result of a break test result, the regimental gun is destroyed.
5. If the parent unit breaks, the regimental gun is destroyed.
6. The regimental gun and the battalion that it is with are limited to a maximum of two moves per turn, and they are subject to the movement penalties of foot artillery.
7. A brigade commander can order a regimental gun so attached to un-attach itself and become a separate unit as shown at 8 below.
8. A regimental gun can be treat as a separate unit, although they may be subject to the same order issued to battalions of their infantry regiment if within 6" of one or more battalions of their regiment.
9. All the battalion guns of a brigade can be grouped together to form an entirely new battery, acting as a new unit. Replace the models shooting statistic with '2/2/1' and change the stamina to two.
10. A unit taking a casualty as a result of closing fire from a regimental artillery section does not need to take a break test as a result.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Regimental Artillery Section	Regular Artillery	Smoothbore Battalion Artillery	1	1/1/1	4	1	

RULES INVOLVING COMMAND

“A Marshal’s baton in every knapsack”

Promotion on merit, in the main, ensured that France held the tactical and strategic edge when it came to the men who commanded her armies.

You can represent this by utilising the different scores for the ‘Personal Qualities of Commanders’ chart on page 94 of the *Black Powder* rulebook. Roll your dice for each attribute and refer to the following chart:

Dice	Independence/Decisiveness
1	Low
2-4	Normal
5-6	High

Pas de Charge

French infantry in Attack Column formation are Reliable. When a commander gives an order to a reliable unit in attack column, or to a group of reliable units in attack column, add +2 to the commander’s staff rating.

Prussian Staff System

The Prussian Staff System, created in 1806, was firmly established by 1812. It fostered a system of support for commanding officers with chief of staff cadres created from brigade level upward. Men chosen because of their military ability rather than social standing assisted commanders in logistics and tactics, in particular the transfer and implementation of orders.

When rolling for the Personal Qualities of Commanders (page 94 of the *Black Powder* rulebook) Prussian commanders use the following table when rolling for Decisiveness:

Dice	Decisiveness
1-3	Normal
4-6	High

Further to the above, a Prussian commander who rolls High Independence increases his Staff Rating by +1. A Prussian commander cannot have a low Independence rating; if this is rolled, the result is normal Independence instead.

Prussian brigade tactics were extremely flexible and not constrained by the regimental structure. Regimental commanders would be used to command a ‘task force’ which could include battalions from other regiments. This can be represented in your games of *Black Powder* by allowing your brigade commander access to up to one sub-commander.

A brigade commander can give orders through a sub-commander to any units in the brigade commander’s brigade. Measure the distance to the unit from the sub-commander but use the brigade commander’s Staff Rating.

If a blunder is rolled whilst giving an order through a sub-commander, the brigade commander cannot use the sub-

commander any further that turn and they must refer to the blunder chart for the unit/s that were subject to the order.

The brigade commander is then free to give specific orders himself if he has not done so that turn. Sub Commanders can be used to give Follow Me orders.

Sub-commanders can join units and increase the hand-to-hand attacks of the unit that they have joined by one.

“Generals are a Weakness in our Army” and “It Isn’t Our Fault”

Some Austrian and Russian commanders showed little flair for command. This is represented by different scores for the ‘Personal Qualities of Commanders’ chart page 94 of the *Black Powder* rule book. These rules could be used to represent poor commanders from any nation.

Russian Command Roll for Independence and Decisiveness and all Austrian Command Rolls use the following table

Dice	Quality score
1-2	Low
3-5	Normal
6	High

Regimental Orders

Austrian and Russian brigade commanders were not used to manoeuvring brigade-size formations and lacked the very experienced staff that the French army possessed, resulting in a lack of inter-unit cooperation.

An Austrian or Russian commander cannot give an order to an entire brigade. Instead, that commander must either order individual units under his command, unless:

- He orders infantry battalions within 6" of each other that are from the same Infantry or Grenz Regiment;
- He orders cavalry units within 6" of each other that are from the same Cavalry Regiment; or
- He orders Grenadier battalions within 6" of each other and in the same brigade.

This means that an Austrian or Russian brigade (unless it consists of a single regiment) will move in separate components, making it difficult to manoeuvre swiftly and decisively.

Austrian and Russian Divisional Commanders are subject to the above rules. They can also order a brigade size formation as per the rules on page 26 of the *Black Powder* rule book and receive -1 to their Staff Rating for each unit over the third that the brigade contains.

Austrian and Russian Corps/Army commanders are subject to the above rules, they can also order a Division size formation as per the rules on page 26 of the *Black Powder* rule book, but receive a -1 penalty to their Staff Rating for each Brigade over the second that the brigade contains.

"Susceptible of Enthusiastic Excitements"

A Commander ordering a Russian infantry unit to charge can add a "+1" to his Staff rating whilst doing so regardless of the infantry's formation. But a Russian commander who blunders whilst giving any order to Russian infantry that is within one move of an enemy unit will cause it to declare a charge against the enemy unit.

Divisional Assets

Divisional assets, such as divisional artillery, normally start the game attached to a brigade of the owning player's choice. A divisional commander can, during the game, reassign such an asset to another brigade in his division. This is achieved if the divisional commander makes a successful command roll. Engineers can be reassigned to different battalions in a similar manner.

If a divisional commander makes a successful command roll the divisional asset will be allowed to move one, two or three moves depending on how successful the commander is. The divisional asset must move to within command range of its new brigade commander. If the divisional asset cannot do this in the movement available to it in the turn it is ordered, it continues to make one move per turn until it moves to within command range of its new commander.

If a divisional commander makes a successful command roll an Engineer base can be assigned to a different battalion as long as both the battalion that the engineers are leaving and the battalion, they are joining are within 12" of each other.

Creating Detachments

In my previous supplements, *Albion Triumphant* volumes one and two, I highlighted how you can detach elite companies from a battalion to create special units.

In the case of light companies, a player can detach the light company from all the infantry battalions in a brigade. The detached light companies are then formed into a unit, the size of which depends on the number of contributing battalions. If two battalions lost their light company a Tiny unit is formed, three to four battalions a Small unit, five to seven battalions a Standard unit and eight or more battalions a Large unit. This new unit can be added to any brigade in the army. Alternatively, you can brigade combined voltiguer battalions together, and pay for a commander to lead them.

The parent battalions lose their ability to form Mixed Order, unless players agree that there is historical precedent for the battalions to retain the ability.

In the case of grenadier companies, a player can detach the grenadier company from all the infantry battalions in a brigade. The detached grenadier companies are then formed into a unit; the size of which depends on the number of contributing battalions. If two battalions lost their grenadier company a Tiny unit is formed, three to four battalions a Small unit, five to seven battalions a Standard unit and eight or more battalions a Large unit. This new

unit can be added to any brigade in the army. Alternatively, you can brigade combined Grenadier battalions together, and pay for a commander to lead them.

The parent battalions reduce their Hand-to-hand statistic by -1.

Whether the light company, grenadier company or both companies are removed from a battalion you may wish to identify this by reducing the battalion in size by removing a relevant number of bases.

In this supplement I have highlighted how various other units could be broken down to allow you more tactical flexibility, see page 93. Before a game commences a player can break down any standard light infantry battalion who are designated as 'Elite 5+' or better. The Standard battalion can break down into two Small units or four Tiny units.

The special rules highlighted in this supplement can apply to any Napoleonic army if they take your fancy.

Higher Ranks and Command Influence

On page 78 of *Albion Triumphant* volume 2 – *The Hundred Days Campaign* I covered Corps commander re-rolls. Some players are lucky enough to have larger figure collections than the norm and can deploy several divisions of their chosen nation and even a Corps commander! To represent the influence that a Corps commander can have on a battlefield, we allow a number of command die re-rolls.

Corps Commander (Staff Rating 7, 2 re-rolls) 25 points

Corps Commander (Staff Rating 8, 4 re-rolls) 50 points

Corps Commander (Staff Rating 9, 6 re-rolls) 75 points

Corps Commander (Staff Rating 10, 8 re-rolls) 100 points

Corps commanders can also be utilised by players in smaller games. It could be that the Corps commander has decided to exert his influence in a certain area of the battlefield.

Corps commanders do not give orders or rally troops; they offer sage advice through their re-roll ability.

Death of a Commander

Page 86 of the *Black Powder* rule book provides for rules that could lead to the demise of your commanding officers. In our games we do not remove the commanding officer figure, but allow a subordinate to take over with a Staff Rating one less than the recently deceased commander.



Personal Qualities of Commanders

On page 94 of the *Black Powder* rulebook there is a useful section on personalising your commanders using their Aggression, Decisiveness and Independence. I now offer a new quality for you to include in your games if you wish; Inspiration, to cover such characters as Murat and Bagration, or others that were not so loved.

High Inspiration (Loved): The commander adds one to the break test roll of any units in his command that are within 12" of his base.

Low Inspiration (Loathed): The commander deducts one from the break test roll of any of the units in his command that are within 12" of his base.



Quality	High (roll of 6)	Medium (roll of 2-5)	Low (roll of 1)
Inspiration	A highly inspirational commander. The boys love him. He can urge his men on to great feats of valour.	A commander who knows his duty to his men and does what is expected of him.	Loathed by his men for a callous disregard for their lives. A pompous oaf and dullard.

RULES INVOLVING COMBAT

Flintenkartasche

When it came to battlefield action, Austrian infantry increased the number of missiles shot at the enemy by firing *Flintenkartasche*, three small bullets fired together at 100 yards or less. In *Black Powder* games, the special rule *Flintenkartasche* assists us here; Austrian musket armed close formation infantry gain an extra shooting dice the first time they shoot at close range.

Rifled Muskets and Carbines

A few Napoleonic specialist units were armed with both rifles and muskets, Austrian Jäger as an example. Units armed in such a way have two shooting characteristics the first is for all shooting over close range and these shots are classed as rifle shots for range calculation. The second characteristic is for close range fire and represents the carbines also being used to stave off danger.

Gallop at Everything

The following applies to cavalry units with the Gallop at Everything special rule:

- A commander ordering a cavalry unit with the Gallop at Everything special rule adds plus one (+1) to his Staff Rating for the command role.
- The unit also has the Ferocious Charge rule, page 90 of the *Black Powder* rulebook
- The unit must make a breakthrough move if allowed even if this takes it off the table. A commander ordering a British Cavalry unit that has gone off the table in such circumstances deducts -2 from his Staff Rating

Steady Line

A unit designated as Steady Line that is in Line or Four Deep Line and not disordered or shaken can:

- Stand and fire as usual with all the usual fire modifiers

Or

- Fire and counter charge, but in this case they do not count the closing fire bonus

Firing

In 1805 Marshal Ney wrote his '*Instructions for the Troops Composing the Left Corps*'. Amongst many things the Marshal documented the difficulty of making soldiers stand up and move once they have knelt to fire, and he urged his commanders to always drive their men forward.

"A French commander ought never to hesitate in marching against the enemy with the bayonet, if the ground is at all adapted to a charge in line with one or more battalions."

Marshal Ney

Once the firing commenced it was also very difficult to communicate orders due to the noise and smoke. This was born out at the Battle of Shevardino where Compans' infantry was engaged in a fierce fire fight with Russian infantry. Lieutenant Dampoux recalled "such confusion that no voices could be overheard, it was even impossible to give orders with signs."

To represent this and reflect the restrictive nature of the firearms of the day, I apply the following rules in my Napoleonic games of *Black Powder*.

- A unit that makes more than one move in a turn cannot fire in the shooting phase, the men are being urged forward by their commanders.
- If a commander orders a unit to move he suffers a -1 to his Staff Rating if the unit fired in their previous turn, or in the opposing player's turn as part of a charge reaction. This is to reflect the noise and confusion of battle. Note this does not apply to units in mixed formation. The gaming group I play with mark units that have fired with a tuft of cotton wool or Warlord Games' very own 'volley fire lights', to remind them which units fired. This also looks quite good on the table.

Direct and Grazing Fire

In *Black Powder*, artillery fire is directed at a single target. This suits the fast-play style of the rule set, but does not reflect the most common type of artillery fire in the Napoleonic period. Round shot was the most common projectile fired by cannon in the Napoleonic Wars. The gunners aimed either directly at the selected target (Direct Fire) or at the ground in front of the target so that the ball bounced and hit the target at approximately chest height (Grazing Fire). Both types of shots would continue for some distance through the ranks of targets and any unfortunates that got in the way of the skimming and bouncing projectile.

You can represent this in your games of *Black Powder* with the following rules:

This type of fire takes place at medium or long range.

Select a target as usual in accordance with the main *Black Powder* rule book.

If the target is at medium range, extend the line from the battery that fired to the centre of the target and on to the end of medium range. Any other units crossed by the line, friend or foe are potential victims.

If the target is at long range, extend the line from the battery that fired to the centre of the target and on to the end of long range. Any other units crossed by the line, friend or foe are potential victims.

Roll to hit the original target and any other potential victims of the shot as normal; as the artillery may not be able to see units crossed by the extended line (as they may be covered by the original target), those units would be classed as "Not Clear" and the shot would suffer the -1 penalty.

Any obstacle (e.g., a building) that falls within the line of the shot prevents it travelling further.

Shrapnel

Spherical case shot to give it its correct name, represented a new type of projectile of British design. When fired the spherical case contained just enough of a charge to open the sphere so that its contents, 27 to 170 musket balls depending on the size and calibre of the cannon, could continue to travel in the same direction and velocity as the burst case. Shrapnel's effectiveness was questioned as its main drawback was its tendency to explode too early.

British cannon with shrapnel can fire at medium range with three dice and at long range with two dice. Whatever the range a roll of five plus (5+) to hit is required.



BADEN INFANTRY

Close Combat Fights involving Lines and Columns

In my two previous supplements I offered the special rules French Column Tactics and Steady Line to represent the particular interaction of British infantry in line formation opposed by French infantry in 'attack columns'. I thought it would be a good idea to present a general approach to infantry battalions in column fighting other enemy formations, so as to bring a Napoleonic feel to those interactions.

As stated on page 56 of the *Black Powder* rule book, the rules for close combat not only include the crossing of bayonets, something actually rare in Napoleonic battles, it but also close range musketry fire. With that in mind I offer the following to represent combat between infantry battalions in a Napoleonic wargame using the *Black Powder* rules.

Infantry regulations of the time expected battalion commanders to change formation into line as they approached the enemy so that they could deliver the battalion's full weight of fire. The decision when to form from column to line was problematic to say the least. If they deployed too soon, the battalion would have to advance nearer to the enemy while in line. This was difficult to control, as a battalion's frontage could exceed 120 metres or more. If they deployed too late, the battalion could be at the mercy of close range enemy fire whilst attempting to change formation.

It was not unusual for some commanders to carry the attack home in column, if they thought that the enemy had been suitably softened-up and there were visible signs of wavering. The mere advance to contact of a battalion in attack column, with the on-rushing men renting the air with morale boosting chants, was good enough to see a wavering enemy turn tail and flee before any melee took place.

'Continental' generals assisted the French in their deliberations by arraying their battle formations for the French to gauge. The French had the enemy formations in their sights to soften them up with artillery and skirmisher fire, and then time their manoeuvres to perfection to overthrow their opponents. The brigade commander in charge of such an attack usually found

it prudent to leave enough space between his battalions to ensure that if the enemy proved resilient then his battalion commanders could deploy into line.

The *Black Powder* rules already reflect the shock effect of a closed up motivated mass of men advancing on an enemy formation as the attack column gains +1 to its save and normally six close combat dice. The effect on the enemy unit's morale corresponds directly to the number of hits the attack column causes, which have to be saved by the enemy unit by rolling against its morale save. If the enemy saves a good number of hits, it is obvious that the sight and sounds of the oncoming column had little effect on them. On the other hand, if several hits are taken then it is obvious that the shock effect of the column has worked a treat on their enemy.

Column attacking Line

Only one friendly unit per facing can contact an enemy unit.

If a column of companies or attack column wins the first combat round and all enemy units break or retire, then all the normal *Black Powder* victorious unit response options are available to the battalion that fought and any other unit in contact with the enemy unit/s that broke or retired, see page 68 of the *Black Powder* rulebook.

If the losing enemy unit does not break or retire after the first combat round, the column of companies or attack column maintains its formation, the attack column retaining the morale save modifier benefit for being in such a formation; we can assume that the column is still pushing ahead, the men yelling their battle cries. To retain the benefit, the attack column must win subsequent combat rounds.

If a column of companies or attack column loses a round of combat, it immediately makes a free formation change into line formation and then it must take a Break Test. If the column is unable to reform into line due to terrain or friendly/enemy units being in the way, it remains in column and becomes disordered. It then takes its break test. If a battalion in attack column is lucky enough to stay in the fight it loses the morale bonus for being in column.

If a column of companies or attack column draws a round of combat, it immediately makes a free formation change into line formation. If unable to reform it remains in column and becomes disordered.

Line attacking Column

Only one friendly unit per facing can contact an enemy unit.

If a Line or Four Deep Line formation contacts a column of companies or attack column, then that column must immediately make a free formation change to Line formation. If the column is unable to reform into line due to terrain or friendly/enemy units being in the way, it remains in column becomes disordered and it loses the morale bonus for being in column.

All other Combats

Only one friendly unit per facing can contact an enemy unit.



RULES INVOLVING THE BATTLEFIELD

Weather

Not all battles were fought on a nice summer's day or in perfect conditions. In *Albion Triumphant, Volume 2: The Hundred Days Campaign* I outlined rules for rain which are repeated below. I have widened these rules to include other weather types.

If you wish to include weather in your games, first decide in which theatre of action the battle takes place and during which of the four seasons it is set. Alternatively, you can leave this to the 'weather gods' by rolling a D6 for the season and a D6 for the weather type and then consult the following chart.

Southern Europe

Roll	Season	1	2	3	4	5	6
1 to 2	Autumn/Winter	Rain	Light Rain	Fine	Fine	Fine	Heat
3 to 6	Spring/Summer	Light Rain	Fine	Heat	Heat	Heat	Heat

Northern Europe

Roll	Season	1	2	3	4	5	6
1 to 2	Autumn/Winter	Snow Heavy Rain	Fog Heavy Rain	Rain	Rain	Rain	Fine
3 to 6	Spring/Summer	Light Rain	Fine	Fine	Fine	Fine	Heat

Russia

Roll	Season	1	2	3	4	5	6
1	Spring	Rain	Light Rain	Fine	Fine	Fine	Fine
2-3	Summer	Light Rain	Fine	Fine	Fine	Heat	Heat
4	Autumn	Heavy Rain	Rain	Light Rain	Fine	Fine	Fine
5-6	Winter	Snow	Snow	Snow	Heavy Rain	Rain	Light Rain

Players roll a further die if an entry is split; on an odd roll, use the top result, on an even roll use the bottom one.

Players could also bring a time element into play. If the battle starts before 8 am, then subtract one from the D6 roll for weather type. If the battle starts after 12 pm, add one to the D6 roll for weather type.

The weather in a game could change; roll a D6 at the start of every turn, and on a roll of a 1, drop one box on the weather chart. On the roll of a 6 go up one box on the weather chart. For example, two players are fighting a battle in the summer in Northern Europe. At the start of their battle they rolled a 2 for their weather; the weather at the start of their battle is 'Fine'. At the start of turn two a D6 is rolled and a roll of a 1 occurs, and the weather changes to 'Light Rain'.

Light Rain

Rain affects Black Powder weapons badly – muskets and rifles can only fire out to half range, whilst artillery can only shoot out to medium range.

Rain

All weapon ranges are reduced by half and visibility is rolled for each turn – roll a D6 and multiply the number rolled by ten; the result is the number of inches that units can see.

Heavy Rain, Snow

Muskets and rifles can only fire out to close range; artillery can only shoot out to medium range. Visibility is rolled for each turn – roll a D6 and multiply the number rolled by five; the result is the number of inches that units can see.

If snow or heavy rain persists for five turns, all movement is reduced by half and Direct and Grazing fire cannot take place.

Fog

Visibility is rolled for each turn: roll a D6 and multiply the number rolled by ten; the result is the number of inches that units can see.

Heat

Units that make three moves are marked with a Stamina Hit.

TERRAIN

The *Black Powder* rule book outlines rules for generic terrain types, the following expands those terrain types to cover features seen on Napoleonic battlefields.

Higher Ground

Fighting uphill can be a hard task indeed, the advantage definitely going to those lucky lads lining the top of such a feature. In our games we give a plus one (+1) Combat Result modifier to a unit that is fighting uphill of its enemies.

Woods

In the *Black Powder* rulebook troops that do not have the special rule 'Skirmish' can only adopt a skirmish formation when entering terrain that they could not otherwise enter. Now that's a quick and simple solution to dealing with terrain but it does not truly reflect the actions of regular formations when entering terrain that would disrupt their ranks. Troops would deal with such terrain by trying to maintain some semblance of their formation, moving in open order, redressing their ranks as they went along. The process of opening and closing a formation's ranks to negotiate terrain would obviously slow the unit down.

The gaming group I play with have adopted the following rules when dealing with terrain.

Heavy Woods

An area of ground thickly covered with trees and a fair amount of undergrowth. Commanders found controlling formations in such terrain very difficult, with units slowing to a 'snail's pace' and sometimes even getting lost.

- Troops can only see into, through, and out of a heavy wood up to a distance of 6" (see exception at point 7 below). A heavy wood blocks the line-of-sight between two units that are on either side of such a terrain feature and are drawing a line-of-sight through the wooded area.
- Infantry and cavalry that move into, through, or out of a heavy wood, maintain the formation that they are in and treat the move as if they were in rough ground. Artillery treat it as very rough ground. All units can only make one move per turn, unless they are commanders, units in skirmish formation, in mixed formation or in a march column.
- Each unit moving in such terrain must be ordered as an individual unit. The only exception to this is when two or more units are in March Column and within 3" of each other.
- Small arms and artillery shooting at a target unit that has 50% or more of its 'foot print' in a heavy wood, must apply a -1 cover modifier to hit.



HOLD THE TREE LINE

Württemberg 4th
Infantry Regiment



- Troops that have 50% or more of their 'foot print' shooting through a heavy wood must apply a -1 cover modifier to hit.
- Troops that have 50% of their 'footprint' within a heavy wood can claim a +1 morale save modifier.
- Troops that have 50% of their 'footprint' within a heavy wood and within one inch of the wood's edge, can shoot out of the wood across open terrain, to the weapon's maximum range and still claim cover. The unit also does not count as shooting through a heavy wood.
- Troops, other than skirmishers, that are fighting close combat in a heavy wood have a minus one to hit penalty applied to their required score to hit.

Light Woods and Orchards

Although such woods were a substantial terrain feature, they were more forgiving than heavier woods.

- Troops can only see into, through and out of a light wood up to a distance of 12" (see exception at point 6 below). A light wood blocks the line-of-sight between two units that are on either side of such a terrain feature and are drawing a line-of-sight through the wooded area.
- Troops that move into, through, or out of a light wood maintain the formation that they are in and treat the move as if they were in rough ground and they can only make one move per turn, unless they are in Skirmish formation, in Mixed formation or in a March Column.
- Small arms (i.e., not artillery) shooting at a target unit that has 50% or more of its 'foot print' in a light wood, must apply a -1 cover modifier to hit.
- Troops that have 50% or more of their 'foot print' shooting through a light wood, must apply a -1 cover modifier to hit.
- Troops that have 50% of their 'footprint' within a light wood can claim a +1 morale save modifier.
- Troops that have 50% of their 'footprint' within a light wood and within one inch of the wood's edge, can shoot out of the wood across open terrain, to the weapon's maximum range and still claim cover. The unit also does not count as shooting through a light wood.

- Troops, other than skirmishers, that are fighting close combat in a light wood have a minus one to hit penalty applied to their required score to hit

Marshes

Once again, a commander's nightmare, not to mention the effect that such terrain would have on troop formations.

- Troops that move into, through, or out of marshy terrain treat the move as if they were in very rough ground and they can only make one move per turn.
- Cavalry and artillery always class marshes as impassable. Some marshes can be classed as impassable to infantry; agree with your opponent prior to set-up.
- Troops firing small arms whilst they are within such terrain reduce their 'shooting value' by one to a minimum of one.

Crops

Planted crops were a feature of many a Napoleonic battlefield:

- Troops can only see into, through, and out of crop fields up to a distance of 6". This does not apply if a unit is on higher ground looking into or through a crop field. A crop field blocks the line-of-sight between two units that are on either side of such a terrain feature and are drawing a line-of-sight through the field.
- Troops treat crop fields as rough ground.
- Troops, other than artillery, shooting at a target unit that has 50% or more of its 'foot print' in a crop field, must apply a -1 cover modifier to hit.
- Troops, other than artillery, that have 50% or more of their 'foot print' shooting through a crop field, must apply a -1 cover modifier to hit.
- Troops that have 50% of their 'footprint' within an area of crops can claim a +1 morale save modifier.
- Troops that have 50% of their 'footprint' within a crop field and within one inch of the field's edge, can shoot out of the field across open terrain, to the weapon's maximum range and still claim cover. The unit also does not count as shooting through a crop field (see point four above).

Rivers and Bridges

If your collection of terrain is anything like the group that I game with, then the shape and size of rivers and bridges can vary immensely. We use the following rules when we play Black Powder games in which rivers are only passable by means of a bridge:

We class the bridge as an obstacle and refer to page 36 of the Black powder rule book, with a few amendments an infantry or cavalry unit that wishes to cross a bridge must give up 6" of movement to do so (this penalty includes the unit changing into a formation to tackle the width of the bridge. If a unit does not have enough movement remaining to cross the bridge fully then place the unit's bases on the bridge and reduce the unit's next move by the number of inches it has still to pay to cross the bridge.

An Opolchenie battalion is 8" from a bridge; the battalion is ordered to cross the bridge and receives one move. The owning player moves the battalion 8" to the bridge, but with 4" of the battalion's move left it cannot cross the bridge fully so the player places the unit's bases on the bridge and records the fact that the Opolchenie battalion will have to spend 2" of its next move on completing the bridge crossing.

If the unit did have enough movement to cross the bridge fully then it exits the bridge in any column formation, make any remaining move the unit has from the exit point of the bridge.

A French Line battalion is 1" away from a bridge; the battalion is ordered to cross the bridge and receives one move. The owning player

moves the battalion 1" to the bridge and pays the 6" penalty to cross the bridge fully; the player then moves the battalion 5" in assault column, which is its remaining move.

Although we have fixed the penalty for crossing a bridge at 6", it would be perfectly easy to increase or decrease the penalty to represent smaller or larger bridges.

Opposed River Crossings

If whilst crossing a bridge an enemy unit is placed in contact with the bridge where it contacts the opposite riverbank the crossing is classed as opposed.

If a unit is eligible to make a river crossing at the start of its turn and there is an enemy unit in contact with the bridge on the opposite bank, the crossing would be classed as opposed. Note, that only one enemy unit can be placed in contact with the bridge.

The unit making the crossing can be fired upon by any unit that is eligible in the shooting phase. Once the unit making the crossing has paid the 6" penalty for crossing the bridge they will be classed as in hand-to-hand combat.

You do not have to move any figures, although if the bridge accommodates models, the assaulting unit can be placed in contact with the defending unit. The defending unit can deliver closing fire counting the target as not clear. If through that closing fire the assaulting unit has to take a break test only a result of seven or more will allow it to complete its assault. A result of five or six will end the



RUSSIAN CUIRASSIERS CATCH FRENCH STRAGGLERS



RUSSIAN PERNOV REGIMENT

assault, leave the assaulting unit in contact with the bridge on the opposite river bank from the defending unit.

If the assaulting unit completes the charge, then hand-to-hand combat takes place. The assaulting unit does not fight as a march column, it has a -2 to its Hand-to-Hand statistic and a +1 bonus to its Morale save. The defending unit fights as normal. If the assaulting unit is itself charged whilst on the bridge by an enemy unit, the two units fight with -2 Hand-to-Hand statistic and a +1 Morale

These rules can also be used to fight out combats at fords.

Buildings

Some Russian buildings hardly 'graced' the battlefields of the 1812 campaign, some being mere shells or peasant hovels.

Buildings can be categorised as giving a unit in them a morale bonus of only one, rather than the normal two as outlined on page 77 of the *Black Powder* rulebook.

Earthworks and Entrenchments

Russian field armies, on many occasions, erected earthworks and entrenchments. We can include this in our games of *Black Powder* by allowing Russian armies access to such fieldworks. These features come in two sizes: standard and large.

A standard fieldwork can accommodate a battery of artillery or standard size infantry battalion or a half battery of artillery and a small battalion of infantry.

A large fieldwork can accommodate a battery and a half of artillery or standard and small sized infantry battalion or a battery of artillery and a small battalion of infantry or a half battery of artillery and a standard infantry battalion.

The standard fieldwork provides a +1 cover save, whilst the large fieldwork provides either a +1 or +2 depending on the scenario being played. If playing pointed games, the costs for such features are shown in the Russian army list, see page 153 of this supplement.



XIII-model French cavalry pistol,
Perry Collection

Commanders of the Patriotic War of 1812

By way of a change from my previous supplements, I have not only provided background for several high ranking commanders plus some individual special rules, but also details for several other commanders in terms of their Staff ratings and any special rules. Don't forget you could use the higher echelon commander rules on page 105 of this supplement to represent the high ranking commanders in your games of *Black Powder* as well.

Russian Commanders

General of Infantry Mikhail Illarionovich Golenischev-Kutuzov



Kutuzov was 66 years old when Napoleon embarked on his great gamble. He had been born into a noble family and at the age of twelve he entered the Russian military as a cadet in a military engineering school. He was an intelligent man who could speak six languages.

He took part in three wars against Turkey, and

it was during these wars that his life was influenced forever. He had the fortune to serve closely with Russia's greatest general Alexander Suvorov. It was from him that he came to understand how important it was to develop strong bonds with those whom he would command. He also had the misfortune of receiving two separate bullet wounds to the head. These wounds caused him to go blind in his right eye with only the white of the eye being visible. He suffered from terrible head pains for the rest of his life.

Kutuzov was no stranger to politics either, holding the position of Ambassador to Turkey and Prussia as well as being the Governor-General of Finland and Saint Petersburg.

In 1805 Kutuzov had field command of the Russian forces that were defeated at the Battle of Austerlitz, although the influence of Tsar Alexander I severely hindered operations. In 1812 he was awarded the title of Prince following his ability to bring the Turkish War of 1806-1812 to an end with the treaty of Bucharest. This action freed up badly needed troops to march northwards.

With Barclay de Tolly falling out of favour in the early manoeuvres of the Patriotic War, Alexander chose Kutuzov to replace him as head of all Russian forces. Kutuzov was a popular choice with all sections of Russian society and the army, since he was not a foreigner and took care to look after his soldiers.

At Borodino as at Austerlitz earlier, Kutuzov issued only limited orders and left much of the tactical execution of the battle to Barclay de Tolly, Bagration and a number of 'Corps de Bataille' commanders. His headquarters for the battle remained at Gorki

in the rear of the right flank where he was unable to direct any action in a timely manner. His age also restricted his ability to move about the battlefield. Commanders either rode to him or he used his aides to send orders.

For his part in the 1812 campaign Kutuzov was awarded the rank of Field Marshal and took the title 'His Serene Highness Smolensky.'

Kutuzov has a Staff Rating of 7 and adds one dice to any combat he is involved in. He has the special rule 'Saviour of the Motherland' all Russian troops within 12" of Kutuzov add +1 to the dice rolled for a break test. Kutuzov is also classed as 'Immobile' this means that once placed on the table top he is unable to move, unless the enemy come within proximity range. If he has any enemy units within proximity range at the start of his turn Kutuzov may move freely. He has a Command Distance of 18".

Kutuzov costs 75 points.



NO MERCY! RUSSIAN CAVALRY CHARGES AT THE ENEMY SOLDIERS



RUSSIAN JAGERS SKIRMISH AHEAD OF RUSSIAN INFANTRY

General of Infantry Mikhail Bogdanovich Michael Andreas Barclay de Tolly



German speaking of Scottish heritage Barclay de Tolly, the son of minor nobility entered the Russian military in 1767 at the ripe old age of six. His abilities brought promotion and by 1794 he had risen to the rank of Major General. He took part in many of Russia's wars in the 1780s and 1790s fighting against the Poles, Swedes and Turks.

During the War of the 4th Coalition Barclay fought bravely and was wounded at the Battle of Eylau, and his actions were rewarded with promotion to the rank of Lieutenant General.

In 1808, after recovering from his injuries, Barclay re-joined the army and successfully commanded Russian forces during the Finnish War. His success brought promotion to General of Infantry and the post of Governor General of Finland. In 1810 he became the Minister of War, a post he still held in 1812.

Barclay was seen as a foreigner and was branded an agent of the French and a coward by some elements of the Russian military and society. That could not have been further from the truth, as can be seen from his actions at the Battle of Borodino where he commanded the right wing of the Russian army with both skill and bravery.

In our games of Black Powder, Barclay has a Staff Rating of 8. He is also Decisive, see page 94 of the Black Powder rule book. He adds one dice to any combat that he is involved in. If he fails to give an order to a unit/s he can continue to give one more order to a different unit on a D6 roll of 4+.

General de Tolly costs 100 points.

General of Infantry Pyotr Ivanovich Bagration



Born in 1765 into a noble Russian family, he entered the Russian military in 1782 as a Sergeant. He rose through the ranks and by 1799 was a Major General and had gained the recognition of the great Russian commander Suvorov, under whose command he had served during the Italian campaign of 1799.

Bagration commanded Russian forces during the

Wars of the 3rd and 4th Coalitions where he acquitted himself well despite Russia's military defeat. In 1809 he was promoted to General of Infantry, following campaigns against both the Swedes and Turks.

In 1812 Bagration commanded the 2nd Western Army capably. He commanded the left wing at the Battle of Borodino where he was mortally wounded.

"The rumour of his death flashed through the troops. There was confusion; we had one common feeling – despair!"

General Ermolov

Bagration, loved by his soldiers, has a Staff Rating of 9 and is both Decisive, see page 94 of the Black Powder rule book and Inspirational, see page 106 of this supplement. He adds two dice to any combat that he is involved in. He has the special rule 'Lion of the Army.' Once per game a Russian unit of cavalry or infantry can re-roll a Break test result as if it were Valiant.

General Bagration costs 175 points.

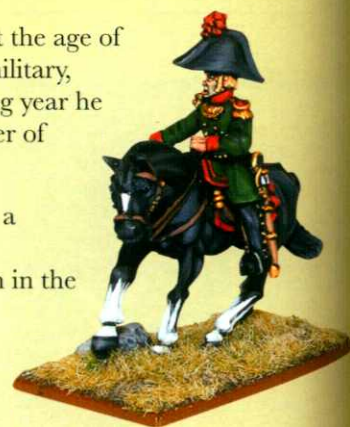
Lieutenant General Nikolay Nikolayevitch Raevsky



Raevsky began his military career at an early age, in 1791. At the age of twenty he had achieved the rank of Colonel in the Russian military, having already campaigned against the Turks. In the following year he took part in the Polish- Russian War, being awarded the Order of St George 4th Class for his gallantry.

During the 1806 and 1807 campaigns, by which time he was a Major General, he served with distinction under Bagration. Following defeat to France in 1807, he fought against Sweden in the Finnish War 1808-09 and was promoted to the rank of Lieutenant General. With the war against Sweden over he transferred to a command fighting courageously against the Turks in the Russo-Turkish War of 1806-1812.

During the Patriotic War he once again served with Bagration at the head of the VII Corps in the 2nd Western Army. He delayed the brilliant Marshal Davout at the Battle of Saltanovka. During this battle Raevsky was reported to have led his two young sons by the hand at the head of the Smolensk Regiment, inspiring the regiment forward into action.



For his actions at Borodino Raevsky was awarded the Order of St George 3rd Class.

Raevsky has a Staff Rating of 8 and adds two dice to any combat that he is involved in. He is Inspirational, see page 106 of this supplement.

Lieutenant-General Raevsky costs 100 points.

Name	Staff Rating	Combat attacks	Special Rules	Cost
Major General Eugene von Württemberg	8	+2	Headstrong	100 points
General of Cavalry Matvei Platov	8	+2	Your army receives an additional free regiment of Cossack cavalry. Once per game Platov can issue a Follow Me order to a Light cavalry brigade rather than a single cavalry regiment. Place Platov with a Brigade commander who is with 12" of him and then move that commander's brigade up to three moves. Then place the Brigade commander and Platov with one of the units in the brigade. If the unit is in combat only Platov's additional dice are added to the combat.	150 points
Lieutenant Colonel Andrei Bogdanovsky	7	+1	Aggressive, Irresponsible	25 points
Major General Vasili Denisov	8	+1	Cossack cavalry under his command can charge normally	100 points
Major General Mikhail Vorontsov	8	+1	Decisive	75 points
Major General Pavel Stroganov	7	+1	Decisive, Irresponsible	25 points
Major General Aleksandr Ivanovich Kutaisov	7	+2	Decisive, Headstrong, Aggressive, Russian Batteries ignore their proximity rule see page 45 of this supplement	150 points

Allied Commanders

Marshal Louis-Nicolas Davout



The 'Iron Marshal' was one of France's greatest generals. He entered the École Militaire at the age of 15 in 1785. On graduating three years later he received a commission as a sous-lieutenant in the Royal Champagne Regiment of cavalry. Davout supported the social and political uprising that was to become the French Revolution and rose to become a general de

brigade during the Revolutionary wars. He befriended General Louis Desaix who introduced him to Napoleon in 1798. In the same year he took part in the Egyptian expedition, and commanded a brigade of cavalry in Desaix's Division.

He was soon promoted to general de division and became firmly linked to Napoleon through marriage. In May 1804, one day after becoming Emperor of the French, Napoleon decreed that eighteen of his generals and firm supporters be appointed Marshals, a position that had been abolished by the Republic. Davout was among those chosen and he was also the youngest at 34 years of age.

Davout did not fail his Emperor, and gave outstanding service during the wars of the Third and Fourth Coalition. In 1805 he commanded III Corps, won an engagement at Maria Zell in Styria on the 8th of November and conducted a forced march from Vienna to join the right flank of the Grande Armée – a strong contributory factor in securing a

French victory. Perhaps his greatest moment came a year later at the Battle of Auerstädt in Saxony, when his corps single handedly won a great victory against a Prussian army that outnumbered him more than two to one.

After an excellent performance in the Polish campaign of 1807, Davout became the Governor-General of the child of the Treaty of Tilsit, the Duchy of Warsaw. In 1808 he took the title of Duke of Auerstädt.

He was rewarded again in 1809 with the title Prince of Eckmühl after he distinguished himself at the Battles of Eckmühl and Wagram.

Prior to the 1812 campaign Davout was charged with reorganising the Grande Armée for the coming campaign. In early 1812, he left Hamburg at the head of the I Corps. During the first weeks of the campaign, Davout moved south to surround Bagration's 2nd Western Army. Despite his efforts, his schemes failed, with Jerome Bonaparte not helping matters.

At Borodino, Davout's horse was shot from under him. Although he was out of action and believed dead for a short while, he quickly resumed his command.

Davout was a great commander, but he had a cold persona which gave him the ability to antagonise and alienate his contemporaries in the officer corps, evidenced by the effect on Generals Desaix and Compans at Saltanovka and his clashes with Murat throughout the campaign. He has a Staff Rating of 9 and a command range of 24". He adds two dice to any combat that he is involved in. He is Decisive see page 94 of the Black Powder rulebook. If Davout gives an order to any unit in another commander's 'command' then that commander has a staff rating two less than normal in their following turn for all orders other than Rally on Me orders.

Marshal Davout costs 150 points.



POOR PIERRE...

Marshal Joachim Murat, King of Naples



Murat was born into a family of inn keepers, the youngest of twelve children. His early life was directed to a career in the church, however in 1787, at the age twenty he had the fortune to see a regiment of cavalry pass through his city. He was immediately taken with the thought of life as a cavalryman; he ran away and joined the French army in the Chasseurs des Ardennes. Within two years

of service he was promoted to the rank of Sergeant, his military career was cut short however when he was forced to resign after an affair. He spent a short time as a shop clerk before returning to arms in the National Guard. He then returned to his old cavalry regiment, which by now were the 12th Chasseurs.

On 5th October 1795, 13 Vendémiaire, Murat not only distinguished himself by assisting in suppressing the Royalist revolt but also ensured that his military career was linked to Napoleon Bonaparte.

He took part in the Italian campaign of 1796 as Chef de Brigade and an aide de camp to Bonaparte and he also distinguished himself commanding a cavalry brigade in Egypt.

In 1800 he married Napoleon's sister Caroline and in 1804 he was created a Marshal of France and Governor of Paris. During the campaign of 1805, Murat initially suffered his Emperor's wrath by disobeying orders to protect the flanks of the Grande Armée, but redeemed himself at the Battle of Austerlitz.

During the war of the Fourth Coalition, Murat, now the Grand Duke of Berg, distinguished himself at both the Battles of Jena, 14th October 1806 and Eylau, 8th February 1807. At Eylau he launched 10,000 cavalry at the Russian army's centre, the famous 'Charge of eighty squadrons.'

In 1808, Napoleon gave him the crown of Naples. In the same year Murat found himself in Spain where he assisted Napoleon to sweep the Spanish royal family into exile and brutally crushed a Spanish revolt against French occupation in Madrid on the 2nd of May.

In 1812, Murat took command of the cavalry reserve, four corps of some of the finest cavalry in the world. Murat was heavily involved in the campaign and showed himself to be a very brave warrior in the midst of the carnage on the field of Borodino.

Murat has a Staff Rating of 9 he is Aggressive, see page 94 of the Black Powder rule book and Inspirational see page 106 of this supplement. He adds two dice to any combat that he is involved in. Murat has the special rule 'Well, are you going to let us be devoured by these people?' the famous words spoken by Napoleon on the field of Eylau prior to Murat's famous charge. Once per game Murat can perform a Follow Me order to a cavalry

brigade and not a single cavalry regiment. Place Murat with a brigade commander who is with 12" of him and then move that commander's brigade up to three moves. Then place the brigade commander and Murat with one of the units in the brigade. If the unit is in combat only Murat's additional dice are added to the combat.

Marshal Murat costs 200 points.

Marshal Josef Antoni, Prince Poniatowski



Poniatowski was born in Vienna in 1763 his father being the brother of Stanislaw II Augustus the last King of Poland and Grand Duke of Lithuania. His father died when Josef was 10 and he then fell under the influence of Stanislaw. He was trained for a life in the military and joined the Polish army at the age of 26, following service in the Austrian army where he took part in his first

military campaigns against the Turks as an aide de camp.

In 1789 he took command of a division in the Ukraine as a Major General, and began rebuilding the neglected Polish-Lithuanian Commonwealth's military machine. Three years later he was promoted to Lieutenant-General and took command of the Polish army in the Ukraine, charged with defeating the impending Russian invasion.

The Russians invaded in 1792, and the Polish-Russian War of 1792 began. Although the Poles lost the war, it was Stanislaw II Augustus who capitulated and not the army. Poniatowski, who had performed well, defeating a Russian army at the Battle of Zieleńce on the 18th of June, resigned his commission in disgust. The Polish-Russian War led to the Second Partition of Poland as a state.

Poniatowski returned to the army in 1794, taking part in the doomed Kościuszko Insurrection against Russian and Prussian influence in Poland. When the uprising failed he resigned himself to private life spending time in both Vienna and Warsaw, the latter being a Prussian possession.

Napoleon's victories in 1806 and 1807 that led to the creation of the Duchy of Warsaw brought new opportunities for Poniatowski, and by 1809 he had become the commander-in-chief of the Duchy's armed forces.

During the war of the Fifth Coalition in 1809, Poniatowski performed well, defeating the Austrians at Gora and Grochow. In 1812 he took command of the Polish forces that entered Russia in the form of the V Corps.

Poniatowski has a Staff Rating of 9, and he is Inspirational to Polish formations see page 106 of this supplement. He adds two dice to any combat that he is involved in.

Marshal Poniatowski costs 150 points.



French Cuirassiers

Jean-Louis-Ebénézer Reynier



Born 1771 in Lausanne, Switzerland, Jean Reynier was no stranger to combat when he assumed command of the VII (Saxon) Corps in 1812. Originally a civil engineer, he had volunteered as a gunner at the onset of the French Revolution in 1792, rising rapidly in rank to become a *Général de Brigade* by January 1795.

He joined the expedition to Egypt in 1798, returning in 1801 after a series of

arguments with his commanding officer General Menou.

Holding a series of commands in various parts of the Empire, he was awarded the Grand Cross of the Légion d'Honneur in 1807 following the capture of Cotrone in southern Italy.

After the Battle of Wagram, during the campaign against Austria in 1809, Reynier had his first meeting with the Saxons. In the rank of *Général de Division*, he assumed command of the Saxon Corps after the dismissal of Marshal Bernadotte. Reynier would stay in command of the Saxons almost continuously from then on, until they switched sides in 1813 at Leipzig. Captured during the final stages at Leipzig, he was released the next year as part of a prisoner exchange. However, the many hard years of campaigning had taken their toll on this remarkable man and he died just a few weeks after his return to France.

An honest, tough and taciturn man, Reynier was a capable general who grew to admire and respect 'his' Saxons during the hard years they shared, and they in turn respected and admired him.

He was granted many awards during his short life. He was made a Count of the Empire, a Grand Dignitary of the Order of the Two Sicilies and, tellingly, he received the Military Order of Saint Henry which was the highest military order that the Kingdom of Saxony could bestow.

Reynier has a command rating of 8, he is *Decisive* and *Aggressive* (page 95 of *Black Powder*). Reynier adds two attacks to any combat that he is involved in.

Jean-Louis-Ebénézer Reynier costs 125 points.

Karl Philipp, Fürst zu Schwarzenberg



Karl Philipp was born in Vienna in 1771. At the age 17 he entered military service and a year later saw his first action against the Turks in which he proved to be a brave soldier. In the Revolutionary Wars he served in Prince Josias of Coburg's Advanced Guard. At Le Cateau-Cambrésis his actions lead to the rout of a whole French Army Corps for which he was awarded the

Knight's Cross of the Military Order of Maria Theresa. By 1799 he had attained the rank of Feldmarschall-Leutnant. At Hohenlinden in 1800 he served as a divisional commander in the right column of the doomed Austrian army and it was his actions that ensured that the right wing was not destroyed.

In 1804, he was created Fürst zu Schwarzenberg. He took part in the Ulm campaign of 1805, but escaped capture following the disaster. In 1809, Schwarzenberg, who had been an envoy in Russia, managed to return to Austria in time to command a Cavalry Division in the Reserve Corps at the Battle of Wagram. Following the Peace of Schönbrunn, he was sent to Paris to commence negotiations for the marriage of Marie Louise of Austria to Napoleon.

In 1812, Schwarzenberg's standing in the eyes of Napoleon ensured that he was selected to command the Austrian Hilfskorps with which he won a number of victories, the most notable being at Gorodetschna on 12th August 1812.

Schwarzenberg was an extremely competent commander and although he dallied during the campaign of 1812, that was through judgement rather than lack of ability.

He has a *Staff Rating* of 8 and is *Decisive*, see page 94 of the *Black Powder* supplement. He adds one dice to any combat that he is involved in.

Karl Philipp, Fürst zu Schwarzenberg costs 75 points. Alternatively he can be classed as *Hesitant*, in which case he would cost 25 points.

Johann Adolf, Freiherr von Thielmann



Born 1765 in Dresden, he was originally destined for a career in law but he would have it otherwise. After the death of his father in 1782 he enrolled as an ensign in the cavalry and never looked back.

A premierleutnant in the hussars by 1791 he took part in all the battles of his regiment during the years of 1793, 1795 and 1796 earning his commission as

Stabsrittmeister by 1798. He was 33 by that point and one of the youngest of his rank. Serving in both the campaign against France in 1806 and Austria in 1809, he developed a reputation for aggressiveness and audacity, both of which traits would serve him well and ensure his rather meteoric rise through the ranks, finally becoming Generalleutnant in 1810. In 1812 he was given command of the Heavy Cavalry Brigade of the 2nd Division in the VII Corps, which comprised the von Zastrow, Garde du Corps and Prinz Albrecht regiments in addition to a battery of horse artillery. He served with distinction throughout the Russian campaign culminating in the storming of the Raevski redoubt at Borodino. Von Thielman was at the front of this charge. However, at the conclusion of the war Thielman had lost his

belief in the French cause and therefore tried to convince the officer corps to switch sides to the allies. His exaggerated sense of his own importance and the egotistical way he went about it did not persuade many. This ultimately meant that he would resign his commission in the Saxon army. After a brief stint in Russian service he became a General of Cavalry in Prussia. After his entry into Prussian service he worked towards the complete annexation of the Saxon state to the Prussian, earning him much animosity from his former colleagues.

He would go on to command the 3rd Prussian Army Corps in the Hundred Days, fighting against Grouchy at Wavre, but ultimately failed in his agenda as Saxony survived as a state, although severely diminished.

A very capable cavalry general, von Thielmann was a great asset to the Saxon army and indeed to the French cause but suffered from a rather inflated ego that on occasion brought him into conflict with his fellow officers whom he would often blame for his own faults and mistakes. He was many things, but popular was not one of them. His decision to eventually leave Saxony altogether and join sides with its enemy did not do much to remedy his, by this point, rather bad reputation. His subsequent decision to try and eradicate the kingdom tarnishes his legacy even further.

Thielmann has a command rating of 8. He is Aggressive and Headstrong. He adds three attacks in any combat that he is involved in if he charged. Thielmann can also be used as a commander by a Prussian player during the Hundred Days.

Johann Adolf, Freiherr von Thielmann costs 150 points.



"VITE! VITE!"

Carl Christian Erdmann Edler von Le Coq



Born in 1767, he was only 13 years old when he joined the infantry as a *Fähnrich* in 1780. Due to sterling service he was a *major* by 1800 and commanded a company until a further promotion to *Oberstleutnant*. In that capacity he took part in the Battle of Jena, in command of a company of grenadiers. A further promotion followed in 1807 to *Oberst* and by

1809 he was commanding an infantry brigade in Austria in the rank of *Generalmajor*. Due to his actions in that campaign he recieved both the Military Order of Saint Henry and *Légion d'honneur* and a further promotion to *Generalleutnant* in 1810. Not bad for only 43 years of age. By 1812 he was in command of the 1st Division of the VII Corps and was the senior officer of the corps, only surpassed by Reynier. He served in that position for the entire war, winning for himself both fame and glory as exemplified by being named a commander of both the orders to which he belonged. It

was only because of his skill and bravery that the sad remains of the new Saxon army returned home

A reformer and innovator at heart, he was very involved in the reforms of 1810, mostly with the creation of the light infantry. He remained true to his King and country after the events of Leipzig, earning the enmity of Thielmann, but the gratitude of his King.

Lecoq was possibly the best general in the Saxon army at the time, loved by his men and respected by his peers. At the celebration of his 48th birthday in 1815, he received a sabre of honour paid for by his men and officers. No greater respect could be bestowed on a man who had devoted his life to king and country. He continued to serve in high posts, celebrating fifty years in the service in 1830. As a reward for his dedication he received the highest order of the Kingdom of Saxony, the *Hausorden der Rautenkrone*, from the hand of the King himself. The tired and spent general died a few months later on his way to Italy. He was 63.

Lecoq has a command rating of 8. He is Decisive and Inspirational see page 106 of this supplement. Lecoq adds two attacks to any combat he is involved in. He has the special rule 'Hero of the Army'. A Saxon army with Lecoq in command has D3 units that are Valiant (page 181 of Black Powder)

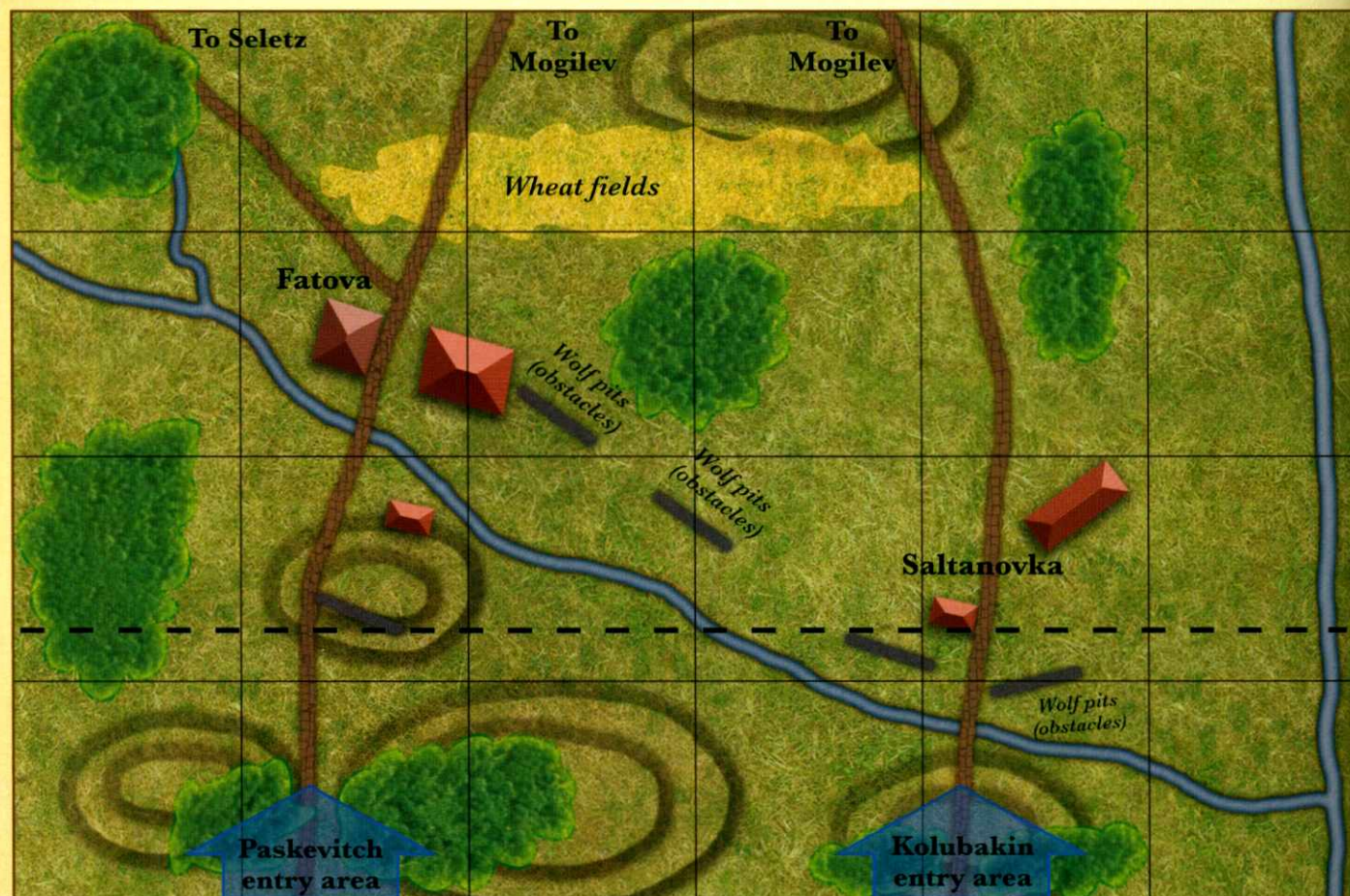
Carl Christian Erdmann Edler von Le Coq costs 150 points.

Name	Staff Rating	Combat attacks	Special Rules	Cost
General de Division Count Jean Dominique Compans	8	+2	Aggressive and Inspirational	125 points
General de Division Louis Friant	9	+3	Decisive and Independent	175 points
General de Division Joseph Marie, Count Dessaix	9	+1	Aggressive	100 points
General de Division Jean Victor Tharreau	8	+2	Headstrong	100 points
General de Division Adam Ludwig von Ochs	7	+1	Irresponsible	0 points
General of Division Jean Gabriel Marchand	9	+2	Decisive	125 points
Feldmarschall-Leutnant Vincenzo Federico Bianchi	7	+2	Decisive	75 points

The Battle of Saltanovka 23rd July 1812

Bagration's intention to join the First Western Army by crossing the Dnieper River at Mogilev has been thwarted by the French under Davout. Bagration decides to throw Raevsky's VII Corps at Davout's positions, if the French are weak then Raevsky will easily succeed through weight of numbers. If the French prove stronger than thought, then Raevsky can fight a delaying action giving Bagration time to cross the Dnieper elsewhere.

The Battlefield



French Troop Deployments

Davout deployed three battalions of the 85th Line Regiment and a company of Voltigeurs near Saltanovka, whilst five battalions of the 108th Line Regiment and one battalion of the 85th covered Fatova. Both these positions were reinforced with artillery batteries. To the rear of

Fatova between that village and Seletz, he stationed four battalions of the 61st Line Regiment as an immediate reserve.

Russian Forces

Raevsky had five regiments each from the 12th and 26th Infantry Divisions, twenty squadrons of cavalry, three Cossack regiments and seventy-two cannons.

The Battle

Early Russian attacks against Saltanovka by Jägers made quick gains, counter-attacks by the 85th Line Regiment and artillery soon redressed the balance. Fatova was the next village to feel the weight of the Russian attacks, which met with success, the Orel and Novgorod infantry regiments actually taking Fatova. A counter-attack by the 108th Line Regiment, previously concealed in wheat fields, threw the Russians out of the village in confusion. A final attack on Saltanovka by Raevsky was brutally suppressed by French cannon fire. When Raevsky heard that Davout had been reinforced he finally ordered his forces to withdraw.

Raevsky's action bought time for Bagration who had the Second Western Army cross the Dnieper at Novy Bikhov en route to Smolensk. The Russians lost 2,548 killed and wounded whilst the French lost 4,134. Although the battle was a tactical victory for the French, strategically, Bagration had once again avoided being enveloped and then united with Barclay.



Wargaming the Battle of Saltanovka

Why game this battle, you may ask? A number of features of this battle make this action a must for me. Even with so few French troops deployed, the French still get to use a Marshal of France as their commander-in-chief. The French were on the strategic attack during this phase of the campaign yet this is a battle where they were thrown onto the defensive. The terrain associated with the battlefield is very challenging for the Russians; however, they are able to field a noted personality of the Napoleonic wars in Raevsky. We also get to use rules for hidden set-up, plus Davout's operational management of the battle – all on a table full of terrain.

THE TABLE AND TERRAIN

This battle is unique in that it has nearly all of the terrain types that a wargamer could interact with: hills, wooded hills, water features such as rivers and marshland, buildings, bridges, tracks, improvised defences and wheat fields. These features play a very important part in this game:

Heavy Woods

Rules for heavily wooded areas are covered on page 110 of this supplement.

Swamps and Marshes

The rules for swamps and marshes are covered on page 111 of this supplement. Three inches either side of the Saltanovka River is classed as marshland. The marshland, running adjacent to the Saltanovka from the Saltanovka Bridge to the Fatova Bridge, is classed as very rough ground to infantry, and impassable to other troop types. Other marshland on the table is classed as impassable to all troop types.

Crop Fields

The rules for crop fields are given on page 111 of this supplement. This particular wheatfield can be used to hide French infantry at the start of the game. The wheatfield can hide up to two French infantry battalions. If the French player chooses to hide any units, then mark their position and formation on a map. If these troops move at all they are instantly revealed. They are also exposed once any Russian unit gets within proximity range of them. Any Russian unit charged by a hidden unit tests for disorder; on a D6 roll of a 5 or 6 they become disordered.

Buildings

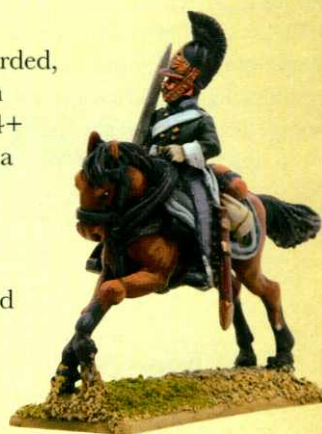
The rules for buildings are given on page 113 of this supplement. Each building can hold one battalion. The buildings are not that substantial and only add +1 to the defender's morale value. Note any commander ordering a unit in such cover to move out of it receives a -1 penalty to his strategy rating.

Rivers

The Saltanovka River can be forded, but only if a unit starts a turn in base contact with it and rolls a 4+ on a D6. The river is treated as a linear obstacle.

Bridges

The rules for bridges are covered on page 112 of this supplement. Both bridges are classed as very rough ground.



Improvised Defences

The rules for cover are given on page 113 of this supplement. The improvised defensive obstacles are wolf pits dug by the Russian forward elements and wooden barricades for the French. Each is classed as cover. Note any commander ordering a unit behind such cover to move out of it receives a -1 penalty to his strategy rating.

The game is fought on a 12' wide by 8' long table. The game lasts for 10 turns. The Russians get the first turn.

Special Rules and Dispositions

Kolubakin's and Paskevitch's entry points are shown. The jägers and artillery of each division can start the game up to 8 inches onto the table; their deployment area is an extension of the entry points. The two Russian infantry divisions are available from turn one, while the Dragoons are available from turn four.

The French begin the game with the two infantry divisions, except the 111th Line Regiment, deployed on the table up to the dashed line. The 111th Line Regiment can be ordered onto the table from turn two, and the 5th Cuirassier Division can be ordered onto the table from turn three.

French players can hide up to two infantry units in the marked wheatfields. If they do so, then mark their position and formation on a map. If these troops move at all they are instantly revealed. They are also exposed once any Russian unit gets within proximity range of them. Any Russian unit charged by a concealed unit tests for disorder; on a D6 roll of a 5 or 6 they become disordered.

The French player may keep the regimental guns with the battalions or may organize them as provisional light batteries of eight guns each at the beginning of the game. Once deployed to a provisional battery the guns may not re-join the battalion. Refer to the rules for regimental guns on page 54 of this supplement.

Davout, Dessaix, Compans and Raevsky all have special rules see page 117 of this supplement.

The Russians get the first turn; units off the table measure their first moves from the table edge.

THE ARMIES

I have set out the orders of battle for those of you who may have larger figure collections or who would like to fight the battle as a club event where collections are merged together. To keep the game playable for one or two players a side, and matching most gamers' figure collections, you could take the approach that I suggested in *Albion Triumphant Volume one 'The Peninsular Campaign'* on pages 94/95. Put simply this would halve the number of

forces required. For example, the Smolensk Infantry Regiment of two battalions would be represented by one battalion. If you take the latter approach dispense with brigade commanders and the Regimental Orders rules. As a guide, I have shown the alternative forces in brackets in the first scenario. (Note if you choose to play the game using the reduced number of figures you can play the game on a reduced table size to suit.)

The Russians

(Commander-in-Chief VII Corps Generallieutenant Raevsky SR 8)

12 Division Generalmajor Kolubakin SR 7

1st Brigade General (Vacant)

2 Standard Infantry Battalions of the Smolensk Infantry Regiment (1 Battalion)

2 Standard Infantry Battalions of the Narva Infantry Regiment (1 Battalion)

2nd Brigade Colonel Pantzerbieter SR 7

2 Standard Infantry Battalions of the New Ingermanland Infantry Regiment (1 Battalion)

2 Standard Infantry Battalions of the Alexopol Infantry Regiment (1 Battalion)

3rd Brigade Major General Palitzin SR 7

2 Standard Jäger Battalions of the 6th Regiment (1 Battalion)

2 Standard Jäger Battalions of the 41st Regiment (1 Battalion)

1 Russian Position Battery, 12th Heavy Battery (Half battery)

2 Russian Light batteries, 22nd and 23rd Light Batteries (Light Battery)

26th Division Generalmajor Paskevitch SR 7

1st Brigade General Liebart SR 7

2 Standard Infantry Battalions of the Landoga Infantry Regiment (1 Battalion)

2 Standard Infantry Battalions of the Poltava Infantry Regiment (1 Battalion)

2nd Brigade Colonel Ladyzhenski

2 Standard Infantry Battalions of the Orel Infantry Regiment (1 Battalion)

2 Standard Infantry Battalions of the Nivegorod Infantry Regiment (1 Battalion)

3rd Brigade Colonel Gogel SR 5/7

2 Standard Jäger Battalions of the 5th Regiment (1 Battalion)

2 Standard Jäger Battalions of the 42nd Regiment (1 Battalion)

1 Russian Position Battery, 26th Heavy (Half battery)

2 Russian Light Batteries, 17th and 28th Light (Light Battery)

4th Cavalry Division Generalmajor Sievers SR 7

12th Brigade General Pantchauidseff SR 7

2 Standard Dragoon Regiments: the Karkov and Tchernigov Regiments (1 Dragoon Regiment)

13th Brigade Colonel Emmanuel SR 7

2 Standard Dragoon Regiments: the Kiev and New Russia Regiments (1 Dragoon Regiment)

1 Russian Horse Battery, 10th Horse battery (Half battery)



The French

(Commander-in-Chief I Corps Maréchal de France Davout, SR 9)

4th Division

Général de division Dessaix SR 6/8

2nd Brigade

Général de brigade Friederichs SR 5/7

5 Standard Battalions 85th Line Infantry Regiment

1 Regimental artillery half battery (2 Battalions)

1 Horse Artillery battery II Horse/5th Horse Artillery Regiment (Half battery)

3rd Brigade

Général de brigade Leguay SR 5/7

5 Standard Battalions 108th Line Infantry Regiment

1 Regimental artillery half battery (2 Battalions)

1 Standard Foot Artillery battery IX Foot/7th Foot Artillery regiment (Half battery)

5th Division

Général de division Compans SR 6/8

3rd Brigade

Général de brigade Guyardet SR 5/7

5 Standard Battalions 61st Line Infantry Regiment

1 Regimental artillery half battery (2 Battalions)

5 Standard battalions 111th Line Infantry Regiment

1 Regimental artillery half battery (2 Battalions)

1 Standard Foot Artillery battery XVI Foot/7th Foot Artillery Regiment (Half battery)

Cavalry Brigade

Général de brigade Bordessoulle SR 7

1 Small 3rd Chasseurs-à-Cheval Regiment

5th Cuirassier Division

Général de division Valence SR 8

Brigade Général de brigade Reynaud SR 8

1 Large Regiment of the 6th Cuirassiers

Brigade Général de brigade Dejean SR 8

1 Standard Regiment of the 11th Cuirassiers

Brigade Général de brigade Lagrange SR 8

1 Large Regiment of the 12th Cuirassiers

(2 Standard Cuirassier Regiments)



Russian Aims and Objectives

The Russian player's aim is a simple one, to drive the French from the field of battle.

French Aims and Objectives

The French player's aim is to prevent the Russian player gaining a foothold on the northern bank of the Saltanovka River.

Winning the Game

Players score victory points for capturing key terrain features and destroying and shaking enemy formations. The winner is the player who scores three more victory points than their enemy. If the difference between the two armies is one or two victory points the game is a draw.

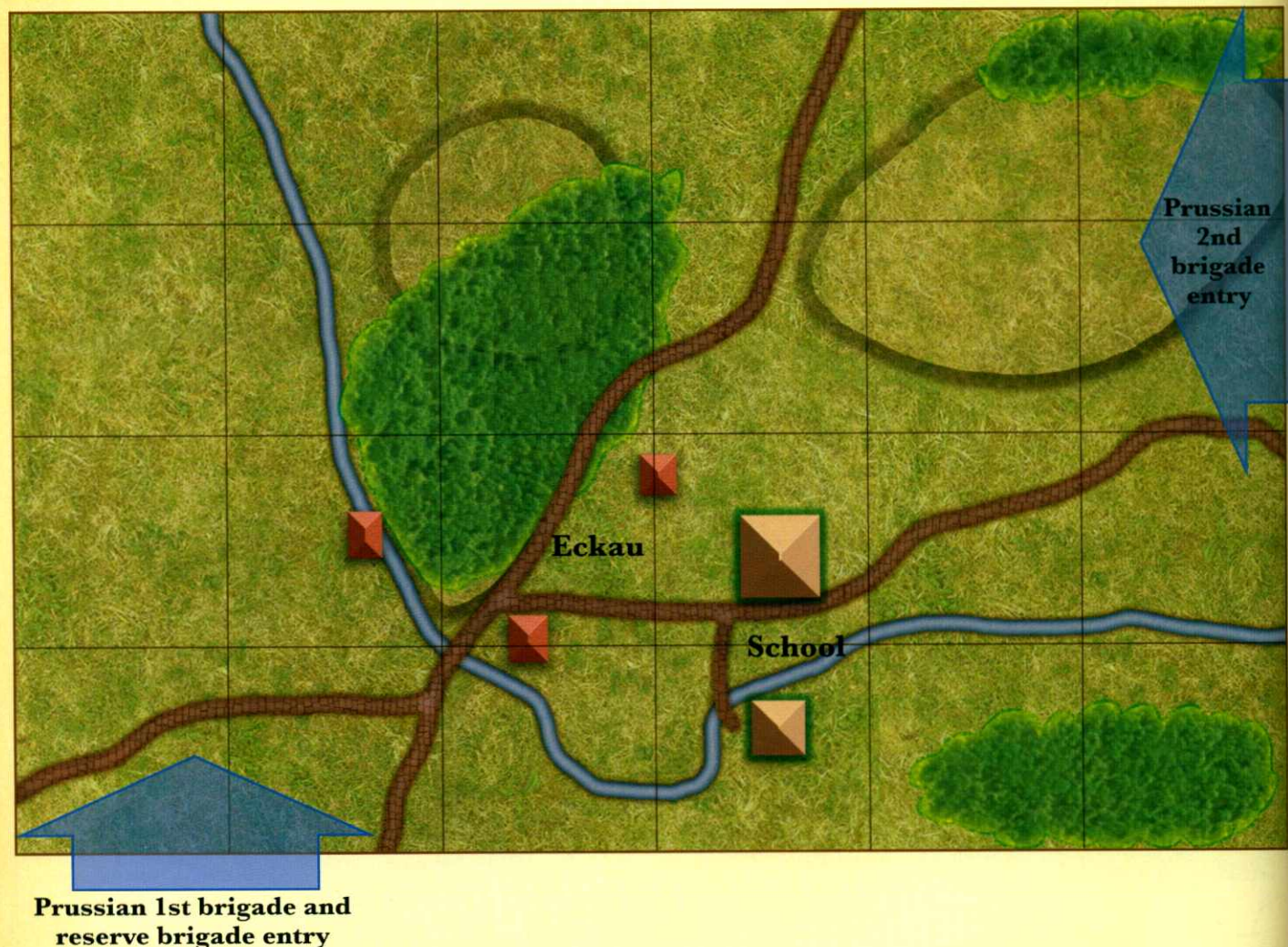
Victory Conditions table

Objective	Condition	Russian	French
Holding the village of Saltanovka, Fatova		8	8
Shaking a unit (All unit types)		1	1
Destroying a small unit		1½	1½
Destroying a standard unit		2	2
Destroying a large unit		2½	2½
Breaking a brigade		5	5

The Battle of Gross Eckau 18th July 1812

In the north, Marshal Macdonald's X Corps marched on the vital supply base, the city of Riga. The city's governor, Lieutenant General Ivan Nikolayevich Essen, had made every effort to prepare the city for siege, including sending General Lewis with an all arms force to occupy Eckau. This move threatened to cut communications between a Prussian force and MacDonald's main formation. The Prussians decided to act and push back the Russians to Riga.

The Battlefield



Prussian Deployments

The Prussians approached the Russian positions from two directions – the south and the northeast. Both forces consisted of an all-arms brigade. The Prussians had a cavalry reserve stationed to the rear of their first brigade. All troops are available from turn 1.

Russian Deployment

The Russians were deployed in two distinct areas. The first brigade and a substantial part of the second brigade were to the west of Eckau lining the northern bank of the River Eckau and the main road to Riga. These two features were separated by a hill and a knoll. This area is marked on the map by the Russian Deployment Area. Two battalions from the second brigade took up positions in the village of Eckau and its school, the school being on the southern bank of the river. This latter deployment was quite isolated from the main Russian positions.

To represent this the Russians can also deploy an infantry battalion in each of the buildings marked in green. A cavalry reserve stood to the north of the main Russian positions. This is enclosed by the Russian Deployment Area.

The Battle

As the first Prussian brigade attacked the main Russian positions, they were mauled by artillery fire from a battery stationed on the high ground at the Russian main position. This artillery fire caused heavy casualties and ensured that the Prussian commander, Kleist, realised that the Prussian forces attacking from the northeast had the better chance of success. Although the initial Prussian assaults failed, Kleist rallied his men and sent them back into action repeatedly. This increased pressure on the Russians led to General Lewis deciding that discretion was the better part of valour and he withdrew his forces towards Riga and new defensive positions. Both armies

The Prussians

Commander Generalmajor
Graf Kleist v. Nollendorf SR 8

First Brigade Commander v. Bulow SR 8

Infantry Regiment No.3
2 Standard Musketeer Battalions
Infantry Regiment No.4
- 1 Standard Fusilier Battalion
- 2 Standard Musketeer Battalions

Second Brigade Commander v. Horn SR 7

1 Standard Fusilier Battalion from
Infantry Regiment No.2
1 Standard Fusilier Battalion from Leib Regiment
1 Small Jäger battalion of the East Prussian Jägers
2 Small Hussar regiments of the 1st and 2nd
Combined Hussar regiments
2 Horse batteries

Reserve Commander v. Massenbach SR 8

2 small dragoon regiments of the 1st and 2nd
Combined Dragoon Regiments
3 Foot Artillery batteries

The Russians

Commander Lieutenant
General Levizov SR 8

First Brigade Commander Generalmajor Veliaminov SR 7

1 small hussar regiment of the Grodno Hussars
1 small Don Cossack Regiment

Combined Regiment No. 3

2 small musketeer battalions consisting of the 2nd depot
battalions of the Volyn and Tabola Infantry Regiments
1 small jäger battalion consisting of the 2nd depot
battalion of the 34th Jäger Regiment.
1 large light battery, 10th Artillery Battery

Second Brigade Commander Generalmajor Gorbuntsov SR 7

1 small Dragoon regiment of combined squadrons
1 small Uhlan regiment of the Polish Lancers

Combined Regiment No. 6

3 small Jäger battalions of the 4th, 20th and 21st Jäger

Combined regiment No.8

3 small Musketeer battalions consisting of the 2nd
depot battalions of the Minsk, Kaporsk and Reval
Infantry Regiments

lost approximately 600 men each. During the battle, Prussian
dragoons set upon the 2nd Battalion of the Revel Infantry
Regiment, and it was the only Russian unit to have its
standard captured during the whole campaign.

Wargaming the Battle of Gross Eckau

An historical battle where Prussians are pitted against
Russians is a must for me! It also allows us to look at two
armies that were not formed on actual brigade structures of
the period but very task-specific operational formations.

Terrain and Table

The river is fordable and is classed as rough terrain for all
troops. All other terrain types are as stated in the *Black
Powder* rulebook. The game is fought on a 6' by 4' table.
The game lasts for 8 turns. The Prussians get the first turn.

Special Rules and Dispositions

The armies are set up as per the deployment map and the
disposition rules above. The Prussians get the first turn. The
Russian commanders treat the 'combined regiments' as
regiments for the regimental orders rules.

Russian Aims and Objectives

The Russians have to hold the village and school of Eckau
as well as the high ground in their deployment area.

If the Russians break the Prussian army, then they win the game.

Prussian Aims and Objectives

The Prussians must drive the Russians out of Eckau and its
environs. If the Prussians break the Russian army, then they
win the game.

Winning the Game

Players score victory points for capturing key terrain features
and destroying and shaking enemy formations. The winner
of the game is the player who scores three more victory
points than their enemy. If the difference between the two
armies is one or two victory points the game is a draw.

Victory Conditions table

Objective	Condition	Russian	Prussia
Hold the village of Eckau (control the most buildings in the village)		8	8
Holding the School		4	4
Holding the high ground		6	6
Shaking a unit (All unit types)		1	1
Destroying a small unit		1½	1½
Destroying a standard unit		2	2
Destroying a large unit		2½	2½
Breaking a brigade		5	5

The Battle of Gorodetschna 12th August 1812

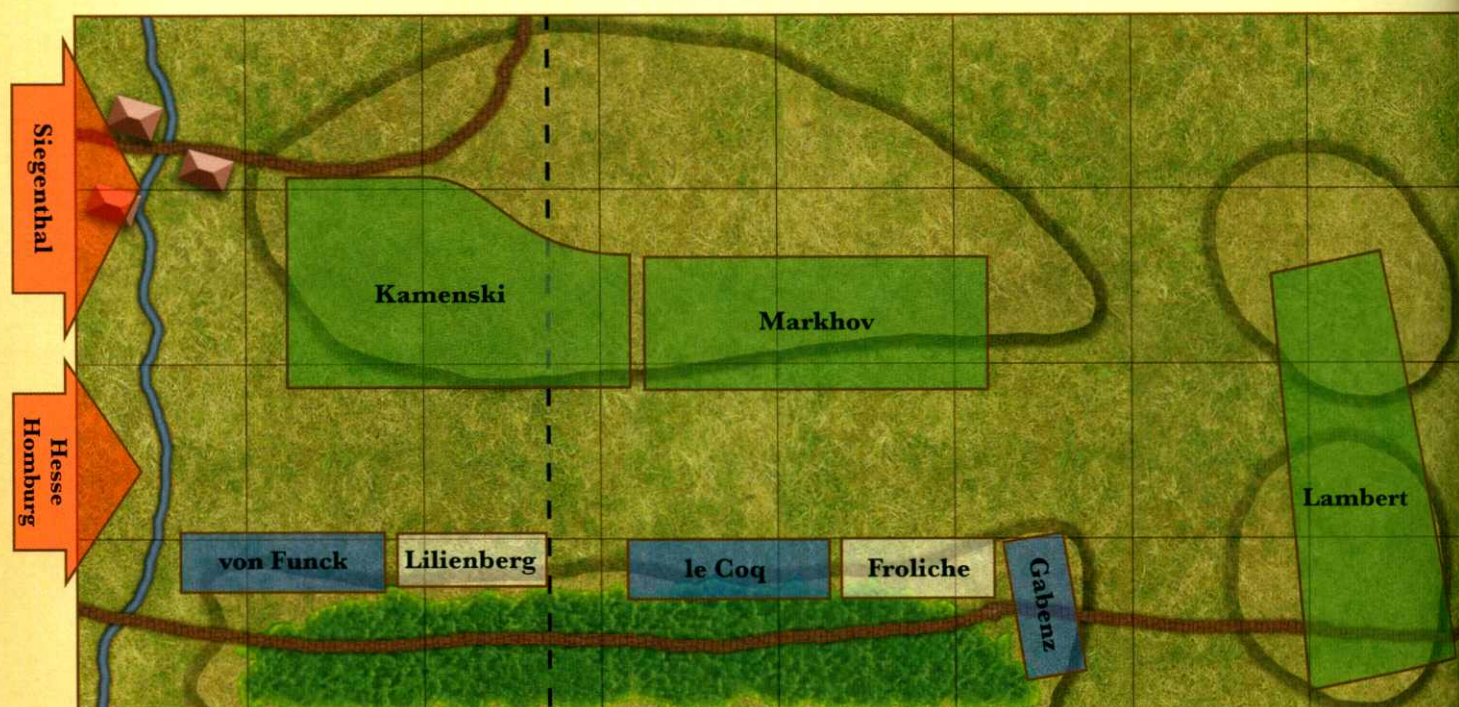
Napoleon, having driven deep into Russia, was on the brink of taking Smolensk. Nevertheless, to the south, Tormassov's Third Russian Army of the West had become a real threat. On 27th July, General Tormassov defeated Reynier's Saxons at the battle of Kobrin. To stabilise the situation, the Emperor ordered Schwarzenberg's Hilfcorps to cooperate with Reynier and suppress this Russian threat. Obeying his 'political masters' instructions from Vienna, Schwarzenberg had so far avoided any serious or overtly aggressive engagement with the Russians. But since this was a direct order from Napoleon himself, the Austrian Commander-in-Chief now had no option but to act offensively.

Opposed by the combined Austrian Hilfcorps and Saxon VII Corps of the Grande Armée, Tormassov had no choice but to retreat.

The retreating Russian commander, dislodged from Prujnay and one of his vital magazines, decided to make a stand, thereby hoping to slow the enemy's advance on the city of Kobrin. The ground that Tormassov chose was an ideal defensive position, covered to the front and to the right by a stream and marshland, and on the left by a dense forest. The front, accessed by only three passages where roads ran across the stream, would be difficult to take.

Both Schwarzenberg and Reynier knew that a frontal assault on a prepared enemy would be both very bloody and extremely risky. In order to avoid that Reynier suggested turning Tormassov's left flank to which Schwarzenberg agreed.

The Battlefield



Austro-Saxon (Allies) Deployment

Reynier's Saxons were selected to undertake the flanking manoeuvre supported by two Austrian brigades. Reynier completed the manoeuvre after minor clashes with the Russians at the crossing, and he began to deploy on a ridge opposite the Russian left wing. Reynier's forces deployed from right to left as follows: the Saxon Advance Guard, Le Cocq's Division, Lilienberg's Brigade and finally von Funck's Division, which had the marshy ground on its left flank. Siegenthal's Division was at the village of Poddoubny whilst Hessen-Homburg's Austrian Infantry Brigade stood behind the marsh on Siegenthal's right flank. Finally, Trautenberg's Division and Austrian cavalry was at Gorodetschna.

Russian Re-deployment

Tormassov now stripped his right flank of troops to defend his left which was being outflanked and turned Kamenski's Corps to face the Saxons, leaving the heights across from Poddoubny defended only by the Vladimir Infantry Regiment. The 28th Jäger Regiment deployed between the old and new positions to maintain contact with the Vladimir Infantry. Also 24 guns of the 12th and 24th Light Batteries were set up at the new position. The Starodoub and Taganrog Dragoons deployed in support of these new positions. General Markoff, ordered to deploy his forces in support of Kamenski's left flank, duly obliged, immediately receiving the attention of Saxon artillery. Count Lambert's

forces deployed further on the Russian left on high ground threatening the Saxon right and keeping the Russian escape route, down the Kobrin road, open. This left a half battery of guns, the Riajsk Infantry Regiment and the Tver Dragoons to watch the road to Gorodetschna.

The Battle

The early part of the battle consisted of the Saxons deploying forces from the thick forest on the Russian left and Tormassov redeploying to meet the emerging threat; as this went on artillery fire was playing across the battlefield. Both armies extended their lines towards Zavnice as both knew that the village and the road to Kobrin that ran through it was on the Russian line of retreat. If the Austro-Saxon army took it then the Russians would be trapped.

Meanwhile fighting broke out at the opposite end of the battle line as elements of Funck's Division attempted to take the Russian positions supported by Austrian artillery on the opposite banks of the stream. This attack was stopped by the intervention of Russian Dragoons; during this engagement, the 2nd Saxon Light infantry formed a line with the von Anger and von Spiegel Grenadier battalions in square anchoring either flank. Two companies of the 2nd Light Infantry who had been sent out to skirmish in front of the main formation, suffered at the hands of the Dragoons but managed to form '*klumpen*' (small groups of men gathered around officers and facing outwards towards the cavalry). The skirmishers' actions and bravery managed to fight off the attentions of the Russian cavalrymen.

The battle continued with the Austrians and Saxons launching a general attack along the line of the Russian positions and the Russians bravely fighting them off. Eventually it became increasingly hard for Tormassov to maintain his position against a numerically superior foe, and during the night of 12th/13th August, he retired on Kobrin.

Wargaming the Battle of Gorodetschna

A chance to pit Russians against Austrians in an historical scenario – why wouldn't you?

In this refight of the battle, the battle starts around mid-day with the Saxons and Austrians having completed their flanking manoeuvre and the race for Zavnice complete.

Terrain and Table

The river is fordable by infantry and cavalry and is classed as rough terrain. Three inches either side of the river is classed as marshland. The marshland is classed as very rough ground to infantry, and impassable to other troops types. Infantry moving in or into marshland must be ordered as individual units, unless each unit is in march column. Troops in marshland reduce their Shooting Value by one, to a minimum of one, whilst in such terrain.

All other terrain types are as stated in the *Black Powder* rulebook, though buildings increase the defender's morale value by +1.

The game is fought on a 16ft by 8ft table. The game lasts for 12 turns. The Allies get the first turn.

Special Rules and Dispositions

The armies are set up as per the deployment map. Roll a D6 for each unit on the table, on the roll of a one the unit has suffered a stamina hit from artillery fire that had taken place prior to the start of the game.

Army and Corps Commander Re-rolls

I suggested this as a way of representing high command in *Albion Triumphant* 2 page 78. Rather than influencing the battle by having a Staff rating, each higher echelon commander is given a number of re-rolls that can be used to re roll command dice rolls of other commanders within their army. If you do not like this idea, feel free to revert to staff ratings.

Schwarzenberg, Reynier and Le Coq have special rules see page 119 of this supplement.



AUSTRIAN HUSSARS

The Russians

Russian Third Western Army Commander: General Lieutenant Alexander Tormassov SR 8, 4 Re-rolls

**Corps Commander: General of Infantry
Sergey Kamenski SR 7, 2 Re-rolls**

**18th Division General Prince Aleksey
Tchervatov SR 7**

**1st Brigade General
Panteleimon Benardos SR 7**

2 Standard Infantry Battalions of the
Tambov Infantry Regiment

2 Standard Infantry Battalions of the
Vladimir Infantry Regiment

**2nd Brigade General Prince Nikolay
Khowanski SR 7**

2 Standard Infantry Battalions of the
Dnieper Infantry Regiment

2 Standard Infantry Battalions of the
Kostroma Infantry Regiment

**3rd Brigade General
Vasily Metcherinov SR 7**

2 Standard Jäger Battalions of the
28th Jäger Regiment

1 Russian Position Battery, 18th Heavy Battery

2 Russian Light batteries, 34th and 35th Light
Batteries

**15th Brigade Major General
Alexander Berdiaief**

2 Standard Regiments of the Tver and
Starodoub Dragoons



**24th Brigade
Barkov**

1 Standard
Regiment of the
Taganrog
Dragoons

Corps Commander: General

Lieutenant Yevgeny Markoff SR 7, 2 Re-rolls

15th Division General Fedor Nazimov SR 7

2nd Brigade General Stepanov SR 7

2 Standard Infantry Battalions of the
Koslov Infantry Regiment

2 Standard Infantry Battalions of the
Vitebsk Infantry Regiment

**3rd Brigade (commanded
directly by Nasimov)**

2 Standard Jäger Battalions of the 10th Jäger Regiment

Russian Heavy half Battery, 15th Heavy Battery

**9th Division Major General
Yevstafiy Udom SR 7**

2nd Brigade General Seliverstov SR 7

2 Standard Infantry Battalions of the
Nacheburg Infantry Regiment

1 Russian Position Battery, 9th Heavy Battery

**Commander Generalmajor
Count Karl Lambert SR 8**

2 Standard Infantry Battalions of the Kourin Infantry
Regiment

2 Standard Jäger Battalions of the 14th Jäger Regiment

1 Large Regiment of the Pavlograd Hussars
or

2 Small ½ Regiments of the Pavlograd Hussars

**Part of 17th Cavalry Brigade
Lieutenant Colonel Madatov SR 7**

1 Large Regiment of the Alexandra Hussars

or
2 Small ½ Regiments of the Alexandra Hussars

4 Standard Regular and 3 Irregular Cossack cavalry
regiments

**Part 17th Cavalry Brigade Colonel
Karl Bogdanovich Knorring**

1 Tartar Uhlan Regiment

The Austrians

Austrian Hilfcorps Commander Schwarzenberg SR 8, 4 Re-rolls

Division Fieldmarshal Lieutenant Bianchi SR 8

Brigade: Generalmajor Lilienberg SR7

2 Large Hungarian Infantry Battalions of the Simbschen Infantry Regiment

2 Large Hungarian Infantry Battalions of the Alvinzy Infantry Regiment

1 Light Position Battery

Brigade Generalmajor Hesse-Homberg SR 7

2 Large German Infantry Battalions of the Hiller Infantry Regiment

2 Large German Infantry Battalions of the Colloredo-Mansfeld Infantry Regiment

Brigade Generalmajor Mohr SR 8

1 Large Grenz Battalion of the Warasdiner Kreutzer Grenz Regiment

1 Standard Jäger Battalion No. 7

1 Large Hussar Regiment of the Hesse-Homberg Hussars
or

3 Small Hussar Abteilungen of the Hesse-Homberg Hussars

1 Cavalry Battery

Division Fieldmarshal Lieutenant Siegenthal SR 7

(optional given their performance, you could leave this division out of the game)

Brigade: Generalmajor Bolza SR 7

2 Standard German Infantry Battalions of the Czartorski Infantry Regiment

2 Standard German Infantry Battalions of the Sottulinski Infantry Regiment

2 Large German Infantry Battalions of the Prinz de Ligne Infantry Regiment

1 Heavy Position Battery

1 Light Position Battery

1 Cavalry Battery

Brigade Generalmajor von Frohlich SR 8

2 Large Regiments of the Hohenzollern and O'Reilly Chevauxlegers

1 Large Regiment of the Kaiser Hussars

Alternatively, each regiment can be deployed as three Abteilungen (3 small units)



GORODETSCHNA

The Saxons

VII Corps, Corps Commander General de Division Reynier SR 8, 4 Rerolls

21st Division Generallieutenant Le Coq SR 8

Brigade Generalmajor von Steindel SR 7

1 Standard Grenadier Battalion of the Liebenau Grenadiers

2 Standard Infantry Battalions of the Prinz Frederick Infantry Regiment

1 Regimental artillery section

2 Standard Infantry Battalions of the Prinz Clemens Infantry Regiment

1 Regimental artillery section

Brigade Generalmajor von Nostitz SR 7

2 Standard Battalions of the 1st Light Infantry Regiment

2 Standard Infantry Battalions of the Prinz Anton Infantry Regiment

1 Regimental artillery section

1 Foot Artillery Battery

23rd Light Cavalry Brigade Generalmajor von Gablenz SR 7

1 Large Regiment of the Saxon Hussars Polenz

1 Standard Regiment of the Polenz Chevauleger

1 Standard Regiment of the Prinz Clemens Uhlans

2 Horse Batteries

22nd Division Generallieutenant von Funck SR 8

Brigade Generalmajor Klengal SR 7

1 Standard Grenadier Battalion of the von Brause Grenadiers

2 Standard Infantry Battalions of the Konig Infantry Regiment

1 Regimental artillery section

2 Standard Infantry Battalions of the Niesmeuschel Infantry Regiment

1 Regimental artillery section

Brigade Generalmajor von Sahr SR 7

2 Standard Grenadier Battalions of the Anger and von Spiegel Grenadiers

2 Standard Infantry Battalions of the 2nd Light Infantry Regiment

1 Regimental artillery section

1 Half Heavy Position Battery

1 Half Light Position Battery

1 Cavalry Battery

Corps Artillery (attach to any Division)

2 Reserve Foot Batteries

Russian Aims and Objectives

The Russians must carry out a delaying action by holding the main hill that they are deployed on for at least eight turns. They must also maintain control of their lines of communication by preventing the enemy from taking the road exit at point 'A'.

If after eight turns the Russians have achieved this objective they have six more turns to evacuate the battlefield via point 'A'.

If the Russians break the Allied army, they win the game.

Austrian and Saxon Aims and Objectives

The allies must break the Russian army and/or capture road exit point 'A'.

If the allies break the Russian army, they win the game.

Winning the Game

Players score victory points for capturing key terrain features. The winner of the game is the player who scores

five more victory points than their enemy. If the difference is less than five victory points, the game is a draw.

Victory Conditions table

Objective	Turn	Russian	Austrian
Hold the main hill (have more friendly units than enemy on the hill)	8	10	20
Hold road exit A (friendly unit is closest to the exit point)	10	10	10
Unit exits the board through point A (after turn 8)	>8	1	1
Shaking a unit (All unit types)		1	1
Destroying a small unit		1½	1½
Destroying a standard unit		2	2
Destroying a large unit		2½	2½
Breaking a brigade		5	5

Alternative Battle of Gorodetschna 12th August 1812

As an alternative to the above scenario, players can reduce the gaming area and figures involved. Take a look at the Gorodetschna map on page 128 of this supplement. On that map there is a line that dissects the battlefield through Kamenski's position and flanks Lilienberg's position. If players wish they could just represent the battlefield to the left of this line on an 8' by 6' table.

If players choose to do this, then the following forces are used:

Russian: Kamenski's Corps

Saxon: von Funke's Division

Austrian: Lilienberg's Division and artillery from Siegenthal and Hesse Homberg's Division.

Terrain and deployment remains the same as the original game, although Siegenthal and Hesse Homberg's artillery batteries cannot cross the river at all.

Russian Aims and Objectives

The Russians must carry out a delaying action by holding the main hill that they are deployed on for at least eight turns. If they do so they win the game. To hold the hill, they must have more unshaken Russian units on the hill than allied units.

If the Russians break the Allied army, they win the game.

Austrian and Saxon Aims and Objectives

The allies must capture the Russian position, to do so they must have more allied unshaken units on the hill than the Russians.

If the allies break the Russian army, they win the game.



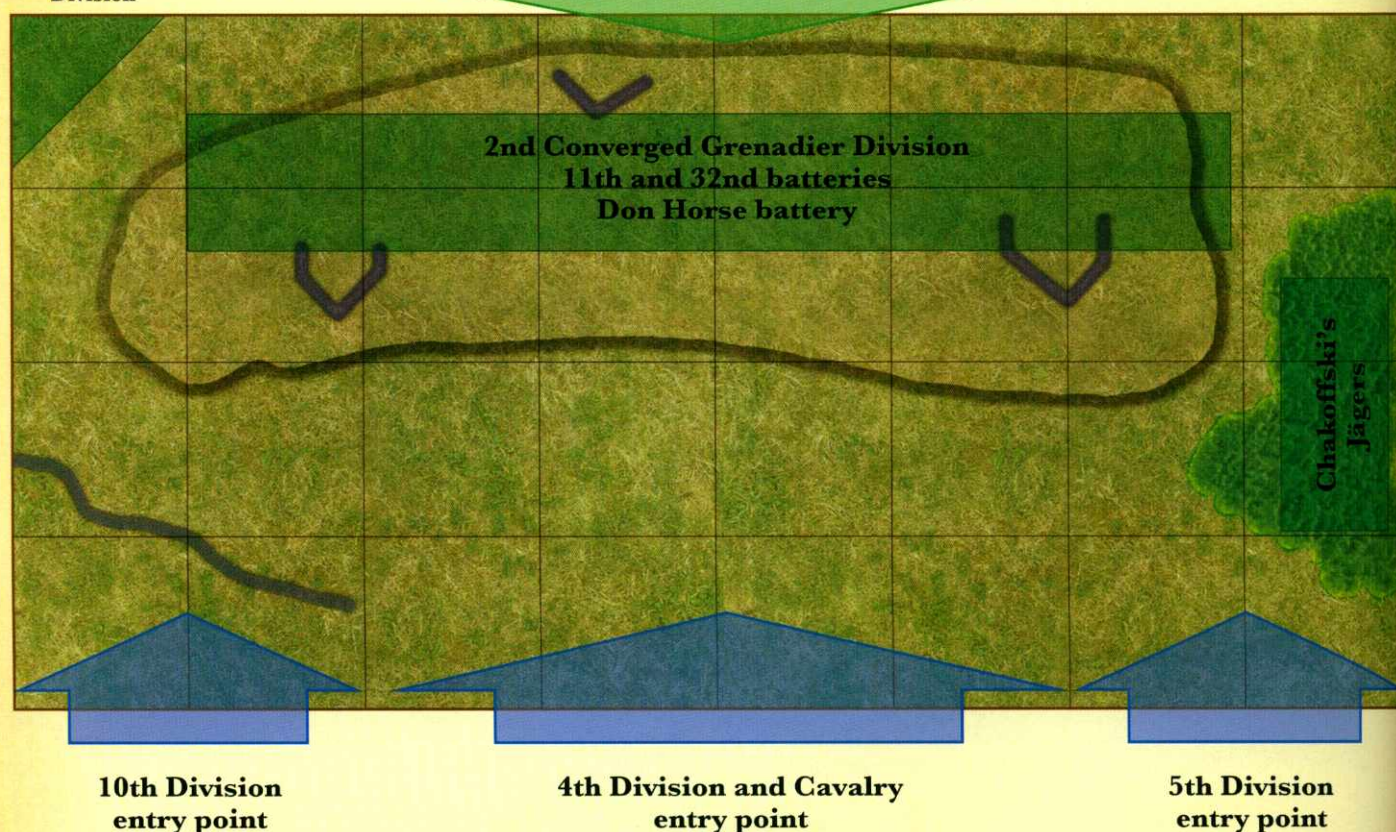
SAXONS ADVANCE AT GORODETSCHNA

The Battle of Borodino 7th September 1812

We have already taken a look at the maelstrom that was the struggle for control of these three field fortifications constructed by the Russians on a hill halfway between Utitza and the Great Redoubt, that were to become known as the Bagration Flèches. This scenario is a stylised game based on one of the most famous acts of the Battle of Borodino

4th Cavalry Corps
&
2nd Grenadier
Division

27th Infantry Division



Wargaming the Battle for the Bagration Flèches

Many clubs and individuals have figure collections that would allow them to refight the whole of the Battle of Borodino, others can only dream of having the time, space and patience to do so. I have found that another good way to get a feel for a large battle is to break it down into several 'smaller' engagements. This next battle is a representation of the initial French attacks on the flèches.

Terrain and Table

The two structures that were at the forefront of the position were actually lunettes with four sides and an open back. The front of these fortifications had two, two-meter high sides one facing north and the other west, with sides running parallel back from them. The rear fortification was an actual fleche, a two-sided arrowhead with an open back. The fortifications on the Russian right and centre are of a 'standard' size and they can accommodate up to a half

battery of artillery and a small infantry unit. The lunette on the Russian left is 'Large' and it can hold a battery of artillery and a small infantry unit. All three increase a defender's morale value by +1 (note that when saving any shots into the open back of each of the earthworks then no cover bonus or morale bonus is applied).

The stream is fordable and counts as an obstacle. The woods are passable to infantry in dispersed or skirmish formation.

The game is fought on a 16' by 8' table, and lasts 12 turns. The French get the first turn.

French and Russian Deployments

Deployment areas are shown on the battlefield map, as are entry areas for off-table troops. Players can set their forces up within the deployment areas of each division how ever they please, as long as it is a legal formation that is.

The Attack on the Bagration Flèches

Special Rules

Roll for each Russian unit on the table, on a six they receive a stamina hit from pre-game grand battery fire.

French

Before deployment the voltigeur companies of each brigade of Compans' 5th Division can be taken from their parent battalions to create a small combined voltigeur battalion for each brigade. Remember that if this option is taken the parent battalions lose the ability to form mixed formation. Compans' 5th Division is unlocked on the first turn. The 4th Division can be called into action when at least two of Compans' infantry battalions are shaken. The 10th Division can be called into action when four of Compans' infantry battalions are shaken. 14th Cavalry Brigade units are unlocked when Russian cavalry appear on the table. The 57th Regiment is classed as Elite 4+. Divisional Artillery can be placed with any brigade. Marshal Davout has a command radius of 18".

Russian

The 2nd Converged Grenadier Division is on table with one battalion manning each flèche and the remaining battalions their surrounds. The 32nd Position Battery occupies the southernmost flèche, the 11th Position Battery is split into two half batteries between the other two flèches. The other artillery batteries are free to set up anywhere within the converged grenadier set up area, other than in the flèches themselves. Prince Chakoffski's Jägers are also on table in the woods on the Russian left flank. One brigade of the 27th Infantry Division is available from turn two; the rest of the 27th Infantry Division is unlocked when the French take a flèche, as is Sievers' cavalry. The 2nd Grenadier Division is unlocked when the French 10th Division enter the table. Bagration is Inspirational (see page 94 of the *Black Powder* rulebook). The Russians have three off-table batteries; these

are represented by selecting three separate French units each turn and rolling to hit as normal; the shot is classed as long range.

Russian Aims and Objectives

Bagration must prevent the French from wresting the flèches away from him.

French Aims and Objectives

Davout must clear the woods of Russians and take the fortifications that the Russians are defending.

Winning the Game

Players score victory points for capturing key terrain features. The winner of the game is the player who scores five more victory points than their enemy. If the difference is less than five victory points, the game is a draw.

Victory Conditions table

Objective	Condition	Russian	French
In possession of a flèche	Unit of infantry or artillery inside it and no enemy	10	10
Capturing the wood	Unit of infantry in it and no enemy	—	5
Shaking a unit (All unit types)		1	1
Destroying a small unit		1½	1½
Destroying a standard unit		2	2
Destroying a large unit		2½	2½
Breaking a brigade		5	5



RUSSIAN GRENADIERS ATTACK

The Armies

The game itself requires quite a number of figures and is suitable for a club event or for those of you who have a large collection. Alternatively, you could take the approach that I suggested in *Albion Triumphant 1, The Peninsular War* on pages 94 and 95.

Bagration, Davout, Compans and Dessaix have special rules, see page 114 of this supplement.

The Russians

Russian Second Western Army Commander: General Prince Bagration SR 8, 4 Re-rolls

2nd Converged Grenadier Division Generalmajor Mikhail Voronzov SR 7

1st Brigade

- 1st Combined Grenadier Battalion of the 7th Division
- 2nd Combined Grenadier Battalion of the 7th Division
- 1st Combined Grenadier Battalion of the 24th Division
- 2nd Combined Grenadier Battalion of the 24th Division

2nd Brigade

- 1st Combined Grenadier Battalion of the 2nd Division
- 2nd Combined Grenadier Battalion of the 2nd Division
- 1st Combined Grenadier Battalion of the 12th Division
- 2nd Combined Grenadier Battalion of the 12th Division
- 2nd Combined Grenadier Battalion of the 26th Division
- 1st Combined Grenadier Battalion of the 27th Division
- 2nd Combined Grenadier Battalion of the 27th Division
- 1st Don Horse Battery
- 2 Heavy Position Batteries of the 11th and 32nd Position Batteries
- Half battery of the 21st Light Company

27th Infantry Division Generalmajor Dmitry Neverovski SR 7

1st Brigade Colonel Alexander Kniajnin SR 7

- 2 Standard Infantry Battalions of the Vilna Infantry Regiment

- 2 Standard Infantry Battalions of the Simbrisk Infantry Regiment

2nd Brigade Colonel Maxim Stavitski SR 7

- 2 Standard Infantry Battalions of the Odessa Infantry Regiment

- 2 Standard Infantry Battalions of the Tarnopol Infantry Regiment

3rd Brigade Colonel Aleksey Vasilievich Woiekov SR 7

- 2 Standard Jäger Battalions of the 49th Jäger Regiment
- 2 Standard Jäger Battalions of the 50th Jäger Regiment

Brigade Major General Prince Ivan Chakoffski SR 7

- 2 Standard Jäger Battalions of the 20th Jäger Regiment
- 2 Standard Jäger Battalions of the 21st Jäger Regiment

Elements of 4th Cavalry Corps Generalmajor Karl Sievers SR 7

- 1 Standard Dragoon Regiment of the New Russia Dragoons
- 1 Large Hussar Regiment of the Akhtyrsk Hussars
- 1 Standard Uhlan Regiment of the Lithuanian Uhlans
- 1 Horse Artillery Battery of the 8th Horse Battery

2nd Grenadier Division Generalmajor Prince Charles of Mecklenburg SR 7

1st Brigade Colonel Ivan Shatilov SR 7

- 2 Standard Grenadier Battalions of the Kiev Grenadier Regiment
- 2 Standard Grenadier Battalions of the Moscow Grenadier Regiment

2nd Brigade General Ivan Buxhowden SR 7

- 2 Standard Grenadier Battalions of the Astrakhan Grenadier Regiment
- 2 Standard Grenadier Battalions of the Fangoria Grenadier Regiment

3rd Brigade Colonel Vladimir Hesse SR 7

- 2 Standard Grenadier Battalions of the Siberia Grenadier Regiment
- 2 Standard Grenadier Battalions of the Little Russia Grenadier Regiment



The French

Commander-in-Chief I Corps Maréchal de France Davout 6 re-rolls

5th Division

Général de Division Compans SR 8

1st Brigade

Général de Brigade Duppelin SR 7

5 Standard Line Battalions of the 25th Line Regiment

1 Regimental Artillery Company

2nd Brigade Général de Brigade Teste SR 7

5 Standard Veteran Line Battalions of the 57th Line Regiment

1 Regimental Artillery Company

3rd Brigade Général de Brigade Guyardet SR 7

5 Standard Line Battalions of the 61st Line Regiment

1 Regimental Artillery Company

Divisional and Reserve Artillery

4 Foot Artillery Batteries of the 2/6th, 17/1st, 6/7th and 14/9th Foot Artillery

1 Horse Artillery Battery of the 16/7th Horse Artillery

10th Division

Général de Division Ledru SR 8

1st Brigade Général de Brigade Gengoult SR 7

4 Standard Light Battalions of the 24th Light Regiment

1 Regimental Artillery Company

2 Small battalions of the 1st Portuguese Line Regiment

2nd Brigade Général de Brigade Morion SR 7

4 Standard Line Battalions of the 46th Line Battalions

1 Regimental Artillery Company

2 Standard Line Battalions of the 129th Line Regiment

3rd Brigade Général de Brigade Bruny SR 7

4 Standard Line Battalions of the 72nd Line Regiment

1 Regimental Artillery Company

2 Standard Line Battalions of the 129th Line Regiment

1 Regimental Artillery Company

Divisional and Reserve Artillery

1 Foot Artillery Batteries of the 12/5th Foot Artillery

1 Horse Artillery Battery of the 5/6th Horse Artillery

4th Division

Général de Division Dessaix SR 8

1st Brigade

Général de Brigade Barbanegre SR 7

5 Standard Light Battalions of the 33rd Light Regiment

1 Regimental Artillery Company

2nd Brigade

Général de Brigade Frederichs SR 7

5 Standard Line Battalions of the 85th Line Battalions

1 Regimental Artillery Company

3rd Brigade Guyardet SR 7

5 Standard Line Battalions of the 108th Line Regiment

1 Regimental Artillery Company

Divisional Artillery

1 Foot Artillery Battery of the 9/7th Foot Artillery

1 Horse Artillery Battery of the 2/5th Horse Artillery

14th Light Cavalry Brigade

Général de Brigade Beurmann SR 8

1 Small Light Cavalry Regiment of the 28th Chasseurs à Cheval

1 Large Light Cavalry Regiment of the 4th Chasseur à Cheval

2 Standard Light Cavalry Regiments of the 1st and 2nd Württemberg Chevauleger Regiments



Crossing the Berezina, November 1812

Once again, we can get right into the action, as we have already looked at the events that took place at this famous river crossing. This is a linked game that can be played at the same time as game two shown below, before game two and linked to it or as a stand-alone game in itself.

Playing the Two Scenarios Together

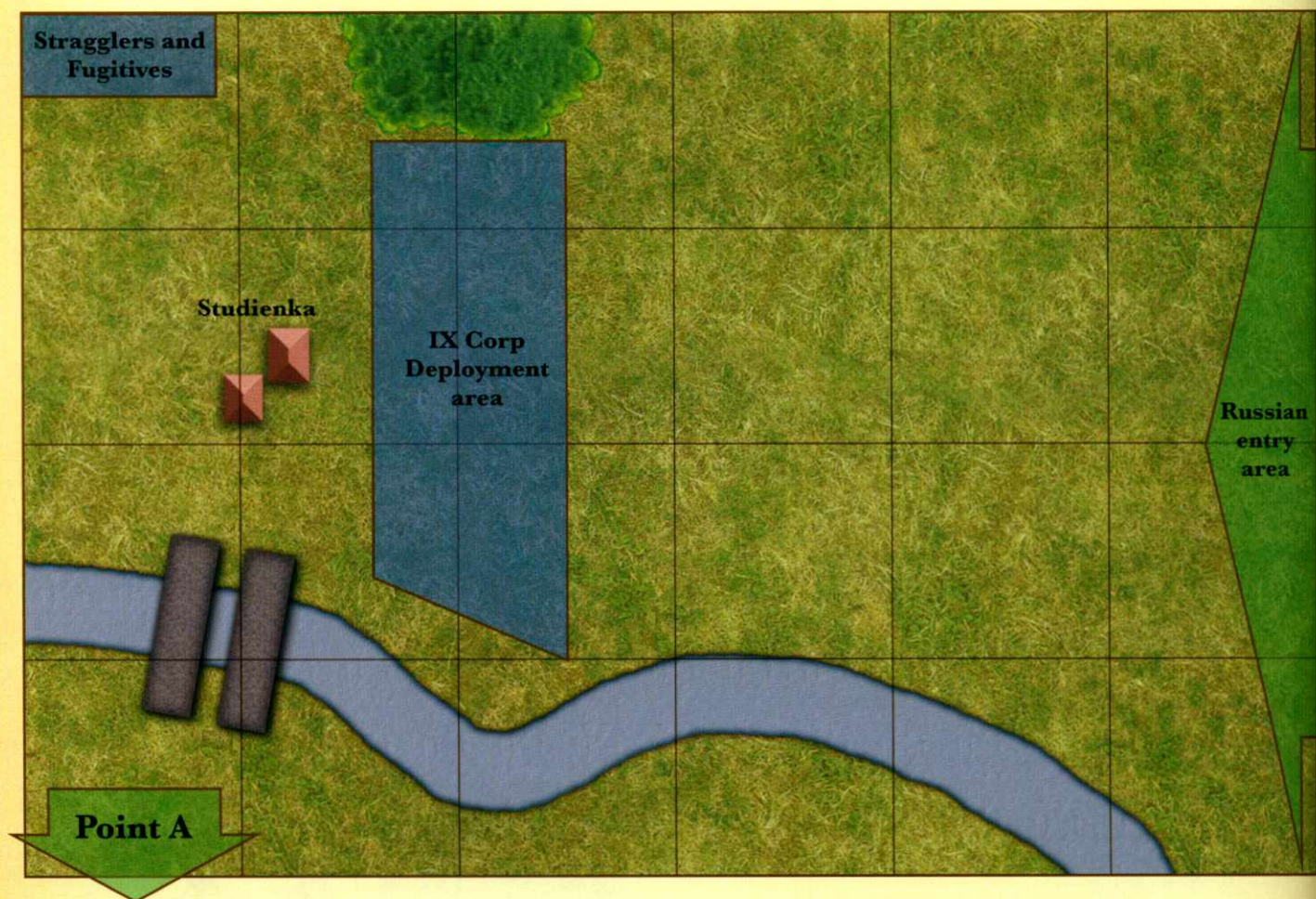
If you play the two games together as one large game, then there are a few things to consider:

Tchichagov's Army of the Danube is available from turn one and gets the first turn. Wittgenstein's command is not available until the start of turn five.

Playing Separate Scenarios

If you don't have the resources to game the two scenarios together, you can split the Crossing scenario in two and game the action on each bank of the Berezina as two separate games that can interact with each other. See special rules in game two for detail.

The Battlefield



Wargaming the Crossing of the Berezina

I could not ignore this famous incident in the disastrous French retreat. That said the nature of the French army at this point in the campaign is somewhat difficult to represent. Take for example Victor's IX Corps, which by this stage was a mere shadow of its former self. Couple this with the various nationalities that made up the Grande Armée, Germans and Poles in the IX Corps, for example, and the difficulties of representing such a formation become apparent. Up step the *Black Powder* rules to provide the

perfect solution; with the use of Useful Special Rules and Large, Standard and Small units, things become a lot easier. Furthermore, groups of stragglers and fugitives can also be accommodated, by using the same approach.

Terrain and Table

The Berezina is only crossable at the bridge. Three inches either side of the Berezina is classed as marsh. The area prescribed as marsh is frozen and classed as rough ground.

Game 1: The Action on the Eastern Bank



EN AVANT!

One standard or small infantry unit can occupy what is left of the buildings of Studienka and that unit is classed as being in light cover only. All other terrain uses the rules as given in *Black Powder*.

The game is fought on an 8' by 6' table. The game lasts for 10 turns. The Russians get the first turn

French and Russian Deployments

Deployment areas are shown on the battlefield map, as are entry areas for off-table troops. Players can set up their forces within the deployment areas of each Division or Corps however they please, as long as it's a legal formation.

SPECIAL RULES

Russian Generals have a higher staff rating than usual to represent the levels of command below them within the Corps structure. Russian Commanders can give orders to any number of units within their command as long as they comply with the brigade orders rules outlined on page 25 of the *Black Powder* rule book. They are not bound by the regimental orders special rules.

The IX Corps units really have their backs to the wall and they will be lucky to survive this ordeal. That said they have

remained with the colours thus far and are obviously men of admirable quality to come through the horrors of the campaign. Each unit has the following additional rules: *Elite* 5+, *Stubborn*, and *Valiant*.

Fugitives and Stragglers

At the start of the game the French player rolls a D3 and adds four; this is the number of straggler units that they start the game with. Start the game with two units of Fugitives and Stragglers on the table touching the top left hand table edge. All other Stragglers enter the table (entry point shown on map) on a die roll of six. Roll for each unit of stragglers separately. This roll gets progressively easier each turn; five and six on the next turn's roll and so on. Roll for stragglers in the command section of the turn.

Fugitives and Stragglers must make their way to one of the bridge crossing points by the most direct route and must leave the table via point A to be considered safe. If you intend to game both scenarios make a note of the turn that each unit of stragglers leaves the table at point A.

If a unit of Fugitives and Stragglers takes a number of hits equal to its stamina remove it from the table as scattered and destroyed.

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Fugitives and Stragglers	Irregular Infantry	Various	3	1	6	3	Shamble, Large

Shamble or Save Yourself: Fugitives and Stragglers are not ordered; they make a single move of 2D6 x 2 inches per turn (a move of between 4" and 24"). They cannot form square.

The Armies

I have taken the approach that I took on pages 94 to 96 of *Albion Triumphant, volume 1: The Peninsular War*. This makes it easier to represent the remnants of the French army as well as the large size of the Russian forces.

The Russians

Commander Generallieutenant Count Wittgenstein SR 8

Advanced Guard Major General Egor Ivanovich Vlastov SR 8

- 1 Large Cossack Regiment
- 1 Small Hussar Regiment
- 1 Small Dragoon Regiment
- 1 Large Jäger Battalion
- 1 Standard Opolchenie Battalion
- 1 Small Infantry Battalion
- 1 Half Light Battery

Corps Commander Generallieutenant Grigory Maximovich Berg SR 8

- 2 Large and 1 Standard Infantry Battalion
- 2 Small Opolchenie Battalions
- 1 Standard Dragoon Regiment
- 1 Heavy Position Battery
- 1 Half Light Battery
- 1 Half Horse Battery

Reserve Corps Commander Generalmajor Boris Borisovich Fock SR 8

- 2 Large Infantry Battalions
- 1 Standard and 1 Small Grenadier Battalions
- 2 Small Opolchenie Battalions
- 1 Half Light Battery
- 1 Half Horse Battery



French Aims and Objectives

Marshal Victor must hold the bridges and protect the masses of stragglers making their way across the Berezina. Once all stragglers are across the river the IX Corps can withdraw across the river. The French win the game on

victory points alone. Destroying a unit is worth two victory points and shaking a unit is worth one point each. I would add half a point for a large unit and minus a half point for a small unit. Each Straggler unit that escapes across the Berezina is worth two points to the French.



FRENCH HUSSARS

Russian Aims and Objectives

The Russian objective is to crush Victor's rearguard, as well as preventing stragglers from escaping across the Berezina. If the Russians capture the bridges they win the game. To win the game the Russians must have a unit remain stationary at Point A for two turns. If the Russians fail to capture the bridges then the game is won or lost on victory points. Destroying a unit is worth two victory points and shaking a unit is worth one point each. I would add half a point for a large unit and minus a half point for a small unit. Destroying stragglers is worth one point, shaking stragglers gains no points.

Winning the Game

If the Russians do not capture the bridges then the game results depend on victory points. The player who scores the most victory points wins; there is no room for a draw here.

The French

IX Corps Commander Marshal Victor SR 9

26th Division

Général de Division Daendels SR 8

- 1 Small Battalion of Berg Line Infantry
- 1 Small Battalion of Baden Line Infantry
- 1 Small Hessen Darmstadt Guard Infantry

28th Division

Général de Division Gerard SR 8

- 2 Small Battalions of Polish Line Infantry
- 1 Small Battalion of Saxon Line Infantry

Corps Cavalry Commander

Général de Division Fourier SR 8

- 2 Small Confederation of the Rhine
Light Cavalry Regiments

Artillery attached to any Division

- 1 Confederation
of the Rhine
Foot Battery

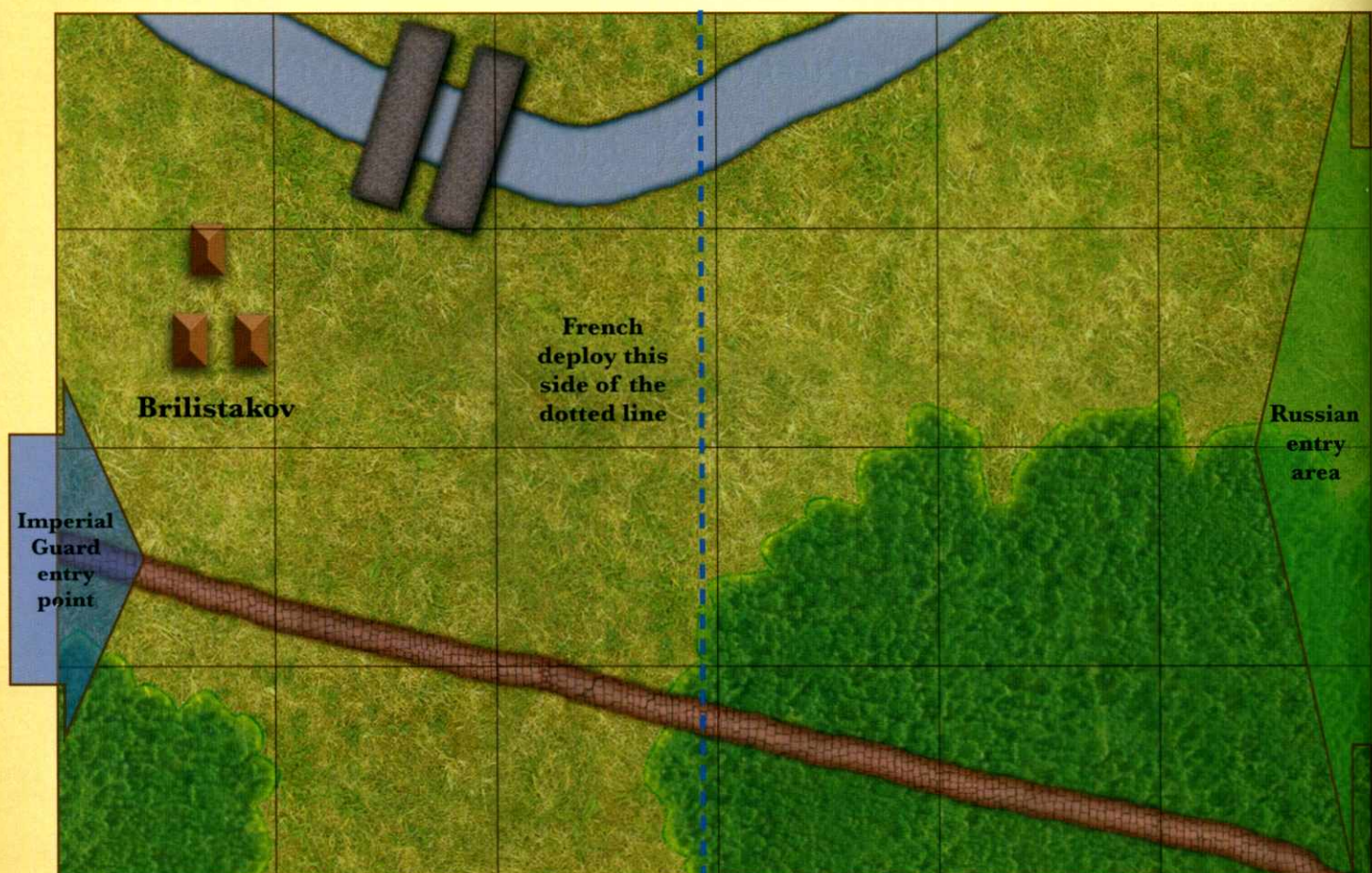


FRENCH HEAVY CAVALRY FORM UP

Crossing the Berezina, November 1812

As we have seen, this game can be played simultaneously with game one, as a linked game after game one or as a stand-alone game.

The Battlefield



Terrain and Table

The village can hold one small or standard infantry battalion and it follows all the rules for buildings set out in the *Black Powder* rulebook. The areas of marshland are frozen and therefore classed as rough ground. The open wooded areas are easier to navigate and are therefore classed as rough ground as well.

The game is fought on an 8' by 6' table. It lasts for 15 turns. The Russians get the first turn

French and Russian Deployments

Deployment areas are shown on the battlefield map, as are entry areas for off-table troops. Players can set their forces up within the deployment areas of each Division or Corps however they please, as long as it's a legal formation that is.

Special Rules

Russian Generals have a higher Staff Rating than usual to represent the levels of command below them within the Corps

structure. Russian Commanders can give orders to any number of units within their command as long as they comply with the brigade orders rules on page 25 of the *Black Powder* rule book, they are not bound by the regimental orders special rules.

If you have played part one of the scenario – Action on the Eastern bank – and have made a note of what turn each unit of Fugitives and Stragglers left at point A, this then correlates to a turn of this game, which is equal to the turn number of game one plus 5 turns. e.g. if a Fugitives and Stragglers unit leaves point A on turn six of game one then they enter game two at Point A on turn 11. Fugitives and Stragglers must leave via the left board edge to be considered safe.

The Armies

I have taken the approach that I took on pages 94 to 96 of *Albion Triumphant, vol 1: The Peninsular War*. This makes it easier to represent the remnants of the French army as well as the large size of the Russian forces.

Game 2: The Action on the Western Bank

The Russians

Army of the Danube Commander Admiral Tchichagov

Corps Detachment

Generalmajor Tchlapitz SR 8

- 2 Standard battalions
- 1 Standard Hussar Regiment
- 1 Small Dragoon Regiment
- 1 Large Cossack Regiment

Advanced Guard

Generalmajor Count Lambert SR 8

- 2 Large Cossack Regiments
- 1 Large Dragoon Regiment
- 1 Small Hussar Regiment
- 3 Standard Jäger Regiments
- 1 Horse battery

Reserve Corps

Commander

Generallieutenant Sabaneiev SR 7

15th Division Commander Oldecop SR 7

- 4 Standard Infantry Battalions
- 1 Standard Jäger Battalion

Combined Grenadier Division

Commander SR 7

- 3 Standard Grenadier Battalions

Attached to either Division:

- 1 Dragoon Regiment
- 2 Heavy Position Batteries
- 1 Light Battery

Corps Commander

Generallieutenant Voinov SR 7

18th Division Commander Tchervatov SR 7

- 4 Standard Infantry Battalions

9th Division Commander Udom SR 7

- 4 Standard Infantry Battalions
- 1 Small Jäger battalion

Attached to either Division:

- 1 Heavy Position Battery
- 2 Light Batteries
- 1 Standard Cossack Regiment
- 1 Small Hussar Regiment
- 1 Large Dragoon Regiment



ARTILLERY DUEL

The French

Commander-in-Chief II Corps Maréchal de France Oudinot, SR 9

6th Division Général de Division Legrand SR8

- 1 Standard Light Battalion
- 1 Large Line Battalion
- 1 Small Portuguese Line Battalion

8th Division Général de Division Verdier SR8

- 1 Small Light Battalion
- 1 Large Line Battalion

9th Division Général de Division Merle SR8

- 1 Large Line Battalion
- 1 Large Swiss Battalion Elite 4+

II Corps Cavalry General de Brigade Corbineau SR8

- 1 Standard Chevauleger Lancer Regiment
- 1 Standard Chasseurs-à-Cheval Regiment
- 1 Foot Artillery Battery



Commander-in-Chief V Corps Maréchal de France Prince Poniatowski SR 9 (Inspirational)

- 16th, 17th, 18th Divisions and Vistula Legion survivors
- 3 Small Grand Duchy Line Battalions
- 1 Large Vistula Legion Battalion.
- 1 Standard Polish Chasseurs-à-Cheval
- 1 Grand Duchy Foot Artillery Battery
- 1 Grand Duchy Heavy Foot Half Battery

3rd Heavy Cavalry Division Général de Division Doumerc SR8

- 1 Standard Cuirassier Regiment

Commander-in-Chief III Corps Maréchal de France Ney SR 8 (Headstrong)

Commander-in-Chief Imperial Guard Maréchal de France Mortier SR 9

- 1st and 2nd Young Guard Divisions survivors
- 1 Standard and 1 Small Young Guard Infantry Battalions
- 3rd Old Guard Division
- 2 Standard Old Guard Battalions

Guard Cavalry

- 1 Standard Guard Heavy Cavalry Regiment
- 1 Standard Guard Light Cavalry Regiment
- 1 Old Guard Heavy Foot Artillery Battery
- 1 Old Guard Foot Artillery Battery

Russian Aims and Objectives

The Russians objective is to crush the French, as well as preventing stragglers from escaping across the Berezina. If the Russians capture the bridges they win the game, to win the game the Russians must have a unit remain stationary at Point A for two turns. If the Russians fail to capture the bridges then the game is won or lost on victory points. Destroying a unit is worth two victory points and shaking a unit is worth one point each. I would add half a point for a large unit and minus a half point for a small unit. Destroying stragglers is worth one point. Shaking stragglers gains no points.

French Aims and Objectives

The French must hold the bridges and protect the masses of stragglers making their way across the Berezina. The French win the game on victory points alone. Destroying a unit is worth two victory points and shaking a unit is worth one point each. I would add half a point for a large unit and minus half a point for a small unit. Each Straggler unit that escapes across the Berezina is worth two points to the French.

Winning the Game

If the Russians do not capture the bridges then the game results depend on victory points. The player who scores the most victory points wins; there is no room for a draw here.



*"I shall not march to re-join you – I shall
run. I only wish I had wings. Courage!
God will help you!"*

Bagration to Raevski



Pick-Up Games

Pick-up games are a quick and easy alternative to researching, modelling and recreating a historical battle, ideal for ad hoc games at home or your local local club, where players can simply bring along some models, make some tea, and start playing.

The Battlefield

The game is played on a 6' by 4' or 8' by 6' table depending on the number of points that the two players agree on: 500 to 600 points for the former and 601+ for the latter.

For 500 point games, both players choose three different terrain pieces that are no larger than 12" in diameter. Select from buildings, woods, hills, rough ground, impassable terrain or anything else within reason that takes your fancy. Each player rolls a dice; the high roller places their first piece of terrain anywhere on the table, players then take it in turns to lay all the terrain pieces. No terrain piece can be placed within 6" of another. Increase the number of terrain pieces by one to two pieces for the larger games.

The terrain pieces follow all the normal rules in the *Black Powder* rule book.

The Armies

Armies are selected using the army lists contained within *Albion Triumphant I – The Peninsular Campaign* and *Albion Triumphant II – The Hundred Days* as well as those in this supplement. Unit upgrades are restricted to five (one per 100 points). So you could have two of your cavalry regiments upgraded to veterans and three infantry regiments upgraded to 'Tough fighter' for example.

Deployment

Each army has a deployment area that extends across the total of the long board edge and extends into the board by 12". Roll a D6, adding + 2 for each Light Cavalry regiment you have in your army, +1 for each Dragoon regiment in your army and a +1 if your divisional general has a better staff rating than the enemy general. The winner selects whether to deploy a brigade first or second. Players then take it in turn to deploy brigades one after the other until all brigades are deployed.

Both sides then roll a further D6. The highest roller can choose to take the first or second turn. The game lasts for eight turns.

Winning the Game

The game is won on victory points (VPs)

Destroying a unit.	2 points
Shaking a unit.	1 point
Destroying an upgraded unit.	4 points
Shaking an upgraded unit.	2 points
Breaking a brigade.	5 points
Breaking the most expensive brigade.	10 points
(If there are two with the same points, breaking either of them will suffice)	
Breaking opponent's Division:.	15 points



SAVE THE EAGLE!



FRENCH FIELD AMBULANCE

VARIANT PICK-UP GAMES

Capture the Strategic location

This game is played in a similar manner to the first pick-up game described above, but the player who places the first piece of terrain places it in the dead centre of the table. It is always good to place a meaningful piece of terrain, as the whole purpose of the game is for the players to capture the terrain piece. 'Capture the hill' (or the farmstead) sounds great; 'capture the rough ground' a little less appealing.

To capture the terrain piece, you have to have one or more infantry units in or on it for two turns with no enemy units attacking it.

The player who captures the terrain piece as described automatically wins the game. If no one captures the terrain piece, then the game lasts for eight turns and is decided by victory points (refer to the previous list).

Capture the objective marker

This game is played as above but as part of the deployment phase each player places an objective marker in their own deployment zone. The objective marker should be no larger than 3" square and could be any reasonable object, baggage, camp scene, wounded officer; in fact Warlord Games produce some fantastic pieces that can be utilised here. The player's aim is to defend their objective and capture the enemy's objective.

To capture an objective, you have to have a unit touching it for at least two turns with no enemy units in hand-to-hand combat with that unit. Your own objective marker is always classed as defended.

The game lasts for eight turns, and all the above VPs from the first pick-up game apply as well as the following:

Capturing the objective piece: 10 points

Defending your objective piece: 5 points

Hold until relieved

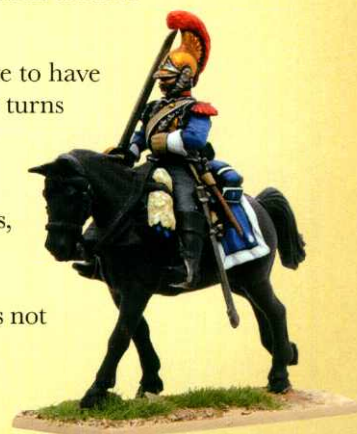
This game is played down the length of the table rather than its width. Decide who is going to be the attacker and who is going to be the defender. Terrain is placed in the same manner as a pick-up game. The defender places their objective marker in the centre of the table; it is the duty of the defender to hold the objective marker until they are relieved. The defender must select 50% of their units (not points) and leave them off the table. The remaining 50% are deployed within 12" of the objective marker.

The attacker has their full force at their disposal and their duty is to capture the enemy objective marker. The attacker takes the first turn.

From the second turn onwards the defender can roll to see if their off-table units have managed to come to the aid of their beleaguered comrades: roll a D6 at the start of the turn, on the roll of a five or a six, the off-table units are available to join the battle. If the dice roll is failed then the off table units are unavailable, and they are rolled for again at the start of the following turn. This roll gets easier by one for each turn that the off table units are unsuccessful, e.g. if you failed to roll a five or a six on the second turn, you would need to roll a four, five or six in the third turn.

To capture an objective, you have to have a unit touching it for at least two turns with no enemy units in hand-to-hand combat with that unit.

The game is played for eight turns, if the attacker captures the objective then they automatically win the game. If the attacker does not capture the objective, then the defending player wins the game.



The Russians 1812-15

Russian Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Infantry or Combined Grenadier	Regular Infantry	Smoothbore Musket	6	3	4	4	Tough Fighter, Poor, Skirmisher, Lacking Initiative	41 points
Grenadier	Regular Infantry	Smoothbore Musket	7	3	4	4	Tough Fighter, Poor, Skirmisher, Lacking Initiative, Elite 4+	48 points
Jäger	Regular Infantry	Smoothbore Musket	6	3	4	4	Rifle Mixed Formation, Light Infantry Mixed Formation, Skirmish, Sharpshooter, Tough Fighter, Lacking Initiative	45 points
Opolchenie	Regular Infantry	Pike or Smoothbore Musket	5	0/2	5	3	Militia, Untested, Unreliable, Lacking Initiative	19/23 points
Opolchenie Jägers	Regular Infantry	Smoothbore Musket and Rifled Musket	5	2	4	3	Poor, Skirmish, Militia, Lacking Initiative	30 points
Volunteer Jäger	Regular Infantry	Smoothbore Musket or Rifled Musket	6	3	4	4	Poor, Skirmish, Militia, Lacking Initiative	Smoothbore Musket: 37 points Rifle: 40 pts
Life Guard Infantry	Regular Infantry	Smoothbore Musket	7	3	3	4	Tough Fighter, Poor Skirmisher, Reliable, Elite 3+, Valiant	61 pts
Life Guard Jäger	Regular Infantry	Smoothbore Musket	6	3	3	4	Reliable, Elite 4+, Rifle Mixed Formation Light Infantry Mixed Formation, Skirmish Sharpshooter	59 pts
Cuirassier	Regular Cavalry	Sabre	9		3	3	Reliable, Heavy Cavalry D3	58 pts
Dragoon	Regular Cavalry	Sabre	8		4	3	Heavy Cavalry D1	44pts
Dragoon on foot	Regular Infantry	Smoothbore Musket	4	2	4	2	Skirmish, Small	28 pts
Uhlán	Regular Infantry	Lance	7		4	3	Lancer, Marauder	48 pts

Unit	Type	Armament	Hand- to-Hand	Shooting	Morale	Stamina	Special	Cost
Hussars/ Mounted Jäger	Regular Cavalry	Sabre	6		4	3	Hussars: Lancer, Mounted Jäger; Marauder	46 pts
Mounted Cossack	Irregular or Regular Cavalry	Lance, Bow Lance	5	2/0	5	3	Lancer, Marauder, Unreliable	37 pts 39 pts
Life Guard Cuirassier or Chevalier Guard or Life Guard Horse	Regular Cavalry	Sabre	10		3	3	Reliable, Heavy Cavalry D3	60 pts
Life Guard Dragoon	Regular Cavalry	Sabre	9		3	3	Reliable, Heavy Cavalry D1	54 pts
Life Guard Ulan/ Life Guard Cossack	Regular Cavalry	Lance	8		4	3	Reliable, Lancer, Marauder	54 pts
Life Guard Hussar	Regular Cavalry	Sabre	7		4	3	Reliable, Marauder	47 pts
Light Artillery Half-Battery	Regular Artillery	Smoothbore Artillery	1	3-1-1	4	2		24 pts
Light Artillery Battery	Regular Artillery	Smoothbore Artillery	2	4-2-2	4	3	Large	36 pts
Guard Light Artillery Half- Battery	Regular Artillery	Smoothbore Artillery	1	3-1-1	3	2	Reliable, Elite 4+	36 pts
Guard Light Artillery Battery	Regular Artillery	Smoothbore Artillery	2	4/2/2	3	3	Reliable, Elite 4+, Large	48 pts
Horse Artillery Half-Battery	Regular Artillery	Smoothbore Artillery	1	3-1-1	4	1	Marauder	27 pts
Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	2	4-2-2	4	2	Marauder Large	39 pts
Guard Horse Artillery Half- Battery	Regular Artillery	Smoothbore Artillery	1	3-1-1	3	1	Marauder, Elite 4+	39 pts
Guard Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	2	4-2-2	3	2	Marauder, Reliable, Elite 4+, Large	51 pts
Position Artillery Half-Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Art)	1	3-1-1	4	2		28 pts

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Position Artillery Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Art)	2	4-2-2	4	3	Large	40 pts
Guard Position Artillery Half-Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Art)	1	3-1-1	3	2	Reliable, Elite 4+	40 pts
Guard Position Artillery Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Art)	2	4-2-2	3	3	Reliable, Elite 4+ Large	52 pts
Unicorn Battery	Regular Artillery	Smoothbore Field Howitzer	1	2-2-2	4	2	10 pdr	23 pts
		Smoothbore Heavy Artillery (Siege Art)					20 pdr	27 pts

The Russian Army, 1812

Maximums and minimums are per every 1,000 points unless otherwise stated.



Divisional Commander

Staff rating 8..... 20 points

Staff rating 7..... 0 points

1-3 Infantry Brigade Commanders

Staff rating 8..... 20 points

Staff rating 7..... 0 points

Note: Half of all Russian Brigade commanders, rounding up, must be Staff Rating 7.

1 to 2 Infantry Regiments

1 or 2 Infantry Battalions

41 points each

Add one of the following

- 1 Combined Grenadier battalion. 41 points
- 1 Opolchenie battalion. 19/23 points
- 1 Opolchenie Jäger battalion. 30 points
- 1 Volunteer Jäger battalion. 37/40 points
- 1 Jäger Regiment (1 battalion). 45 points
- 1 Jäger Regiment (2 battalions). 90 points

Brigade Options

Upgrade any infantry battalion other than Opolchenie to veteran status (*Reliable, Elite 5+*). +8 points per battalion

Upgrade Volunteer Jäger to Sharpshooter. ... +3 points

Downgrade any infantry battalion to Small. -8 points per battalion

0 to 1 Jäger Brigade

Jäger Brigade Commander

Staff rating 8..... 20 points

Staff rating 7..... 0 points

2 to 3 Jäger Regiments

A Jäger regiment consists. . . 45 points per Jäger battalion of 1 or 2 Jäger battalions

Add up to 1 Grenadier 90 points per battalion regiment, consisting of 1 or 2 Grenadier battalions

Jäger Brigade Options

Upgrade any Jäger infantry battalion to veteran status (*Reliable, Elite 5+*) +8 points per battalion

Downgrade any Jäger battalion to Small. -8 points per battalion

0 to 1 Combined Grenadier Brigade

Combined Grenadier Brigade Commander

Staff rating 7..... 0 points

Staff rating 8..... 20 points

2 to 7 Combined

Grenadier battalions 41 points per battalion

Combined Grenadier Brigade Options

Upgrade any Combined Grenadier battalion to veteran status (*Reliable, Elite 5+*) . . +8 points per battalion

Downgrade any Combined Grenadier battalion to Small. . . . -8 points per battalion

0 to 1 Grenadier Brigade

Grenadier Brigade Commander

Staff rating 7..... 0 points

Staff rating 8..... 20 points

1 or 2 Grenadier regiments

A Grenadier regiment has 1 or 2 Grenadier battalions. 48 points per battalion

Grenadier Brigade Options

Upgrade any battalion to veteran status (*Reliable, Elite 4+*) . . +4 points per battalion

Downgrade any battalion to Small. -8 points per battalion

0 to 1 Light Cavalry Brigade

Light Cavalry Brigade Commander

Staff rating 7..... 0 points

Staff rating 8..... 20 points

1 to 3 regiments from the following:

up to 2 Dragoon regiments 44 points per regiment

up to 2 Hussar regiments 46 points per regiment

up to 1 Uhlan regiment. 48 points per regiment

up to 2 Mounted Cossack regiments 37 points or

Irregular Mounted Cossacks. . . . 32 points per regiment [Note: the first Cossack regiment in an army is free]

Cavalry Brigade Options

Upgrade any cavalry regiment (except Cossacks) to veteran status (*Reliable and +1 H-to-H*). +6 points per regiment

Upgrade any Standard-size cavalry regiments to Large +8 points per regiment

Downgrade any Standard-size regiment to Small. -8 points per regiment



Russian Dragoon

0 to 1 Heavy Cavalry Brigade

Heavy Cavalry Brigade Commander

Staff rating 7 0 points
Staff rating 8 20 points

1 to 3 regiments from the following:

up to 3 Dragoon regiments. 44 points per regiment
up to 2 Cuirassier regiments. 58 points per regiment

[Note: you cannot mix Cuirassier and Dragoon regiments]

Heavy Cavalry Brigade Options

Upgrade any cavalry regiment to veteran status (*Reliable and +1 H-to-H*). +6 points per regiment
Upgrade any cavalry regiments to Large +8 points per regiment
Downgrade any cavalry regiment to Small. -8 points per regiment
Downgrade all dragoon regiments to fight on foot. -16 points per regiment

0 to 1 Cossack Brigade

Cossack Brigade Commander

Staff rating 7 0 points
Staff rating 8 20 points

2 to 6 Cossack Regiments chosen from:

Mounted Cossack regiment 34 points per battalion
Irregular Mounted Cossacks 32 points per battalion

Cossack Brigade Options

Downgrade any or all Cossack regiments to Small. -8 points per regiment

Artillery

Artillery batteries can be attached to any of the above brigades

up to 1 Light battery to any infantry brigade
(1 per 6 battalions in the army). 36 points per battery
up to 1 Horse battery to any cavalry brigade
(1 per 4 regiments of cavalry in the army). 39 points per battery
up to 1 Position battery to any infantry brigade
(1 per 9 battalions in the army). 40 points per battery
up to 1 Unicorn battery to any infantry brigade in the army
(1 per 6 battalions in the army). 23 points for 10 pdr, 27 points for 20 pdr

Artillery Options

Down grade any Light, Horse or Position battery to a Half battery -12 points per battery



A Russian Army can take 25% of its forces from the following brigades

0 to 1 Imperial Guard Infantry Brigade

(only if at least 3 infantry brigades taken in the army)

Brigade Commander	Staff rating 7.....	0 points
	Staff rating 8.....	20 points
1 or 2 Life Guard Infantry Regiments :		
A Life Guard infantry regiment consists of		
1 to 3 Life Guard infantry battalions		
61 points per Life Guard Infantry battalion		
59 points per Life Guard Jäger battalion		
Add up to 1 Guard Light battery.....		48 points
Add up to 1 Guard Position battery.....		52 points
Heavy Cavalry Brigade Options		
Downgrade any battalion		
to Small.....		-8 points per battalion
Downgrade any artillery battery		
to a half battery.....		-12 points per battery

0 to 1 Imperial Guard Light Cavalry Brigade

(only if at least 4 infantry brigades are taken in the army)

Brigade Commander	Staff rating 7.....	0 points
	Staff rating 8.....	20 points
1 or 2 Life Guard Light Cavalry Regiments :		
up to 1 Life Guard Cossack or		
Life Guard Uhlan regiment.....		54 points
up to 1 Life Guard Hussar regiment.....		48 points
up to 1 Life Guard Dragoon regiment.....		54 points
up to 1 Guard Horse artillery battery.....		51 points
Imperial Guard Light Cavalry Brigade Options		
Upgrade any Standard size		
cavalry regiment to Large.....		+8 points per regiment
Downgrade any Standard size		
cavalry regiment to Small.....		-8 points per regiment
Downgrade any horse battery		
to a half battery.....		-12 points per battery

0 to 1 Imperial Guard Heavy Cavalry Brigade

(Only if at least 4 infantry brigades are taken in the army)

Brigade Commander	Staff rating 7.....	0 points
	Staff rating 8.....	20 points
1 or 2 Life Guard Cuirassier regiments, Chevalier Guard or Life Guard Horse:		
60 points per regiment		
up to 1 Guard Horse artillery battery		51 points
Imperial Guard Heavy Cavalry Brigade Options		
Upgrade any Guard cavalry		
to Large.....		+8 points per regiment
Downgrade any Guard cavalry		
regiment to Small.....		-8 points per battalion
Downgrade any horse battery		
to a half battery.....		-12 points per battery

Earthworks

0 to 1 Earthworks per 500 points	Standard Earthworks.....	15 points
	Large Earthworks with +1 save.....	25 points
	Large Earthworks with a +2 save.....	35 points

Russian Cavalry Notes

On the field of battle Cuirassiers and Dragoons retained their regimental integrity whereas the light cavalry regiments sometimes split down into smaller sub units. To represent this for each Standard sized Russian Light cavalry regiment entry in the list you can replace that regiment with up to two Small size units paying the appropriate cost.



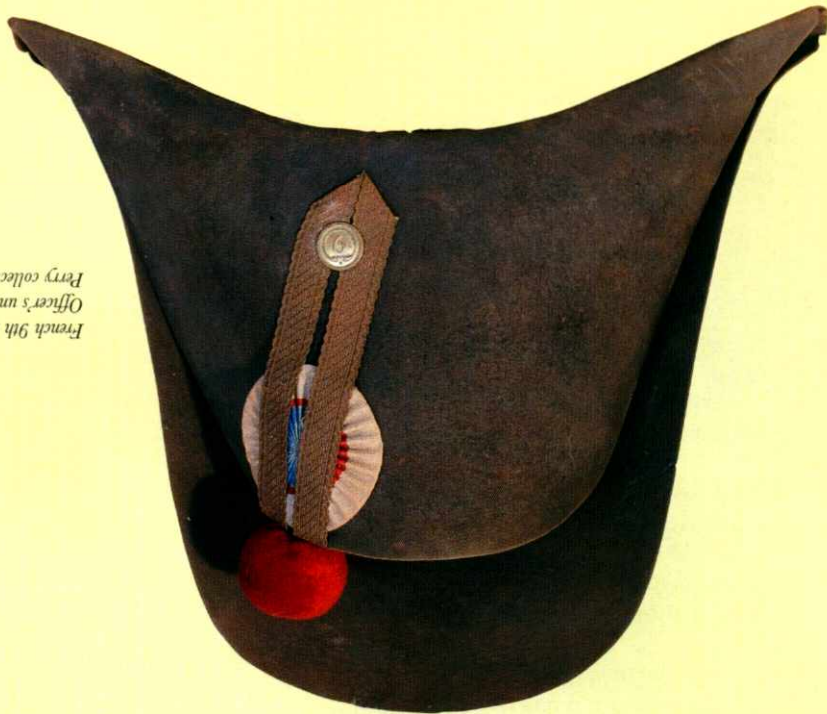
The French 1812

French Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
French Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge	38 pts
French Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge, Skirmish, Sharpshooter, Light Infantry, Mixed Formation	41 pts
Combined Grenadier or Grenadier	Regular Infantry	Smoothbore Musket	7	3	4	3	Pas de Charge, Elite 5 +	43 pts
Voltigeurs	Regular Infantry	Smoothbore Musket	6	4	4	3	Pas de Charge, Skirmish, Sharpshooter, Light Infantry, Mixed Formation	41 pts
Portuguese or Spanish Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3		36 pts
Rheinbund Infantry	Regular Infantry	Smoothbore Musket	5	3	5	3		31 pts
Cuirassier or Carabinier	Regular Cavalry	Sabre	9		3	3	Reliable, Heavy Cavalry D3	58 pts
Lancer or Polish Uhlan	Regular Cavalry	Lance	7 5		4	3 2	Lancer, Marauder Small	48 pts 40 pts
Dragoon	Regular Cavalry	Sabre	8		4	3	Heavy Cavalry D1	44 pts
Hussar or Chasseurs à Cheval Württemberg Horse-Jäger Bavarian Chevauleger	Regular Cavalry	Sabre	6		4	3	Marauder	41 pts
Regimental artillery section	Regular Artillery	Smoothbore Battalion Artillery	1	1-1-1	4	1		11 pts
Regimental Battery	Regular Artillery	Smoothbore Battalion Artillery	1	3-2-1	4	2		19 pts
Half Foot Artillery Battery	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1		19 pts
Foot Artillery Battery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2		27 pts

Unit	Type	Armament	Hand- to-Hand	Shooting	Morale	Stamina	Special	Cost
Half Heavy Foot Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	2-1-1	4	1		23 pts
Heavy Foot Artillery Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3-2-1	4	2		31 pts
Half Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1	Marauder	22 pts
Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	1	Marauder	30 pts

French 9th Lancers,
Officer's undress bicorne, 1811.
Perry collection



French Light Cavalry officer's
'manetuke' sword unsheathed.
Perry collection

The French Army List

Maximums and minimums are per every 1,000 points unless otherwise stated.

Divisional Commander

Staff rating 9.....	50 points
Staff rating 8.....	25 points
Staff rating 7.....	0 points

Commander Options

Upgrade the Commander with the rule 'A Marshal's baton in every knapsack.'.....	+10 points
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1 to 4 Infantry Brigades

Infantry Brigade Commander

Staff rating 7	0 points
Staff rating 8	25 points
Staff rating 9	50 points

1 to 3 Infantry Regiments from the following:

0 to 3 Line Infantry Regiments

A Line Infantry regiment has
between 1 and 5 battalions of
Line infantry. 38 points per battalion

0 to 1 Light Infantry Regiments

A Light Infantry regiment has
between 1 and 5 battalions of
Light infantry. 41 points per battalion

0 to 1 Foreign Infantry Regiment

A Spanish Infantry regiment
has 1 or 2 battalions 36 points per battalion

—OR—

A Portuguese Infantry regiment
has 1 or 2 battalions 36 points per battalion

—OR—

A Rhinbund battalion 31 points

Maximum of one Light Regiment per Division.

Maximum of 10 Battalions in the Brigade

0 to 1 Regimental Artillery section per two battalions in the brigade:.....

11 points per section

or

0 to 1 Regimental Artillery Battery
per infantry regiment of at least 3 battalions. . . 19 points

Brigade Options

Upgrade the Brigade Commander with
the rule 'A Marshal's baton in every knapsack.' . . . +10 points

Upgrade any infantry battalion to
veteran status (*Reliable, Elite 5+*) . . . +8 points per battalion

Upgrade any infantry battalion to
veteran status (*Reliable, Elite 4+*) . . . +10 points per battalion

Upgrade any or all battalions
to *Tough Fighters*. +1 point per battalion

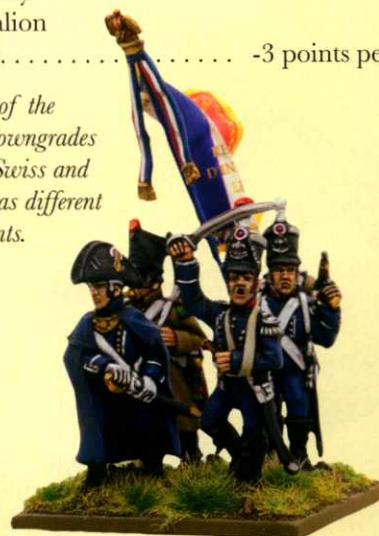
Downgrade any infantry
battalion to *Small*. -8 points per battalion

Downgrade any infantry
battalion to *Wavering*. -6 points per battalion

Downgrade any infantry
battalion to *Morale 5*. -4 points per battalion

Downgrade any
infantry battalion
to *Unreliable*. -3 points per battalion

*By making use of the
upgrades and downgrades
you can create Swiss and
Croatian units as different
French Regiments.*



0 to 2 Light Cavalry Brigades (maximum 1 per 2 Infantry Brigades)

Light Cavalry Brigade Commanders

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points

1 to 4 cavalry regiments from the following:

up to 2 Hussar regiments.....	41 points per regiment
up to 3 Lancer regiments.....	48 points per regiment
up to 4 Chasseur à Cheval.....	41 points per regiment
up to 3 Polish Uhlan regiments..	48 points per regiment
up to 2 Württemberg Horse-Jäger regiments.....	41 points per regiment
up to 2 Bavarian Chevauleger regiments.....	48 points per regiment

Light Cavalry Brigade Options

Upgrade the Brigade Commander with the rule 'A Marshal's baton in every knapsack'....	+10 points
Upgrade any cavalry regiment to veteran status (Reliable and +1 H-to-H).....	+6 points per regiment
Upgrade up to half of cavalry regiments to Large.....	+8 points per regiment
Upgrade Polish Uhlan to Tough Fighters.....	+1 point per regiment
Downgrade any regiment to Small..	-8 points per regiment
Downgrade any or all regiments to Wavering.....	-6 points per regiment



French
Lancers

Divisional Artillery

Attach the following to any brigade

Up to 1 Foot Artillery battery (if at least six battalions are taken in the army).....	27 points per battery
Up to 1 Horse Artillery battery (if at least 3 regiments of cavalry are taken in the army).....	30 points per battery

Divisional Artillery Options

Upgrade any battery to Veteran status (Reliable, Elite 4+)..	+10 points per battery
Upgrade any battery to Veteran status (Reliable, Elite 5+)..	+8 points per battery
Downgrade a foot battery to a half battery.....	-8 points per battery
Downgrade a foot battery to a half batter.....	-8 points per battery

CORPS AND ARMY SUPPORT

A French army can spend up to 50% of its points on Corps and Army support.

*Reserve Artillery***Artillery batteries can be attached to any of the above infantry brigades**

- up to 2 Foot Artillery batteries to any Infantry Brigade
(up to 1 per 8 infantry battalions in the army). 27 points per battery
- up to 1 Horse Artillery battery to any Brigade
(up to 1 per 4 regiments of cavalry in the army). 30 points per battery
- up to 2 Heavy Artillery batteries to any Infantry Brigade
(up to 1 per 9 battalions in the army). 31 points per battery

Reserve Artillery Options

- Upgrade any battery to Veteran status (*Reliable, Elite 4+*). +10 points per battery
- Upgrade any battery to Veteran status (*Reliable, Elite 5+*). +8 points per battery
- Downgrade any or all gun batteries to half batteries:
- Foot battery. -8 points
- Horse battery. -8 points
- Heavy battery. -8 points

*0 to 1 Heavy Cavalry Brigade (if 2 Infantry Brigades are taken)***Heavy Cavalry Brigade Commanders**

- Staff rating 7. 0 points
- Staff rating 8. 25 points
- Staff rating 9. 50 points

1 to 3 cavalry regiments from the following:

- 0 to 2 Carabineer regiments . . . 58 points per regiment
- 0 to 3 Cuirassier regiments . . . 58 points per regiment

-OR-

- 0 to 4 Dragoon Regiments 44 points per regiment
- 0 to 1 Small Lancer regiment (if at least
2 heavy cavalry regiments are taken. 40 points

Heavy Cavalry Brigade Options

- Upgrade the Brigade Commander with
the rule 'A Marshal's baton in every knapsack.' . . . +10 points
- Upgrade any regiment to veteran
(*Reliable and +1 Hand-to-Hand*). . . +6 points per regiment
- Upgrade up to half of standard
sized cavalry regiments to Large . . +8 points per regiment
- Downgrade any regiment to Small. . -8 points per regiment
- Downgrade any or all regiments
to Wavering. -6 points per regiment

French
Carabiniers





0 to 1 Artillery Brigade (If at least 12 Infantry battalions are taken)

Artillery Brigade Commanders

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points

2 to 4 Foot batteries. 27 points per battery

Artillery bought from the Divisional or Reserve Artillery can be added to this brigade, the brigade can have no more than 6 batteries.

Artillery Brigade Options

- Upgrade the Brigade Commander with the rule 'A Marshal's baton in every knapsack.' . . . +10 points
- Upgrade up to half to Heavy batteries. +4 points per battery
- Upgrade any battery to Veteran status (*Reliable, Elite 4+*). . . +10 points per battery
- Upgrade any battery to Veteran status (*Reliable, Elite 5+*). . . . + 8 points per battery

Allies

A French army can take 25% allies from the Imperial Guard list.

A French army can take 25 % allies from any other allied list .

The French Imperial Guard 1812

French Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Old Guard Grenadiers and Chasseurs	Regular Infantry	Smoothbore Musket	8	4	3	4	Elite 3+, Reliable, Tough Fighters	61 pts
Middle Guard Grenadiers and Chasseurs Fusilier-Grenadiers and Fusilier-Chasseurs	Regular Infantry	Smoothbore Musket	7	4	3	3	Elite 4+, Reliable	53 pts
Young Guard Voltigeurs and Tirailleurs	Regular Infantry	Smoothbore Musket	7	3	4	3	Reliable, Elite 5+, Pas de Charge, Skirmish, Sharpshooter, Light Infantry Mixed Formation	50 pts
Velites of Florence and Turin	Regular Infantry	Smoothbore Musket	6	3	4	3	Reliable, Elite 5+, Pas de Charge	46 pts
Marines of the Guard and Engineers	Regular Infantry	Smoothbore Musket	5	2	3	2	Reliable, Elite 4+, Pas de Charge, Small	43 pts
Vistula Legion Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Reliable, Elite 5+, Pas de Charge, Tough Fighter	47 pts
Grenadiers-à-Cheval or Empress Dragoons	Regular Cavalry	Sabre	10	0	3	3	Heavy Cavalry D3, Reliable	60 pts
Gendarmes d'Elite	Regular Cavalry	Sabre	8	0	3	2	Heavy Cavalry D3, Reliable, Small	52 pts
Chasseurs-à-Cheval	Regular Cavalry	Sabre	7	0	3	3	Reliable, Marauder	52 pts
Mamluke	Regular Cavalry	Sabre	3	0	3	1	Reliable, Marauder, Tiny	22 pts
Polish or Dutch ('Red') Lancers	Regular Cavalry	Lance	8	0	3	3	Reliable, Marauder, Lancer	58 pts
Italian Gardes d'Honneur	Regular Cavalry	Sabre	5	0	3	1	Heavy Cavalry D3, Reliable, Tiny	24 pts
Young Guard Regimental Artillery Section	Regular Artillery	Smoothbore Battalion Artillery	1	1/1/1	4	1	Reliable, Elite 5+	19 pts

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Young Guard Regimental Artillery battery	Regular Artillery	Smoothbore Battalion Artillery	1	3/2/1	4	2	Reliable, Elite 5+	31 pts
Old Guard Foot Artillery Half Battery	Regular Artillery	Smoothbore Artillery	1	2-1-1	3	1	Reliable, Elite 4+	31 pts
Old Guard Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	3	2	Reliable, Elite 4+	39 pts
Old Guard Heavy Foot Artillery Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3/2/1	3	2	Reliable, Elite 4+	43 pts
Old Guard Horse Artillery Battery Half Battery	Regular Artillery	Smoothbore Artillery	1	2-1-1	3	1	Reliable, Elite 4+	34 pts
Old Guard Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	1	3/2/1	3	1	Reliable, Elite 4+, Marauder	42 pts
Old Guard Regimental Artillery Section	Regular Artillery	Smoothbore Battalion Artillery	1	1/1/1	3	1	Reliable, Elite 4+	21 pts
Young Guard Artillery Battery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2	Reliable, Elite 5+	35 pts
Young Guard Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	1	Reliable, Elite 5+, Marauder	38 pts
Vistula Legion Regimental Artillery Section	Regular Artillery	Smoothbore Battalion Artillery	1	1/1/1	4	1		11 pts
Vistula Legion Regimental Artillery battery	Regular Artillery	Smoothbore Battalion Artillery	1	3/2/1	4	2		19 pts



French Horse Grenadiers of the Guard

The French Imperial Guard 1812

Maximums and minimums are per every 1,000 points unless otherwise stated.



Divisional Commander

Staff rating 9.....	60 points
Staff rating 8.....	35 points
Staff rating 7.....	0 points
The Commander has the rule 'A Marshal's baton in every knapsack.'	



0 to 2 Old Guard Infantry Brigades

Infantry Brigade Commander

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points

0 to 1 Old Guard Infantry Regiments

An Old Guard Infantry regiment consists of 1 or 2 Old Guard Infantry battalions. . . 61 points per battalion

0 to 2 Middle Guard Infantry Regiments*

A Middle Guard Infantry regiment consists of 1 or 2 Middle Guard Infantry battalions. 53 points per battalion

* Only one brigade may take two Middle Guard regiments.

0 to 1 Regimental Artillery section per two battalions in the brigade.

21 points per section

0 to 2 Foot Artillery Batteries per

two battalions of Old Guard. . . . 39 points per battery

Brigade Options

Upgrade the Brigade Commander with the rule 'A Marshal's baton in every knapsack.' . . . +10 points

Upgrade any or all battalions to *Valiant*. +3 points per battalion

Downgrade any infantry battalion to *Small*. -8 points per battalion

Downgrade a foot battery to a half battery. -8 points per battery



French Guard
Chasseurs



0 to 2 Young Guard Infantry Brigades

Brigade Commander

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points

1 to 3 Young Guard Infantry Regiments

A Young Guard Infantry regiment consists of 1 or 2 Young Guard Infantry battalions. 50 points per battalion

One brigade can take 0 to 1 Fusilier-Grenadier Regiment and 0 to 1 Fusilier-Chasseur Regiment

Each Fusilier-Chasseur or Fusilier-Grenadier regiment has 1 to 2 Fusilier-Grenadier or Fusilier-Chasseur battalions. 53 points per battalion

0 to 1 Young Guard Regimental

Artillery battery per young Guard. 31 points per section

—OR—

0 to 4 Young Guard Regimental Artillery sections

Maximum of 1 per 2 battalions in the brigade. 19 points per battery

—AND—

0 to 1 Young Guard Artillery battery

(if at least 6 Young Guard or Fusilier battalions are taken). 35 points per battery

Brigade Options

Upgrade the Brigade Commander with the rule 'A Marshal's baton in every knapsack.' +10 points

Downgrade the Young Guard battery to a half battery. -8 points



0 to 1 Imperial Guard Heavy Cavalry Brigade

Brigade Commander

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points

Up to 1 Grenadiers a Cheval de la Garde. 60 points

Up to 1 Empress Dragoons regiment 60 points

Heavy Cavalry Brigade Options

Upgrade the Brigade Commander with the rule 'A Marshal's baton in every knapsack.' +10 points



French
Hussars

0 to 3 Imperial Guard Light Cavalry Brigades

Light Cavalry Brigade Commanders

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points

Up to 1 Chasseurs à Cheval de la Garde Regiment
(maximum one regiment in the army)..... 52 points

—OR—

Up to 1 Polish or Dutch
(‘Red’) Lancers of the Guard
(maximum two regiments in the army)..... 58 points

Add:

Tiny Mamelukes Squadron..... 22 points

—OR—

Small Gendarmes d’Elite Regiment..... 52 points

0 to 1 Old Guard Horse Artillery battery to
either Guard Light or Heavy Cavalry Brigade..... 42 points

Light Cavalry Brigade Options

Upgrade the Brigade Commander
with the rule ‘A Marshal’s baton
in every backpack’..... +10 points

Upgrade any Standard
sized cavalry regiment
to Large..... +8 points per regiment

Downgrade any
Standard sized
cavalry regiment
to Small..... -8 points per regiment

Downgrade Old Guard
Horse Artillery Battery
to a half battery..... -8 points

Imperial Guard Artillery Reserve

Attach the following to any brigade

0 to 5 Old Guard Horse Artillery Batteries (1 per 4 infantry battalions in the army)..... 42 points per battery

—OR—

0 to 4 Young Guard Horse Artillery Batteries (1 per 4 Infantry battalions in the army)..... 38 points per battery

0 to 1 Old Guard Heavy Foot Artillery Battery if 8 battalions of infantry are taken)..... 43 points

0 to 1 Italian Brigade

Italian Brigade Commander

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points

Attach the following to any brigade

1 to 2 battalions of Velites... 46 points per battalion

0 to 1 Tiny Italian
Gardes d’Honneur..... 24 points

Italian Brigade Options

Upgrade the Brigade Commander with
the rule ‘A Marshal’s baton in every backpack’.. +10 points

Marines/Engineers

Attach the following to any brigade

0 to 1 Small Guard Marine/Engineer
Battalion to any Infantry Brigade
in the army..... 43 points

Allies

An Imperial Guard army may take 50% allies
from the main French list.

An Imperial Guard army may take 25% allies from
any other allied list.

Marines of the Guard



Vistula Legion

This list can be used as a stand alone army list, with artillery from the Imperial Guard Artillery Reserve.

Divisional Commander

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points



1 to 2 Vistula Legion Infantry Brigades

Vistula Legion Brigade Commander

Staff rating 7.....	0 points
Staff rating 8.....	25 points
Staff rating 9.....	50 points

1 to 2 Vistula Legion Infantry Regiments

A Vistula Infantry Regiment consists of 1 to 3 Vistula Infantry battalions. 47 points per battalion

0 to 1 Regimental Artillery section per 2 battalions of Vistula Infantry. 11 points

—OR—

0 to 1 Regimental Artillery Battery per infantry regiment of at least 3 battalions. 19 points

Allies

A Vistula Legion list can take 50% allies from the French Imperial Guard army list.



The Grand Duchy of Warsaw 1812

Polish Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Polish Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge, Tough Fighters vs. Russians	39 pts
Chasseur/Jäger battalion	Regular Infantry	Rifled Musket	6	3	4	3	Pas de Charge, Skirmish, Sharpshooter, Tough Fighters v Russians	45 pts
Uhlán	Regular Cavalry	Lance	7		4	3	Lancer, Marauder, Tough Fighters v Russians	49 pts
Hussar or Chasseur-à-Cheval	Regular Cavalry	Sabre	6		4	3	Marauder, Tough Fighters v Russians	41pts
Regimental Artillery section	Regular Artillery	Smoothbore Battalion Artillery	1	1-1-1	4	1		11 pts
Regimental Artillery battery	Regular Artillery	Smoothbore Battalion Artillery	1	3-2-1	4	2		19 pts
Half Foot Artillery Battery	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1		19 pts
Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2		27 pts
Half Heavy Foot Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	2-1-1	4	2		23 pts
Heavy Foot Artillery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3-2-1	4	2		31pts
Half Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1		22 pts
Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	1	Marauder	30 pts

This list can be used to recreate formations that crossed into Russia, Lithuanian forces raised on that country's liberation and the 'Bug Division'.

Allies

A Polish army can take 25% allies from any single allied list.

The Grand Duchy of Warsaw Army List

Maximums and minimums are per every 1,000 points unless otherwise stated.

Divisional Commander

Staff rating 9.....50 points Staff rating 8.....25 points Staff rating 7.....0 points

1 to 2 Infantry Brigades

Polish Infantry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points
Staff rating 9 50 points

1 or 2 Regiments of Polish Infantry:

A Polish Infantry regiment has
1 to 4 infantry battalions 39 points per battalion

Add 0 to 1 Regimental Artillery
sections per 3 battalions. 11 points per battalion gun

Add 0 to 1 Regimental Artillery
battery per infantry regiment of
at least 3 battalions. 19 points per battalion gun

0 to 2 Chasseur/Jäger battalions
(Lithuanians and Bug Division). . . 45 points per battalion

Brigade Options

Upgrade up to 2 battalions
per brigade to veteran status
(*Reliable, Elite 5+*) +8 points per battalion

Downgrade any infantry
battalion to Small. -8 points per battalion

0 to 1 Cavalry Brigade (1 per 2 infantry Brigades)

Cavalry Brigade Commanders

Staff rating 7.....0 points
Staff rating 8 25 points
Staff rating 9 50 points

Cavalry brigades can have 1 or 2 regiments chosen from
the following regiments. The army cannot exceed the
number of each type of regiment shown.

0 to 1 Hussar regiment. 41 points per regiment
0 to 6 Uhlan regiments. 49 points per regiment
0 to 3 Chasseur-à-Cheval regiments. . 41 points per regiment

Cavalry Brigade Upgrades and Downgrades

Upgrade any regiment to Veteran status
(*Reliable and +1 Hand-to-Hand*). 6 points per regiment

Upgrade up to half of
cavalry regiments to Large. 8 points per regiment

Downgrade any
regiment to Small. -8 points per regiment

Divisional Artillery

0 to 2 Foot Artillery batteries (Up to
one per 7 battalions of infantry). . . . 27 points per battery.

Divisional Artillery Upgrades and Downgrades

Upgrade Foot Artillery battery to
Veteran status (*Reliable, Elite 4+*). . . . +6 points per battery

Downgrade any gun batteries to half batteries:
Foot battery. -8 points

Reserve artillery

Attach up to 1 Horse Artillery battery
to any Infantry Brigade in the army
(if 8 infantry battalions in the army). 30 points

Attach up to 1 Heavy Foot Artillery battery
to any one Infantry Brigade in the army
(if 8 infantry battalions in the army). 31 points

Reserve Artillery Upgrades and Downgrades

Upgrade any battery to
Veteran status (*Elite 4+*). +6 points

Downgrade any or all gun batteries to half batteries
Horse battery. -8 points
Heavy battery. -8 points

The Saxons, Bavarians, Württembergers, Westphalians and Confederation of the Rhine, 1812

Confederation of the Rhine Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Saxon Musketeer	Regular Infantry	Smoothbore Musket	6	3	4	3	Unreliable, Poor Mixed Formation, Lacking Initiative	33 pts
Saxon Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Skirmish, Sharpshooter, Unreliable, Lacking Initiative	36 pts
Saxon Grenadier	Regular Infantry	Smoothbore Musket	7	3	4	3	Reliable, Elite 5+. Poor Mixed Formation	45 pts
Saxon Garde du Corps and Cuirassier	Regular Cavalry	Sabre	9	0	3	3	Reliable, Heavy Cavalry D2/3, Superbly Drilled	65 pts
Polish Cuirassier	Regular Cavalry	Sabre	9	0	3	3	Reliable, Heavy Cavalry D3	58 pts
Saxon Uhlan	Regular Cavalry	Lance	7		4	3	Reliable Lancer Marauder	52 pts
Saxon Hussars and Cheveau Leger	Regular Cavalry	Sabre	7		4	3	Reliable, Marauder	48 pts
Saxon Regimental Artillery	Regular Artillery	Smoothbore Regimental Artillery	1	2/1/1	4	1		13 pts
Saxon Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2		27 pts
Saxon Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	1	Marauder, Move as Austrian Cavalry Artillery (see p. 73)	28 pts
Saxon Heavy Artillery	Regular Artillery	Smoothbore Siege Artillery	1	3/2/1	4	2		31 pts
Westphalian Line Infantry	Regular Infantry	Smoothbore Musket	5	3	4	3	Poor Mixed Formation, Lacking Initiative	35 pts
Westphalian Light Infantry	Regular Infantry	Smoothbore Musket	5	3	4	3	Skirmish, Light Infantry Mixed Formation, Lacking Initiative	35 pts
Westphalian Jäger	Regular Infantry	Smoothbore Musket	5	3	4	3	Light Infantry Mixed Formation, Skirmish, Rifle Mixed Formation, Sharpshooter	39 pts

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Westphalian Guard Grenadier	Regular Infantry	Smoothbore Musket	8	4	4	4	Reliable, Elite 4+, Large	54 pts
Westphalian Guard Jäger	Regular Infantry	Smoothbore Musket	8	4	4	4	Reliable, Elite 4+, Light Infantry Mixed Formation, Skirmish, Sharpshooter, Large	57 pts
Westphalian Jäger-Karabinier	Regular Infantry	Rifled Musket	6	3	4	3	Reliable Elite 4+ Skirmish Sharpshooter	52 pts
Westphalian Hussar	Regular Cavalry	Sabre	6	0	4	3	Marauder	41 pts
Westphalian Cuirassier	Regular Cavalry	Sabre	9	0	3	3	Heavy Cavalry D3	54 pts
Westphalian Guard Cheveau Leger	Regular Cavalry	Sabre	6		4	3	Reliable, Marauder	45 pts
Westphalian Garde du Corps	Regular Cavalry	Sabre	5	0	3	1	Tiny, Reliable, Heavy Cavalry D3	38 pts
Westphalian Regimental Artillery	Regular Artillery	Smoothbore Regimental Artillery	1	1/1/1	4	1		11 pts
Westphalian Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2		27pts
Westphalian Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	1	Marauder	30 pts
Westphalian Heavy Artillery	Regular Artillery	Siege Artillery	1	3/2/1	4	2		31 pts
Württemberg Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3		36 pts
Württemberg Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Skirmish, Sharpshooter, Light Infantry, Mixed Formation	39 pts
Württemberg Jägers	Regular Infantry	Rifled carbine and rifles	6	2/3	4	4	Skirmish, Rifle Mixed Formation, Light Infantry Mixed Formation, Sharpshooter, Reliable, Elite 4+	57 pts

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Württemberg Chevauleger and Jägers cavalry	Regular Cavalry	Sabre	6	—	4	3	Marauder	41 pts
Württemberg Light Artillery half battery	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1		19 pts
Württemberg Light Artillery	Regular Artillery	Smoothbore Seige Artillery	1	3/2/1	4	2		27 pts
Württemberg Half Battery Horse Artillery	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1	Marauder	22 pts
Württemberg Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	1	Marauder	30 pts
Württemberg Half Battery Heavy Artillery	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1		23 pts
Württemberg Heavy Artillery	Regular Artillery	Smoothbore Seige Artillery	1	3/2/1	4	2		28 pts
Other Confederation States Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3		36 pts
Other Confederation States Jägers	Regular Infantry	Smoothbore Musket	6	3	4	3	Rifle Mixed Order, Skirmish, Light Infantry Mixed Formation, Sharpshooter	40 pts
Other Confederation States Guard	Regular Infantry	Smoothbore Musket	7	3	4	3	Reliable, Elite 5+	45 pts
Hessian Guard Fusilier							Skirmish, Sharpshooter, Light Infantry Mixed Formation	48 pts
Other Confederation States Hussars and Chevauleger Cavalry	Regular Cavalry	Sabre	6	0	4	3	Marauder	41 pts
Other Confederation States Uhlán	Regular Cavalry	Lance	7	0	4	3	Lance, Marauder	48 pts
Other Confederation Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2		27 pts

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Other Confederation Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	1	Marauder	30 pts
Bavarian Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Rifle Mixed Formation, Lacking Initiative	37 pts
Bavarian Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Rifle Mixed Formation, Light Infantry Mixed Formation, Skirmish, Sharpshooter	40 pts
Bavarian Cheveau Leger	Regular Cavalry	Sabre	6	3	4	3	Marauder	41 pts
Bavarian Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	2		27 pts
Bavarian Light Artillery	Regular Artillery	Smoothbore Light Artillery	1	2/1/1	4	1	Marauder, Moves as Austrian Cavalry Artillery (see page 73)	20 pts
Bavarian Position Battery	Regular Artillery	Smoothbore Siege Artillery	1	3/2/1	4	2		31 pts
Rheinbund Line Infantry	Regular Infantry	Smoothbore Musket	5	3	5	3	Poor Mixed Formation	31 pts
Rheinbund Light Infantry	Regular Infantry	Smoothbore Musket	5	3	5	3	Poor Skirmish	31 pts



POLISH INFANTRY IN WINTER DRESS

Confederation of the Rhine Army List

Maximums and minimums are per every 1,000 points unless otherwise stated.

Divisional Commander

Staff rating 7.....0 points Staff rating 8 25 points

A Divisional commander must select brigades from the same nationality e.g. a Saxon Divisional commander can only select Saxon Brigades.

1 to 2 Infantry Württemberg Infantry Brigades

Infantry Brigade Commander

Staff rating 7.....0 points

Staff rating 8 25 points

An Infantry Brigade commander has access to 1 or 2 regiments of Line Infantry

A regiment of infantry has 1 or 2 battalions of Line infantry..... 36 points per battalion

Infantry Brigade Options

Upgrade up to half of all Infantry battalions to Veteran status

(Reliable, Elite 5)..... +8 points per battalion

Upgrade any or all battalions to *Tough Fighters*..... +1 point per battalion

Downgrade any Infantry battalion to Small..... -8 points per battalion

0 to 1 Württemberg Light Infantry Brigade

Infantry Brigade Commander

Staff rating 7.....0 points

Staff rating 8 25 points

A Light Infantry Brigade commander has access to 1 or 2 battalions of

Light Infantry..... 39 points per battalion

Add

Up to 2 Jäger battalions.....57 points per battalion

Up to 1 Line Regiment

A regiment of infantry has 1 or 2 battalions of Line infantry..... 36 points per battalion

Light Infantry Brigade Options

Upgrade up to half of all Infantry battalions to Veteran status

(Reliable, Elite 5+)..... +8 points per battalion

Upgrade any or all battalions to *Tough Fighters*..... +1 point per battalion

Downgrade any Infantry battalion to Small..... -8 points per battalion

Downgrade 1 Jäger battalion by removing *Elite 4+*..... -10 points

Württemberg Divisional Artillery

Attach the following to any brigade

Up to 2 Light Artillery batteries (1 per 7 battalions taken). 27 points per battery

Up to 2 Horse Artillery batteries (if 7 battalions are taken). 30 points per battery

Up to 1 Heavy Artillery battery (if 8 battalions are taken). 31 points per battery

Divisional Artillery Options

Upgrade any battery to Veteran status (Reliable, Elite 5+) . . +8 points per battery

Downgrade a foot battery to a half battery. -8 points per battery

Downgrade a foot battery to a half batter. -8 points per battery

to 1 Württemberg Cavalry Brigade 1 cavalry brigade per infantry brigade

Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

1 to 4 Cavalry Regiments chosen from:

up to 2 Chevauleger regiments..... 41 points per regiment
up to 2 French Hussar or
Chassuers à cheval regiments..... 41 points per regiment
up to 1 Jäger cavalry regiment..... 41 points
up to 1 Horse Artillery battery..... 30 points

Cavalry Brigade Options

Upgrade up to half of all
Cavalry regiments to Veteran
status (*Reliable, +1 Hand to Hand*).....+6 points per regiment
Upgrade any Artillery batteries to
Veteran status (*Reliable, Elite 5+*)..... +8 points per battery
Downgrade any Cavalry
regiment to Small.....-8 points per regiment
Downgrade Horse Artillery
battery to Small.....-8 points per battery

1 to 3 Bavarian Infantry Brigades

Infantry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

An Infantry Brigade commander has access to 1 or 2 regiments of Line Infantry

A regiment of infantry has 1 or 2
battalions of Line infantry..... 36 points per battalion

Add:

up to 1 Light Infantry battalion..... 40 points
up to 1 Chevauleger regiment..... 41 points

Infantry Brigade Options

Upgrade 2 battalions in
the Army to Large..... +8 points
Upgrade up to half of all
Infantry battalions to Veteran
status (*Reliable, Elite 5*)..... +8 points per battalion
Upgrade any or all battalions
to Tough Fighters..... 1 points per battalion
Downgrade any Infantry
battalion to Small.....-8 points per battalion
Upgrade Cavalry regiment
to Veteran status
(*Reliable, +1 Hand-to-Hand*)..... +6 points per regiment
Downgrade any Cavalry
regiment to Small.....-8 points per regiment

Waldeck line
infantry



0 to 2 Bavarian Cavalry Brigades

1 cavalry brigade per infantry brigade, if no cavalry is attached to infantry brigades

Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

up to 2 Chevau

Leger Regiments.....41 points per regiment

Add

up to 1 Light Battery (if 2 regiments taken)..... 20 points

Cavalry Brigade Options

Upgrade up to half of all
Cavalry regiments to Veteran
(*Reliable, +1 Hand-to-Hand*)..... +6 points per regiment
Upgrade any Artillery batteries to
Veteran status (*Reliable, Elite 5+*).....+8 points per battery
Upgrade up to 2 regiments
to Large..... +8 points per regiment
Downgrade any Cavalry
regiment to Small..... -8 points per regiment

Bavarian Divisional Artillery

Attach the following to any brigade

Up to 2 Light Artillery batteries
(1 per 5 battalions taken). 20 points per battery

Up to 1 Foot Artillery battery
(if 6 battalions are taken). 27 points per battery

Up to 1 Heavy Foot battery
(if 8 battalions are taken). 31 points per battery

Divisional Artillery Options

Upgrade any Artillery batteries to
Veteran status (*Reliable, Elite 5+*)..... +8 points per battery

Downgrade any battery
to a half battery. -8 points per battery

1 to 2 Saxon Infantry Brigades

Infantry Brigade Commander

Staff rating 7.....0 points

Staff rating 8..... 25 points

1 to 2 regiments of Line Infantry

A regiment of infantry has
1 or 2 battalions
of Line infantry 33 points per battalion



"FORWARD!"

Add

up to 1 Regimental Artillery section
per 2 battalions in the brigade..... 13 points

up to 1 Grenadier Infantry Battalion..... 45 points

up to 1 Regimental Artillery Battery
per infantry regiment of at least 3 battalions..... 19 points

Up to 1 Light Infantry Regiment

A regiment of Light infantry
has between 1 and 2 battalions
of Light infantry..... 36 points per battalion

up to 1 Foot Artillery battery
(if 6 battalions taken)..... 27 points

up to 1 Heavy Foot battery
(if 8 battalions taken in the army).....31 points

Infantry Brigade Options

Upgrade any Artillery batteries
to Veteran status (*Reliable, Elite 5+*).. +8 points per battery

Upgrade any Line or Light Infantry
battalion by removing *Unreliable*.... +3 points per battalion

Downgrade any Infantry
battalion to Small..... -8 points per battalion

Downgrade any gun battery to a half batteryv.... -8 points

Up to 1 Saxon Grenadier Brigade

Up to 2 Grenadier Battalions..... 45 points per battalion

Add

Up to 1 Light Infantry Regiment:
A Light infantry regiment
has 1 or 2 battalions of
Light infantry..... 36 points per battalion

up to 1 Foot Artillery battery
(if 4 battalions taken)..... 27 points

up to 1 Heavy Foot battery
(if 8 battalions taken in the army).....31 points

Infantry Brigade Options

Upgrade any Artillery batteries
to Veteran status (*Reliable, Elite 5+*).. +8 points per battery

Downgrade any Infantry
battalion to Small..... -8 points per battalion

Downgrade any or all gun
batteries to half batteries:

Foot battery..... -8 points

Heavy battery..... -8 points

Up to 2 Saxon Light Cavalry Brigades 0-1 brigade per infantry brigade

Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

Up to 3 Cavalry Regiments chosen from

up to 2 Chevauleger regiments..... 48 points
up to 1 Hussar Regiment..... 48 points
up to 1 Uhlan Regiment..... 52 points

Add

0 to 1 Horse Artillery battery
(if 2 regiments taken)..... 28 points

Cavalry Brigade Options

Upgrade any Artillery batteries
to Veteran (*Reliable, Elite 5+*)..... +8 points per battery

Upgrade up to 2
regiments to Large..... +8 points per regiment

Downgrade any Cavalry
regiment to Small..... -8 points per regiment

Downgrade Horse Artillery battery
to a half battery: -8 points

Cavalry Reserve

Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

Up to 3 regiments chosen from the following:

up to 1 Garde du Corps regiment..... 65 points
up to 1 Cuirassier regiment..... 65 points
up to 1 Polish Cuirassier regiment..... 58 points

Add

up to 1 Horse Artillery battery
(if 2 regiments taken)..... 28 points

Cavalry Reserve Options

Upgrade any Artillery batteries
to Veteran (*Reliable, Elite 5+*)..... +8 points per battery

Upgrade up to 2
regiments to Large..... +8 points per regiment

Downgrade any Cavalry
regiment to Small..... -8 points per regiment

Downgrade Horse Artillery battery
to a half battery: -8 points



SAXON GRENADIERS OF THE GUARD

Up to 1 Westphalian Guard Infantry Brigade

Infantry Brigade Commander

Staff rating 7..... 0 points
Staff rating 8 25 points

A Guard Infantry Brigade commander has access to

up to 1 Grenadier Guard battalion..... 54 points

up to 1 Guard Jäger battalion..... 57 points

up to 1 Jäger-Karabiniers battalion..... 52 points

add up to 1 Regimental Artillery
to Grenadier Guard battalion..... 11 points

Guard Infantry Brigade Options

Downgrade Westphalian Guard
to Standard size..... -8 points per battalion

Downgrade any standard sized
Infantry battalion to Small..... -8 points

1 to 2 Westphalian Infantry Brigades

Infantry Brigade Commander

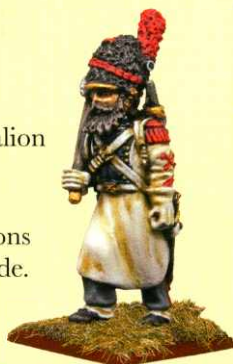
Staff rating 7.....0 points
Staff rating 8 25 points



1 to 3 Line regiments

A regiment of line infantry has up to 3 battalions of Line infantry 35 points per battalion

A maximum of 7 battalions may be fielded per Brigade.



Add

0 to 1 Regimental Artillery per 2 battalions in the brigade..... 11 points per battery

and/or

0 to 1 Light Infantry battalion..... 35 points

or

0 to 1 Jäger battalion.....39 points

and

0 to 1 Foot Artillery battery..... 27 points

Infantry Brigade Options

Downgrade any Infantry battalion to Small.....-8 points per battalion

0 to 2 Westphalian Cavalry Brigades up to 1 cavalry brigade per infantry brigade

Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

up to 2 Cavalry Regiments from the following:

0 to 2 Hussar Regiments.....41 points per regiment

0 to 1 Guard Chevauleger Regiments..... 45 points

0 to 1 Tiny Garde du Corps..... 38 points

Add

0 to 1 Horse Artillery battery

(if 2 regiments taken)..... 30 points

Cavalry Brigade Options

Downgrade any Cavalry regiment to Small.....-8 points per regiment

Downgrade any or all gun batteries to half batteries:
Horse battery.....-8 points

Westphalian Cavalry Reserve (if 2 Infantry Brigades taken)

Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

1 or 2 Cuirassier regiments.....54 points per regiment

Add 0 to 1 Horse Artillery battery

(if 2 regiments taken)..... 30 points

Cavalry Brigade Options

Downgrade any Cavalry regiment to Small..... -8 points per regiment

Downgrade the Horse artillery battery to a half battery:..... -8 points

Westphalian Artillery Reserve

Up to 1 Heavy Battery (if 8 infantry battalions taken)....31 points

Bavarian
Dragoons



Up to 1 of each Nationality Other Confederation States Infantry Brigade

Infantry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

1 to 3 regiments of Line (Baden)

or

1 or 2 regiments of Guard and 1 regiment of Guard Fusiliers (Hessian)

or

1 to 4 regiments of Line (Berg)

A regiment of infantry has 1 or 2 battalions of Line infantry..... 36 points per battalion

A Hessian Guard Infantry regiment contains 1 or 2 Guard battalions..... 45 points

A Hessian Guard Fusilier regiment contains 1 or 2 Guard Fusilier battalions..... 48 points

Add

0 to 1 Baden Jäger Battalion..... 40 points
0 to 1 Foot Battery..... 27 points
0 to 1 Horse Artillery Battery..... 30 points

Infantry Brigade Options

Upgrade any infantry battalion to Veteran (*Reliable, Elite 5+*)..... 8 points

Downgrade any Infantry battalion to Small..... -8 points per battalion

Downgrade any or all gun batteries to half batteries:
Foot battery..... -8 points
Horse battery..... -8 points



0 to 1 Other Confederation States Cavalry Brigade

1 Cavalry Brigade per infantry brigade

Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

Up to 2 Cavalry Regiments chosen from:

0 to 1 Hussar regiment..... 41 points per regiment
0 to 1 Lancer regiment..... 48 points per regiment

Cavalry Brigade Options

Downgrade any cavalry regiment to Small..... -8 points per regiment

Up to 1 Rheinbund Infantry Brigade

Infantry Brigade Commander

Staff rating 7.....0 points

A Rheinbund Infantry Brigade Commander has access to 1 to 3 Rheinbund Infantry regiments

Each Rheinbund Infantry regiment has 1 or 2 Rheinbund Infantry battalions..... 31 points per battalion

Rheinbund Brigade Options

Replace 1 battalion in a regiment for Rheinbund Light Infantry battalion..... 31 points

This brigade can be taken by any Divisional commander

Allies

A Confederation of the Rhine army can take 25% allies from any one allied list.

Austria 1842

Austrian Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Grenadier	Regular Infantry	Smoothbore Musket	7	3	4	3	Reliable, Elite 4+	47 pts
Jäger	Regular Infantry	Smoothbore Carbine and Rifles	6	2/3	4	3	Skirmish, Sharpshooters	40 pts
Infantry	Regular Infantry	Smoothbore Musket	8	4	4	4	Large, Poor Skirmishers,	44 pts
							Elite 5+ if Hungarian	48 pts
Grenz	Regular Infantry	Smoothbore Musket	8	4	4	4	Large, Skirmish, Tough Fighter, Unreliable, Rifle Mixed Formation	43 pts
Cuirassier	Regular Cavalry	Sabre	9	0	3	3	Reliable, Heavy Cavalry D3	58 pts
Dragoon	Regular Cavalry	Sabre	8	0	4	3	Heavy Cavalry D1	44 pts
Chevauleger	Regular Cavalry	Sabre	8	0	4	4	Large, Abteilung, Marauder	49 pts
Hussar	Regular Cavalry	Sabre	9	0	4	4	Large Abteilung, Marauder	51 pts
Uhlán	Regular Cavalry	Lance	9	0	4	4	Large, Abteilung, Marauder Lance	56 pts
3-pdr Brigade Battery	Regular Artillery	Smoothbore Battalion battery	1	3/2/1	4	2		19 pts
6-pdr Brigade Battery (Half Battery)	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1		19 pts
6-pdr Brigade Battery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2		27 pts
Cavalry Artillery (Half Battery)	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1	Marauder	20 pts
Cavalry Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	1	Marauder	28 pts

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Position Battery (Half Battery)	Regular Artillery	Smoothbore Heavy Artillery	1	2-1-1	4	1		23 pts
Position Battery	Regular Artillery	Smoothbore Heavy Artillery (Siege Artillery)	1	3-2-1	4	2		31 pts

Austrian Army List

Maximums and minimums are per every 1,000 points unless otherwise stated.

Infantry Divisional Commander

Staff rating 7.....0 points
Staff rating 8 25 points

1-3 Infantry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

Line Infantry Brigade

You must have a minimum of One Line Brigade per 500 points in your army.

An Infantry Brigade can have the following:

1 or 2 German or Hungarian Line Infantry Regiments.

Each Line Infantry Regiment can be formed of
up to 2 Large Line infantry battalions

..... 44 points per German battalion

..... 48 points per Hungarian battalion

(You cannot have more Hungarian than German regiments)

Infantry Brigade Options

Upgrade up to half of all German or Hungarian
Battalions to Veteran status:

German (Reliable, Elite 5+).....8 points per battalion

Hungarian (Reliable, Elite 4+).....6 points per battalion

Upgrade any battalion

to Tough Fighters.....+1 point per battalion

Downgrade any or all to:

Standard size:..... -8 points per battalion

Small size:..... -16 points per battalion



Line Infantry Brigade Additional and/or Replacement Troops. A Line Infantry Brigade may choose up to two of the following:

Add 1 or 2 Grenadier battalions....47 points per battalion

Upgrade any Grenadier

battalion to Tough Fighters..... +1 point per battalion

Downgrade any Grenadier

battalion to Small..... -8 points per battalion

or

Add up to 2 Large Grenz battalions

(Maximum 1 Grenz battalion per

4 Infantry battalions in the army)..... 40 points per battalion

Upgrade any battalion by

removing Unreliable..... +3 points per battalion

Downgrade any Grenz

battalion to Standard-sized..... -8 points per battalion

or

up to 1 6-pdr Brigade battery

(1 per 6 Infantry battalions).....27 points per battery

Upgrade any Brigade Battery to

Veteran status (Reliable, Elite 4+)..... +10 points

Upgrade any Brigade Battery to

Veteran status (Reliable, Elite 5+)..... +8 points

Downgrade any Brigade

batteries to half batteries.... -8 pts for a Brigade Battery

Up to 1 Light Cavalry Brigade

Light Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

1 to 2 Large Hussar or Large Chevauleger Regiments:

Hussars..... 51 points per regiment
Chevauleger..... 49 points per regiment

Light Cavalry Brigades – Additional Troops

Add a Dragoon Regiment..... 44 points per regiment
Add a Cavalry Battery
(1 per 3 Cavalry regiments)..... 28 points per battery

Light Cavalry Brigade Options

Upgrade Dragoon
Regiment to Large..... +8 points per regiment
Upgrade Regiment to
Veteran status (+1 *Hand-to-Hand*, *Reliable*)..... +6 points
Downgrade large Regiment to Standard..... for -8 points
Downgrade large Regiment to Small..... -16 points
Upgrade any battery to
Veteran status (*Reliable*, *Elite 4+*).....+10 points
Upgrade any battery to
Veteran status (*Reliable*, *Elite 5+*).....+8 points
Downgrade any batteries
to half batteries..... -8 points for a cavalry battery

Up to 1 Advanced Guard Brigade

Advanced Guard Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

The Advanced Guard Brigade may have up to 6 infantry battalions or cavalry regiments chosen from the following. Note infantry battalions must equal or exceed the number of cavalry regiments in the brigade.

0 to 2 Jäger battalions..... 40 points per battalion

0 to 1 Line Infantry Regiment as above including up- and downgrades as above

0 to 1 Grenz Regiment as above including up- and downgrades as above

0 to 1 Hussar Regiment as above including up and downgrades as above

0 to 1 Cavalry Battery as above including up- and downgrades as above

0 to 1 6-pdr or 3-pdr Brigade Battery as above as above including up- and downgrades as above

0 to 1 Dragoon Regiment as above including up- and downgrades as above

0 to 1 Large Uhlan regt 56 points or Chevauleger Regiment including up- and downgrades as above

Abteilung and Army Support from Reserves

An Austrian army can spend up to 25% of its points on Corps and Army support from reserves

Reserve Artillery

1 Position Battery attached to any
Line Infantry Brigade per 9 Line..... 31 points
infantry battalions in the army.....per battery

Reserve Artillery Options

Upgrade any battery to
Veteran status (*Reliable*, *Elite 4+*)..... +10 points
Upgrade any battery to
Veteran status (*Reliable*, *Elite 5+*).....+8 points
Downgrade Heavy battery to a half battery:..... -8 points

Austrian
(Hungarian)
Infantry



0 to 1 Grenadier Brigades

Although not part of the campaign they are included for completeness.

Grenadier Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

2 to 6 Grenadier battalions.... 47 points per battalion

Grenadier Brigade Options

Upgrade any Grenadier
battalion to large..... 8 points per battalion

Upgrade any battalion
to Tough Fighters..... 1 point per battalion

Downgrade any Grenadier
battalion to Small..... -8 points

Grenadier Brigade – Additional Troops

A Grenadier Infantry brigade can have a maximum of two further choices selected from below:

0 to 1 Line Infantry Regiment as above including up and downgrades as above

0 to 1 Hussar Regiment as above including up and downgrades as above

0 to 1 6-pdr Brigade Battery as above including up and downgrades as above

Up to 1 Heavy Cavalry Brigades

Although not part of the campaign they are included for completeness.

Heavy Cavalry Brigade Commander

Staff rating 7.....0 points
Staff rating 8 25 points

1 to 3 Dragoon Regiments

or

1 or 2 Cuirassier Regiments

Dragoons..... 44 points per regiment
Cuirassier..... 58 points per regiment

Heavy Cavalry Brigade additional troops

A heavy cavalry brigade can have a maximum of 3 regiments of cavalry of any kind in it.

Add Up to 1 Cavalry Battery..... 28 points per battery

Heavy Cavalry Regiment Options

Upgrade Regiment to Large.....+8 points per regiment

Upgrade Dragoon Regiment
to Veteran status
(+1 *Hand-to-Hand and Reliable*)..... +6 points

Downgrade Regiment to Small..... -8 points per regiment

Upgrade any battery to Veteran
status (*Reliable, Elite 4+*)..... +10 points

Upgrade any battery to
Veteran status (*Reliable, Elite 5+*).....8 points

Downgrade any or all gun batteries to half batteries:
Cavalry battery..... 20 points

Allies

An Austrian army can take 25% allies from the French or Confederated States Saxon List

Infantry Notes

The Austrian list makes reference to choosing additional troops depending on the number of Infantry battalions chosen, those Infantry battalions are just that 'Infantry' not Grenadiers, Jägers or Grenz.

Cavalry Notes

The main tactical formation for Austrian cavalry was the Division or Abteilung made up of two squadrons. Because of this common 'Abteilungsweise' employment of splitting up regiments into detachments, we allow Austrian regiments to be played as two, three or even four Small sized Abteilungen of the same cavalry regiment. You can replace each Cavalry regiment in the list with 2, 3 or 4 Small units. Each small unit costs the standard unit price: 8 points.

For example the two Hussar regiments allowed in the light cavalry brigade could be replaced with up to four small units each at 34 points.

Italy 1812

Italian Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Italian Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de charge	38 pts
Italian Light Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de charge, Skirmish, Sharpshooters, Light Infantry Mixed Formation	41 pts
Royal Guard Grenadiers and Chasseurs	Regular Infantry	Smoothbore Musket	7	3	4	3	Pas de Charge, Reliable Elite 4+	49 pts
Italian Royal Velite Infantry	Regular Infantry	Smoothbore Musket	7	3	4	3	Pas de Charge, Reliable Elite 5+	47 pts
Italian Guard Conscripts	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de charge Reliable Elite 5+	46 pts
Italian Chasseurs à Cheval	Regular Cavalry	Sabre	6	0	4	3	Marauder	41 pts
Italian Guard Dragoons	Regular Cavalry	Sabre	9	0	4	3	Reliable, Heavy Cav D1	50 pts
Regimental Artillery section	Regular Artillery	Smoothbore Battalion Artillery	1	1-1-1	4	1		11 pts
Foot Artillery Battery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2		27 pts
Heavy Foot Artillery Battery	Regular Artillery	Smoothbore Heavy Artillery (Smoothbore Siege Artillery)	1	3-2-1	4	2		31 pts
Horse Artillery Battery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	1	Marauder	30 pts

Italian Army List

Maximums and minimums are per every 1,000 points unless otherwise stated.

Divisional Commander

Staff rating 7.....0 points
Staff rating 8 25 points

1 to 3 Infantry Brigades

Infantry Brigade Commander

Staff rating 7..... 0 points
Staff rating 8 25 points

1 or 2 Line Infantry regiments.

A regiment of Line infantry
has 1 to 4 battalions..... 38 points per Battalion

Replace a Line Infantry regiment with a Light Infantry
regiment:

A regiment of Light infantry
has 1 to 4 battalions..... 41 points per Light Battalion

Add

up to 1 Regimental Artillery
section per regiment..... 11 points per battalion gun

or

up to 1 Regimental Artillery
battery per regiment of at
least 3 battalions..... 11 points per battalion gun

Infantry Brigade Options

Upgrade up to 2 battalions
per brigade to veteran status
(*Reliable, Elite 5+*)..... 8 points per battalion

Upgrade any or all
battalions in a brigade
to *Tough Fighters*..... 1 point per battalion

Downgrade any battalion
to Small..... -8 points per battalion

Downgrade any or all
battalions to *Wavering*..... -6 points per battalion

Downgrade any or all
battalions to *Morale 5*..... -4 points per battalion

Downgrade any or all
battalions to *Unreliable*..... -3 points per battalion

Downgrade any or all
battalions by removing *pas de charge*..... -2 points

Up to 1 Cavalry Brigade 1 per 2 Infantry Brigades

Cavalry Brigade Commanders

Staff rating 7..... 0 points
Staff rating 8 25 points

A Brigade consists of
up to 2 Chasseur à
Cheval regiments..... 41 points per regiment

Cavalry Brigade Options

Upgrade any regiment to veteran
status (*Reliable, +1 Hand-to-Hand*)..... 6 points per regiment

Downgrade any regiment
to Small..... -8 points per regiment

Downgrade any or all
regiments to *Wavering*..... -6 points per regiment



ITALIAN INFANTRY

"The Italian army had displayed qualities which entitled it evermore to take rank amongst the bravest troops in Europe."

British observer Sir Robert Wilson

Divisional Artillery

Up to 1 Foot Artillery battery attached to any Infantry Brigade in the army, 1 per 8 infantry battalions in the army..... 27 points

Up to 1 Horse Artillery battery attached to any brigade in the army, 1 per 8 infantry battalions in the army..... 30 points

Artillery Options

Upgrade Foot Artillery battery to veteran status (*Reliable*, *Elite 5+*)..... 8 points per battery

Downgrade any or all gun batteries to half batteries:

Foot battery..... -8 points

Horse battery..... 22 points

Up to 1 Italian Guard Brigade

Guard Brigade Commander

Staff rating 7..... 0 points

Staff rating 8 25 points

Up to 1 regiment of Italian Guard Infantry

A regiment has up to 2 Guard Grenadier or Chasseur infantry battalions 49 points per battalion

Up to 1 regiment of Italian Royal Velite Infantry

A regiment has up to 2 Royal Velite infantry battalions..... 47 points per battalion

Up to 1 regiment of Guard Conscript Infantry

A regiment has up to 2 Guard Conscript Infantry battalions..... 46 points per battalion

Add

up to 1 Regimental Artillery section per 2 battalions in the brigade..... 11 points per section

or

up to 1 Regimental Artillery battery per regiment of at least 2 battalions..... 19 points per battalion gun

Up to 2 Guard Dragoon

regiments..... 50 points per regiment

Up to 2 Foot Artillery batteries..... 27 points per battery

Up to 2 Horse Artillery batteries..... 30 points per battery

Guard Brigade Options

Upgrade any or all battalions in a brigade to Tough Fighters..... 1 point per battalion

Downgrade any or all gun batteries to half batteries:

Foot battery..... 19 points

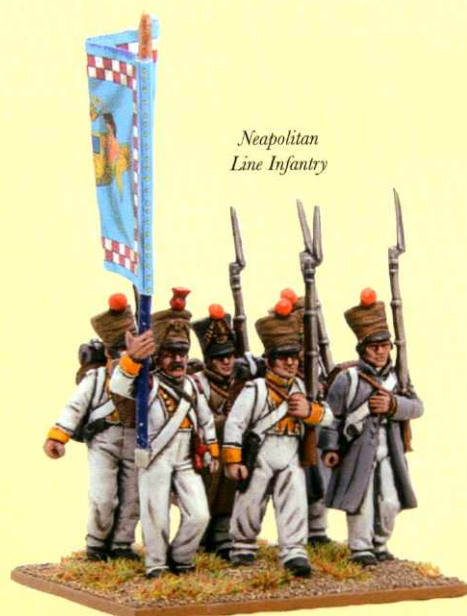
Horse battery..... 22 points

Downgrade any battalion

to Small..... -8 points per battalion

Downgrade any regiment

to Small..... -8 points per regiment



Neapolitan
Line Infantry

Reserve artillery

Attach up to 2 Heavy Foot Artillery batteries to any Infantry Brigade in the army, (1 per 10 infantry battalions in the army)..... 31 points per battery

Reserve Artillery Options

Upgrade any battery to Veteran status (*Elite 5+*)..... +8 points

Downgrade any or all gun batteries to half batteries:

Heavy battery..... -8 points

Allies

An Italian army can take 25 % allies from any one allied list

The Neapolitan Army 1812

Neapolitan Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Neapolitan Line Infantry	Regular Infantry	Smoothbore Musket	5	2	5	3	Unreliable, Wavering	20 pts
Neapolitan Light Infantry	Regular Infantry	Smoothbore Musket	5	2	5	3	Unreliable, Wavering, Poor Skirmishers	20 pts
Neapolitan Guard Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Unreliable	33 pts
Neapolitan Marines	Regular Infantry	Smoothbore Musket	4	2	4	2	Unreliable, Small	25 pts
Neapolitan Guard Light Cavalry	Regular Cavalry	Sabre	5		5	3	Unreliable, Wavering	21 pts
Neapolitan Guard Heavy Cavalry	Regular Cavalry	Sabre	8		4	3	Heavy Cavalry D1, Unreliable, Wavering	35 pts
Neapolitan Horse Artillery	Regular Artillery	Smoothbore Artillery	1	3/2/1	4	1	Unreliable, Wavering	21 pts

Divisional Commander

Staff rating 7..... 0 points

Staff rating 8 25 points

Up to 1 Infantry Brigade

Infantry Brigade Commander

Staff rating 7..... 0 points

Staff rating 8 25 points

0 to 3 Line Infantry regiments.

A regiment of Line infantry has 1 or 2 battalions..... 20 points per battalion

Add

up to 2 Light Infantry regiments

A regiment of Line infantry has between 1 and 2 battalions..... 20 points per battalion

Infantry Brigade Options

Upgrade any battalion to Large....8 points per battalion

Upgrade any battalion by removing *Unreliable* and *Wavering*..... -9 Points

Upgrade any battalion by increasing Hand-to-Hand and Shoot values by 1..... +3 points

Downgrade any battalion to Small..... -8 points per battalion

Up to 1 Guard Infantry Brigade

1 Neapolitan Guard Infantry Regiment

The regiment has
1 or 2 battalions.....33 points per battalion

Add

up to 1 Small Guard Marine battalion..... 25 points

Infantry Brigade Options

Upgrade any battalion by removing *Unreliable* -3 Points

Up to 1 Guard Cavalry Brigade

Cavalry Brigade Commanders

Staff rating 7..... 15 points

Staff rating 8 25 points

1 to 2 cavalry regiments from the following

up to 1 Guard Light Cavalry regiment.....21 points

up to 1 Guard Heavy Cavalry regiment..... 35 points

Add

up to 1 Horse Artillery battery..... 21 points

Cavalry Brigade Options

Upgrade any regiment by
removing *Unreliable* and *Wavering*.... +9 points per regiment

Downgrade any regiment
to Small..... -8 points per regiment

Downgrade Horse Artillery battery
to a half battery..... -8 points

Allies

A Neapolitan army can take 25 % allies from any allied list



SKIRMISH LINE

Prussia 1842

Prussian Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special	Cost
Musketeer	Regular Infantry	Smoothbore Musket	6	3	4	3		36 pts
Fusilier	Regular Infantry	Smoothbore Musket	6	3	4	3	Skirmish, Sharpshooter	39 pts
Jäger	Regular Infantry	Rifled Musket	6	3	4	3	Skirmish, Sharpshooter	42 pts
Guard Musketeer	Regular Infantry	Smoothbore Musket	7	3	4	3	Reliable, Elite 4+	47 pts
Guard Fusilier	Regular Infantry	Smoothbore Musket	7	3	4	3	Reliable, Elite 4+, Skirmish, Sharpshooter	50 pts
Dragoon	Regular Cavalry	Sabre	8		4	3	Heavy Cavalry D1	44pts
Hussars	Regular Cavalry	Sabre	6		4	3	Marauder	41 pts
Foot Artillery Half Battery	Regular Artillery	Smoothbore Artillery	1	2-1-1	4	1		19 pts
Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2		27 pts
Horse Artillery Half Battery	Regular Artillery	Smoothbore Light Artillery	1	2-1-1	4	1	Marauder	22 pts
Horse Artillery	Regular Artillery	Smoothbore Light Artillery	1	3-2-1	4	1	Marauder	30 pts
Heavy Artillery Half Battery	Regular Artillery	Smoothbore Heavy Artillery (Smoothbore Siege Artillery)	1	2-1-1	4	1		23 pts
Heavy Artillery	Regular Artillery	Smoothbore Heavy Artillery (Smoothbore Siege Artillery)	1	3-2-1	4	2		31 pts

1+ Infantry Brigade Commanders

Staff rating 9.....50 points
Staff rating 8.....25 points

Staff rating 7.....0 points
Up to 1 sub commander..... 10 points

1 to 2 Infantry Regiments

An Infantry Regiment consists of 1 or 2 Musketeer battalions and 0 to 1 Fusilier battalion

.....36 points per Musketeer battalion
..... 39 points per Fusilier battalion

Brigade Support

Add one choice from the following:

Up to 1 Jäger battalion..... 42 points

Up to 1 Dragoon regiment per army..... 44 points

Up to 1 Hussar regiment per army..... 41 points



Artillery Support

Up to 1 Foot Artillery battery (if at least 6 infantry battalions are taken)..... 27 points per battery.

Brigade Options

Upgrade 1 Infantry Regiment to Guard Status..... 11 points per battalion

Upgrade any infantry battalion to veteran status (*Reliable, Elite 5+*).. 8 points per battalion

Upgrade Musketeer or Fusilier infantry battalion to Large (1 per 4 battalions)..... 8 points per battalion

Downgrade any battalion to Small size..... -8 points per battalion

Upgrade the Dragoon or Hussar regiment to Veteran status (*Reliable and +1 Hand-to-Hand*)..... 6 points per regiment

Upgrade artillery battery to veteran status (*Reliable, Elite 5+*)..... 8 points per battery

Downgrade any cavalry regiment to Small..... -8 points

Downgrade any artillery battery to a half battery..... -8 points for foot battery

Army Artillery

Up to 1 Heavy Artillery battery (if 3 brigades are taken)..... 31 points

Up to 2 Foot batteries (one per 2 brigades taken).....27 points

Up to 1 Horse Artillery battery (if 3 brigades are taken)..... 30 points

Batteries can be attached to any brigade although a Brigade can have no more than 2 batteries.

Artillery Options

Upgrade Artillery battery to veteran status (*Reliable, Elite 5+*) 8 points per battery

Downgrade any artillery battery to a half battery:

Foot Battery..... -8 points

Horse Battery..... -8 points

Heavy Battery..... -8 points



PRUSSIAN ARTILLERY



FRENCH CAVALRY FORM FOR THE ATTACK

Up to 2 Cavalry Brigades 1 per Infantry Brigade in the army

Cavalry Brigade Commanders

Staff rating 8..... 25 points

Staff rating 7..... 0 points

A Brigade Commander can have

2 to 4 choices from the following

up to 2 Dragoon Regiments..... 44 points per regiment

up to 2 Hussar Regiments..... 41 points per regiment

up to 1 Horse Artillery Battery..... 30 points per battery

Brigade Options

Upgrade any cavalry regiment to veteran status (*Reliable and +1 Hand-to-Hand*)..... 6 points

Upgrade artillery battery to veteran status (*Reliable, Elite 5+*)..... 8 points

Downgrade any or all cavalry to Small..... -8 points per regiment

Downgrade Horse Artillery battery to a half battery..... -8 points



Prussian
Line Lancers

Allies

A Late Prussian army can take 25% allies from any one allied list.

Appendix 1: An Overview of Napoleonic Warfare

The French Revolution of 1789 was the catalyst for enormous change in the way war was waged. It led to over twenty years of conflict known as the Napoleonic Wars.

In the century prior to the Napoleonic Wars there had been other European wars. During the War of the Spanish Succession (1701-1714) and Seven Years War (1756-1763) Europe's superpowers fought each other in the manner of an elaborate game. Commanders of slow moving armies, constrained by logistics, attempted to 'wrong foot' each other in a bid to take an important fortress or city so it could be used in negotiations as a bargaining chip. Bloody battles were to be avoided; if a nation's standing army was butchered it would leave that kingdom almost defenceless.

Napoleonic warfare was different from what had gone before; to understand why, we have to examine Europe in a wider context. As Europe progressed through the 18th Century, changes in farming methods and the impact of the early industrial revolution saw the continent experience a major demographic transformation. The population of Europe grew tremendously, from about 110 million to approximately 190 million people; the population of France alone grew from 19 million to 28 million, whilst Russia's more than doubled from 17.5 million to 38 million. The financial capacity of European nations also advanced through industrial expansion, primarily due to the advent of free economic markets and improved tax systems, although the Russian economy lagged behind that of the other powers. These changes ensured nations had the resources to fight wars on a scale that was previously unheard of.

In 1758, Frederick the Great halted the Russian advance into East Prussia at the Battle of Zorndorf. The combined total of the combatants that fought for Frederick and the Russian commander William Fermor did not exceed 80,000 men. Sixty-four years later at the Battle of Borodino, the

Russian Army alone fielded over 150,000 men.

In 1793, the Convention, through France's government 'the Committee of Public Safety', decreed the *Levée en Masse* in an effort to conscript enough manpower to deal with the threat posed by the First Coalition of England, Austria, Prussia and Sardinia. The *Levée* ensured that the entire male population of France could be utilised in some way towards the war effort, which led to the creation of a huge, yet mainly unprofessional and untested army. By 1794, the French could count on 800,000 men to sustain their field armies.

The increased size of armies made logistical issues impossible to manage when those armies were concentrated for long. What was required then was a quick military victory. Wars fought in the manner of the Spanish Succession and Seven Years War could not and would not continue.

The Change in Warfare

The destruction of an enemy's field army became the strategic intention; Napoleon Bonaparte was the first to recognise this need. He planned stunning, war-winning victories, aided by a change in the French army's command-and-control, organisation and tactical deployment. Napoleon's Chief of Staff, Marshal Berthier, wrote the definitive manual on staff procedures that was disseminated throughout the French Army. As a result, the French officer corps and staff system was second to none. That corps grew with men chosen for both ideological strengths as well as their ability to command. *La gloire* at any price propelled energetic commanders to senior command positions. French field armies were moulded into self-contained all-arms forces as the corps system was born.

A corps comprised of two or more infantry divisions with a division or brigade of light cavalry and supporting artillery attached. The corps had a permanent command. Corps' commanders worked together regularly and grew to understand each other's capabilities.



Russian Line Infantry



AUSTRIAN EAGLES ON THE MARCH

The corps system enabled co-operation between all arms on an unprecedented scale. Prior to the revolution, any formation above brigade level was temporary. Divisions within the same corps trained together and practiced manoeuvres with each other and their associated cavalry. This co-operation increased the French army's manoeuvrability, which was further enhanced with French forces, for the most part, foraging from the land. The corresponding reduction of baggage gave them a significant advantage over their opponents, although the cost of living off the land was usually the enmity of the local populace. In contrast, many of France's opponents were slow to adopt the corps system, and were often at a disadvantage in the

early-to-middle part of the Napoleonic Wars as a consequence.

The Structure of Armies

Napoleonic armies consisted of a number of building blocks; divisions from two or more brigades, brigades from regiments and regiments from infantry battalions or cavalry squadrons. Infantry battalions within a brigade, or cavalry squadrons within a regiment, fought in mutual support of each other. The brigade or regiment was the main tactical element.

The following example is a Russian Infantry Division that fought at the Battle of Gorodetchna 12th August 1812:

18th Division General-Prince Tchervatov

1st Brigade General Benardos

- Tambov Infantry Regiment – two battalions
- Vladamir Infantry regiment – two battalions

2nd Brigade General-Prince Khowanski

- Dnieper Infantry Regiment – two battalions
- Kostromo Infantry regiment – two battalions

3rd Brigade General Metcherinov

- 28th Jäger Regiment – two battalions
- 18th Heavy Battery
- 34th and 35th Light Batteries

The Three Combat Arms

Infantry

Infantry was the principal and most significant component in every European army of the Napoleonic period. Infantry suffered the most casualties in battle and usually ensured victory or defeat. The basic tactical unit for infantry was the battalion, the strength of which could vary from less than three hundred men to well over one thousand. A typical battalion could muster between 500 to 600 officers and men. The battalion was subdivided further into a varied number of companies: six in the later French army and four in the Russian army, for example.

There were usually three types of infantry available to a commander; the first and the largest group in all armies was line infantry. They dominated the field of battle, manoeuvring in column and deploying into line for fire effect. Line infantry was normally further subdivided; grenadiers were selected from the tallest, strongest and most courageous men, whilst in the light companies the smallest, most agile and best shots were found.

The second type were the army's finest infantry units, usually termed "Guards". They were elite soldiers chosen for their imposing physical build, their bravery and combat experience. The Guards were normally held in reserve ready to deliver the final blow to the enemy. As with the line infantry, when the Guard were unleashed they would manoeuvre in column and fire fight in line.

Finally, there was the army's light infantry, selected in a similar manner as the men of the light companies. It was the duty of the light infantry battalions to precede an attack, covering the advancing columns whilst stinging the ranks of the enemy with their skirmish fire, often targeting officers, leading to a disordered and demoralised enemy. If defending, it was their task to create havoc in the advancing enemy causing the planned, well-timed, offensive to falter. As the Napoleonic wars rumbled on, increasing casualties saw the difference between line and light infantry become negligible.

Whatever the infantryman's role, the vast majority continued to be armed with a large calibre smoothbore flintlock musket. Whatever model of musket a soldier carried, its design and the soldier's training ensured that it was inaccurate and not at all reliable. The musket's delay in firing, between the pulling of the trigger, the falling of the cock and the ignition of the main charge, meant that troops could not maintain aim, as their arms began to shake under the weight of the piece. A soldier's aim was further restricted by the musket's crude front sight and no rear sight. A 'quick fire' philosophy meant that recruits were taught to load and fire their piece as fast as they were able, three times a minute being the norm. The requirement for speed meant that several costly accidents could occur in the ranks of a firing line; a soldier distracted by the sights, sounds and psychological effect of the battlefield might not notice that the powder in the weapon's pan had flashed, but had failed to ignite the weapon's main charge. The weapon could

1st Brigade – 26th Light Infantry Regiment (General of Brigade Albert)

6th Infantry Division of the II Corps (Divisional commander General of Division Legrand)



2nd Brigade – 19th Line Infantry Regiment (General of Brigade Maison)

explode if the soldier continued to load and fire a weapon in such a state, causing serious injuries and even death to those nearby. In a panic a soldier could fire off his ramrod after forgetting to take it out of the barrel, rendering the weapon useless. This was also compounded by the weapon's shortcomings; a musket that was continually fired had to have its worn flint replaced, its clogged vents cleaned, and its barrel could become too hot to handle. As a result, although a smoothbore musket could fire out to approximately 300 yards, its effective killing range was one to two hundred yards.

Each infantryman was armed with a bayonet that was fastened to the muzzle by a ring socket. Bayonet fighting was actually quite rare, normally only occurring when troops attacked a defensive position such as a redoubt, or if the weather rendered Black Powder weapons useless.

Infantry Formations and Tactics

At the end of the Seventeenth Century, the introduction of the smoothbore flintlock musket and socket bayonet led to a change in fighting methods that helped to transform European warfare. As the flintlock replaced the matchlock musket with its hazardous lit fuse, files within a unit could be brought closer together. Furthermore, the socket bayonet allowed infantry to defend itself against cavalry attacks, eliminating the need for pikemen within the unit. Gone was the need for deep formations, and infantry began deploying in lines that over the years became progressively thinner

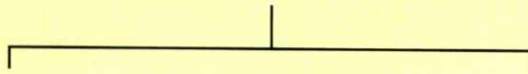
resulting in the three-deep line being used extensively during the Napoleonic wars. Linear warfare developed during the Seventeenth Century through the need to ensure that each battalion's flanks were secure and the difficulty of manoeuvring between column and line formation. Due to these limitations, a commander's tactical plan was tied to the somewhat inflexible tactics that sum up linear warfare. Armies would oppose each other drawn up in a number of parallel lines. Those lines would act as one body and move generally in the same direction. Cavalry, being forced to operate on the army's flanks, offered little direct support.

Once it became possible to maintain at least some troops in column during an engagement, new non-linear methods became possible. The change was brought about by two tactical developments.

The first was the introduction in Frederick the Great's Prussian army of 'cadenced marching' that allowed infantry to easily change from column-to-line and line-to-column. Previously, a commander of an army would have his infantry battalions march to the front following each other in a long column. Once between 1000 to 2000 yards from the enemy, the battalions would traverse the field from left to right to form the battle line. With the introduction of the new manoeuvres, columns could be maintained closer to the enemy.

The second was the introduction of the close square being formed from column which further increased the viability of using columns on the actual battlefield and close to the

4th Brigade – 128th Line Infantry Regiment (General of Brigade Pamplona)



3rd Brigade – 56th Line Infantry Regiment (General of Brigade Moreau)

action. The ability of commanders to allow their lines of battle to remain in column also created space on the battlefield that could be exploited by cavalry, allowing for greater co-operation between cavalry and infantry.

This resulted in four basic formations used in action during the Napoleonic Wars, which were columns, line, square and skirmish formation:

Columns

The column used on the battlefield was the standard formation for movement in all armies; a column being deeper than a line and, as a result, more capable of rapid movement without becoming disordered.

Although each army had its own drill regulations, the fundamentals of movement in column were fairly standard. For manoeuvre or combat, Napoleonic infantry columns were defined by their width, depth and their purpose, a column of companies and a column of divisions, a division being two companies, being examples of the width of a column. Whilst open, half distance, quarter distance and closed column are examples of the depth of a column. That depth depended on the intervals left between the companies in the rear. With a column at open distance the interval between the rear rank of the leading company and the front rank of the next company would be the same distance as the company's frontage. Half distance column would have an interval of half the company frontage and so on. Columns defined by their purpose such as a column of waiting or attack column still had prescribed widths and depths.

The French army's custom of delivering attacks in column was used from the early Revolutionary Wars; it has been said that it grew as a tactic to accommodate freshly raised and partially trained troops who were unable to perform manoeuvres in line formation, with the columns serving to keep the men together and exploit their natural enthusiasm. Although there are some grains of truth to this, the column was a fundamental component in all European armies for manoeuvring on the battlefield, not just an appropriate formation for half trained troops.

There were drawbacks to the use of infantry columns. A column was vulnerable to artillery fire, as a well-placed roundshot would mow down many men, especially if the shot hit the column obliquely. The amount of firepower that a column could deliver was dramatically reduced, with only the front two ranks of the leading company or 'division' being able to fire. That being said, French, and for that matter Russian, commanders of the period persevered with attacks in column – why? Well, the attacking columns' advance was covered by clouds of skirmishers, whose job it was to thin the ranks of the enemy, causing disorder and panic by putting officers and NCOs 'hors de combat' before the columns arrived on the scene. Add to that the effect of any supporting artillery bombardment, and the waiting enemy line could be wavering as the columns came into view. The psychological effect, on half-beaten men, of a rapidly advancing mass of troops shouting their war cries, was devastating, leaving the enemy line no option but to give way.

When a determined enemy line withstood the physical and psychological impact of the preparatory acts of an attack in column, infantry regulations of the time expected battalion commanders to change formation into line as they approached the enemy so that they could deliver the battalion's full weight of fire.

The decision when to deploy from column to line was problematic to say the least. If they deployed too soon, the battalion would have to advance nearer to the enemy whilst in line. This was difficult to control, as a battalion's frontage could be 120 metres or more. If they deployed too late, the battalion could be at the mercy of close-range enemy fire whilst attempting to change formation. 'Continental' generals assisted their French opponents in their deliberations by arraying their battle formations for the French to gauge. The French had the enemy formations in their sights to soften them up, and then time their manoeuvres to perfection to overthrow their opponents. The brigade commander in charge of such an attack usually found it prudent to leave enough space between his battalions to ensure that, if the enemy proved resilient, his battalion commanders could deploy into line.

RUSSIAN INFANTRY IN COLUMN FORMATION



RUSSIAN INFANTRY IN COLUMN FORMATION

Line

The line was the main formation for combat and, despite the significance of the column on the Napoleonic battlefield, it continued to be the greatest way of maximising an army's firepower potential. The three-deep line was the most prevalent line formation; originally all three ranks could fire by the troops in a file 'locking', the front rank kneeling, the centre rank took a pace backwards with their right foot and the rear rank took a pace to their right. As the Napoleonic wars rumbled on and casualties took their toll, inexperienced troops, particularly in the heat of battle, could not carry out the 'locking' procedure correctly, leading to men in the third rank shooting men in

the ranks in front of them. There were better uses for the third rank of a line, it could be deployed to carry out skirmish duties for example, whilst the French regulations of 1791 prescribed that men in the third rank could help those in the second rank with loading.

Whether in line or column, commanders debated whether attacking troops should stop to deliver volleys to soften up the enemy. The trouble was that it was very difficult to get troops that had started to engage in a firefight to advance again. As a result, it was not unknown for commanders to order the troops to remove their flints from their muskets to prevent them from firing.



FRENCH INFANTRY IN LINE

Mixed Order (*l'ordre mixte*)

This was a formation that attempted to combine the better characteristics of both the column and line formations. Formed from three battalions it had a central battalion in line formation with a column on each of its flanks. In the

attack, the mixed order formation could deliver 'covering' fire from the battalion in line whilst the columns could attack. On the defence, the columns protected the flanks of the line from predatory cavalry.



RUSSIAN INFANTRY IN MIXED ORDER

Square

The hollow square was the main defence against cavalry attack; a battalion in a rectangle formation with a hollow centre, with the men facing outwards. Firepower and a solid wall of bayonets were the key deterrents to charging horsemen. A hollow square could be formed from both column and line by the companies wheeling into position, but it was a difficult formation to adopt, especially under battlefield conditions, and particularly by inexperienced troops.

Another type of square formation was the solid square. This was easier to form than a hollow square, as the ranks of a column simply closed up and the files on the flanks turned outwards. It was used by both the French and Russians but more notably by the Prussians and Austrians.

As we have seen with columns, squares were very vulnerable to artillery fire due to how densely packed the men were.



FRENCH INFANTRY IN SQUARE FORMATION

Skirmishing

A key feature of the French Revolutionary Wars was the growth of light infantry tactics. From the early stages of the war, French infantry attacks were supported by skirmishers. In most Napoleonic armies there were some elements that were trained as skirmishers, although in the French army all soldiers were capable of skirmishing, which allowed on occasions whole battalions or even brigades to be deployed in skirmish formation. This gave the French a great advantage over their rigid adversaries.

There were numerous benefits to sending a skirmish line against an enemy. A skirmish line could screen the manoeuvres of

advancing or supporting troops. The skirmish line, being dispersed, suffered fewer casualties. The fire of the skirmish line was also individual and aimed, which caused panic amongst the enemy who couldn't help but notice that their return fire was not having the same effect, which resulted in a loss of morale.

To be effective in the role of a skirmisher a soldier not only needed to be trained, but he also needed a level of intelligence, initiative and independence above that required of the ordinary soldier. A skirmisher had to make the best use of the cover available and usually work with a partner, one man covering the other.



FRENCH BATTALIONS IN SKIRMISH ORDER

Cavalry

The second element of every Napoleonic army was cavalry. It was the most prestigious of the three arms but by far the most expensive. Cavalry could be decisive on the battlefield and was vital to a general on campaign. Cavalry formed in regiments that consisted of a number of squadrons from as few as one to a staggering ten. Unlike infantry regiments, which were made up of a number of independent battalions, cavalry regiments were usually complete in themselves, being formed of a number of squadrons. The squadron had more tactical independence than its equivalent in the infantry arm and it was the basic tactical unit for combat. Regimental and squadron strength varied between nations and also between cavalry types, e.g., Russian cuirassiers had four squadrons whilst Russian hussars had eight squadrons. Higher organisation echoed that of the infantry; two or three regiments formed a brigade, usually two brigades formed a division, and two or three divisions could form a cavalry corps.

There were three types of cavalry: Heavy, Medium and Light and those types were further subdivided.

Heavy cavalry normally came in the guise of cuirassiers as most Continental armies issued their heavy cavalry with a cuirass – metal body armour that covered the torso. The principle function of heavy cavalry was to charge and destroy whatever enemy stood in their way; they were extremely good at it, being ‘big men on big horses’, and their psychological and physical shock effect could be phenomenal.

The medium cavalry role was performed by dragoon regiments in most European armies. Dragoons had long

since lost their role as mounted infantry and were expected to charge in battle as well as carrying out several other tasks such as scouting and pursuing a broken army.

The most numerous cavalry type was the light cavalry; this category was further subdivided: chasseurs-à-cheval, hussars and light dragoons to name a few. Despite their different names there was no difference in what was expected of them. Light cavalry were extremely useful on campaign as they were the eyes and ears of the army, carrying out reconnaissance, mounting patrols, carrying out outpost duties and skirmishing with the enemy. They were also expected to provide battlefield support to infantry formations and pursue a broken enemy. Special mention should be made here of the cossacks; they were irregular light cavalry who specialised in harassing enemy formations and reserved closing with the enemy for occasions when the odds were stacked in the favour.

The common armament for most cavalry was a sword or sabre. In general, light cavalry tended to carry curved sabres designed to slash at an enemy combatant, whilst heavier cavalry used straight bladed weapons that were either designed to cut or to thrust. Cavalry were also armed with a number of firearms, two pistols and a carbine being common, used when skirmishing or at the outposts.

Some regiments of light cavalry were also armed with a lance, roughly nine feet long. It was useful against infantry but of debatable effect in the press of melee against cavalry, for that reason it was normal to have the front rank of a formation carry the lance and the rear rank carry a sabre.



Cavalry Formations and Tactics

Line

The line was the most frequently used combat formation; it allowed the greatest number of sabres to be brought to bear against an enemy and gave the squadron or regiment a wide frontage which could help it outflank an enemy. There were several types of line formations that a cavalry regiment could form. The squadrons of a regiment could line up side-by-side with no gaps between them, forming a continuous line or wall of horseflesh, known as 'en muraille'. This formation had been developed through Western armies' experiences of fighting the Turks in the late 17th Century, as the compact line prevented fierce Turkish horsemen from exploiting the

gaps between squadrons. It was, however, a clumsy formation, difficult to maintain when moving at speed, and the whole usually ended in disorder.

From the mid-18th Century, it became the norm to line up the squadrons of a regiment with gaps between each squadron. The gaps, at most 30 paces, were sufficient to allow the line to manoeuvre but small enough so that they could not be exploited by an enemy. Even this formation was susceptible to disorder through movement, especially when the regiment was not in clear terrain.



Players may choose to represent cavalry in Line formation in either of the methods shown on this page. Cavalry in column would then be represented in one more rank than the standard line formation.

To avoid confusion, whatever method is chosen should be used by the commanders on all sides of the battle.

Echelon

Echelon, the product of the Second Silesian War 1744-45, continued to be used throughout the Napoleonic Wars. It allowed cavalry to charge straight ahead, like a line, but also diagonally to one side. In an echeloned attack, each echelon would hit the enemy at different times. The echelon that was furthest in front would be the first to charge home, followed by the second, then the third, and so on. Infantry formations that fired at the first echelon would have no time to reload before the other echelons closed, improving the chances of success for those echelons. Alternatively, the echelons after the first could be held back to await the result of the first's charge; if the first echelon was successful the

remaining echelons could exploit any gaps. If the first was not successful, the remainder could lend their support or provide a useful anchor for the first to rally around.

Cavalry found it easier to manoeuvre in echelon as they could navigate other formations better than a line and could ploy back into column quicker than a line. A variation of the echelon was styled *en echiquier* (chequer board); the leading squadrons were separated by a squadron's frontage with the remaining squadrons approximately 100-to-150 yards in the rear covering the gaps. It could be used effectively when covering a retreat, where the squadrons retired in turn, covered by the rear squadrons.

Column

The main function of the column was to allow a cavalry formation to enter and deploy onto the battlefield as quickly as possible. It was much easier to manoeuvre in column than in line, as the line had to stop regularly to regain its formation. As with an infantry column, the cavalry column came in many guises depending on its width and depth.

The column too had weaknesses; it was vulnerable to enemy artillery, as well-aimed roundshot could kill and injure several men. Its flanks were also weak and exposed to being enveloped by an enemy line. Although it was not the most favourable formation for closing with the enemy there were two exceptions when charging in column was prescribed. If an enemy formation was caught by surprise and there was no time to form line, cavalry was urged to attack immediately and make the most of the shock of surprise. The second situation was the reverse of the first, if a cavalry formation in column was surprised by enemy cavalry then they were to stay in column and cut their way through to safety.



FRENCH HUSSARS IN COLUMN FORMATION

Artillery

Artillery was the smallest of the three arms in a Napoleonic army. Field artillery was split into two categories, foot and horse. Both foot and horse artillery was organised into batteries, also known as troops, companies or brigades, typically of six-to-eight guns. A couple of those guns, usually one or two per battery were howitzers; short barrelled weapons capable of high trajectory indirect fire. Batteries typically had a strength of between 100 and 150 officers and men.

The vast majority of artillery batteries were foot artillery, generally armed with heavier pieces, whilst horse artillery had lighter calibre weapons and all of its crew was mounted, giving the battery greater mobility.

The artillery weapons used in the Napoleonic Wars had the same general ballistic properties as those used during the Age of Marlborough. That said, there had been developments, most importantly calibres were standardised which made logistics easier, and elevation screws and several new types of ammunition had been introduced. The weapons were also transported on lighter carriages. All of which lead to better accuracy and rate of fire as well as increased mobility.

During the Napoleonic wars the commonest ammunition fired by cannons in the field was round shot. This was a solid

iron ball used against both solid targets, such as buildings, as well as troop formations. The heavier the round shot the greater its effectiveness, especially at longer ranges. All guns were differentiated by the weight of the projectile they fired, e.g., an 8-pounder cannon fired an 8-pound ball.

Common shell was used in the main by howitzers and mortars. It consisted of a round shell filled with gunpowder; a lit fuse would burn down until it reached the gunpowder, exploding the shell, the fragments of which would kill and maim any unfortunates who were stood where the shell landed. By changing the length of the fuse a gunner could affect the time it took for the shell to explode. It was not necessary to light the fuse before the shell was rammed down the barrel of the weapon, as the flash from the weapon's propellant charge would light the fuse. This worked better in howitzers and mortars than in ordinary cannons.

Canister or case shot was fired by all guns at short ranges. This consisted of a thin metal box filled with musket balls. When fired, the musket balls spread out in a cone, similar in effect to a huge shotgun. One type of canister, containing fewer, heavier balls was known as grape shot and was used at longer ranges than normal canister.



Austrian
Light
Artillery

Appendix 2: Bibliography

It would be a foolish task to list the number of reference books that are available to you to widen your knowledge of the Napoleonic Wars. I have instead listed a number of books that I believe are a 'must have' for anyone who loves, as I do, the back ground to the Napoleonic Wars and in particular Napoleon's doomed invasion of Russia.

Nafziger, George F.

Napoleon's Invasion of Russia.
657 pages of detail on the campaign in Russia, with plenty of information on each theatre of the invasion including basic detail on each army that took part. There are also great narratives on the battles including plenty of maps and army lists.

Haythornthwaite, Philip

Uniforms of the Retreat from Moscow 1812. Overview of the campaign plus some lovely plates of uniform detail.

Johnson, Ray

Napoleonic Armies: A Wargamer's Campaign Directory 1805-1815. A must have for organisation detail for all the armies of the Napoleonic Wars.

Mikaberidze, Alexander

The Battle of Borodino: Napoleon Against Kutuzov. A really detailed account of the battle with lots of new information gained through the author's research of Russian documents of the period.

Osprey Publications

Osprey publications have published a good number of books that contain organisational detail as well as uniform detail on a wide range of Napoleonic subjects.

Nosworthy, Brent

Battle Tactics of Napoleon and his Enemies. Superb in-depth detail of the weapons, formations, tactics of the French and their enemies.

The Napoleonic Wargamer Facebook Page

Not a book but a very useful site complete with lots of like-minded gamers sharing their battle reports, figure painting skills and the like can be found here:
www.facebook.com/groups/247145792126789/

Muir, Rory

Tactics and the Experience of Battle in the Age of Napoleon. Similar in detail to Nosworthy's work with lots of contemporary comments and tales.

The Napoleon Series

Again not a book but an online resource full of expert information that Napoleonic fans will quickly grow to love. You will find it here:
www.napoleon-series.org

Rothenberg, Gunther

The Napoleonic Wars.
Lovely overview of the whole war.

Haythornthwaite, Philip

Weapons and Equipment of the Napoleonic Wars. Similar to a few of the others mentioned, but has detail on quirky stuff such as observation balloons, prisoners of war and medical services.

Napoleon his Armies and Enemies

Another online resource that most gamers will find useful. If can be found here: napoleonistyka.atspace.com

Austrian Lancers





FRENCH ARTILLERY WORK UNDER THE WATCHFUL EYE OF THEIR MARSHAL.



BUILDING THE BRIDGES ACROSS THE BEREZINA



THE RETREAT FROM MOSCOW

Black Powder™

A Clash of Eagles

Fighting the battles of Napoleon's Russian campaign with model soldiers



Daybreak on the 24th of June 1812 – the greatest military mind of the age, the French Emperor Napoleon Bonaparte, stood high on a hill overlooking the River Niemen. His colossal invasion force made their way in three columns across the mighty river on recently constructed bridges. His army of twenty nations was set on bringing Russia, the 'Colossus of the Barbarian North' to heel.

Thus began a titanic struggle where mighty armies clashed on numerous battlefields. Battlefields that saw the French wage war on Russia, Austrians and Saxons facing the Russians at Gorodetchna, and the Prussians and Russians clashing at Gross Eckau. The most famous, and most dreadful, battle would take place during the Borodino campaign – a battle that would be seared into Bonaparte's memory as more than 70,000 men fell on Sunday 7th September 1812.

Although the French Emperor went on to capture Moscow, Russia continued the fight forcing Napoleon to finally turn for home. The retreat from Moscow became a catastrophe with only 25,000 men of the 450,000-strong main army group surviving through a combination of rearguard actions and bitter Russian winter conditions.

Clash of Eagles is a supplement for *Black Powder* which introduces the main battles, armies and personalities of the 1812 campaign in Russia and includes army lists, scenarios and special rules to enable you to re-fight them using the *Black Powder* rules.

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