

1807: THE EAGLES TURN EAST

[1807]

The Campaigns for Poland, 1806-07

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INTRODUCTION

[E1.] *1807: The Eagles Turn East* simulates Napoleon's campaigns in Poland in 1806 and 1807, resulting in the battles of Pultusk/ Golymin, Eylau, and Friedland.

[E2.] This Exclusive Rules folder contains rules particular to *1807: The Eagles Turn East*, which is a part of the *Campaigns of Napoleon Series IX*. These rules have been designed to be used with the *Campaigns of Napoleon IX Consolidated Rules*, and unless otherwise stated, all the Consolidated Rules apply. Exclusive Rules either add to or modify the Consolidated Rules.

GAME EQUIPMENT

[E3.] This revised version of *1807: The Eagles Turn East* requires the following components:

- This revised Exclusive Rules booklet
- The *1807* Exclusive Tables
- The Campaigns of Napoleon IX Consolidated Rules
- The Common Tables for the series
- Game Map in three 22" x 34" sections
- 1.5 sheets of die-cut counters (420)
- Three Army Organization Displays
- One French Record Card
- One Coalition Record Card

Game Map

[E4.] The map is printed in three sections, North (N), Center (C), and South (S). To join the maps together, lay map N down first, then overlap it with map C, and then overlap map C with map section S. The Scenario Instructions will indicate, under "Map Sections in Play," which map sections are needed.

Counters

[E5.] Counter Abbreviations

Rs: Reserve	Gr: Grenadier	D: Dragoon
C: Cuirassier	P: Polish	AG: Advance Guard
B: Bavarian	Lf: Left	IG: Imperial Guard
Rt : Right	Ct : Center	RG: Rear Guard
S: Saxon	Gs: Garrison	FK : Freikorps

Multiple Unit Commanders

[E6.] Many combat units lost their original division general in the course of the long campaign. These units show both names.

[E7.] In the case of the French cavalry, there are three Major Generals who led two different cavalry formations. Therefore in these instances two counters have a name in common. This is the case with Latour [Maubourg], Beaumont, and Milhaud. To avoid confusion when setting-up, make note of the alpha-numerical designation of the combat unit as well as the Major General's name. There are no restrictions on the concurrent use of different counters with the same name.

Vedettes

[E8.] Treat all the Outpost/Vedette counters like those in the other games in the series, with ratings of ½-9-0 (in the sequence used for ratings in this game).

GAME SPECIFIC RULES

II. OFF-MAP MOVEMENT (Step 2)

[E9.] Troops of the Coalition armies (only) may voluntarily withdraw off map at designated exit points, and may subsequently return to the map. While off the map, units suffer no attrition. If at any time the Coalition Armies have no single Force on the map with a Combat Strength of greater than 7 SPs, they are considered to have sought an Armistice and the game ends immediately (*see ¶E43*).

Exiting the Map

[E10.] Coalition Forces may exit the map in several different directions:

- (1) They may move off into Podlasia [Po].
- (2) They may move off toward Goniondz [G].
- (3) They may move off-map by sea to Danzig.
- (4) They may move by land to Danzig via any Danzig mapedge exit hex [D].
- (5) They may exit toward Thorn [T].
- (6) They may exit at any Coalition Supply Source except Tilsit or Konigsberg into Cantonment (*see ¶E14*).

Mapedge exit hexes are coded to show into which holding box to place forces exiting there [Po, G, D, T]. No Code = Cantonment only.

How to Exit

[E11.] Simply move the Force to the mapedge exit hex, and then expend one additional MP (regardless of terrain) to remove the Force to the off-map holding box.

Center of Operations Off Map

[E12.] A Coalition Center of Operations may be active in a holding box. Effects are:

1. No APs may be expended while the Center of Operations is off map.
2. Forces still on the map may trace Dispatch Distance for Attrition purposes to an appropriate exit hex.
3. If the CoO is off-map, the Army may not accumulate APs in the next turn if the Center of Operations moves from one track or holding box space to another or to/from the map.

Retreat Off the Map

[E13.] A Coalition Force may retreat off map due to combat at, or within five hexes of, points where movement into Cantonment is allowed. Pursuit may not exit the map. Losses due to Pursuit are based on the actual pursuit distance.

Cantonment

[E14.] Cantonment means that the Forces have moved off-map to take up quarters, rather than for any operational reasons. Troops in Cantonment thus return to the same hex they exited from. They are placed on the map edge next to their exit hex.

Transit between Podlasia and Goniondz

[E15.] Coalition Forces may transit between these two areas off the eastern map edge. Movement between boxes is executed by using the Transit Track. Example: Turn 1, Force exits to Goniondz. Turn 2, Force holds in place. Turn 3, Force moves to Podlasia. Turn 4, Force may reenter the map or remain in Podlasia. Treat forces which advance on the transit track as moving 5 MPs per turn and determine attrition accordingly. No initiative or Movement Command is required to move a box. If the Center of Operations advances on the transit track it may not give any Movement Commands in the next turn and all forces trace to the Supply Source for purposes of Attrition.

II.a Return to the Map

[E16.] The return of withdrawn Forces is handled exactly like reinforcement entry. There is no minimum time off the map, unless the Force moved to a different holding box while off-map. The minimum time off map in this case is explained above (see ¶E15). Withdrawn Forces may return on any possible map edge exit hex corresponding to their holding box, (if any) or as near to the road as possible. Treat returning forces as reinforcements entering during the Reinforcement Segment.

IIIb. REDOUBTS (IMPROVED POSITIONS)

[E17.] A redoubt occupied by a Force containing at least one Strength Point of artillery allows the occupying force to ignore enemy ZOCs in the redoubt hex (in this regard, the Redoubt acts identically to Fortified Towns). This means that the Force in the redoubt is not obligated to attack, although the enemy Force outside the redoubt may be obligated to do so.

[E18.] To build a redoubt, a Force of at least 12 infantry Strength Points must remain in a hex, commanded by the same Leader for two complete consecutive Game-Turns (the force may not move in either turn). A Force does not require a Movement Command or Initiative to build a Redoubt. Place a redoubt marker facedown during the Consolidation Segment the first turn (Segment II.e). During the Consolidation Segment of the second Game-Turn, turn the redoubt marker face-up in the

hex. Redoubts cannot be built by Forces commanded by Major Generals. Redoubts cannot be built during Frost or Snow.

[E19.] A redoubt counter is considered to have the facing of 5 front hexsides and 1 rear hexside. Always orient the redoubt counter so that its back, or open side, is against a hexside. This open hexside is the rear of the redoubt, or unfortified side. Once placed on the game map the redoubt counter is fixed in position, and its open hexside must be the same through every game turn. Forces in a redoubt may not ignore enemy ZOCs if they extend into the redoubt hex through this open hexside.

[E20.] If attacked through one or more of its fortified hexsides, up to 10 strength points within the redoubt may be doubled in their defensive strength value. Example: 22 SPs within a redoubt would have a defense strength of 32 SPs ($10 \times 2 = 20$, $+ 12 = 32$).

[E21.] Attacking through both its open and fortified hexsides negates this doubling bonus.

[E22.] Because the number of redoubts is limited in the countermix, players may only build redoubts by removing other redoubts from the game map (assuming all redoubt counters are in use). A player may only remove from the map a redoubt that is occupied by a friendly force, and must do so only at the moment when a new redoubt is declared to be under construction. There is no Movement Point or AP cost for removing a redoubt counter from the game under these circumstances; otherwise redoubts become a permanent feature of the game map, and may not be voluntarily or involuntarily removed from play.

[E23.] A Force may retreat through a friendly redoubt; any force in that hex would not have to be displaced (see ¶393).

OFF-MAP FRENCH SUPPLY SOURCES

[E24.] *Commentary (see the original rules for more detail): The French Supply Sources of Danzig and Thorn are both off-map.*

- *During the game, the Coalition player may move forces off map to interdict Thorn, which in turn will block the use of the middle Vistula. (In game terms, this means the [T] map-edge Supply Source and Warsaw cannot be used as possible French Supply Sources.)*
- *At the start of the game, a French Force is besieging a Coalition Force in Danzig, interdicting its use and the use of the lower Vistula. (In game terms, this means the [D] map-edge Supply Sources cannot be used as possible French Supply Sources.) During the game the Coalition player may approach Danzig to threaten the siege, and also move forces off map to attempt to lift the siege. If the siege is not lifted, Danzig falls on the historical date (May 27-28).*

Exit Toward Thorn

[E25.] When the Coalition player firsts exits a Force of at least 7 SPs with a valid LOC off either Thorn map-edge exit hex (C0133 or S0113), refer to the Siege Duration Table and roll the die, modifying it for the current fortnight. Depending on the result, move the Morale Marker zero, one or two additional spaces in the Coalition's favor.

[E26.] In addition, the result indicates the number of fortnights in which the French Thorn Supply Source (C0133) and Warsaw Supply Source (S4532) are inactive. While inactive, these Supply Sources are no longer "possible" French Supply Sources, so they cannot function as depots (see ¶91) or be the Active Supply Source (see ¶75). Start with the fortnight after the fortnight in which the roll takes place.

Example: A Coalition Force exits on May 3 (Fortnight XI) and rolls a “one.” Thorn becomes inactive during Fortnights XII and XIII only.

[E27.] The Morale/Supply effects of exiting towards Thorn last for as long as the Siege Duration Table indicates or as long as the Coalition Force remains off-map, whichever is shorter.

Movement Toward Danzig

[E28.] After the March 14-15 Game-Turn, when the first Coalition Force of at least 7 SPs moves within 7 MPs (by land) of either Danzig exit hex (N0135 or C0106), shift the Morale Marker one space in the Coalition’s favor. This effect is reversed once the Force is no longer within range or of the proper size.

Exit Toward Danzig

[E29.] When the first Coalition player first exits a Force of at least 7 SPs with a valid LOC at any Danzig map-edge exit hex (N0135 or C0106), refer to the Siege Duration Table and roll the die, modifying it for the current fortnight. Depending on the result, move the Morale Marker zero, one or two additional spaces in the Coalition’s favor.

[E30.] If an appropriate force has not exited on land to Danzig, the Coalition player may embark a force by sea instead. Subject to weather, between the March 16-17 and the 27-28 April Game-Turns (inclusive), embark any Russian division with at least 7 SPs at Königsberg, Pillau, or elsewhere on the coast according to the Sea Transport rules (*see ¶E66*) and place the unit in the Danzig off-map box. If the relief force embarks by 27-28 April and subsequently lands at Danzig and remains there, then on the 15-16 May Game-Turn, the Coalition Player makes the roll specified in the previous paragraph.

[E31.] The result on the Siege Duration Table also specifies the number of Fortnights by which the Fall of Danzig is delayed. As with Thorn (*see ¶E26*), start with the fortnight after the fortnight in which the roll takes place.

[E32.] Coalition troops may not exit to Danzig or embark for Danzig until the first non-Frost, non-Snow Game-Turn after March 14-15.

[E33.] If the relief force has any effect on the siege outcome, it remains in Danzig. Otherwise, the relief force returns to the map on 27-28 May, its strength reduced by 2 SPs. If it exited by land, it returns at the same hex it exited. If it exited by sea, it debarks at Pillau or Königsberg, if available (depending on sea transport restrictions). For Scenario 3, it is assumed the relief force had no effect, and has already returned.

[E34.] The French may not use the Supply Sources at N0135 and C0106 until two turns after the capitulation of Danzig.

[E35.] If no unit exits the map or embarks, Danzig falls and the siege concludes when it did historically on 27-28 May. For Scenario 3, this is assumed to have happened, so the Supply Sources are available at start.

[E36.] Two French reinforcement leaders with their forces which participated in the siege will be delayed by a prolonged

siege. The French will not receive Lannes’ Corps and Mortier’s Corps until 2 and 5 turns, respectively, after the fall of Danzig. Thus, If the siege of Danzig is delayed by one Fortnight this would be through June 12-13, with Lannes entering on June 16-17 and Mortier on June 22-23.

BATTALION CARRE (Optional French Rule)

[E37.] All French Force Leaders within 4 hexes (note: not movement points) of the Napoleon counter improve their initiative by one (1). Example: Marshal Ney’s initiative for Movement and Force March would be a five (5) instead of four (4) if he commands a force within 4 hexes of the Napoleon counter.

Exceptions:

- 1) The Napoleon counter may not be “unemployed,” and he must be a Force Leader. His initiative is not affected by this rule. (Optional Exception: Napoleon does benefit if he is stacked with Davout or Lannes.)
- 2) Snow Turns: The Battalion Carre is not in effect during these.
- 3) Impassable Terrain: The Battalion Carre radius does not extend across impassable hexsides (Exception: Bridged Primary rivers as long as the radius/path traced from Napoleon is not longer than four contiguous hexes).

IV. MORALE AND VICTORY

Effects of Morale on Attrition

[E38.] The bottom row of numbers modifies the Coalition Attrition die roll, and the top number modifies the French Attrition die roll.

IVa. Capture of Political Features

Königsberg

[E39.] French capture of Königsberg on or before 12-13 June will shift the Morale Marker two spaces towards a French Victory, one space between 14-15 June and 18-19 June, zero spaces on 20-21 June or after. If Königsberg is still in Coalition hands at game’s end the Coalition Player receives a shift of the Morale Marker one space in his favor. The Morale Marker is moved during the Morale Phase, depending on the status of Königsberg at that time. This effect is temporary and is reversed, during the Morale Phase, if the Coalition recaptures Königsberg.

Fall of Warsaw

[E40.] French Morale improves by one space, during the Morale Phase, if all Warsaw hexes are occupied by French Forces, and the French also occupy Pultusk (S4817), Plonsk (S3120), Wyszogrod (S2629), and Plock (S1522), signifying that the approaches to Warsaw and its LOC are secure. (*See also ¶E48.*) This effect is temporary and is reversed, during the Morale Phase, if the Coalition recaptures any of these hexes. In addition, the Morale Marker is moved one space in Coalition favor if all three hexes of Warsaw are in Coalition hands during the Morale Phase. (This effect on Morale is irreversible.)

Danzig & Thorn Effects on Morale

[E41.] The Morale Marker may move 0 to 2 spaces for a Coalition Force exited towards Thorn (*see ¶E25*), 1 space for a Coalition Force that approaches Danzig (*see ¶E28*), and 0 to 2 spaces for a Coalition Force exited towards or embarked for Danzig (*see ¶E29 and ¶E30*).

[E42.] The French Player receives no award for recapturing Danzig or Thorn; he can only prevent the Coalition Player from obtaining the awards.

Armistice

[E43.] The Coalition Player may “Seek an Armistice” at any time within seven turns of any Pitched Battle which caused a Morale shift left by at least one space. In seeking an armistice, the Coalition Player grants to the French Player the applicable Morale shift for control of Königsberg, depending upon the Game-Turn reached at the moment of Armistice, regardless of who actually occupies the town.

Effects of Morale on Ending the Game

[E44.] At the end of any Game-Turn in which the Morale Marker moves off the left side of the track, the game is over and the Coalition Player wins. At the end of any Game-Turn in which the Morale Marker moves off the right side of the track, the game is over and the French Player wins.

Effects of Morale on Determining Victory

[E45.] If, at the end of the Grand Scenario, the Morale Marker is still on the track, an A is a Coalition Victory and a G is a French Victory. Any other result is a draw. In other scenarios, A-D = Coalition Operational Victory, E-G = French Operational Victory. If, at the end of any other scenario, the Morale Marker is between the “A” and the “D” space or off the left side of the Morale Track, the Coalition wins an Operational Victory. If the Morale Marker is in space “E” through “G” or off the Right side of the Morale Track, the French win an Operational Victory.

GRAND SCENARIO RULES

[E46.] The following rules show the effects of the long periods encompassed by this scenario. Their use entails some changes in the Standard Sequence of Play, and some additional markers. These rules must be used when playing the Grand Scenario only. In addition, all the Campaign Scenario Rules are used, except that Optional Rules remain at the option of the side to which they apply.

THE FORTNIGHT

Declaring a Fortnight

[E47.] The Fortnight is a period of seven or sometimes eight Game-Turns, as shown on the Turn Record Track. The Coalition Player alone has the option to declare that play will proceed by the Fortnight Sequence. The Coalition Player may declare only one Fortnight sequence per game (in addition to the automatic Fortnight Sequence following the “Fall of Warsaw” to the French—see ¶E48). Fortnight declaration is contingent upon obtaining a favorable Morale shift in Pitched Battle; i.e. the same requirement as for “Seeking an Armistice,” (see ¶E43). However, the declaration must be made during the Player-Turn in which the Morale shift occurred, and takes effect at the beginning of the next Fortnight.

[E48.] Fortnights I, II, XIII and XIV may not proceed by the Fortnight Sequence. After the French Player receives the Morale benefit for Warsaw (see ¶E40), the next Fortnight is automatically a Fortnight Sequence, although the Coalition Player may initiate the return to regular sequence right away.

Fortnight Effects

[E49.] Forces of both Players must remain stationary throughout the Fortnight. Exception: Any three forces led by Major Generals may be moved by initiative only, on a turn-by-turn basis toward objectives specified at the start of the Fortnight. These objectives must be hexes already occupied by larger Forces friendly to the moving Major Generals, or any hex on the friendly LOC. Centers of Operations may not be moved or disbanded.

[E50.] During the Fortnight they arrive, reinforcements don't count against the limit of three Major-General-led forces. However, the reinforcements must obey the restrictions on movement stated in the preceding paragraph for moving Major Generals.

Ending a Fortnight

[E51.] Either player may initiate the return to regular turn-by-turn sequence, by moving his forces at the first turn of the Fortnight of his choice. If the French Player does so, the morale marker is moved one space to the left and the Coalition Player also returns to regular sequence on the same turn. However, if the Coalition Player initiates the return, the French Player continues to use the Fortnight Sequence for that Fortnight and begins the regular turn sequence at the start of the next Fortnight, unless a Coalition Force approaches within seven Movement Points of any French Force before that. In that case the French Player resumes the regular turn sequence immediately. **Exception:** The Player does not roll again for APs in any Fortnight in which he has already received the award of APs given at the bottom of the Administrative Point Pool.

Fortnight Sequence

[E52.] Execute only the following portions of the normal Sequence of Play. Note that during a Fortnight there are no segments e) (Consolidation) or f) Bridging) of the Movement Phase, nor is there any Combat Phase at all.

A. WEATHER DETERMINATION PHASE

[E53.] There is no Weather Phase in the Fortnight Sequence. The weather for each Fortnight is as specified on the Weather Table.

I. COMMAND PHASE [E54.]

a. Administrative Segment

1. Admin Points: Each Player adds the appropriate number of APs, using the “Fortnight” line at the bottom of the proper column (these numbers are the average of APs received over 7.5 turns). The number of Admin Points received is determined solely by the length of the LOC; whether the Center of Operations moved the previous turn is immaterial. Add 3 additional APs if the Army Commander Bonus applies.
2. Designate the Supply Source.
3. Hospital Track: Move Strength Points on Hospital Track #2 to the available replacement pool. Move Strength Points on Hospital Track #1 to Hospital Track #2 (see ¶E61).
4. Replacements: Add Replacements shown on the Turn Record Track to their available pool.
5. Sea Transport
6. Purchase Transport Battalion (French only, when available).

II. MOVEMENT PHASE [E55.]

a/b/c Move reinforcements and designated forces only, determining attrition on a turn-by-turn basis.

d. Stationary Attrition: For Stationary Forces, determine the appropriate line on the Attrition Table normally. Add SEVEN to the die roll as a Fortnight Modifier, in addition to other modifiers. Any Stationary Force in Concentrated Mode may change to Forage Mode prior to determining Attrition in the Fortnight Sequence, at a cost of zero MPs.

[E56.] During the Fortnight Sequence a Force in Forage Mode may reduce the Fortnight Attrition die roll modifier (7) by extending its Forage Radius and consulting the table below.

FORAGE RADIUS DURING FORTNIGHT SEQUENCE

Force Strength (SPs)	1-4	5-8	9-16	17-32	33+
Radius (Hexes)	1	2	3	4	5

Procedure:

[E57.] Find the size and Forage Radius of the Force. The Forage Radius of a Force is the hex in which it sits plus the indicated extra circles of hexagons surrounding it. (Example: A Forage Radius of three would encompass all hexes within three hexes of the hex containing the Force that are not already shared with some other Forces.) Find the Average Forage Value of this radius by counting the Rich hexes as minus one (-1), Poor hexes as plus one (+1), and Fair hexes as zero (0). If this result is a negative number, subtract this from the Fortnight Attrition die roll modifier of 7. The resulting modifier may never go below zero. Hexes shared by the Forage Radius of several Forces cannot be counted by any of those Forces.

I.a. ADMINISTRATIVE SEGMENT

I.A.2 Capitulation of Danzig

[E58.] After Danzig capitulates, the French Player may use Supply Sources at N0135 and C0106. He may not use these Supply Sources until 31 May - 1 June (Fortnight XIII), after Danzig historically capitulated. Note: A successful Coalition relief attempt may delay or prevent capitulation (*see ¶E29 and following*).

I.A.4 Prussian Recruitment

[E59.] If either Brandenburg (N2519), Preussische Eylau (N3426), or Friedland (N4323) is occupied by French Forces, Prussian Recruitment is considered disrupted. Replacement Points already accumulated are safe, but no new Replacement Points may be accumulated while any of these towns is occupied by French Forces, even during a Fortnight Sequence. Replacement Points listed for disrupted turns are lost permanently. The occupying Force must remain in the town to affect disruption. This applies only to replacements specified on the Turn Record Track. Replacements may continue to be accumulated from the Hospital Tracks.

I.a.4 THE HOSPITAL TRACKS

[E60.] All infantry and cavalry losses, from combat and attrition, are recorded on Hospital Track #1 as they occur.

Exceptions:

- Combat losses of Forces which retreat through Enemy ZOCs are not recorded on Hospital Tracks.
- Half of the cavalry (rounded up) are entered as Dismounted Cavalry, and the other half (rounded down) as Mounted Cavalry. (Thus, if you have three Cavalry losses, two become dismounts and one becomes mounted.)
- Artillery losses are not recorded on Hospital Tracks.
- No attrition losses are recorded during Severe weather

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[E61.] At the beginning of each Fortnight, the Strength Points recorded on Hospital Track #2 are removed and added to the Replacement Pool like ordinary replacements during the Administrative Segment (I.a.4). At the same time the Strength Points recorded on Hospital Track #1 are removed, the total by category is divided by two, rounded down, and the resulting amounts are added to Hospital Track #2.

Hospital Capacity

[E62.] At the beginning of the campaign, each army (French, Russian, Prussian) can accumulate a maximum of 9 Strength Points of Infantry and 9 of Cavalry on Hospital Track #2. In the course of time the Infantry Hospital Capacities of the Armies increase according to the following schedule:

INFANTRY HOSPITAL TRACK #2 CAPACITY

Fortnight	I-III	IV-VI	VII-X	X-XIV
French	9	20	30	45
Russian	9	12	18	27
Prussian	9	20	20	20

Once these limits have been reached, no further strength points can be added to Hospital Track #2 in that Fortnight. However, cavalry strength points in excess of nine can be added to the Hospital Tracks as infantry if there is capacity available. Artillery Strength Points are never added to the Hospital Tracks.

I.b.1 Dismounted Cavalry

[E63.] No more than 9 strength points of dismounted cavalry may be accumulated; the surplus may be accumulated as infantry replacement points (on a one-for-one basis).

[E64.] Dismounted cavalry strength in the Replacement Pool may be taken as infantry strength points or it may be remounted. If taken as infantry, the points involved may never be remounted. They are absorbed into the infantry strength of some infantry unit and become indistinguishable from other infantry.

I.b.1 Remounts

[E65.] Remounts are Replacement Horses. The quantities of Remounts available to each Player are shown on the Turn Record Track. Remounts are used to turn dismounted cavalry SPs into cavalry replacement SPs. One point of remounts plus one point of dismounted cavalry equals one cavalry replacement SP.

I.a.5. SEA TRANSPORT

[E66.] The Prussians operated a transport fleet of 57 ships in the Frisches Haff. The English, like their allies, had freedom of movement in the Baltic. Shipping activities take place during the Admin Segment. Add the following to the sequence of play:

Step 5: Execute Sea Transport activities (Coalition Only).

Place the unit(s) to be moved on the Sea Transport Track.

Embarkation, Transit, and Debarkation each take one complete turn.

Example: During the Admin. Segment of Turn 1, troops embark. Turn 2, in transit. Turn 3, debarking. Turn 4, the troops may be employed without restriction while the ships are unavailable (returning to port). Each step in the process costs 1 AP.

Embarking and Debarking

[E67.] Coalition troops may embark at any coastal hex, and suffer no attrition while on the Sea Transport Track. A force

does not need a Movement Command or Initiative to embark or disembark. Troops may not be in an Enemy ZOC when embarking or debarking, and may not move. If embarking troops are placed in an Enemy ZOC they are returned from the track to the map. Debarking troops are placed on any coastal hex free of enemy units or their zones of control during the appropriate Admin. Segment. Debarking units subsequently placed in an Enemy ZOC attack and defend normally. For other purposes they are treated like entering reinforcements. (See also ¶E30.)

Shipping Capacity

[E68.] The maximum number of Coalition SPs which may be on the Sea Transport Track at one time is eight; none may be artillery. The French have no sea transport capability.

Winter Effects

[E69.] Sea transport is not possible prior to the first non-Frost, non-Snow turn of Fortnight VI.

Closing the Channel into the Frisches Haff

[E70.] A French artillery unit with at least two SPs in hex N1818 or Pillau (N1817) will suffice to close the channel into and out of the Frisches Haff to Coalition shipping. At that time the Coalition player will have to declare whether his shipping is inside or outside the channel. This has the following effects:

1. Königsberg ceases to be an active Supply Source for the duration of the closing of the Pillau channel. (The channel remains closed until the French Artillery is removed.)
2. Sea transport of Coalition troops between Königsberg and Danzig is prohibited. If the Coalition shipping fleet is in the Frisches Haff, troops may be landed anywhere on the shore of the Frisches Haff, but not beyond the channel, and not in Danzig. If the fleet is outside the Frisches Haff, troops can still embark and debark at Pillau and the seaward coast.

1.a.6 FRENCH TRANSPORT BATTALIONS

General Rule

[E71.] The French player may construct up to four Transport Battalions. Transport Battalions increase the Dispatch Distance of the French Center of Operations. Transport Battalions are purchased at the price of one AP each.

Procedure

[E72.] The French player expends one AP point and places Transport Battalion #1 on the Fortnight of Incidences Hospital Track. At the end of the fortnight in which it was purchased it shifts to the “in Convalescence” track where it remains for one complete fortnight. At the end of this fortnight it becomes available to the French army and may be placed beneath the French Center of Operations counter, signifying its “in use” status, or in the French Replacement Pool, signifying its availability for use at some later time. A Transport Battalion may only be placed on the game map under the French Center of Operations counter, and may only be placed on the map during the French Administrative Segment of the Sequence of Play (1.a.6). Whenever the French Center of Operations is moved any Transport Battalions stacked with it are considered to move with it also. Only one Transport Battalion may be purchased per fortnight. Transport Battalions must be purchased in the order in which they are numbered, and placed on the game map in this same order. (He need only have a single Transport Battalion counter on the game map to indicate the number of Transport

Battalions with the Center of Operations. Obviously, if the number three Transport Battalion is with the Center of Operations so too would be Transport Battalions 1 and 2, and these should be placed back in the counter mix to avoid an awkward stack.)

Employment of Transport Battalions

[E73.] From the moment a Transport Battalion is stacked with the French Center of Operations the Dispatch Distance of the French army is increased by three movement points. Each accumulated Transport Battalion at the Center of Operations increases this distance by an extra three movement points: Four Transport Battalions at the Center of Operations increases this Dispatch Distance by 12 movement points; a total of 30 (12+18=30).

[E74.] Transport Battalions become available for purchase during the February 24-25 Turn.

OPTIONAL RULES

III.c.1. THE CONFUSION OF MARSHAL NEY

The many quirks to his personality make possible many special rules for the redhead. The following is one such rule:

[E75.] Whenever Ney’s initiative is rolled (excluding for Force March, but including regular movement, and, if during Force March you are rolling to march to The Sound of the Guns) and the result is a natural 6 (six, unmodified), the die should be rolled again for erratic behavior. Using the diagram at left the second die roll will indicate the direction Ney’s Force will march. Roll the die a third time and this will indicate the number of Movement Points expended by the force in the execution of this move (a result of six will be treated as a result of five unless Ney’s Force is composed exclusively of cavalry). The Ney Force must march the full distance indicated unless it encounters prohibited terrain or an enemy ZOC, in which case it must stop (or not enter if Marching to the Sound of the Guns during the Force March phase and this hex is not adjacent to a friendly Force already engaging the enemy unit). Of course, if he enters an enemy ZOC he must attack the enemy unit. And the Force he commands must roll for attrition at the end of its march.

[E76.] The Coalition player determines if this rule is in effect, but lest he be too enthusiastic these restrictions also apply to Buxhowden, who may have had reasons other than confusion for following his own counsel.

III.b.3. FORCED MARCH INTO BATTLE

[E77.] Units that Force March into battle may not necessarily reach the battle for the first round of combat. Although the game piece representing the Force is moved, its effect of joining the battle is determined by the Hurry-UP Table below, and a die roll on it. This die roll is made after the Force has marched the distance, immediately after Pursuit or Pitched Battle chits are chosen by the opposing Players (step 3 of the Combat Sequence). Cross-reference the number of Movement Points expended during the Force March with the modified die roll (see Modifiers below the chart) for the round in which its Strength Points may be counted as part of the whole. If the Force arrives on the first round of combat it may not be counted as part of the units defending strength, but may be counted as part of the counterattacking force. If there are fewer rounds of battle than the number indicated by the Hurry-Up Table, the forced marching Force must retreat along with the Pursued Force (if its

side lost) but may not be part of the Pursuing Force if its side won.

HURRY-UP TABLE

Die Roll	Forced March Distance (MPs)		
	1	2-3	4-5
1-2	1	1	2
3-4	1	2	3
5-7	2	3	3

= Round of Battle during which troops arriving by forced march may enter combat.

Die Roll Modifiers:

- 1 Leader has a Bonus Point
- 1 French: Battalion Carre & weather is not snow
- +1 Weather is Snow

SCENARIO INFORMATION

[E78.] There are three Campaign Scenarios, three to four weeks each, commencing with the opening of the three major phases of the campaign. There is also the Grand Scenario, which can begin at either of the first two Campaign Scenario start dates and continue through the final armistice. There are no Unit or Leader manifests for this game. The initial placement for the combat units and leaders is given in the Scenario Information below.

LEADER AND COMBAT UNIT SETUP

[E79.] The initial placement for the combat units and leaders is given in the Scenario Information. Each line of the set up lists either a leader (in bold type on a gray line) or a combat unit. If the leader/ combat unit's actual name has been abbreviated on the counter, the counter name is adjacent to it in parenthesis. Any unit designation that appears on the counter is listed to the left of the leader/combat unit name to help identify the proper counter.

[E80.] Each Leader listed is placed on the map at the hex location next to the leader's name. When the words "MG Cavalry" or "MG Infantry" appear for a Force, use a Major General as its Leader. (The leader name in bold is listed for historical interest purposes only.) Any generic Major General of the appropriate type (infantry or cavalry) can be used.

[E81.] Combat units are listed below the leader whose track they set up on; their corresponding strengths are in a separate column to the right. Unit types are indicated by a letter after a unit's strength: i = infantry, a = artillery, and c = cavalry. When possible, combat units listed directly beneath a Leader should setup on that Leader's track as part of his Force. Place the combat units on the numbered track spaces corresponding to their listed strength. (See "Organization Displays," ¶422.)

[E82.] There are also some Infantry and Cavalry units with the same name, and some mixed Coalition Forces. See ¶424 and ¶428, respectively, for how to set them up). If there is no counter provided for a component of a combined infantry / cavalry unit, you may create a March Regiment to hold any strength specified in the set-ups for a unit.

Replacement Leaders & Counters

[E83.] Rouquette and Scheuler are replacement counters, and Stutterheim is a replacement leader. Dolgoruky is a Dragoon Brigade replacement counter associated with Gallitzin. Borosdin, Baggovut, Markov and Litov (Bestuchev-Litov) (and any other combat units not mentioned anywhere in the set-ups or

the Turn Record Track) are replacement counters. Note that the various replacement counters and leaders sometimes appear and disappear from the set-ups. (See also ¶E7.)

[E84.] When Essen I becomes sick (as specified on the Turn Record Track) he will be replaced by Tutchkov. Tutchkov is not required to march across the map. His division stays where it is, being represented, if necessary, by a Generic Major General from 25-26 April until the end of the Game. Wherever Essen I is at that time, he will be replaced by Major General Counter Tutchkov. Tutchkov is taken ill in his turn on May 29-30, and is replaced in the same way by [Ostermann-]Tolstoi, or by [Osten-]Sacken. Tolstoi and Sacken are division generals who can be "promoted" whenever any other leader is captured by placing the counter with the better set of ratings for that general in the hex occupied by his division. Thenceforth generals Sukin or Titov are regarded as in command of their respective divisions.

Special Rule: Lasalle and Gallitzin

[E85.] In various scenario setups two or all three brigades belonging to Lasalle's division will appear at separate locations. These brigades may be thought of as replacement counters that can be spawned out of Lasalle and recombined with Lasalle. These three brigades are: Guyot, Bruyere, and Watier. Gallitzin has the same relationship to his replacement counters Dolgoruki and Pahlen.

Procedure:

[E86.] During the Organization Segment only, place the required replacement counter(s) on the track of a generic Cavalry Major General and place the Major General counter in the hex occupied by Lasalle or Gallitzin, deducting one SP from Lasalle or Gallitzin for each SP given to the brigade(s).

SCENARIO INFORMATION DETAIL

[E87.] The setups for each scenario list the following.

Start Date

[E88.] Place the Game-Turn Marker on the Turn Record Track on the date listed in the Scenario Information under "Start Date."

End Date

[E89.] The last turn of the Scenario is listed under "End Date" (exception: see ¶E44).

First Player

[E90.] The Player listed here will be the First Player in every Game-Turn of the Scenario.

Game Map

[E91.] Select the necessary map sections as listed in "Map Sections in Play." The map sections are designed to overlap one another as explained above (see ¶E4).

Bridges Damaged and Redoubts

[E92.] This lists the placement of Damaged Bridge Markers, pontoons deployed, and Redoubts, if any. Redoubts may set-up faced any direction at owning player's option.

Replacements

[E93.] Replacement Markers (x1, x10) will sometimes be placed on the Replacement Tracks at start.

Vedettes

[E94.] Vedettes can be placed at start according to the rules governing their placement (see ¶24)

Reinforcements

[E95.] All Reinforcement are listed on the Turn Record Chart. Use those reinforcements that apply to each scenario.

AP Levels

[E96.] This lists where on the Accumulated AP Track to place the AP Level Markers (x1, x10) at start.

Supply Sources at Start

[E97.] These are listed per player. Once assigned, the Supply Source may only be changed as specified under “Changing the Supply Source” (see ¶101). In Campaign Scenario 3, the French Supply Source may be changed to N0135 or C0106, according to ¶E35. The supply sources start Active in all scenarios.

Centers of Operation

[E98.] This lists the location of the Prussian, Russian, and French Centers of Operations. The Centers of Operation start Active in all scenarios.

Morale Condition

[E99.] This information specifies where on the Morale Track the Morale Marker begins the scenario.

Victory Conditions

[E100.] “Victory Points” means the player who accumulates the most, wins (see ¶E45). “To occupy” (or hold) means to be the last player to move a combat unit into the hex specified.

Special Rules

[E101.] Any rules which apply only to that Scenario.

CAMPAIGN SCENARIO 1: THE PULTUSK/GOLYMIN CAMPAIGN

[E102.] The French goal in this scenario is to secure Warsaw, which means holding the centers nearby. The Russian Army is stronger than the French but is hampered by command problems. The Russians should not defend the river line close but should be prepared to counterattack vigorously as soon as the first forces cross the Bug. Given the superior French leadership the Russian Player cannot force the French to fight. Therefore his best course is to disguise his main body by the use of outposts and wait for the French Player to expose his forces to defeat in detail.

Start Date: 6-7 December

End Date: 9-10 January

First Player: French

Map Sections in Play: All

Morale Condition: D

Bridges Damaged: S1523, S2629, S3827, S4525, S3726

Bridging Trains Available: 3 per side; place with any Leader

Redoubts: French: Praga (S4631) and Sierock (S4723)

Replacements Accumulated: Russian: 2i, 2c, 2a

AP Levels: Russian: 8, Prussian: 4, French: 10

Supply Sources: Russian: Ostrolenka (S6104); Prussian: Konigsberg (N3214); French: S0132.

Centers of Operations: Russian: Ostrolenka (S5904); Prussian: Neidenburg (C3127); French: Leczyca (S0634).

Victory Conditions: Morale Track, Strategic or Operational

PRUSSIAN FORCES		
	L'Estocq	Strasburg (C0829)
RG	Prittwitz	1c
	Kohler	4c
1	Diericke	3i
Gs	Buelow	C0730
Gs	Buelow	4i
	Hartmann	4a
	Plotz (MG Infantry)	Soldau (C2431)
	Plotz	3i
	Braun (MG Infantry)	Bischofswdr (C0523)
	Braun	1i
	Auer (MG Infantry)	Deutsch Eylau (C0920)
3	Auer	1i
	Rembow (MG Infantry)	Lobau (C1422)
2	Rembow	1i
Gs	Ruchel	Konigsberg (N3214)
Gs	Ruchel	3i

RUSSIAN FORCES		
	Bennigsen (Bennigsn)	Ostrolenka (S5904)
Ct	Pahlen III	3c
4	Somow (Kamen/Somow)	9i
Rs	Gallitzin V	4c
	Center	5a
	Reserve	4a
6	Sedmaratzki (Gort I/Sedma)	Sierock (S4723)
6	Sedmaratzki (Gort I/Sedma)	9i
3	Sacken (Titov/Sacken)	S5308
3	Sacken (Titov/Sacken)	9i
2	Tolstoi (Sukin/Tolstoi)	Rozan (S5510)
2	Tolstoi (sukin/Tolstoi)	9i
	Korff	4c
	Barclay	Nowemiasto (S3718)
	Borosdin	3i
AG	Markov	6i
	Don	3c
	Baggovut	4i
	Left	2a
	MG Cavalry	Wyszograd (S2629)
	March Rgt (Kossack)	1c

FRENCH FORCES		
III CORPS		
III	Davout	Jablona (S4327)
III	Morand	9i
III	Friant	8i
III	Gudin (d' Aultanne/Gudin)	6i
	Marulaz (MG Cavalry)	Nowydwor (S3826)
III	Marulaz	1c
	Milhaud (MG Cavalry)	Zegrz (S4525)
IV	Milhaud (Bruyere/Milhaud)	1c
V CORPS		
V	Lannes	Warsaw (S4432)

V	Gazan	9i
V	Suche	9i
	Becker (MG Cavalry)	S4032
5D	Becker (Lorge/Becker)	1c
	Treilhard (MG Cavalry)	S2630
V	Treilhard	1c
VII CORPS		
VII	Augereau	S3832
VII	Desjardins	7i
VII	Heudelet	6i
I CAVALRY RESERVE		
Ic	Murat	S4427
1D	Klein (Latour/Klein)	2c
3D	Beaumont (Milhaud/ Beaumont)	3c
IV	Lasalle	Blonie (S3633)
IV	Lasalle	1c
	Watier (MG Cavalry)	Kutno (S0933)
IV	Watier	1c
1C	Nansouty	Wiskitki (S3135)
1C	Nansouty	3c
VI CORPS		
VI	Ney	Gollub (C0133)
VI	Marchand	7i
VI	Gardanne (Gardanne/Bisson)	4i
VI	Colbert	1c
IV	Seroux	2a

CAMPAIGN SCENARIO 2: THE EYLAU CAMPAIGN

[E103.] The Russians will crush Bernadotte if he stays in his starting positions. Bernadotte should run like hell towards Thorn, covering his flanks with cavalry. Davout, cooperating with Murat, should threaten Russian communications. The rest of the French Army should concentrate in the middle of the map (i.e. Niedenburg, C3127), covering Thorn indirectly and supporting Davout and Murat. The worst thing the French can do is to feed troops into the battle piecemeal in a vain attempt to block the Russian advance on Thorn directly. The southernmost French troops should move via Plonsk (S3120) to get into communication. Napoleon, moving as an unemployed leader at 9 MPs per phase, can afford to stay in Warsaw until the 29 January turn. The Russian Player has all the advantages but he has to know when to call off the attack and go onto the defensive or he risks losing his LOC. His timing would be determined by French movements.

Start Date: 25-26 January

End Date: 14-15 February

First Player: Coalition

Map Sections in Play: All

Morale Condition: D

Bridges Damaged: N4329

Bridging Trains Available: 3 per side, with any Leader.

Redoubts: French: Praga (S4631) and Sierock (S4723)

Replacements Accumulated: Russian: 2c, 4i; Prussian: 1c, 3i;
French: 3c, 7i

AP Levels: Russian: 8; Prussian: 4; French: 11

Supply Sources: Russian: N6130; Prussian: Konigsberg
(N3214); French: Warsaw (S4532)

Centers of Operations: Russian: Heilsberg (C3401); Prussian:
Konigsberg (N3214); French: Prasznitz (S4206).

Victory Conditions: Morale Track, Strategic or Operational.

Special Rules: Add "one" to French AP die roll every turn if
Napoleon moves before 29 January.

PRUSSIAN FORCES		
	L'Estocq	Spanden (N1934)
3	Auer	2i
2	Rembow	2i
1	Diericke	1i
1	Diericke	1c
RG	Prittwitz	1i
	Hartmann (MG Infantry)	Spanden (N1934)
	Hartmann	2a
AG	Stutterheim (Stuterheim)	Althof (N3325)
AG	Stutterheim	2i
	Braun (MG Infantry)	Wittenberg (N3319)
	Braun	1i
Gs	Buelow	Pillau (N1817)
Gs	Buelow	3i
Gs	Ruchel	Konigsberg (N3214)
Gs	Ruchel	4i
	Rouquette (MG Cavalry)	Braunsberg (N1625)
	Rouquette	1c

RUSSIAN FORCES		
	Bennigsen (Bennigsn)	Arensdorf (C2503)
2	Tolstoi (Sukin/Tolstoi)	6i
3	Sacken (Titov/Sacken)	7i
4	Somow (Kamen/Somov)	6i
5	Tutchkov	5i
7	Dochturov	6i
8	Essen III	6i
	Center	5a
	Reserve	5a
14	Anrepp (Olsufief/Anrepp)	C2202
14	Anrepp (Olsufief/Anrepp)	5i
Rt	Ouvarov	3c
Rs	Gallitzin V	Altkirch (C2804)
Rs	Gallitzin V	9c
	Platov	C2704
	Platov	2c

AVANT GARDE		
	Bagration	Deppen (C2408)
	Baggovut	2c
	Baggovut	3i
	Left	3a
	Barclay	Liebstadt (C2205)
	Markov	5i
	Right	2a
	Don	2c
	MG Infantry	Heilsberg (C3401)
	March Rgt	1i

OFF-MAP (AVAILABLE)		
6	Sedmaratzki (Gort I/ Sedma)	Goniondz
6	Sedmaratzki (Gort I/Sedma)	7i

FRENCH FORCES		
	Napoleon	Warsaw (S4533)
IMPERIAL GUARD		
IG	Bessieres	Warsaw (S4533)
IG	Hulin (Hulin/Soules)	3i
IG	Walther	2c
IG	Couin	3a
	d'Hautpoul (MG Cavalry)	Gollub (C0133)
2C	d'Hautpoul (St.Sulpice/ d'Hautpoul)	2c
I CORPS		
I	Bernadotte	Mohrungen (C1909)
I	Senarmont	1a
I	Beaumont (Beaumont/Tilly)	2c
I	Drouet (Lapisse/Drouet)	4i
	March Regiment	3i
I	Dupont	Pr. Holland (C1203)
I	Dupont	3i
	Rivaud (MG Infantry)	Osterode (C1816)
I	Rivaud (Villatte/Rivaud)	4i
	Sahuc (MG Cavalry)	Hohenstein (C2620)
4D	Sahuc (Lahoussaye/Sahuc)	2c
III CORPS		
III	Davout	Myszienc (C5128)
III	Morand	7i
III	Friant	6i
III	Gudin (d'Aultanne/Gudin)	Prasznitz (S4206)
III	Gudin (d'Aultanne/Gudin)	5i
	Marulaz (MG Cavalry)	C5632
III	Marulaz	1c
IV CORPS		
IV	Soult	S2629
IV	St. Hilaire	8i
IV	Leval (St.Cyr/Leval)	9i
IV	Legrand	7i
IV	Guyot	1c
V CORPS		
V	Savary	Ostrolenka (S5904)
V	Suchet	8i
V	Gazan	7i
5D	Becker (Lorge/Becker)	2c
V	Treillard	2c
VI CORPS		
VI	Ney	Mlawa (S3103)
VI	Marchand	7i
VI	Gardanne (Gardanne/Bisson)	6i
VI	Colbert	1c
VII CORPS		
VII	Augereau	Sochacew (S2833)
VII	Desjardins	7i
VII	Heudelet	6i
VII	Durosnel	1c
CAVALRY RESERVE		
1c	Murat	Ortelsberg (C4319)
3D	Milhaud (Milhaud/ Beaumont)	2c
IV	Lasalle	3c
1D	Klein (Latour/Klein)	Dobrzin (S0720)
1D	Klein (Latour/Klein)	2c

	Grouchy (MG Cavalry)	Omuleffoffen (C3423)
2D	Grouchy	2c
1C	Nansouty	Jablona (S4327)
1C	Nansouty	3c
	Lemarois (MG Infantry)	Warsaw (S4532)
	Lemarois	6i

CAMPAIGN SCENARIO 3: THE FRIEDLAND CAMPAIGN

[E104.] With a marked inferiority in infantry (at least two to one) the Coalition Player can only hope to inflict as much harm as possible on Ney's command (which is dangerously exposed) on the very first turns. After that the wiser Coalition plan is a fighting withdrawal to delay the fall of Königsberg as long as possible. If the French Player starts to mass against the Prussians on your right wing give ground to the Frisching River and push toward Braunsburg with the Russian Army, threatening to cutoff the French against the Frisches Haff. No matter what happens, bring your army off-map and put an end to the game before it's too late. Tolstoi's troops in Podlasia neutralize Massena's larger force; if the French move those troops northward, Tolstoi has a chance to create a real crisis by capturing Pultusk and threatening Warsaw itself.

Start Date: 4-5 June

End Date: 28-29 June

First Player: Coalition

Map Sections in Play: All. Optionally, section S and the forces thereon, including "in Podlasia" and all of the French V Corps can be left out of play.

Morale Condition: E

Bridges Damaged: None

Bridging Trains Available: 3 per side, with any Leader.

Transport Battalions: French: 3, if using that optional rule.

Redoubts: French: S4631, S4723, C2203, C2306, N2135
Russian: C3402, C3302, C3301

Replacements Accumulated: Russian: 1c, 4i; Prussian: 3i;
French: 2c, 6i, 1 IG i

AP Levels: Russian: 11 Prussian: 4; French: 6

Supply Sources: Russian: Königsberg (N3214) (*see ¶94*);
Prussian: Königsberg (N3214); French: N0135 (C0106 available)

Centers of Operations: Russian: Eylau (N3426); Prussian:
Königsberg (N3214); French: Finkenstein (C0614).

Victory Conditions: Morale Track, Strategic or Operational.

Special Rule: Danzig is considered to have fallen on its historical date (*see ¶E35*).

PRUSSIAN FORCES		
	L'Estocq	N1725
FK	Marwitz	1i
FK	Marwitz	2c
1	Diericke	5i
1	Diericke	2c
	Kohler (MG Cavalry)	Lindenau (N1828)
	Kohler	4c
	Rembow (MG Infantry)	Mehlsack (N2231)
2	Rembow	3i
2	Rembow	2c
	Hartmann	2a
	Kall (MG Cavalry)	N2030

AG	Kall	1c
Gs	Ruchel	Konigsberg (N3214)
Gs	Ruchel	4i
	Scheuler (MG Infantry)	Nehrung (N1818)
	Scheuler	1i
Gs	Buelow	Pillau (N1817)
Gs	Buelow	3i
	Bronikowski (MG Inf.)	N6118
Rs	Bronikowski	6i
<i>Bronikowski can't move until 10 June or until French are w/in 7</i>		

RUSSIAN FORCES		
	Kamenski (MG Infantry)	N2030
4	Kamenski (Kamen/Somow)	5i
	Sacken	C2402
Rt	Ouvarov	4c
3	Titov (Titov/Sacken)	6i
Rs	Gallitzin V	3c
2	Sukin II (Sukin/Tolstoi)	5i
14	Olsufief III (Olsufief/Anrepp)	5i
	Reserve	6a
	Bennigsen (Bennigsn)	Albrechtsdorf (C2303)
7	Dochturov	5i
8	Essen III	6i
	Center	3a
6	Gortchakov I (Gort I/ Sedma)	C3007
6	Gortchakov I (Gort I/Sedma)	9i
Ct	Pahlen III	1c
	Bagratiion	C2802
	Markov	5i
	Baggovut	2i
	Don	3c
Lf	Kollogribov (Kollogrib)	3c
IG	Constantine (Constan)	Freymarkt (C2701)
IG	Constantine (Constan)	9i
IG	Constantine (Constan)	5c
IG	Constantine (Constan)	2a
D	Dolgoruki	1c
	Platov	C3111
	Platov	6c
	MG Infantry	Rastenburg (C5102)
	March Rgt	3i
	Tolstoi	Podlasia
9	Wolkonski	7i
9	Wolkonski	2c
10	Muller	7i
10	Muller	2c

FRENCH FORCES		
	Napoleon	Finkenstein (C0614)
IMPERIAL GUARD		
IG	Bessieres	Finkenstein (C0614)
IG	Soules (Hulin/Soules)	6i
IG	Walther	2c
IG	Couin	3a
I CORPS		
I	Victor	N1526
I	Lapisse (Lapisse/Drouet)	6i

I	Senarmont	3a
I	Beaumont (Beaumont/Tilly)	1c
I	Dupont	N1626
I	Dupont	7i
	Villatte (MG Infantry)	Spanden (N1934)
I	Villatte (Villatte/Rivaud)	5i
4D	Lahoussaye (Lahoussaye/ Sahuc)	2c
	MG Infantry	N2135
	French March Regt.	1i
VI CORPS		
VI	Ney	Guttstadt (C2906)
VI	Marchand	7i
IV	Seroux	2a
	Colbert (MG Cavalry)	C2905
VI	Colbert	1c
	Bisson (MG Infantry)	C2805
VI	Bisson (Gardanne/Bisson)	8i
RESERVE CORPS		
Rs	Lannes	C0106
Gr	Oudinot	9i
Rs	Verdier	6i
S	v. Polz	4i
S	Polenz	1c
S	Lefeb-Des	2c
CAVALRY RESERVE		
Ic	Murat	Elbing (N0733)
3C	Espagne	2c
VII	Durosnel	1c
IV	Watier	1c
IV	Lasalle	C0101
IV	Lasalle	4c
1C	Nansouty	5c
2C	St. Sulpice (St.Sulpice/ d' Hautpoul)	2c
3D	Milhaud (Milhaud/ Beaumont)	Soldau (C2431)
3D	Milhaud (Milhaud/ Beaumont)	2c
	Grouchy (MG Cavalry)	Strasburg (C0829)
2D	Grouchy	2c
1D	Latour (Latour/Klein)	Bischofswerder (C0523)
1D	Latour (Latour/Klein)	3c
III CORPS		
III	Davout	Allenstein (C3213)
III	Morand	9i
III	Gudin (d'Aultanne/Gudin)	9i
III	Marulaz	2c
III	Friant	Alt Ramten (C2111)
III	Friant	9i
IV CORPS		
IV	Soult	Mohrungen (C1909)
IV	Legrand	9i
IV	Guyot	2c
IV	St. Hilaire	Pithenen (C2306)
IV	St. Hilaire	9i
	St. Cyr (MG Infantry)	C2203
IV	St. Cyr (St. Cyr/Leval)	9i
POLISH CORPS		

P	Poniatowski	Nienburg (C3127)
P	Zayonchek	5i
P	Zayonchek	2c
V CORPS		
V	Massena	Prasznitz (S4206)
V	Treilhard	1c
	Lorge (MG Cavalry)	Chorzele (C4132)
5D	Lorge (Lorge/Becker)	2c
V	Suchet	Ostrolenka (S5904)
V	Suchet	9i
V	Gazan	Willemburg (C4225)
V	Gazan	9i
	Kronprinz (MG Infantry)	Sierock (S4723)
B	Kronprinz (Kronpz)	8i
B	Kronprinz (Kronpz)	2c
MISCELLANEOUS		
	Lemarois (MG Infantry)	Jablona (S4327)
	Lemarois	5i
	Rapp	Nehrunge (N0427)

GRAND SCENARIO

[E105.] Either start may be used. Use other Scenario Information from Pultusk-Golymin Campaign Scenario or Eylau Campaign Scenario, depending upon which start date is used. All reinforcement arrivals are mentioned on the Turn Record Track.

Start Date: 6-7 December or 25-26 January

End Date: 28-29 June

In Hospital and Dismount Tracks: Zero

Other Scenario Information: See Campaign Scenario 1 or 2

ERRATA & CLARIFICATIONS

MAP

Clarification: Königsberg is a fortified town.

Correction: The left-most space on the Weather Track should be "Heat."

Clarification: The top row of numbers on the Morale Track gives the French Attrition Die Roll Modifier; the bottom row of numbers gives the Russian Attrition Die Roll Modifier.

COUNTERS

Clarification: The back of the Supply Source marker was intended to say "Inactive." The change to "Initiative," though not wrong, may be misleading.

Correction: The Italian Division general's name should be spelled "Teulie."

Correction: Seroux's artillery should be identified as part of VI Corps, not IV Corps.

Omission: The Russian Guards should have the "elite" flaming grenade.

Clarification: "v. Polz" and "Polenz" are the same name.

Correction: "Contsan" should be "Constan."

ORGANIZATION DISPLAYS

Correction: L'Estocq's ratings are 4-5-2. Mortier's are 4-4-2

Clarification: Although indicated on the counters, the leadership bonus point stars should have been shown on the Displays as well.

TURN RECORD CHART

A (column heading) = Army (F = French, R = Russian, P = Prussian)

SP types: i = Infantry; a = artillery; c = Cavalry; r = remounts;

k = kossacks; g = Imperial Guard

Gonio = Goniondz off map box; Podlas = Podlasia off map box

S/S = Enter at the army's currently Active Supply Source

Repl = Available as a replacement counter

Italics = Historical interest only

Turn	A	Form	FORTNIGHT I DECEMBER, 1806	Hex / SPs
6-7	Fr: 3i, 3r Ru: 9i, 5r Pr: 3r			
	Begin Scenario 1			
	F		Latour	C0133
			Latour	1c
8-9				
10-11	F		Durosnel (MG Cavalry)	S0123
		VII	Durosnel	1c
	F		Tilly (MG Cavalry)	S0113
		I	Tilly (Beaumont/Tilly)	1c
	F	IG	Rapp	S0132
		IG	Hulin (Hulin/Soules)	3i
		IG	Walther	1c
		IG	Couin	3a
	R		Buxhowden (Buxhowd)	S6104
		5	Tutchkov	9i
		7	Dochturov	9i
	8	Essen III	9i	
	14	Anrepp (Olsufief/Anrepp)	9i	
		Right	5a	
12-13				
14-15				

Turn	A	Form	FORTNIGHT II DECEMBER, 1806	Hex / SPs
16-17	Fr: 10i, 1a 1c Ru: 4i, 1c, 2r Pr: 4i, 1c			
	F		Napoleon	S0123
	F	IIc	Bessieres	S0113
		2D	Grouchy	2c
		4D	Sahuc (Lahoussaye/Sahuc)	2c
	2C	d'Hautpoul (St.Sulpice/ d'Hautpoul)	1c	
18-19	F	IV	Soult	S0123
		IV	St. Hilaire	8i
		IV	Legrand	7i
		IV	Guyot	1c
	F		Leval (MG Infantry)	C0133
	IV	Leval (St.Cyr/Leval)	9i	
20-21	F	I	Bernadotte	C0133
		I	Dupont	5i
		I	Drouet (Lapisse/Drouet)	5i
		I	Rivaud (Villatte/Rivaud)	4i
		I	Senarmont	1a
22-23	<i>Davout crosses the Ukra; Battle of Czarnow</i>			
24-25				
26-27				
28-29	Fr: 1c (<i>IV Corps receives 26 Chasseurs from VIII</i>)			

Turn	A	Form	FORTNIGHT III JANUARY, 1807	Hex / SPs
1-2			Fr: 6i, 2gi Ru: 4i, 2c Pr: 1i, 8c	
3-4	R		Platov	C6112
			Platov	3c
5-6				
7-8				
9-10			End Scenario 1	
11-12	R		Bagration	Gonio
			<i>Benningson appointed commander in chief</i>	
13-14			Withdraw Buxhowden	
			Army A.P. Bonus now possible for Russians (<i>see ¶99</i>)	

Turn	A	Form	FORTNIGHT IV JANUARY, 1807	Hex / SPs
15-16			Fr: 4i, 1c Ru: 3i, 1c, 2r Pr: 2i, 1c, 1r	
			Increase Infantry Hospital Capacity (<i>see ¶E62</i>)	
	F		Lemarois (MG Infantry)	S0123
			Lemarois	6i
17-18				
19-20				
21-22				
23-24			Fr: 1i	
25-26			Begin Scenario 2	
27-28				
29-30			Fr: 5i, 2c (<i>Six French Provisional Battalions</i>)	

Turn	A	Form	FORTNIGHT V FEBRUARY, 1807	Hex / SPs
31-1			Fr: 8i, 1a, 1c Ru: 14i, 2a, 2c, 2k Pr: 1i, 2r	
			Withdraw Lannes ; substitute Savary	
	F		Espagne (MG Cavalry)	C0133
		3C	Espagne	2c
2-3	R		Essen I	Podlas
		9	Wolkonski	8i
		9	Wolkonski	2c
		10	Muller	8i
		10	Muller	2c
			<i>Battle of Junkowo</i>	
4-5				
6-7				
8-9				
10-11				
12-13				

Turn	A	Form	FORTNIGHT VI FEBRUARY, 1807	Hex / SPs
14-15			Fr: 8i, 1a, 1c Ru: 4i, 2c, 1r, 3k Pr: 3i	
			<i>Battle of Ostrolenka</i>	
			End Scenario 2	
16-17				
18-19			Withdraw Bagration	
20-21				
22-23				
24-25			French Option: Transport battalions become available for purchase (<i>see ¶E71</i>)	
26-27				
28-1				

Turn	A	Form	FORTNIGHT VII MARCH, 1807	Hex / SPs
2-3			Fr: 8i, 2a Ru: 4i, 1c Pr: 4i, 1c	
			Increase Infantry Hospital Capacity (<i>see ¶E62</i>)	
			<i>VIII Corps gives 15 Light, 65 Line to I Corps, 22 Line to IV Corps</i>	
4-5	F	P	Poniatowski	C0123
		P	Zayonchek	7i
6-7	F		Victor	S/S
8-9	F	V	Massena	S4335
		B	Kronprinz (Kronpz)	8i
		B	Kronprinz (Kronpz)	2c
	P		Blücher	S/S
			Blücher	Repl
10-11				
12-13				
14-15	R		Bagration	S/S
	R	Rt	Ouvarov	Repl
			<i>Gortchakov I takes over 6th Div.</i>	

Turn	A	Form	FORTNIGHT VIII MARCH, 1807	Hex / SPs
16-17			Fr: 4i, 2c Ru: 14i, 3c Pr: 4i, 2c	
			<i>Infantry Regiment Prince Heinrich, Hussar Regiment Württemberg (Prussian)</i>	
			Danzig morale exit now possible (<i>see ¶E32</i>)	
18-19				
20-21			Fr: 5c, 2r (<i>15, 23, 19, 3, 24 Chasseurs from Italy</i>)	
22-23				
24-25				
26-27			Ru: 3i	
28-29				
30-31			Fr: 3gc (<i>Imperial Guard: 2 dragoon regiments, 2 gendarmes regiments</i>)	

Turn	A	Form	FORTNIGHT IX APRIL, 1807	Hex / SPs
1-2			Fr: 4i, 1c, 1r Ru: 4i, 1c, 2r Pr: 3i, 1r	
3-4	R	IG	Constantine (Constan)	N6130
		IG	Constantine (Constan)	4i
		IG	Constantine (Constan)	4c
		IG	Constantine (Constan)	3a
		Lf	Kollogribov (Kollogrib)	2c
5-6				
7-8			Fr: 3i (<i>12 Light enters Marienwerder</i>)	
	F		Brun (MG Infantry)	C0106
			Brun	5i
9-10				
11-12			Fr: 3i (<i>Bavarian replacement: Kronprinz 3rd Brigade</i>)	
13-14			Fr: 6i, 2r (<i>Provisional Infantry Regiments from Thorn</i>)	

Turn	A	Form	FORTNIGHT X APRIL, 1807	Hex / SPs
15-16	Fr: 7i, 3c Ru: 3i, 2c, 2r Pr: 2i, 6c (Fr: 4 Cuirassier Regiments of d'Espagne's division; Pr: Hussar Regiments Plotz, Stutterheim, Stulpnagel)			
17-18	Fr: 1i, 1a			
19-20				
21-22				
23-24				
25-26	Withdraw Essen I ; substitute Tutchkov (see ¶E84)			
27-28	General Kamensky (4 th Division) exits to Danzig via Pillau			
29-30	Armistice between French & Swedes in Pomerania			

Turn	A	Form	FORTNIGHT XI MAY, 1807	Hex / SPs
1-2	Fr: 7i, 1r Ru: 14i, 2a, 3c Pr: 4i, 6c (Pr: Garde du Corps, Regiment Zeiten) Increase Infantry Hospital Capacity (see ¶E62)			
3-4	Fr: 1i, 4r (Provisional Infantry Regiment 7 at Finkenstein)			
5-6	Renbow posted to the Frische Nehrung			
7-8	Fr: 4c (Royal Italian Chasseurs received by Lasalle)			
9-10	Fr: 3gi, 1a, 1c (2 Imperial Guard Fusilier Regiments & 15 Chasseurs)			
11-12	Fr: 1gi (Battalion of the Marines of the Guard)			
13-14	P		Marwitz (MG Infantry)	N3214
		FK	Marwitz	1i
		FK	Marwitz	1c

Turn	A	Form	FORTNIGHT XII MAY, 1807	Hex / SPs
15-16	Fr: 9i, 1a Ru: 4i, 2r Pr: 4i, 3c (Fr: Provisional Infantry Regiment 8 enters Elbing; Pr: Dragoon Brigade; Wedell) Roll for Danzig Siege Duration when conditions met (see ¶E29)			
17-18	Fr: 3i (Provisional Infantry Regiments 5 & 6 at Finkenstein)			
19-20	Fr: 4c, 2r (Provisional Cavalry Regiment 1)			
21-22	VIII Corps joins siege of Danzig			
23-24	VIII Corps assigned 2 & 4 Polish Infantry Regiments from X Corps; Reserve Corps ditto 2, 12 Lt.			
25-26	Withdraw Savary			
27-28	Danzig falls if no relief force has been sent (see ¶E35) Danzig capitulates historically Russian 4 Div. returns from Danzig			
29-30	Withdraw Tutchkov ; substitute Ostermann-Tolstoi (see ¶E84)			

Turn	A	Form	FORTNIGHT XIII JUNE, 1807	Hex / SPs
31-1	Fr: 8i, 1a Ru: 4i, 2c Pr: 4i, 1c French may use N0135 & C0106 as possible Supply Sources (Variable—see ¶E34)			
	F	Rs	Lannes (Variable—see ¶E36)	C0106
			S v. Polz	4i
		S	Polenz	1c
		S	Lefeb-Des	2c
		Rs	Verdier	7i
		Gr	Oudinot	9i
2-3	Fr: 3c (Provisional Cavalry Regiments 2, 3, 4 enter)			
4-5	Begin Scenario 3			
6-7	F	VIII	Mortier (Variable—see ¶E36)	C0106
		VII	Dupas	8i
		VIII	Grandjean	5i
		IT	Taulie	5i
	F		Savary	C0106
		P	Dombrowski	4i
		P	Kamieniecki	6i
		VIII	Fresia	2c
8-9				
10-11	P		Bronikowski (MG Infantry)	N6118
		Rs	Bronikowski	6i
	Pr: 2a Battle of Heilsberg			
12-13	Fr: 2i (Provisional Infantry Regiment 9 Light)			

Turn	A	Form	FORTNIGHT XIV JUNE, 1807	Hex / SPs
14-15	Fr: 4i, 1c Ru: 4i, 2c Pr: 4i, 1c R Essen I S/S Fall of Königsberg: Shift for French control reduced from 2 to 1			
16-17	Soult occupies Königsberg			
18-19	R	17	Labanov	N5901
		17	Labanov	9i
		17	Labanov	4c
	R	18	Gortchakov II (Gort II/Sedma)	Podl
		18	Gortchakov II (Gort II/ Sedma)	9i
		18	Gortchakov II (Gort II/ Sedma)	4c
20-21	Fall of Königsberg: No shift in favor of French Armistice with Russians signed			
22-23				
24-25	Peace negotiations at Tilsit			
26-27	Armistice with Prussians signed			
28-29	End Scenario 3			