

1.0 INTRODUCTION

Borodino 1812 is a strategic game recreating biggest battle during Napoleon's camping in Russia. Game includes all historical facts allowing players to precisely recreate the encounter.

2.0 PROPS

2.1 Board

Board (100x60cm) shows terrain, where in 1812 battle of Borodino took place. It includes all characteristic elements of landscape: hills, rivers, roads, forests etc. Map is divided on hexes to regulate movement and location of units.

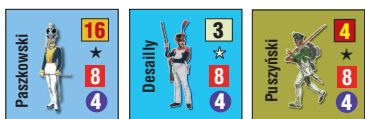
2.2 Tokens

There are three types of tokens:

Tokens representing commanders (army, corp, division, brigade)



Tokens representing units (divisions, regiments, brigade)



Auxiliary tokens

2.3 Definitions of basic terms in game

ID – Name of brigade or name of brigade's commander or division and division's number, corp.

Unit strength – actual strength of unit described in number. All data about unit located in tables.

Mobility – unit's ability to move. It's described in Movement Points and shows unit's potential to move during movement phase. Unit has a certain number of MP and pays with that points for every hex that it enters. Cost of entering hex depends of it's terrain type and of unit. Costs are described in detail in "Terrain Characteristic" table.

Morale – describes endurance of unit Influence of commanders on initiative and battle – describes commanders organizational abilities by points, check [11.2]

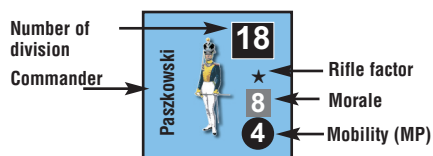
Type of cannon – „L” light, „H” heavy, „H” horse.

Range of fire – maximal range (in hexes) of artillery

Artillery unit



Non artillery unit



2.4 Game scale

One hex is representation of 350 m of real terrain.

1 SP of infantry unit represents 300 soldiers, Russian militia 1 SP = 400 people

1 SP of cavalry is 150 soldiers

1 SP of artillery is 5-6 cannons

Each stage of game is 1 hour of real time.

3.0 PHASES AND STAGES

Games of „Napoleon” system are divided on stages. During those stages players can or must perform several actions. Stages are marked on Stages Track with “Stages” token. For maintaining order of game, each stage was divided into 9 phases.

3.1 Phases

Players are obliged to perform actions accordingly to order of phases. Given phase can be skipped only when actions described by this phase are optional.

Phase 1 – Initiative

Each player rolls a D6 die. Player with highest roll has initiative in this stage (from now called player A).

Roll modifiers:

+ commander in chief modifier, if there is one on board (11.22)

+1 for player who had initiative in previous stage.

Phase 2 – Command phase

Players check if all units are within command range. If not, units outside that range are marked with token “no command”.



Phase 3 – Unit reorganization phase

Players can try to reorganize their troops

Phase 4 – Artillery assault phase (player A)

Artillery of player with initiative can perform artillery attack on enemy units. Phase 5 – Movement phase (player A) Player with initiative can move his units as far as their MP allows them. In this phase opposing player can perform artillery attack on units that are currently moving. There can be also performed fights during movement but only by cavalry units (see cavalry). In this phase counter charges can be performed.

Phase 6 – Attack phase (player A)

Units of player with initiative can (or must if such situation occurs) attack units of opposing player. In this phase both players can perform rifle firing.

Phase 7 - Artillery assault phase (player B)

Phase 8 - Movement phase (player B)

Phase 9 - Attack phase (player B)

MP – movement points

SP – Strength points

ZoC – zone of control

RC – rifle combat (infantry)

FC – firing combat (artillery)

4.0 MOVEMENT

4.1 Direct Rules

During movement phase each unit can be moved in any direction. Order of moving units is determined by player. Units must perform continuous movement and skipping is not allowed. At beginning of every own movement phase all units have their movement points limits restored. When unit enters each hex it must pay in MP. Unit can move until all it's MP are used. Unit movement can be performed only during movement phase, chase or withdrawing. Player don't have to move his units.

4.2 Movement limits

4.21 Unit can't enter hex occupied by enemy unit.

4.22 Unit can leave hex in enemy ZoC spending additional +1 MP

4.23 Unit cannot use more MP than it's limit

4.24 Unit don't have to spend all it's MP

4.25 Unused MP cannot be transferred to another stage

4.26 Units can't share MP

„**Morale check**” is performed by rolling two dices. If sum of result is higher than morale characteristic of unit described on token:

White number on red background

Red number on white background (for disorganized units)

Than the roll is considered a failure and unit becomes Disorganized or Shattered (if already disorganized).

If result is lower than morale characteristic than unit is not affected.

When many units fight in one battle morale check is performed for every unit.

When creating quadrangle (by stack) morale check is performed only for unit with lowest morale. If roll is failed whole stack cannot create quadrangle.

4.27 When player release token of unit from his hand it is considered that this unit finished it's movement. Correction of units location can be performed in this phase only if opposing player agrees.

4.3 Terrain effects on movement

4.31 Unit spends 1 MP for entering empty hex. For entering different type of terrain units may spend more or less MP depending on formation (check table CHARACTERISTIC OF TERRAIN)

4.32 Some hexes are not accessible for certain formations. Unit entering inaccessible terrain is eliminated.

4.33 Units traveling through roads always spend MP accordingly to table CHARACTERISTIC OF TERRAIN – Road, regardless if it crosses forest, swamp or empty terrain. Units traveling on roads does not suffer any costs for performing turn.

4.34 Unit that leaves road spends MP accordingly to type of terrain on which road is located.

4.35 Units can cross rivers only through bridge or ford. Streams can be crossed in any place but unit crossing stream must spend additional 1 MP (check table CHARACTERISTIC OF TERRAIN)

Example:

If infantry unit crosses stream (+1) in forest (+1) spends 3 MP in total.

4.36 Every turn of unit cost 1 MP, commanders does not suffer any costs for performing turn.

4.37 Unit entering hillside spends +1 MP only if moving from bottom to top. More information on effects of terrain

on units movement for different formations shows table CHARACTERISTIC OF TERRAIN.

4.4 Effects of allied units

– Unit can move through hex occupied by allied unit or under its ZoC without suffering any additional costs of MP.

– When phase of movement ends, on one hex can stay maximum 15 SP, but only 10 SP can fight (from one hex).

– Commanders can occupy hexes with allied units but can also stand on their own

– One hex can be crossed by any number of units during movement phase.

– Quadrangle can't be crossed by other unit (with exception for commanders) but movement can end on that hex.

4.5 Forceful march

Forceful march doubles units MP.



4.51 Only unit which starts its movement in range of it's commander, corp commander or commander-in-chief can perform forceful march under condition that whole movement is performed more than 10 hexes from enemy unit (shattered units are not taken under consideration).

4.52 Unit can perform this kind of movement only once during whole stage. Unit performing forceful march can't enter on hex occupied by allied unit.

4.53 Unit that performed forceful march and was attacked by enemy fights with only half of it's strength (rounding down)

4.54 When stage ends auxiliary token „forceful march” is removed from unit, unless this unit will perform another forceful march.

5.0 ORIENTATION AND ZONE OF CONTROL

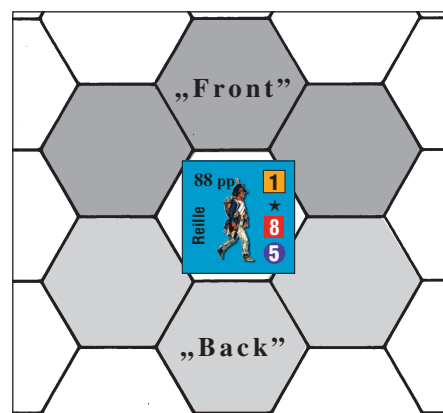
5.1 Orientation of unit

All units must be placed on hexes in that way so the top edge will face edge of hex.

5.11 Unit at every moment of game must be oriented. Orientation defines where is front zone and where is back zone of unit.

5.12 Unit fighting with enemy in it's front zone does not suffer any negative modifiers.

5.13 Unit attacking enemy through enemy's back zone gains +2 modifier to dice rolls.

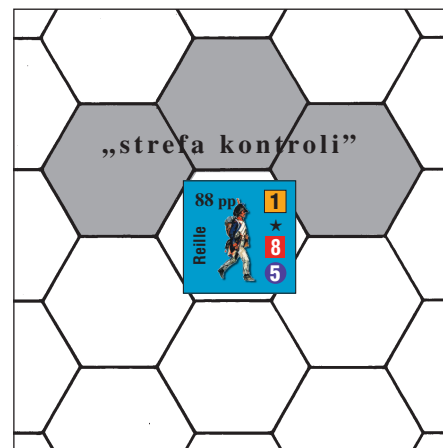


Attention:

When fighting with multiple enemy units modifier depends on “majority” of attacking units. If majority of units attack through back zone than modifier +2 is applied.

5.14 Rifle combat cannot be performed in back zone.

5.15 It's possible to have two units oriented differently on one hex.



5.2 Zone of control (ZoC)

5.21 ZoC are three hexes in front zone of unit

5.22 All units during all stages, phases and whole game have ZoC. This rule does not apply to shattered units.

5.23 Commanders doesn't have and are not affected by ZoC.

5.24 Presence of several zones of control of enemy and allied units on one hex doesn't cause any consequences. Zones of control does not negate themselves or deny. In that situation given hex is controlled by several units (allied and enemy).

5.25 ZoC of unit does not affect allied units.

5.3 Effect of ZoC on movement

5.31 After entering enemy ZoC unit must stop independently to it's unused number of MP.

5.32 Unit entering ZoC does not suffer any additional MP cost.

5.33 Movement of own unit within enemy ZoC is possible only as result of battle (chase of defeated unit)

5.34 Movement from ZoC of one unit to another is possible.

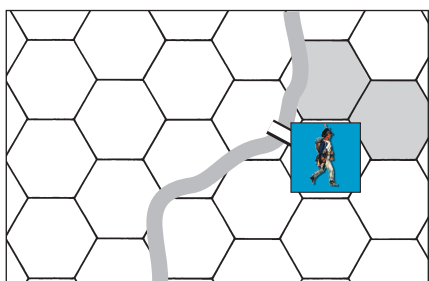
5.4 Effect of ZoC on battle

5.41 Beside of artillery and infantry fire that can affect units on distant, only way to attack enemy is to enter it's neighboring hex.

5.42 During own attack phase unit must attack enemy units in it's ZoC.

5.5 ZoC restrictions

5.51 Some types of terrain block ZoC. ZoC never includes hexes on the other side of big river, even when bridge is in that place.



5.52 ZoC does not include hexes with forests or buildings.

5.53 Artillery, shattered units, Quadrangles and units stationing in cities don't have ZoC.

6.0 UNIT CONCENTRATION/ STACKING

6.1 General Rules

In "Napoleon" system it is possible for several units to occupy one hex, however their number is limited. On one hex can stay units of maximal total strength of 15 (look 4.4).

6.11 Commanders and auxiliary tokens have no effect on stack size.

6.12 one hex can be occupied by infantry and cavalry units.

6.13 Shattered units can't stack with normal and disorganized units.

6.2 Stack effect on battle

6.21 units in stack fight together.

6.22 Result of battle apply to whole stack.

6.23 Result of RC and FC applies only to attacked unit. When attacked unit is forced to retreat, other units in stack can stay or voluntarily move with that unit.

7.0 RIFLE COMBAT (RC)

7.1 General Rules

7.11 RC can be performed by all units allowed to do so. Strength of all units can be summed up (can't be more than 10) or units can shoot independently to chosen enemy units, but only to those that are about to be confronted.

Example:

On one hex there is 12. Pp (5 SP) and 4. Pp (8 SP). Together their strength is equal 13 SP but the maximum for RC is 10. If units will shoot independently that strength of both units will be equal 5 and 5 SP.

7.12 If on one stack there is two or more units and that stack suffered losses during RC than losses must be subtracted from unit that performed RC or was shot at.

7.13 RC can target only units in front zone

7.2 Effectiveness of shooting

Every formation represents different level of training in performing RC. Appropriate units were marked with stars:

– riflemen ☆ (can shoot twice)

– infantry ★ (one shot)

– cavalry ★ (one shot)

Attention: Range of RC is one hex.

Check table: Rifle Combat

7.3 Procedure of resolving results of RC and FC

7.31 Player whose unit is performing RC points unit that shots and unit which his unit will be attacking. Next he rolls 2D6 and applies all modifiers and checks for result in RC Table.

7.4 Effects of firing combat.

Results in table means:

T – Morale check, if test is positive, nothing happens if not unit becomes disorganized (if unit is already disorganized becomes shattered and moves two hexes away from enemy in chosen direction.)

D – Automatic disorganization (if unit is already disorganized becomes shattered and moves two hexes away from enemy in chosen direction but cannot enter enemy ZoC. If retreat cannot be performed unit is destroyed. .)

-1 – loosing of 1 SP.

8.0 BATTLE

8.1 General Rules

8.11 Units can fight only during attack phase (cavalry also during movement). Battle can be performed when two units are stationed on neighboring hexes. Player is called attacker during his attack phase, other player is called defender.

8.12 Enemy unit can be attacked by entering it's front or back zone. To resolve the battle, strength ratio of units is compared, rounded for favor of defender. For example strength of attacker is equal 5 and defender 2 so ratio is equal **2.5:1** so after rounding it's **2:1**. In case where defender would attack and attacker would defend ratio would be equal to **0,4:1** and after rounding **1:3**. Knowing the ratio of strength we can check in Battle Table how the dice roll will be modified.

8.2 Possibilities and restrictions of attacking

8.21 All enemy units which are within ZoC of attacking units must be attacked

8.22 All own units which at the beginning of their phase have enemy units in their ZoC must attack unless they were covert by token "Defense" – than they don't have to (but only when they didn't move in their last movement phase)

8.23 Enemy unit can be attacked simultaneously by several units. In this case unit's strength is compared with strength of summed defending units.

8.24 Single unit can attack many enemy units (if those units are within it's ZoC). Strength of attacking unit is compared with summed strength of defending units.

8.25 Attacking player resolve all battles in chosen order

8.26 Unit can attack only once during own attack and movement phase.

8.27 Unit can be attacked only once during each phase.

8.28 Attacking several stacks of units with own several stack simultaneously is forbidden. Only simultaneous attack of several (or one) units on one stack or attack of one stack on several stacks is allowed.

8.29 Strength of attacker cannot be divided through defending units.

8.3 Order of Attack phase

a) attacking player chooses attacking unit (or units) and one that will be attacked

- b) calculating strength ratio: attacker/defender
 - c) D6 roll + modifiers
 - d) checking table Battle Result for battle result
 - e) applying battle result
 - f) 2D6 roll for casualty check after battle (see table: Battle casualties).
- Next, chose another attacking and defending unit until all battles are resolved.

Example:

Attack phase of player with initiative: attacking player is player A, player B is defending.

Units 1, 2, 4, 5, 8, 9 must be attacked because they are within ZoC of player A.

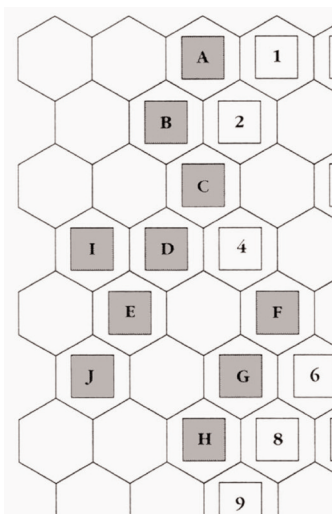
Units that must attack are: A, B, C, D, F, G, H because they have enemy units in their ZoC.

Player A can decide that unit 4 will be attacked by three units: C,D,F

Unit H can simultaneously attack units 8 and 9

Forbidden attacks: Units A+B+C attack units 1+2.

Attack must be divided in two separate fights e.g. A attacks 1 and B+C attacks 2.

**8.4 Battle effects**

1 – unit withdraws one hex

D – disorganization

T – morale check, if failed = D

T/1 – morale check, 1 hex withdrawal

-1 – loosing 1 SP

8.41 DEZORGANIZACJA

Disorganized unit must be turn to other side. If it will become disorganized again it becomes shattered. That unit is covert with “shattered” token. If shattered unit becomes disorganized again it is eliminated and taken from the board.

R

Disorganization effect:

Unit can't:

– perform forceful march

– create quadrangle

Disorganized unit spends +1 MP while entering enemy ZoC

8.411 When disorganized unit becomes shattered (is covered with “shattered” token) must withdraw 2 hexes away from enemy, if this move cannot be performed unit losses SP in number equal to hexes that unit was supposed to move.

8.412 Disorganized unit of artillery cannot perform FC.

8.42 Shattered units:

Disorganized unit of artillery cannot be shattered but is immediately eliminated.

Effects:

8.421 shattered unit can't perform RC or attack

8.422 shattered unit doesn't have ZoC

8.423 If shattered unit is attacked, aggressor receives +3 modifier to dice roll

8.425 If shattered unit leaves board is eliminated.

8.43 Withdrawal:

8.431 Unit forced to withdrawal must move away from attacker by given number of hexes.

8.432 Withdrawing unit cannot enter on inaccessible terrain (cross the river without bridge or out from the board) or enemy ZoC. If unit (units) cannot withdraw they suffer one additional 1 SP loss (each unit)

8.433 Unit can withdraw on allied units but only if their summed strength is not higher than 15 SP.

8.434 Defeated units withdraw independently from their MP and type of terrain (with exception of inaccessible terrain)

8.435 Unit forced to withdrawn must after it's movement ends turn towards attacking unit.

8.5 Chase

8.51 Chase can be performed by those units which in given battle forced enemy to retreat and passed the morale check (if that check was necessary)

8.52 Victorious unit can, but doesn't has to enter the hex from which enemy had to withdrawn (also when enemy was eliminated)

8.53 Victorious unit performing chase is obliged to to enter hex that defeated unit was occupying (or any other hex if there were multiple units)

8.54 Unit performing chase moves independently to its MP and type of terrain (except inaccessible)

8.55 Chase can be performed by every unit with exception of artillery

8.57 Defeated unit can move through hexes occupied by allied units but only when this is only way of escape (see 8.433)

8.58 If attacking unit was disorganized during battle it cannot perform chase

8.59 Chasing unit can orient itself in any direction.

9.0 CAVALRY

In napoleon's age there were many kinds of cavalry: hussars, lancers, Cuirassiers etc. However whole cavalry of that age can be divided into two groups: light and heavy. Heavy cavalry have a **C** symbol on token

9.1 Cavalry charge

Units that were designed to charge must be marked with “Charge” token.

9.11 All cavalry units can perform charge. Charge is attack performed from distance of at least two hexes but cannot cross any other terrain than empty.

Example:

Unit A can perform charge because it is one hex away from enemy unit. Unit B cannot perform charge from that position. To perform charge it must first perform “backing” maneuver (to speed up) and only after that maneuver it could perform charge.

9.12 Charging unit increases its SP tree times (maximal 30 on stack)

9.13 Charges can be performed:

- during attack phase when cavalry strength is added to another units

- during movement phase when we use only cavalry units. Cost of performing charge during movement phase is +1 MP. During movement phase one unit can perform one charge.

9.14 If charging units during movement phase didn't cause enemy to withdraw than auxiliary token „Charge” is removed from attacking unit and this unit cannot participate in attack phase. In that case charging unit must be withdrawn 1 hex in direction from which it arrived.

9.15 If charge forced enemy to withdraw “charge” token remains on unit

until end of own attack phase because it can be used again during that turn. If it wasn't used it remains until end of enemy movement phase, or – if unit didn't fight – to end of enemy attack phase. After that phase token must be removed.

9.16 One enemy unit may be charged at by several units and one cavalry unit can charge on several enemy units.

9.17 Charges cannot be performed:

- on terrain other than empty
- On other side of bridge
- through rivers, streams

9.18 Charging units cannot perform RC

9.19 During charges unit can perform turn – 1 MP

9.2 Charge modifiers

Dice rolls modifiers affecting result of charge:

+3 – if at least 6 SP of heavy cavalry perform charge

+2 – if at least 4 SP of heavy cavalry perform charge

+1 – if at least 2 SP of heavy cavalry perform charge

+2 – if at least 5 SP of light cavalry perform charge

+1 – if at least 2 SP of light cavalry perform charge

+2 – if charge is targeted at shattered infantry

9.21 Listed modifiers do not cumulates, the best one is applied.

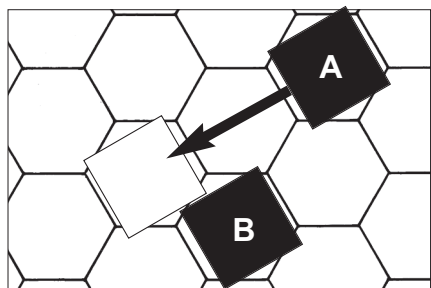
Attention: all listed strengths are stated before multiplication

9.3 Counter charges

9.31 Counter charge can only units that are not in enemy ZoC

9.32 Counter charges are performed during enemy's movement phase (at any moment of that phase) but one unit can perform one counter charge during that phase.

9.33 Counter charge is performed by moving unit by one hex into hex neighboring with enemy. When this move is performed all units in ZoC of counter charging cavalry must be attacked. If



counter charged unit wasn't forced to retreat or wasn't disorganized may perform normal movement using half of its remaining MP (rounding up)

9.34 If counter charge is performed with success and attacked unit withdraws it is allowed to chase that unit. Counter charging can't take part in any other fight during that phase unless it is attacked.

9.35 Counter charges can be performed only on front zone hexes.

9.36 Counter charging units are not automatically covert with "Charge" token, only when this token was put on that unit during own movement phase

9.37 Turn during counter charge does not cause unit to lose MP.

9.4 Cavalry movement

9.41 Range of cavalry movement is restricted only by MP, terrain and turns.

9.42 Cavalry entering hex spends MP accordingly to terrain type (see table: Effect of Terrain on Battle and Movement)

9.43 Performing turns during movement cavalry spends 1 MP

9.7. Withdrawing before battle

9.71 If infantry unit attacks cavalry than cavalry can withdraw before battle. Player commanding cavalry must inform other player that he is withdrawing after enemy movement (on hexes neighboring with cavalry) but before battle. Attacking player may move on hex previously occupied by cavalry only if he still have MP. This maneuver cannot be performed by shattered cavalry.

9.72 Cavalry can perform any number of those „dodges”

10.0 ARTYLLERY

10.1 General rules

10.11 Artillery units are represented by two kinds:

- foot artillery („C” heavy and „L” light)
- horse artillery

Artillery can fire during artillery phase and during enemy movement phase. Maximal range of heavy artillery is 4 hexes.

10.12 Visibility between cannons and target is clear when a straight line marked between centers of hexes occupied by those units is not crossing hexes with:

- forests, orchards, vineyards
- built-up areas (cities, viliges)

– hills (if artillery and target are on opposing sides)

– units

10.13 a necessary condition for artillery to perform fire is visibility between target and artillery

10.14 Artillery can shoot to any unit in it's range as long as at the beginning of own artillery phase there are no enemy units on neighboring hexes.

10.15 Artillery which at the beginning of own artillery phase has enemy unit at neighboring hex, it can fire only to that unit (and only when it's in artillery front zone)

10.16 During firing artillery can shoot to only one unit

10.17 Unit of foot artillery cannot move in that phase if it attacked.

10.18 Foot artillery that moved cannot shoot during next enemy's movement phase

10.19 Horse artillery that moved can shoot during next enemy's movement phase

10.20 Horse artillery that shoot during artillery phase can move spending 3 MP

10.2 Firing Combat

10.21 Effectiveness of artillery's FC depends on distance of enemy unit.

10.22 To shoot to enemy unit player must choose unit (or units) of artillery and target. Next player perform listed actions:

a) roll 2D6

b) apply terrain modifiers

c) find the result on Artillery Firing Combat Table.

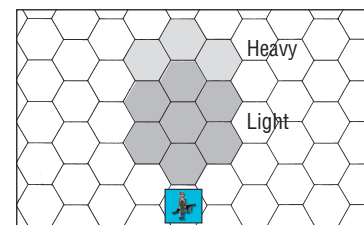
10.3 Range of fire

10.31 Effectiveness of artillery's fire depends on distance from cannons to target.

Heavy artillery – range up to 4 hexes

Light artillery – range up to 3 hexes

Horse artillery – range up to 3 hexes



10.4 Direct combat

10.41 At attack phase independently to preformed earlier FC whole artillery (in stack) fights using 1 SP

10.42 Artillery is destroyed (no matter

what is it's actual combat effectiveness) while during battle it's forced to withdraw and victorious unit enters hex (as chasing) occupied by the artillery
10.42 Artillery cannot perform chase.

11.0 COMMANDERS



11.1 General rules

11.11 Players have commander tokens. This tokens don't have ZoC and SP. What they have is modifier to battle engagement (white number on black background)

11.12 Commander increases chance to reorganize units

-2 to dice roll – when commander stays on the same hex with unit which player is trying to reorganize

-1 to dice roll – when commander stays on neighboring hex with unit which player is trying to reorganize

11.13 Commanders don't spend MP for turns, their orientation is not relevant

11.14 Commanders have 10 MP

11.2 Commanders effect on battle and initiative

11.21 If commander fights with unit (units) in stack then commander modifier is applied to the roll and after that check for result in Battle Table (commander modifiers does not cumulate)

11.22 when checking the initiative the modifier of commander in chief is added to roll (if commander dies his lieutenant's)

11.3 Range of command

11.31 Each commander affect battles and reorganization of his troops on maximum two hexes.

11.4 Effects of command

Unit moves and fight with its full strength only if during command phase it was in range of command of his commander, or commander's in chief.

11.5 No Command

If unit at the beginning of own movement phase was outside of rang of command (see 11.14) than;

- It's mobility is reduced by **1**
- During attack it has **-1** modifier to roll
- During RC and FC has **-1** modifier to

roll

d) When creating quadrangle **-1** on morale check

11.6 Commander elimination

11.61 If enemy unit enter hex occupied only by commander, he is eliminated.

11.62 If unit standing on one hex with commander ,had suffered losses during battle or must withdraw, must be performed check what had happened to commander (2D6 roll):

- 2-9 – no effect

- 10-11 – commander is wounded, his token must be flipped, and his statistics are lowered until end of game. His range of command is reduced to one hex. Second wound means elimination.

- 12 – commander died

11.7 Command factor (CF)

11.71 each commander have it's own CF (described in scenario)

11.72 This factor means how many corps can be moved during own movement phase (or counter charge). Each movement of compound units or even single unit means that one point was used.

Example: Beresford has command factor of 3, which means that during one stage he can give orders 3 of his compound units.

11.74 CF is not affecting withdrawing units

11.75 To simplify game, auxiliary tokens of CF with numbers were included. Tokens must be placed at the beginning of own movement phase (or during counter charge phase) on commanders whose units will be moved.

12.0 REORGANIZATION

fighting capacity of units that were disorganized during battle may be restored during phase of reorganization.

Each player during own reorganization phase can try to reorganize own units.

12.1 Conditions of reorganization

12.11 reorganizing unit cannot stand in enemy ZoC

12.12 During one reorganization phase one unit can be attempted to be reorganized only once.

12.13 During one reorganization phase many units can be attempted to reorganize. Their order is unrestricted.

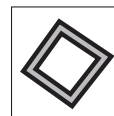
12.2 Ways of reorganization

12.21 Reorganization attempt is based on 2D6 roll, if result is lower than current morale than reorganization was successful, unit moves to higher level. Look 11.12 and 11.31

13.0 QUADRANGLES

13.1 Creating quadrangles

13.11 Infantry units on empty terrain single or in stack which are target for the cavalry charge and are not shattered can try to create quadrangle.



Artillery cannot form quadrangle unless it's on the same hex with infantry unit. In that case it adjust to infantry unit. When player wants to create quadrangle he roll two D6 when enemy cavalry is 2 hexes away from his unit's location:

– If result is lesser or equal to the lowest morale statistic in the stack, units can create quadrangle. Auxiliary token „quadrangle” is placed on that stack.

– If result is higher than lowest morale statistic in the stack, units cannot create quadrangle. In own movement phase, player can create quadrangle without rolling dices, but must spend all MP.

13.12 Quadrangle cannot enter hex that is already occupied by other allied units, it also cannot perform chase. Other units can join the quadrangle but only to the maximal SP.

13.13 Quadrangle can be also created in enemy movement phase. Morale check must be performed, if it's positive quadrangle was created.

13.14 When quadrangle becomes disorganized unit automatically must leave that formation.

13.15 When quadrangle is forced to withdraw units leave that formation.

13.16 Quadrangle created in enemy movement phase, cannot be created in ZoC of charging cavalry.

13.16 Quadrangle don't have ZoC

13.17 Quadrangle can be created only by units with command

13.18 At own movement phase quadrangle can move one hex in empty terrain.

13.19 When leaving quadrangle formation at own movement phase player must spend 1 MP (each unit in formation). From that moment any movement is resolved as usual.

13.2 Quadrangle battles

13.21 Cavalry charging at quadrangle don't receive any modifiers from [9.2] and [9.12]. Additionally dice roll is modified by -2

13.22 Artillery fire targeting units while they try to create quadrangle is modified by -2 to dice roll.

13.23 Cavalry units don't suffer any additional costs of movement on hexes neighboring with quadrangle.

13.24 when quadrangle was created it can perform RC during enemy's movement phase on any enemy unit moving through quadrangle's ZoC. Such RC can be performed only once during

stage. This RC is independent from shooting before direct combat.

13.25 Units that created quadrangle modify their RC 2D6 roll by -2

13.26 Quadrangle cannot attack.

Uwaga:

Przed rozpoczęciem gry, gracz dowodzący Rosjanami informuje, które mosty na planszy są zniszczone. Gracz reprezentujący Francuzów może odbudować dwa mosty, stawiając na polu sąsiadujących z rzeką lub strumieniem swój dowolny sztab korpusu. W następnej własnej fazie ruchu most uznawany jest za odbudowany (stawiamy żeton „most”).

Tabela Charakterystyki Terenu

Terrain	commander	Infantry	Cavallry	Artillery	WO, WK ¹	Combat influece
clear	1	1	1	1	-	-
forest	+1	+1	+2	+2	-1	-2/-4 ³
villaga	+1	+1	+1	+1	-1	-2
main road	1/3	1/2	1/3	1/2	depend of terrain	depend of terrain
second road	1/2	1	1	1	depend of terrain	depend of terrain
bridge	-	-	-	-	-	depend of river
steream	-	+1	+1	+1	-1	-1
rover Kołcza	-	+2	+3	+2	-2	-1
swamp	+3	+2	+6	N	N	1/4 G
hill ⁴	-	+1	+1	+1	-1	-1
shaft	-	+1	+4	+2	-3/- ²	-3
gorge	+3	W	W	N	-2/- ²	-2
corn	-	-	-	+1	-1	-1
MP						

Before game begins, player commanding Russian forces informs, which bridges had been destroyed. Player commanding French forces may rebuild two bridges by placing HQ of his corp, at neighboring hex. At next own movement phase bridge is considered as rebuild („bridge” token is placed).

¹ – subtract from dice roll.

² – number before line is an attacker modifier, number after line is defender's.

³ number before line is an infantry modifier, number after line is cavalry modifier. When both of this kinds of troops are fighting we use modifier of the more numerous type of unit.

⁴ – up hill.

1/2 G – s1/2G strength of attacker is divided by 2 (rounding up).

N – inaccessible.

W – all MP.

Tabela: Combat Modification

Atack/Defence	Dice rolls modifiers: (K6)
4:1 i więcej	+4
3:1	+3
2:1	+2
1,5: 1	+1
1:1	0
1 : 1,5	-1
1:2	-2
1:3	-3
1:4 i mniej	-4

Modyfikacje do rzutu kostką:

- commander modifier
- terrain modifier (see Terrain Influence on Movement and Battle Table)
- +2 when unit performing forced march is attacked
- +2 when disorganized unit is attacked
- + 3 when shattered unit is attacked
- +1,2,3 when cavalry is attacking infantry or artillery
- +1 when attacking from higher ground
- +1 when defender is attacked from 3 directions
- +2 when defender is attacked from 4 directions
- +3 when defender is attacked from 5 directions
- +4 when defender is attacked from 6 directions

Tabela Walki

Dice rolls K6	Obronca	Atakujący
10 lub więcej	1 + D + T	TP
8-9	1 D	TP
6-7	1 T	T
4-5	T	T
0-3	T	1 + T
Mniej niż 0	TP	1 + D +T

D – desorganisation,
T – morale check.

1 – one hex withdrawal if impossible to perform, each unit in stack loose 1 SP,
TP – morale check, but **only** when chase is declared.

Tabela: Battle losses

Attacker SP	Two dice rolls (2D6)										
	2	3	4	5	6	7	8	9	10	11	12
1-2	-	-	-	-	-	-	-	-	1	1	1
3-4	-	-	-	-	-	-	-	1	1	1	2
5-6	-	-	-	-	-	-	1	1	1	1	2
7-8	-	-	-	-	-	1	1	1	1	2	3
9-10	-	-	-	-	1	1	1	1	2	2	3
11-12	-	-	-	1	1	1	2	2	2	2	3
13-15	-	-	1	1	1	2	2	2	2	2	3
16-18	-	1	1	1	2	2	2	2	2	3	4
19-23	1	1	1	2	2	2	2	2	3	3	4
24-26	1	1	2	2	2	2	2	3	3	3	4
27-30	1	2	2	2	2	2	3	3	3	3	4
31-35	2	2	2	2	2	3	3	3	3	4	4
36-40	2	2	2	2	3	3	3	3	4	4	4
41-	2	2	2	3	3	3	3	4	4	4	5

Battle procedure:

Strength of attacker – 15 SP
Strength of defender – 4 SP
Strength ratio (15:4) – 4:1
modifier from Table “battle modifiers” +4

Result of dice roll 3
To received result (3) player add modifier of +4, that give him result of 7

Let’s assume that defender is stationing in village. That gives him bonus of -2 to the dice roll, so the result is equal 5.

Other modifiers are not applied in this battle

Attention: If before that battle RC would occur and SP would be lost, that loses must be taken under consideration when calculating strength ratio of attacker/defender.

Result **7** is located in row **6-7**. That means that defender is withdrawing 1 hex and must perform morale check. Attacker also performs morale check, if successful he may chase defender. (we roll once for all attacking units)

After all possible withdrawals and disorganization are applied players must roll 2D6 to check if units suffered any SP losses. Each player roll to determine opponent’s loses. Those loses depend on initial strength of fighting units.

In our case we check for defender loses in row 13-15, than modifier is applied (village -2) which means defender loses can be found in row 9-10. Loses of attacker can be found in row 7-8 (village modifier +2).

Attention: When checking for loses of units attacked by charging cavalry we check in row using cavalry’s modified strength.

Tabless: Firing Combat Tables (FC)

Light and horse artillery

SP Artillery: 1 PS								
2xK6		0-6	7	8	9	10	11	12
range	1	-	-	-	-1	T	T-1	T-2
	2	-	-	-	-	-1	T	T-1
	3	-	-	-	-	-	-1	T

SP Artillery: 2 PS								
2xK6		0-6	7	8	9	10	11	12
range	1	-	-	-1	T	T-1	T-1	T-2
	2	-	-	-	-1	T	T-1	T-1
	3	-	-	-	-	-1	T	T-1

SP Artillery: 3 PS								
2xK6		0-6	7	8	9	10	11	12
range	1	-	-1	T	T-1	T-1	T-1	T-2
	2	-	-	-1	T	T-1	T-1	T-1
	3	-	-	-	-1	T	T-1	T-1

Heavy artillery

SP Artillery: 1 PS								
2xK6		0-6	7	8	9	10	11	12
range	1	-	-	-1	-1	T-1	T-1	D
	2	-	-	-	-1	-1	T-1	T-1
	3	-	-	-	-	-1	-1	T-1
	4	-	-	-	-	-	-1	-1

SP Artillery: 2 PS								
2xK6		0-6	7	8	9	10	11	12
range	1	-	-1	-1	T-1	T-1	T-1	D
	2	-	-	-1	-1	T-1	T-1	T-1
	3	-	-	-	-1	-1	T-1	T-1
	4	-	-	-	-	-1	-1	T-1

SP Artillery: 2 PS								
2xK6		0-6	7	8	9	10	11	12
range	1	-	-1	T	T-1	T-1	D	D
	2	-	-1	-1	T	T-1	T-1	D
	3	-	-	-1	-1	T	T-1	T-1
	4	-	-	-	-1	-1	T	T-1

Artillery's firing combat modifiers (dice roll modifiers)

- 1 when moving cavalry is a target
- +1 when artillery attack with at least 4 SP
- +1 when stack of 8-15 SP is a target
- +2 when stack of 16 SP or more is a target
- +1 when attacked unit is disorganized or shattered
- 1 when attacking one hex during night
- 3 when attacking two hexes during night
- 6 when attacking three hexes during night
- 10 when attacking four or more hexes during night

Terrain modifiers of hexes with targeted units can be found in Terrain Characteristic – Battle Influence Table.

Infantry Rifle Combat Table (RC)

2xK6		0-6	7	8	9	10	11	12	13
SP of firing	10-8	-	-1	-1	-1	T	T-1	T-1	T-2
	7-5	-	-	-1	-1	-1	T	T-1	T-1
	4-3	-	-	-	-	-1	-1	T	T-1
	2-1	-	-	-	-	-	-1	-1	T-1

Cavalry Rifle Combat (RC)

2xK6		0-8	9	10	11	12	13
SP of firing	10-8	-	-1	-1	-1	T-1	T-1
	7-5	-	-	-1	-1	-1	T-1
	4-3	-	-	-	-1	-1	T
	2-1	-	-	-	-	-1	-1

T – morale check, if positive – no effect, if not unit becomes disorganized

D – automatic disorganization, if unit is already disorganized it becomes shattered and must withdraw 2 hexes (in direction from which that unit arrived from).

-1 – loss of 1 SP

SZEWARDINO

Conquering Szewardino redoubt allowed full scale attack on Russian forces. This point of defense was however well prepared and integrated into defense line. To capture it Napoleon had to use almost half of his army and suffer heavy losses. And in two days from that moment the decisive clash with Bagration's main forces was supposed to take place. In that battle every unit and every soldier was important.

Meanwhile Russians decide to perform reconnaissance attack to determine where major attack of french forces will take place. Whether it will be south road through Utic or old Moscow road through Borodino. Battle was supposed to slow Napoleon's offensive and force him to stretch his forces preventing usage of powerful cavalry units. That's what Russians feared most.

Battles were fierce and french forces got upper hand. However incoming battle would not be so easy to win.

Setup

RUSIA:		FRANCE:		Murat	
Gorczakow	1620	Napoleon	1112	I Korpus Kawalerii (Nansouty)	219
VIII Korpus		I Korpus		1 Art.	319
27 DP (Niewierowski)	1420	1 DP (Morand)	1113	2 Art.	319
BP Stawicki, BP Kniazin	1420 (1)	BP D'Alton, BP Gretien,	1113, 1213	1 DK (Bruyeres)	821
IV Korpus Kawalerii		BP Bonnamy	1113, 1213	BK Jacquinot	821 (1)
Art. IV KK	1420	1, 2 Art.	1113, 1213	BK Niewiewski	821 (1)
Pantczaw.	1817	2 DP (Friant)	1312	BK Pire	821 (1)
Emmanuel, Achtyrski	1422	BP Van Dedem	1312, 1412	1 DKirasjerów (St.-Germain)	320
Szachowski	1322	BP Grandeau, BP Dufour	1312, 1412	BK Bessieres	320 (1)
Wojekow	1523	1, 2 Art.	1312, 1412	BK Bruno	320 (1)
Gogiel	1418	5 DP (Compans)	1117	BK Queunot	320 (1)
Glebow	1615	BP Duppelin, BP Teste	1117	5 DKirasjerów (Valance)	321
2 DKir. (Knorring)	1721	BP Guyardet	1118	BK Reynaud	321(1)
BK Duka, BK Kretow	1721	BP Lonchan	1119	BK Delagrang	321(1)
DKozaków (Karpow)	1724	1, 2 Art.	1117, 1118, 1119	BK Dejean	321(1)
Sysojew, Olsujew	1724 (2)	V Kopus (Poniatowski)	1225	II Korpus Kawalerii (Montbrun)	812
Andrejew, Karpow	1724 (2)	Art.	1225	1,2 Art.	812
Uzupełnienia:		16 DP (Krański)		2 DK (Pajol)	912
Etap 11		BP Mielżyński	1124 (1)	BK Bruthe	912 (1)
Woroncow (grenadier)	1920	BP Paszkowski, Art.	1124 (1)	BK Desirad	912 (1)
Etap 14		18 DP (Kniaziewicz)		BK Subervie	912 (1)
Bagration	1920	BP Grabowski	1225 (1)	2 DKirasjerów (Wathier)	713
2 DGr (ks. Meklemburski)		BP Potocki, Art.	1225 (1)	BK Beaumont	713 (1)
BP Czatlukow	1920	DK (Sebastiani)	1226	BK Domes	713 (1)
BK Buxhowden, BP Hesse	1920	BK Niemojewski	1226	BK Richter	713 (1)
1, 2 Art. VIII korpusu	1920	BK Sułkowski	1226	4 DKirasjerów (DeFrance)	712
				BK Eclats	712 (1)
				BK Chouard	712 (1)
				BK Palutre	712 (1)

NOTES:

- Game starts in 11 stage, ends in 16
- In 11 stage French got initiative
- In 11 stage player commanding Napoleon's forces can move only Poniatowski's Corp and 5 DP Companesa
- Achtyrski (Russia IV KK) in this scenario have 2 SP
- Player controlling Szewardino (1420) in last stage wins.

- Szewardino scenario is recommended to be played first. It's significantly smaller and can be used as rules practice. Losses from this scenario should be applied in the next one - „Borodino”. If any unit is destroyed during this scenario should be removed from the next one.

- In this scenario commanding factor is not applied.
- Game takes place on map between rows 100 and 1900

BORODINO 1812

FRANCE

I Korpus (Davout) WD**1 DP (Morand)**

D'Alton	9	8	7	6	5	4	3	2	1
Gratien			7	6	5	4	3	2	1
Bonnamy			7	6	5	4	3	2	1
1 Art.								2	1
2 Art.								2	1

2 DP (Friant)

Dufour	8	7	6	5	4	3	2	1	
Van Dedem	8	7	6	5	4	3	2	1	
Grandeau	8	7	6	5	4	3	2	1	
1 Art.								2	1
2 Art.								2	1

3 DP (Gerard)

Dasailly	9	8	7	6	5	4	3	2	1
Leclerc	9	8	7	6	5	4	3	2	1
1 Art.								2	1
2 Art.								2	1

4 DP (Dessaix)

Barbanegre			7	6	5	4	3	2	1
Friederichs			7	6	5	4	3	2	1
Leguay			7	6	5	4	3	2	1
1 Art.								2	1
2 Art.								2	1

5 DP (Compans)

Duppelin	10	9	8	7	6	5	4	3	2	1
Teste	10	9	8	7	6	5	4	3	2	1
Guyardet	10	9	8	7	6	5	4	3	2	1
Lonchamp				6	5	4	3	2	1	
1 Art.								2	1	
2 Art.								2	1	
Art. I Korp.								2	1	

kawaleria I Korpusu (Girardin)

Paol				6	5	4	3	2	1
Bordessoulle					4	3	2	1	

III Korpus (Ney) WD**10 DP (Ledru)**

Gengoult				5	4	3	2	1	
Morion				6	5	4	3	2	1
Bruny				6	5	4	3	2	1
1 Art.								2	1
2 Art.								2	1

11 DP (Razout)

Joubert	10	9	8	7	6	5	4	3	2	1
D'Henin				5	4	3	2	1		
Compere								2	1	
1 Art.								2	1	
2 Art.								2	1	

25 DP (Marchand)

Scholer				5	4	3	2	1		
Art. I Korp.								3	2	1

kawaleria III Korpusu (Wollwarth)

Mouriez				7	6	5	4	3	2	1
Beuman				7	6	5	4	3	2	1

V Korpus (Poniatowski) WD**16 DP (Kraśniński)**

Mielżyński				8	7	6	5	4	3	2	1
Paszkowski								4	3	2	1
Art.										2	1

18 DP (Kniaziewicz)

Grabowski				8	7	6	5	4	3	2	1
Potocki								4	3	2	1
Art.										2	1
Art. V Korp.										2	1

kawaleria V Korpusu (Sebastiani)

Niemojewski								4	3	2	1		
Sułkowski								6	5	4	3	2	1

Gwardia (Mortier) WDx3**Stara Gwardia (Lefebvre)**

Boyer				8	7	6	5	4	3	2	1		
Michel									12	11			
				10	9	8	7	6	5	4	3	2	1
1 Art.										3	2	1	
2 Art.										3	2	1	
3 Art.										2	1		

Młoda Gwardia (Roguet)

Boyledieu				7	6	5	4	3	2	1
Lanbere				7	6	5	4	3	2	1
1 Art.									2	1
2 Art.									2	1

Legia Nadwiślańska (Claparede)

Chłopicki				6	5	4	3	2	1	
Bronikowski								3	2	1
Art.								2	1	

kawaleria Gwardii (Bessieres)

Guyot				5	4	3	2	1			
S-Sulpice	10	9	8	7	6	5	4	3	2	1	
Kraśniński								4	3	2	1
Colbert				6	5	4	3	2	1		
Art.								2	1		

1 AR								4	3	2	1
2 AR								4	3	2	1
3 AR								4	3	2	1
4 AR								4	3	2	1
5 AR								4	3	2	1
6 AR								4	3	2	1

IV Korpus (Eugeniusz) WD**13 DP (Dezjons)**

Huard								14	13	12	11	10
				9	8	7	6	5	4	3	2	1
Roussel				8	7	6	5	4	3	2	1	
Guyon				7	6	5	4	3	2	1		
1 Art.										2	1	
2 Art.										2	1	

14 DP (Broussier)

Sivray	10	9	8	7	6	5	4	3	2	1	
Pastol				7	6	5	4	3	2	1	
Almeras				7	6	5	4	3	2	1	
1 Art.									2	1	
2 Art.									3	2	1

Gwardia Włoska (Lecci)

Grenadierzy				8	7	6	5	4	3	2	1	
Lecchi				8	7	6	5	4	3	2	1	
Triaire								5	4	3	2	1
1 Art. IV									4	3	2	1
2 Art. IV									4	3	2	1

kawaleria IV Korpusu (Orano)

Guyon										2	1	
Vilatta										3	2	1
Seydewitz										3	2	1
Preysing										3	2	1

VIII Korpus (Junot) WD**23 DP (Thareau)**

Damas				8	7	6	5	4	3	2	1	
Wickenberg				8	7	6	5	4	3	2	1	
1 Art.										2	1	
2 Art.										3	2	1

24 DP (Ochs)

Legras				6	5	4	3	2	1			
Borstel								5	4	3	2	1

kawaleria VIII Korpusu

Hammerstein				4	5	4	3	2	1
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I Korpus Kawalerii (Nansouty) WD**1 DK (Bruyere)**

Jacquinet										3	2	1
Pire										3	2	1
Niewiewski										3	2	1

1 DKirasjerów (St-Germaine)

Bessieres				7	6	5	4	3	2	1
Bruno				7	6	5	4	3	2	1
Queunot	9	8	7	6	5	4	3	2	1	

5 DKirasjerów (Valance)

Reynaud								4	3	2	1	
Dejean								4	3	2	1	
Delagrangue								5	4	3	2	1
1 Art. I KK										2	1	
2 Art. I KK										2	1	

II Korpus Kawalerii (Montbrun) WD**2 DK (Pajol)**

Burthe								4	3	2	1			
Desirad								6	5	4	3	2	1	
Subervie								7	6	5	4	3	2	1

2 DKirasjerów (Wathier)

Beaumont										3	2	1	
Dornes										3	2	1	
Richter										4	3	2	1

4 DK (DeFrance)

Eclats										3	2	1	
Palutre										4	3	2	1
Chouard											3	2	1
1 Art. II KK											3	2	1
2 Art. II KK											2	1	

III Korpus Kawalerii (Grouchy) WD**3 DK (Chastel)**

Gauthrin										4	3	2	1
Gerard											3	2	1
Dommauguet								6	5	4	3	2	1

6 DK (LaHoussaye)

Thiry								5	4	3	2	1
Seron								5	4	3	2	1
Art. III KK											2	1

IV Korpus Kawalerii (L.-Maubourg) WD**4 DK (Różnecki)**

Turno				8	7	6	5	4	3	2	1
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7 DKirasjerów (Lorge)

Thielman										3	2	1
Lepel	9	8	7	6	5	4	3	2	1			
Art. IV KK										2	1	

BORODINO 1812

RUSIA

1 Armia (Barclay de Tolly) WD

Własow										2	1	
3 Bużanski										3	2	1
Pillar jegr.			7	6	5	4	3	2	1			
Bistrom jegr.					5	4	3	2	1			
Balla jegr.						5	4	3	2	1		
Patiomkin			7	6	5	4	3	2	1			
Wujicz jegr.						5	4	3	2	1		
Smoleńsk 1							4	3	2	1		
Smoleńsk 2								4	3	2	1	

Płatow

Denisow					5	4	3	2	1						
Iliowański						5	4	3	2	1					
Karitionow							5	4	3	2	1				
Gordiejew								5	4	3	2	1			
Simferpol.									5	4	3	2	1		
Tatarski										5	4	3	2	1	
Baszkir/Kałmuk											5	4	3	2	1
Art. Płatow												4	3	2	1

II Korpus (Beggewut) WD**4 DP (ks. Wirtemberski)**

Puszyński		8	7	6	5	4	3	2	1						
Rossi			8	7	6	5	4	3	2	1					

17 DP (Olsujew)

Czerbarow			7	6	5	4	3	2	1						
Tuczkw II				7	6	5	4	3	2	1					
1 Art. II K										4	3	2	1		
2 Art. II K											4	3	2	1	

IV Korpus (Tolstoj) WD**11 DP (Czoglikow)**

Czoglikow			7	6	5	4	3	2	1						
Filisow				7	6	5	4	3	2	1					

23 DP (Bachmatiew)

Alekapol.		9	8	7	6	5	4	3	2	1					
Okulow			7	6	5	4	3	2	1						
Art. IV K.											3	2	1		

VI Korpus (Dochturow) WD**7 DP (Kapcewicz)**

Liaponow						5	4	3	2	1					
Balem							5	4	3	2	1				

24 DP (Lichaczew)

Szulski							5	4	3	2	1				
Denisew								5	4	3	2	1			
1 Art. VI K												2	1		
2 Art. VI K													2	1	

I Korpus Kawalerii (Uwarow) WD

Czaplic		8	7	6	5	4	3	2	1						
Czerniszew										12	11	10	9		
		8	7	6	5	4	3	2	1						
Art. I KK														2	1

II Korpus Kawalerii (Kroff) WD

Dawidow			7	6	5	4	3	2	1						
Klebow				7	6	5	4	3	2	1					
ułański polski					7	6	5	4	3	2	1				
Art. II KK														2	1

III Korpus kawalerii (Kreutz) WD

Dr. Syberyjski						6	5	4	3	2	1				
Dr. Irkucki							6	5	4	3	2	1			
Dr. Orienb.								6	5	4	3	2	1		
huz.Mariupol.									6	5	4	3	2	1	
Art. III KK														2	1

2 Armia (Bagration) WD

Gogiel		8	7	6	5	4	3	2	1						
Glebow			7	6	5	4	3	2	1						
Szachowski				7	6	5	4	3	2	1					
Wojejkow					7	6	5	4	3	2	1				
Woroncow		9	8	7	6	5	4	3	2	1					
Moskwa 1						6	5	4	3	2	1				
Moskwa 2							6	5	4	3	2	1			
Moskwa 3								6	5	4	3	2	1		
Moskwa 4									6	5	4	3	2	1	
Moskwa 5										6	5	4	3	2	1

2 DKirasjerów (Knorring)

Kretow			7	6	5	4	3	2	1						
Duka			8	7	6	5	4	3	2	1					

Karpow

Olsujew								4	3	2	1				
Sysojew									4	3	2	1			
Karpow										4	3	2	1		
Andriejew											4	3	2	1	

III Korpus (Tuczkw) WD**1 DGren. (Strogonow)**

Geltukin			7	6	5	4	3	2	1						
Cisielew				7	6	5	4	3	2	1					
Pack					7	6	5	4	3	2	1				

3 DP (Konownicyn)

Wojejkow			7	6	5	4	3	2	1							
Tuczkw III				7	6	5	4	3	2	1						
1 Art. III K														2	1	
2 Art. III K															2	1
3 Art. III K															2	1
4 Art. III K															2	1
5 Art. III K															2	1

VII Korpus (Rajewski) WD**12 DP (Wasiliczkw)**

Rylejew		8	7	6	5	4	3	2	1						
Pantzerbietew			8	7	6	5	4	3	2	1					

26 DP (Paskiewicz)

Liberet		8	7	6	5	4	3	2	1								
Samoini			8	7	6	5	4	3	2	1							
1 Art. VII															2	1	
2 Art. VII																2	1

VIII Korpus (Bordizin) WD**2 DGren. (ks. Meklemburski)**

Czatlikow			7	6	5	4	3	2	1						
Buxhowden				7	6	5	4	3	2	1					
Hesse					7	6	5	4	3	2	1				

27 DP (Niewierowski)

Kniazin			7	6	5	4	3	2	1								
Stawicki				7	6	5	4	3	2	1							
1 Art. VIII															2	1	
2 Art. VIII																2	1

IV Korpus Kawalerii (Siewers) WD

Pantczaw.						6	5	4	3	2	1					
Emmanuel							6	5	4	3	2	1				
Huz. Achtyrski								6	5	4	3	2	1			
uł. Litewski									6	5	4	3	2	1		
Art. IV KK															2	1

Gwardia (Konstanty) WD

Rosen		10	9	8	7	6	5	4	3	2	1					
Udom			10	9	8	7	6	5	4	3	2	1				
Kantakuzin A				9	8	7	6	5	4	3	2	1				
Kantakuzin B					9	8	7	6	5	4	3	2	1			

1 DKirasjerów (Deperadowicz)

Borodizin II		8	7	6	5	4	3	2	1								
Szewicz			8	7	6	5	4	3	2	1							
1. Art.															2	1	
2 Art.																2	1

Artyleria Rezerwowa (Kutaisow) WDr3

1 AR																2	1	
2 AR																	2	1
3 AR															3	2	1	
4 AR																3	2	1
5 AR																3	2	1
6 AR																3	2	1
7 AR																3	2	1
8 AR																3	2	1
9 AR																3	2	1
10 AR																3	2	1
11 AR																3	2	1
12 AR																3	2	1
13 AR																3	2	1
14 AR																3	2	1
15 AR																3	2	1
16 AR																3	2	1
17 AR																3	2	1
18 AR																3	2	1
19 AR			</															

BORODINO

Borodino is the biggest Napoleon's battle in Russia during 1812. He was trying to force Russians to face him in one big clash since the beginning of this campaign. Russian tried to avoid that knowing that combined Napoleon's forces can destroy them in one battle. This time, battle was inevitable. Giving up Moscow without fight could end up in destroying Russian morale and total defeat. Therefore Russians prepared to defensive battle at fortified rims with forests and swamps protecting their wings. This guaranteed that Napoleon must attack

frontally at fortified positions and Russians can provide fresh reinforcements on endangered positions.

This scenario is not easy and requires determination in relentless attacks. Defeating Russian forces means winning the war. Without victory French forces are left without any options. There is only one solution, attack and attack.

Setup:

ROSJA:					
Kutuzow	3311	IV Korpus (Tołstoj) art. IV K	3107	2 Armia (Bagrationn)	dowolnie
1 Armia (Barclay)	dowolnie	11 DP (Czoglikow)	3107	Glebow	2121
Własow, 3 Bużański	3402	BP Czoglikow, BP Filisow	3107(1)	Gogiel	2014
Pillar	3804	23 DP (Bachmatiew),	3108	Szachowski	2124
Bistrom	2211	BP Aleksampol, BP Okulow	3108(1)	Wojejkow	2117(1)
Balla	2709	VI Korpus (Dochturow)	2711	Moskwa 1, 2, 3, 4, 5	2822(1)
Wujicz	2706	1 art. VI K	2711	Woroncow	2416
Patiomkin	2805	24 DP (Lichaczew)	2711 (1)	DKoz. (Karpow)	2525
Smoleńsk 1, 2	3606	BP Szulski, BP Denisew	2711 (1)	Ołsujew, Karpow	2525, 2526(1)
DK (Płatow)	3711	7 DP (Kapcewicz)	2612 (1)	Sysojew, Andriejew	2525, 2526(1)
Denisow	3711	BP Lipanow, BP Balem	2612 (1)	2 DK (Knoring)	2717
Illiowański	3811	2 art. VI K	2612	BK Kretow, BK Duka	2717
Kartionow	3710	I Korpus Kawalerii (Uwarow)	4109	III Korpus (Tuczkw)	2423
Gordiejew	3810	art. I K	4109	1, 2, 3, 4, 5 Art. III K	2223, 2424, 2425(1)
Simferpol.	3811	BK Czaplic, BK Czerniszew	4109 (1)	1 DGr. (Strogonow)	2424(1)
Tatarski	3711	II Korpus Kawalerii (Kroff)	3308	BP Cisielew	2424(1)
Baszkir, Art.	3811	Art. II K	3308	BP Pac, BP Geltukin	2424(1)
II Korpus (Beggewut)	3405	BK Dawidow, BK Klebow	3308 (1)	3 DP (Konowicyn)	2322(1)
4 DP (ks. Wirtemberski)	3405	uł. Polscy	3308 (1)	BP Tuczkw III	2322(1)
BP Puszyński, BP Rossi	3405(1)	III Korpus Kawalerii (Kreutz)	2910	BP Wojekow	2322(1)
17 DP (Ołsujew)	3404	Art. III K	2910	VII Korpus (Rajewski)	2414
BP Czerbatow, BP Tuczkw	3404(1)	Syberyjski, Irkucki	2910 (1)	12 DP (Wasiliczkw)	2313
1 Art. II K	3808	Orenburski, Mariumpol.	2910 (1)	BP Ryliew	2314(1)
2 Art. II K	3907	Artyleria rezerwowa 1 Armii		BP Pantzerbietiew	2314(1)
		Kutaisow	3417	26 DP (Paszkieicz)	2413
		Artyleria (AR) numery od 1 do 20		BP Liberet, BP Samoini	2413, 2414
		3416, 3417, 3418, 3516, 3517(1)		1 art. VII K	2314

UWAGI:

- Game starts in stage 1, ends in 11
- In stage 1 French got initiative.
- In this scenario forced march cannot be performed
- Losses suffered in Szewardino scenario should be applied in this scenario (if players played that scenario before)
- Command factor: France -5, Russia – 5
- Moving Guards Corp by French cost 3 CF. Moving 2 Army artillery reserve costs 3 CF
- In this scenario player commanding Napoleon's forces can place „bridge” token on Kołacza river during own movement phase.
- Units „Moscow” and „Smolensk” cannot create quadrangles and perform attacks

2 art. VII K	2313	BP Compere	1817	artyleria numery od 4 do 9	919(1)
VIII Korpus (Borodizin)	2318	1, 2 Art.	1817	Murat	1225
2 DGr. (ks. Meklemb.)	2218	(25 DP) BP Scholer	1717	I Korpus Kawalerii (Nansouty)	1225
BP Buxhowden	2218	IV Korpus (Eugeniusz)	1510	1 DK (Bruyeres)	1323
BP Czatlukow, BP Hesse	2219,2220	13 DP (Dezelons)	1710, 1709	BK Jacquinot, BK Pire	1323
27 DP (Niewierowski)	2318	BP Guyon, BP Rossel	1710, 1709	BK Niewiewski	1323
BP Stawicki, BP Kniazin	2318	BP Huard	1710, 1709	1 DKir. (St.-Germaine)	1224
1, 2 art. VIII korp.	2319	1, 2 Art.	1810	BK Bessieres, BK Bruno	1224
IV Korpus Kawalerii (Siwers)	2615	14 DP (Broussier)	1811	BK Queunot	1224
Emmanuel, Litewski	2615(1)	BP Sivray, BP Almeras	1711, 1612	5 DKir. (Valance)	1324
Achtyrski, Patczaw.	2615(1)	BP Pastol	1711, 1612	BK Reynaud, BK Dejean	1324
Art. IV K	2615(1)	1,2 art.	1811	BK Delagrange	1324
Gwardia (Konstanty)	3014	DK (Orano), BK Guyon	1707	DK (Girardin)	
BP Rosen, BP Udom	3014	BK Villata	1707	BK Pajol, BK Bordessoulle	1124
Kantakuzin A, Kantakuzin B	3015	BK Seydewitz, BK Preysing	1706	1, 2 Art. I KK	1225
1, 2 Art. Gw	2914	Lecchi	1510	II Korpus Kawalerii (Montbrun)	1123
1 DKir. (Deperadowicz)		Grenadierzy	1510 (1)	2 DK (Pajol)	1122
BK Borodizin II, BK Szweicz	3114(1)	Piech. Lecchi	1510 (1)	BK Burthe, BK Desirad	1122
Artyleria Rezerwowa 2 Armii		BK Triale	1510 (1)	BK Subervie	1122
Art. (AR) nr. 24,25,26	2819, 2820(1)	1 Art.	1811	2 DKir. (Wathier) BK Beaumont	923
Art. (AR) nr. 21	2220	2 art.	1810	BK Domes, BK Richter	923
Art. (AR) nr. 22	2218	V Korpus (Poniatowski)	1726	4 Dkir. (DeFrance)	922
Art. (AR) nr. 23	2416	16 DP (Krasieński)	1826, 1925	BK Eclats, BK Chouard	922
FRANCJA:		BP Paszkowski	1826, 1925	BK Palutre	922
Napoleon	1420	BP Mielżyński, Art.	1826, 1925	DK (Wollwarth)	821
I Korpus (Davout)	1720	18 DP (Kniaziewicz)	1724, 1725	BK Beumann, BK Mouriez	821
Art. I K	1820	BP Grabowski	1724, 1725	Art. 1,2 II KK	1123
1 DP (Morand) BP D'Alton	1814	BP Potocki, Art.	1724, 1725	III Korpus Kawalerii (Grouchy)	913
BP Gretien, BP Bonnamy	1814, 1815	DK (Sebastiani)	1927	3 DK (Chastel)	913(1) na drodze
1, 2 Art.	1814, 1815	BK Niemojewski	1927	BK Gautrin	913(1) na drodze
2 DP (Friant), BP Van Dedem	1720	BK Sułkowski	1927	BK Girard	913(1) na drodze
BP Grandeau, BP Dufour	1720, 1721	Art. Rez.	1725	BK Dommauguet	913(1) na drodze
1, 2 art.	1918	VIII Korpus (Junot)	1716	6 DK LaHoussaye	713(1) na drodze
3 DP (Gerard)	1812	23 DP (Thareau)	1715	BK Seron	713(1) na drodze
BP Leclerc, BP Desailly	1812, 1813	BP Wickenberg, BP Damas	1715	BK Thiry	713(1) na drodze
1, 2, Art.	1812	1,2 Art.	1715	art. III K	913(1) na drodze
4 DP (Dessaix), BP Barbanegre	1819	24 DP (Ochs)	1716	IV Korpus Kawalerii	
BP Leguay, BP Frederichs	1819, 1820	BP Brostel, BP Legras	1716	(L-Maurbourg)	1125
1,2 art.	1919	BK Hammerstein	1616	4 DK (Różaniecki), BK Turno	1125
5 DP (Compans)	1821	Gwardia (Mortier)	1319	7 DK (Lorge)	1126
BP Duppelin, BP Teste	1821, 1822	DP (Lefebvre)	1319	BK Lepel, BK Thielmann	1126
BP Guyardet, BP Lonchan	1821, 1822	BP Boyer, BP Michel	1319	art. IV KK	1226
1, 2 art.	1920	DP (Rouget)	1220	Punkty zwycięstwa:	
III Korpus (Ney), art. III K	1717	BP Boyledieu, BP Lanbere	1220	Borodino	1 PZ
10 DP (Ledru)	1818	1,2, Art.	1219	Wielka Reduta (cała)	2 PZ
BP Gengoult, BP Marion	1818	Legia Nadwiślańska (Claparede)	1119	Flesze (całe)	2 PZ
BP Bruny	1818	BP Chłopiccki	1119	Utica	1 PZ
1, 2 Art.	1818	BP Bronikowski, art.	1119	Siemionowskaja	1 PZ
11 DP (Razout)	1817	DK (Bessieres)	1318	Gorki	1 PZ
BP D'Henin, BP Joubert	1817	BK S-Sulpice, BK Guyot	1318(1)	Zacharino	1 PZ
		BK Colbert, BK Krasieński	1318(1)		
		1, 2, 3, art.	1921		