

SCENARIO: EYLAU THE WINTER BATTLE

Situation: The French have separated the Russians from their Prussian allies and maneuvered them back towards their frontier. All that remains is one final battle to destroy the Russian Army for good. Meanwhile the Russians under Bennigsen, anticipating a battle, have positioned their Army on favorable ground and is awaiting the French attack. While both Armies continued their campaigns well into the winter season, both Armies are at the end of their rope. The troops are tired, cold, and low on supplies. The winter weather quickly deteriorates into a blizzard and both sides struggle with low visibility and unforeseen events. The French must occupy a majority of the villages and towns ringing the battlefield, thus rendering the Russian Army incapable of further resistance.

Army Size: The French have 13 combat divisions and 3 artillery batteries. The Russians have 11 combat divisions and 4 artillery batteries, all organized thus:

France: Napoleon (2D6 +4) (ON TABLE)

- A. Soult (4) (IV Corps)
 - 2 x Seasoned (SP8) Divisions
 - 1 x Veteran Infantry (SP9) Division
 - 1 x Artillery Battery (SP5)
- B. Augereau (4) (I Corps)
 - 2 x Seasoned Infantry Divisions (SP8)
 - 1 x Artillery Battery (SP5)
- C. Murat (5) (Cavalry Reserve) (ON TABLE)
 - 2 x Seasoned Heavy Cavalry Division (SP6)
 - 1 x Seasoned Line Cavalry Division (SP6)
 - 1 x Seasoned Light Cavalry Division (SP6)
- D. Imperial Guard
 - 1 x Elite Infantry Division (SP10)
 - 1 x Guard Cavalry Division (SP7)
- E. Davout (4) (III Corps) (ON TABLE)
 - 1 x Seasoned Infantry Divisions (SP8)
 - 2 x Veteran Infantry Divisions (SP9)
 - 1 x Artillery Battery (SP5)

Russia: Bennigsen (2D6) (ON TABLE)

- 1. Tolstoi (3) (Left Wing) (ON TABLE)
 - 1 x Veteran Infantry Division (SP9)
 - 1 x Seasoned Line Cavalry (SP6)
 - 1 x Artillery Battery (SP5)
- Sacken, Dokhturov, and Kamensky (Center)
 - 3rd Division 1 x Veteran Infantry Division (SP9), 1 x Artillery Battery
 - 4th division 1 x Seasoned Infantry Division (SP8), 1 x Artillery Battery
 - 7th division 1 x Seasoned Infantry Division (SP8)
 - 14th division 1 x Conscript Infantry Division (SP7)
- 3. Essen (Right Wing)
 - 5th division 1 x Veteran Infantry Divisions (SP9)
 - 8th division 2 x Seasoned Infantry Division (SP8), 1 x Artillery Battery (SP5)
- 4. Tuckhov (Cossacks)
 - Cossacks 1 x Conscript Light Cavalry Division (SP4)

Deployment: Players begin with the forces arrayed per the map below. The Blue Player goes first in each turn.

Reinforcements:

Turn 7: Ney's (Blue) Corps arrives within 36 inches from the SW corner, along the western or southern baseline. 2 Understrength Infantry Divisions (SP6).

Turn 8: L'Estocq's (Red) Division arrives at the NW corner of the table. 1 x Understrength Infantry Division (SP6), 1 x Understrength Cavalry Division (SP4), 1 Artillery Battery (SP5)

Special Rules: The Blizzard. At the beginning of each turn, roll 1D6. A roll of 4+ is clear visibility. A roll of 2-3 is snowing. Visibility and firing reduced to 12". A roll of 1 is white-out conditions. All visibility reduced to 4". Charges must be launched from within 4" range.

Game Length & Turn Order: The game lasts 15 turns. The Blue player goes first in each turn.

Victory Conditions: Each town is worth 1 victory point. The player who holds the most amount of towns by the end of turn 15 wins. The morale clock is in effect with the following values:

French 17 units x 2 = Morale BP 34

Russian 14 units x 2 = Morale BP 28

(Retreat from Melee or Shooting = 1, Unit Destroyed = 2, Elite unit Destroyed = 3, Death of a General Officer = 1D3)

Towns on the Map from left to right:

Schloditten, Anklappen, Serpallen, and the large town to the south is Eylau.



Morale BP Table

1	2	3	4	5	6	7
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8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	32	33	34	35
36	37	38	39	40	41	42

