Historical note: Niagara Falls is about 1.5 miles to the South-East of the battlefield.

Game Turn 1: battle starts
Game Turn 5: AG2 arrives
Game Turn 6: BG2 arrives
Game Turn 9: At the end of game turn 9, the battle is over if not already finished. The side that controls the hill and the positioned battery by the end of the game is the winner

American Group #1 (AG1):
May deploy up to 12" from the south end of the board in the area of the road.
Commander, Brown (+2MC +5MV CD=23")
Infantry Brigade, Scott (+1MC +10MV CD=16")
9th Infantry (B18C40) 10figs
11th Infantry (B18C40) 10figs
22nd infantry (B18C40) 10figs
25th Infantry (B18C40) 10figs
Towson's foot battery (A19B20) 3x6lb

American Group #2 (AG2):
Comes in on the south edge of the game board in the approximate area of the road.
Infantry Brigade, Riplely (+1MC +5MV CD=16")
21st Infantry (B18C40) 10figs
23rd Infantry (B18C40) 10figs
1st US Rifles (B18R40) 10figs
Pennsylvania Volunteers (C14D20) 8figs
Biddle's foot battery (B19B20) 2x12lb, 1xhow

British Group #1 (BG1):
May deploy on or around the hill but no farther then 36" from the north edge of the board. British battery #2 must be positioned as shown on the map (on hill marked "B") and cannot be moved. The guns may be used by the Americans.
Commander, Drummond (+2MC +5MV CD=26")
Infantry Brigade 1, Riall (+2MC +10MV CD=22")
1st Foot (The Royals) (B19C40) 10figs
8th Foot (section-1) (B18C40) 6figs
89th Foot (B18C40) 10figs
Lincoln Militia (C14D25) 10figs
Glengarry LI (C16D30) 10figs
19th Lt Dragoons (A19-40) 4figs
British Rocket Detachment (A20Rt20)
British foot battery #1 (A19B20) 4x6lb
British foot battery #2 (A19B20) 2xlight-24lb*, 1xhow
*treat these light 24lb cannon as regular 12lb cannon

British Group #2 (BG2):
Comes in on the west edge of the board in the relative area of the road.
Infantry Brigade 2, Scott (+1MC +5MV CD=16")
8th Foot (section-2) (B18C40) 4figs
41st Foot (B18C40) 10figs
103 Foot (B18C40) 10figs
104th Foot (B18C40) 10figs
British foot battery (A19B20) 4x6lb

Battle of North Point, 12 September 1814

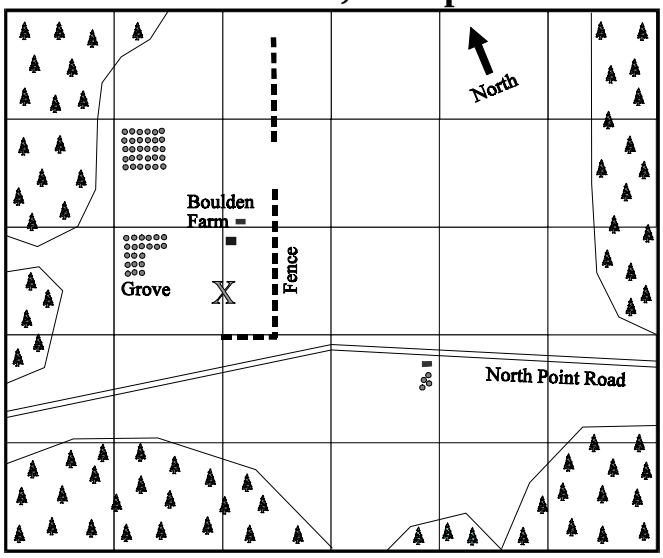

Table is 5 feet by 6 feet, and American side sets up first. All wooded areas are dense woods and the fence counts as cover (-2 modifier for firing at units behind the fence, and -5MV for charging a unit behind a fence). The north edge of game table and beyond contains none passable terrain. Both sides ignore threshold checks, and neither side can use ammunition caissons.

As an option, players may like to try this scenario using American Regulars instead of the all militia troops. Give all the Maryland infantry as regulars with ratings of B17C40.

Game Turn 1: battle starts
Game Turn 4: At the end of GT4, the battle is over if not already finished. The side that controls the area of the map marked with an "X" at the end of the game is the winner

British Group #1 (BG1):
May deploy up to 12" from the east edge of the table
British Division, Brooke (+2MC +5MV CD=22")
85th Foot (B18C40) 12figs
4th Foot (B19C40) 12figs
21st Fusiliers (B20B50) 12figs
44th Foot (B18C40) 12figs
Royal Marines (C17C30) 10figs
Sailors & Marines (C15D30) 10 figures
British Rocket Detachment (A20Rt20)
British foot battery-1 (B19B20) 2x6lb, 2xhow
British foot battery-2 (B19B20) 4x4lb

American Group #1 (AG1):
May deploy up to 36" from the west edge of the table
American Command, Stricker (+2MC +5MV CD=22")
5th Maryland Infantry (C13D35) 10figs
6th Maryland Infantry (C13D35) 10figs
27th Maryland Infantry (C13D35) 10figs
39th Maryland Infantry (C13D35) 10figs
51st Maryland Infantry (C13D35) 10figs
Volunteer Rifles (C14R20) 6figs
Maryland Cavalry (C14-20) 4figs
American foot battery (B19B20) 6x4lb

Battle of Goehrde, 16 September 1813

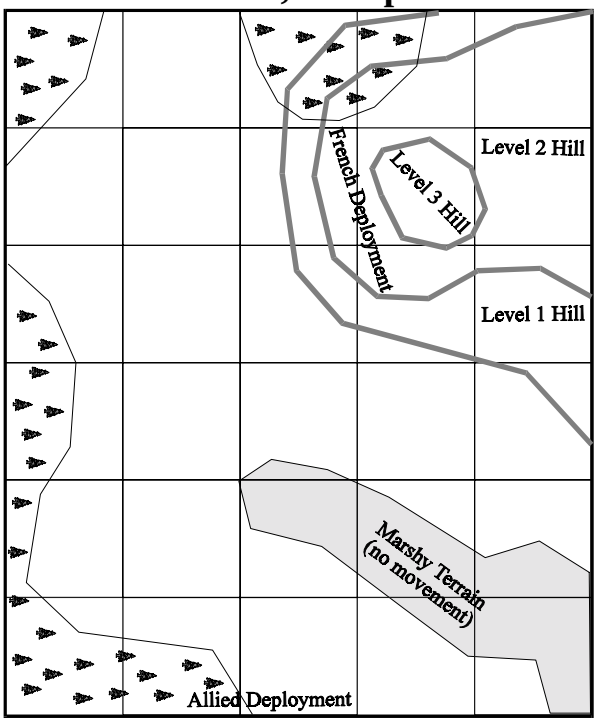

Table is 5 feet by 6 feet. All woods are dense and all hill slopes are steep. Movement prohibited within the marsh area. The French will receive one ammunition caisson while the Allied forces receive no ammunitions caissons. French get 20 turn points while the Allies only get 19 turn points at the start of every game turn. The French ignore threshold checks and the allied check threshold at 60% losses.

Game Turn 1: battle starts
Game Turn 3: AG2 arrives
Game Turn 3 Period 5: AG3 arrives
Game Turn 6 Period 3: At the end of game turn 6 period 3, the battle is over if not already finished. The side that controls the level 3 hill by the end of the game is the winner.

French Group #1 (FG1):
Deploy in the area marked "French Deployment"
Commander, Pecheux (+2MC +10MV CD=26")
3rd Line (B19B40) 4xbat-12figs
105th Line (B19C40) 2xbat-12figs
28th Chasseurs (A19-40) 4figs
Horse battery (A20A20) 4x6lb, 2xhow

Allied Group #1 (AG1):
Deploy 12" from the edge marked "Allied Deployment"
Commander, Wallmoden (+1MC +5MV CD=24")
Vanguard, Tettenborn (+1MC +5MV CD=14")
Luetzow Bn * (C13D35) 12figs
Reiche Bn* (C13D35) 12figs
Kielmansegge Bn* (C16D35) 12figs
Cav Sulin-cossacks (C11-25) 6figs
Cav Denisow-cossacks (C11-25) 6figs
Cav Komisarow-cossacks (C11-25) 6figs
Foot battery (A18B15) 4x8lb, 2xhow

Allied Group #2 (AG2):
Division 1, Arentschildt (+1MC +5MV CD=14")
6x Bns Russo-German Legion (B16C40) 8figs each
Russo-German Legion foot bty (A18B20) 6x8lb, 2xhow
Division 2, Lyon (+1MC +5MV CD=14")
4x Bns Hanoverians (C14D30) 12figs each
Antalters Bn* (C13D30) 12figs
73rd (British) Foot (B19C40) 10figs
Foot battery (A16B15) 4x8lb, 2xhow

Allied Group #3 (AG3):
Reserve, Doernberg (+1MC +5MV CD=14")
3rd KGL Hussars (A21-40) 8figs
Lueneburg Hussars (C14-30) 4figs
Bremen-Verden Hussars (C14-30) 2figs
Russo-German Legion Horse bty (A17B20) 6x6lb, 2xhow
British Rocket Detachment (A20Rt20)

* These are Freikorps or Foreign units. They are organized along the same lines as Prussian infantry battalions.

Battle of Maida, 4 July 1806

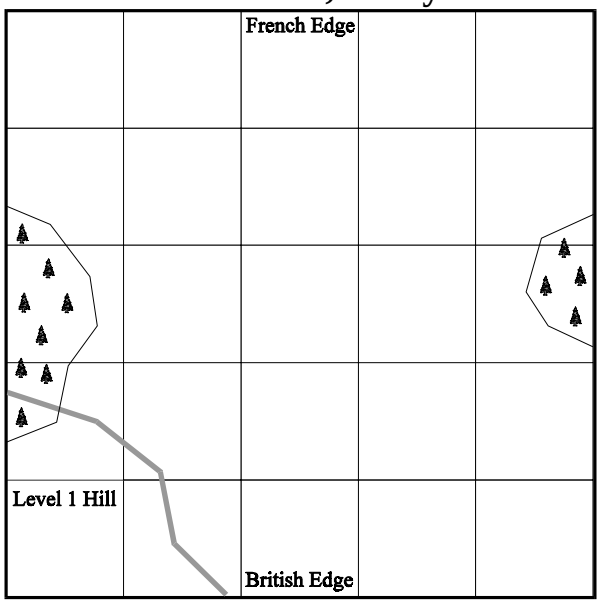

Table is 5 feet by 5 feet, and British side sets up first. All woods are light woods, and all hill slopes are gentle. No ammunition caissons for either side and threshold checks for both sides are taken at 75% losses. Remember to use pre-1807 formations for all the infantry on the French side. See page 31 of the rules (army list), diagram i.

Game Turn 1: battle starts
Game Turn 5: At the end of game turn 5 the battle is over if not already finished. If the French can force the British to retire from the battlefield, it is a French victory, otherwise it will be a British victory.

Optional Scenario Rule: To reflect the ambiance of encounters between the line and the column formation, the French infantry are not allowed to use the line formation.

British Group #1 (BG1):
May deploy up to 24” from the British edge of the table
British Command, Stuart (+2MC +10MV CD=26”)
20th Foot (B19C40) 12figs
27th Foot (B19C40) 12figs
58th Foot (B19C40) 12figs
78th Foot (B19C40) 12figs
81st Foot (B19C40) 12figs
De Watteville’s Swiss (C16C30) 8figs
Converged Lights* (A19B40) 10figs
Converged Grenadiers* (A20B50) 10figs
Royal Horse Artillery (A20A20) 4x6lbs
*Formed from men of the 20th,27th,35th,58th,61st,81st

French Group #1 (FG1):
May deploy up to 12” from the French edge of the table.
French Command, Reynier (+2MC +5MV CD=24”)
1st Light (B19B40) 2xbat-14figs
23rd Light (B19B40) 2xbat-14figs
42nd Line (B18C40) 1xbat-14figs
1st Polish-Italian legion (B18C40) 2xbat-14figs
1st Swiss (B19B40) 1xbat-14figs
9th Chasseurs (A19-40) 6figs
Horse battery (A19B20) 4x4lb

Battle of Quatre Bras, 16 June 1815

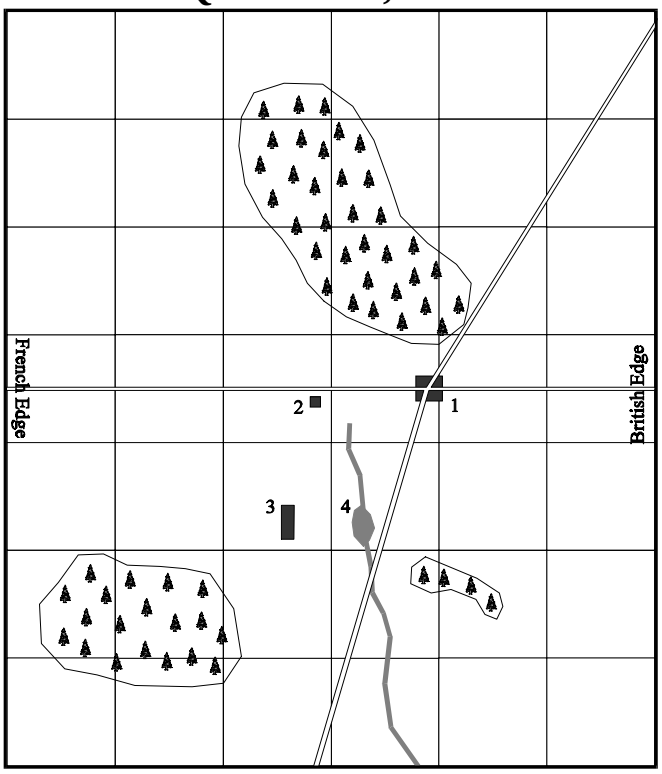

Table setup:
Table is 6 feet by 7 feet and all wooded areas are light. 1 = Quatre Bras 4 blocks, 2 = Gemioncourt 1 block, 3 = Piraumont 3 blocks. British hidden deployment if possible, otherwise the British side sets up first then the French. It takes one action to cross the stream and no movement is allowed in the area of the pond (4). No ammunition caissons in use on either side. Ney was cautious in his advance, so for the first game turn (GT1), French forces can only use 1 action out of the two for movement. Side **A** will move four units and side **D** will move three units during the sequence of play. Reinforcements enter the game in the area of the board marked British/French Edge.

Game Turn 1 (1430 hours) Game Starts
Game Turn 2, Period 1: AG2 enters the game
Game Turn 2, Period 3: AG3 enters the game
Game Turn 2, Period 5: AG4 enters the game
Game Turn 3, Period 2: AG5 enters the game
Game Turn 3, Period 5: FG2 and AG6 enters the game
Game Turn 6: (1930 hours) battle ends after completing GT6. If the French cannot secure Quatre Bras by the end of GT6, the French will face overwhelming odds when allied reinforcements arrive (the 1st British Division and the rest of the British 3rd division) and will have to withdraw.

French Group #1 (FG1):
May deploy up to 6” from French edge of table. Army Commander, Ney (+2MC +10MV CD=36”)
7th foot battery (A19B20) 6x12lb, 2xhow
II Corps, Reille (+2MC +5MV CD=24”)
5th Infantry Division, Bachelu (+1MC +5MV CD=18”)
2nd Light (B18B40) 3xbat-9figs
61st Line (B17C40) 2xbat-9figs
108th Line (B17C40) 3xbat-9figs
72nd Line (B17C40) 2xbat-12figs
18th foot battery (A19B20) 6x6lb, 2xhow
6th Infantry Division, Jerome (+1MC +5MV CD=18”)
1st Light (B19B40) 3xbat-12figs
1st Line (B17C40) 3xbat-12figs
2nd Line (B17C40) 3xbat-12figs
3rd Line (B17C40) 3xbat-12figs
2nd foot battery (A19B20) 6x6lb, 2xhow
9th Infantry Division, Foy (+1MC +10MV CD=18”)
4th Light (B18B40) 3xbat-9figs
92nd Line (B17C40) 2xbat-12figs
93rd Line (B17C40) 2xbat-9figs
100th Line (B17C40) 2xbat-12figs
3rd foot battery (A19B20) 6x6lb, 2xhow
2nd Cavalry Division, Pire (+1MC +5MV CD=18”)
1st Chasseurs (A19-40) 8figs
6th Chasseurs (A19-40) 10figs
5th Lancers (A20-40) 8figs
6th Lancers (A20-40) 8figs
4th horse battery (A19B20) 6x6lb, 2xhow

French Group #2 (FG2):
11th Cavalry Div, Kellerman (+2MC +5MV CD=22”)
8th Cuirassiers (A20-60) 8figs
11th Cuirassiers (A20-60) 6figs
Guard Lancers (A24-45) 14figs

Allied Group #1 (AG1):
May deploy up to 38” from British edge of table
Army Commander, Prince Orange (+1MC +0MV CD=19”)
2nd DB Division, Perponcher (+1MC +5MV CD=18”)
2nd Nassau Inf. (B18C45) 3xbat-12figs
Orange-Nassau Reg. (B17C40) 2xbat-12figs
7th (Belgian) Line Reg (B16C40) 1xbat-12figs

27th (Dutch) Jager Bn (B19B40) 12figs
5th Militia Bn (C15D30) 9figs
7th Militia Bn (C14D30) 9figs
8th Militia Bn (C14D30) 9figs
DB foot battery (A18B20) 6x6lb, 2xhow
DB horse battery (A18B20) 6x6lb, 2xhow

Allied Group #2 (AG2):
Brunswick Div, Black Duke (+2MC +10MV CD=20”)
Avantgarde (B19R40) 12figs
Leib Bn (B19B45) 12figs
1st Brunswick Light Bn (B17B40) 12figs
2nd Brunswick Light Bn (B17B40) 12figs
3rd Brunswick Light Bn (B17B40) 12figs
1st Brunswick Line Bn (B17C40) 12figs
2nd Brunswick Line Bn (B17C40) 12figs
3rd Brunswick Line Bn (B17C40) 12figs
Brunswick Hussars (B19-40) 10figs
Brunswick Lancers (B19-40) 4figs
Brunswick foot battery (A18B20) 6x9lb, 2xhow
Brunswick horse battery (A18B20) 6x6lb, 2xhow

Allied Group #3 (AG3):
These troops are under the control of Prince Orange until Wellington arrives.
DB Cavalry, Merlen (+1MC +5MV CD=12”)
5th Belgian Lt. Dragoons (B17-40) 8figs
6th Ducth Hussars (B17-40) 10figs

Allied Group #4 (AG4):
Wellington, (+3MC +10MV CD=45”) enters the game and replaces Price of Orange as army commander.
5th Infantry Division, Picton (+2MC +10MV CD=20”)
28th Foot (B19C40) 10figs
32nd Foot (B18C40) 12figs
79th Highland (A20B45) 12figs
95th Rifles (B18R40) 10figs
1st Foot (B19C40) 10figs
42nd Highland (A20B45) 10figs
44th Foot (B18C40) 10figs
92nd Highland (A20B45) 10figs
Gifhorn LW Bn (C14D30) 12figs
Hameln LW Bn (C14D30) 12figs
Hildesheim LW Bn (C14D30) 12figs
Peine LW Bn (C14D30) 12figs
British foot battery (A20B20) 6x9lb
Hanoverian foot battery (B18B20) 4x9lb, 2xhow

Allied Group #5 (AG5):
3rd Infantry Division, Alten (+1MC +5MV CD+18”)
30th Foot (B18C40) 12figs
33rd Foot (B18C40) 10figs
69th Foot (B18C40) 8figs
73rd Foot (B18C40) 10figs

Allied Group #6 (AG6):
These troops are under Wellington’s control.
Diepholz LW Bn (C14D30) 12figs
Hanover LW Bn (C14D30) 12figs
Neustadt LW Bn (C14D30) 12figs
Velzen LW Bn (C14D30) 12figs

Battle of Medina, 14 July 1808

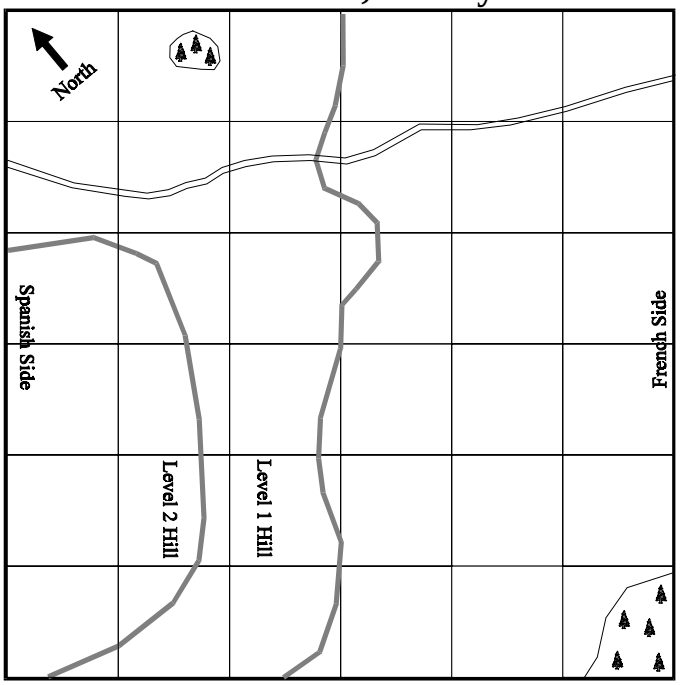

Table setup:
Table is 6 feet by 6 feet, all wooded areas are light woods, and all slopes are steep with a continuous slope towards the north-west. No ammunition caissons can be used. The Spanish player sets up first, then the French player. Side **A** will move three units and side **D** will move two units during the sequence of play. Threshold checks are taken after 60% losses for the French and 50% losses for the Spanish.

Game Turn 1: Battle Starts
Game Turn 8: Battle ends after the completion of GT8

French Group #1 (FG1):
May deploy up to 12” from the French edge of the table
Army Commander, Bessieres (+2MC +10MV CD=30”)
1st Fusiliers - Imperial Guard (A20A50) 3xbat-12figs
Chasseurs a Cheval - Imperial Guard (A24-50) 8figs
Foot battery (A19B20) 6x8lb, 2xhow
1st Division, Merle (+1MC +5MV CD=18”)
13th Provisional IR (B16C40) 4xbat-12figs
14th Provisional IR (B16C40) 1xbat-12figs
17th Provisional IR (B16C40) 4xbat-12figs
18th Provisional IR (B16C40) 4xbat-12figs
Foot battery (A19B20) 6x6lb, 2xhow
2nd Division, Mouton (+1MC +5MV CD=18”)
47th Line (B18C40) 1xbat-12figs
3rd Swiss (B19C40) 3xbat-12figs
4th Light (B19B40) 3xbat-12figs
15th Line (B18C40) 2xbat-12figs
Foot battery (A19B20) 6x6lb, 2xhow
Cavalry, Lasalle (+1MC +5MV CD=16”)
10th Chasseurs (A19-40) 6figs
22nd Chasseurs (A19-40) 6figs
Horse battery (A19B20) 4x4lb, 2xhow

Spanish Group #1 (SG1):
Historically, the Spanish forces were divided and very poorly deployed on the battlefield. Using a historical deployment would only favor the French to such a degree that the battle would be unbalanced. For this scenario, and to give the French player(s) a better challenge, allow the Spanish forces to be deployed freely up to 36” from the Spanish edge of the table.

Army Commander-1, Cuesta (+1MC +5MV CD=25”)
Castilian Militia (C11D25) 6xbat-9figs
Covadonga IR (C14C35) 2xbat-12figs
Cavalry (B15-40) 6figs
Army Commander-2, Blake (+1MC +5MV CD=25”)
Vanguard Division, Mendizabal (+1MC +5MV CD=16”)
  2nds Catalonian Lt Bn (C14B35) 12figs
  Navarra IR (C14C35) 1xbat-12figs
  Zaragoza IR (C14C35) 1xbat-12figs
  Grenadier Bn (B18C40) 12figs
  Grenadier Bn (B18C40) 12figs
  Foot battery (B18B15) 4x6lb, 2xhow
1st Division, Cagigal (+1MC +5MV CD=16”)
  Rey IR (C14C35) 2xbat-12figs
  Majorca IR (C14C35) 1xbat-12figs
  Hibernica IR (C14C35) 1xbat-12figs
  Combined Bn (C12D25) 12figs
  Literario Bn* (C11D25) 9figs
  Mondonedo Bn* (C11D25) 9figs
  Foot battery (B18B15) 6x6lb, 2xhow
4th Division, Portago (+1MC +5MV CD=16”)
  Barbastro Lt Bn (C14B35) 12figs
  Principe IR (C14C35) 2xbat-12figs
  Toledo IR (C14C35) 2xbat-12figs
  Aragon IR (C14C35) 1xbat-12figs
  Grenadier Bn (B18C40) 12figs
  Grenadier Bn (B18C40) 12figs
  Lugo Bn* (C11D25) 9figs
  Santiago Bn* (C11D25) 9figs
  Foot battery (B18B15) 4x6lb, 2xhow

*These units were levies or provincial militia units

It is a French victory if they can drive the Spanish from the field and continue their advance north-west (Spanish side) towards the town of Medina. Should the Spanish prevent this, it is a Spanish victory.

In the actual battle, the Spanish forces were separated and the French commander had sent part of his forces to the Spanish left flank (to the east, off table) to pin and hold a large section of the Spanish army while he smashed the Spanish units defending the hills. What if the Spanish forces relocated their positions so that this could not happen? As an alternative, players may want to play out this battle on an open battlefield (terrain just to the northeast, off table). Set up the same table (6’ x 6’), but with no terrain features. Just all open ground. The Spanish must deploy their forces on the table first, and within 24” of their edge of the table. After the Spanish are done deploying their forces, the French may now deploy their troops up to 24” from their edge of the table.

Fictional Battle, 1812 (Russia)

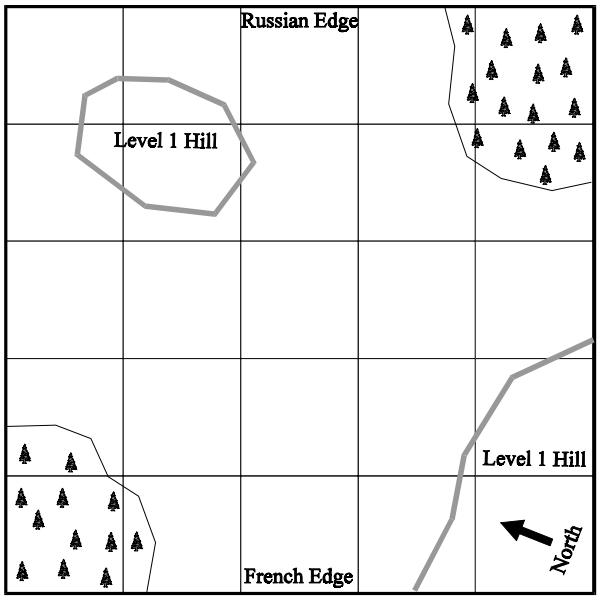

Table setup:
Table is 5 feet by 5 feet. All wooded areas are light woods and all slopes are gentle. No ammunition caissons for either side. Side **A** will move three units and side **D** will move two units during the sequence of play.

Game Turn 1: Battle Starts
Game Turn 7: Battle ends after the completion of GT7. The French must continue their advance eastward to secure a bridge.

French Group #1 (FG1):
Russians setup their forces first, then the French. May deploy up to 12” from the French edge of the table.
First Corp, Marselle (+2MC +10MV CD=28”)
  First Division, Vinot (+1MC +5MV CD=16”)
    1st Light 5xbat, 1st Line 5xbat, 2nd Line 5xbat
  Second Division, Dube (+1MC +5MV CD=16”)
    2nd Light 5xbat, 3rd Line 5xbat, 4th Line 5xbat
  Third Division, Bellier (+1MC +5MV CD=16”)
    3rd Light 5xbat, 5th Line 5xbat, 6th Line 5xbat
Each infantry division will have one 8lb foot and one 6lb foot battery. The Corps artillery will consist of two 12lb foot batteries. No regimental guns and the Corps cavalry will not be present.

Russian Group #1 (RG1):
May deploy up to 30” from the Russian edge of the table
First Corps, Malinski (+2MC +10MV CD=28”)
  1st Division, Strogavich (+1MC +5MV CD=16”)
    1st Regt 2xbat, 2nd Regt 2xbat, 3rd Regt 2xbat
    4th Regt 2xbat, 1st Jager 2xbat, 2nd Jager 2xbat
  2nd Division, Kapservo (+1MC +5MV CD=16”)
    5th Regt 2xbat, 6th Regt 2xbat, 7th Regt 2xbat
    8th Regt 2xbat, 3rd Jager 2xbat, 4th Jager 2xbat
Each infantry division has one 12lb foot battery and one 6lb foot battery. Included in this scenario are three extra grenadier battalions and one dragoon regiment assigned to the Russian Corps. The Russian player(s) may have up to 30” of prepared defenses to deploy.

Battle of Montmirial, 12 February 1814

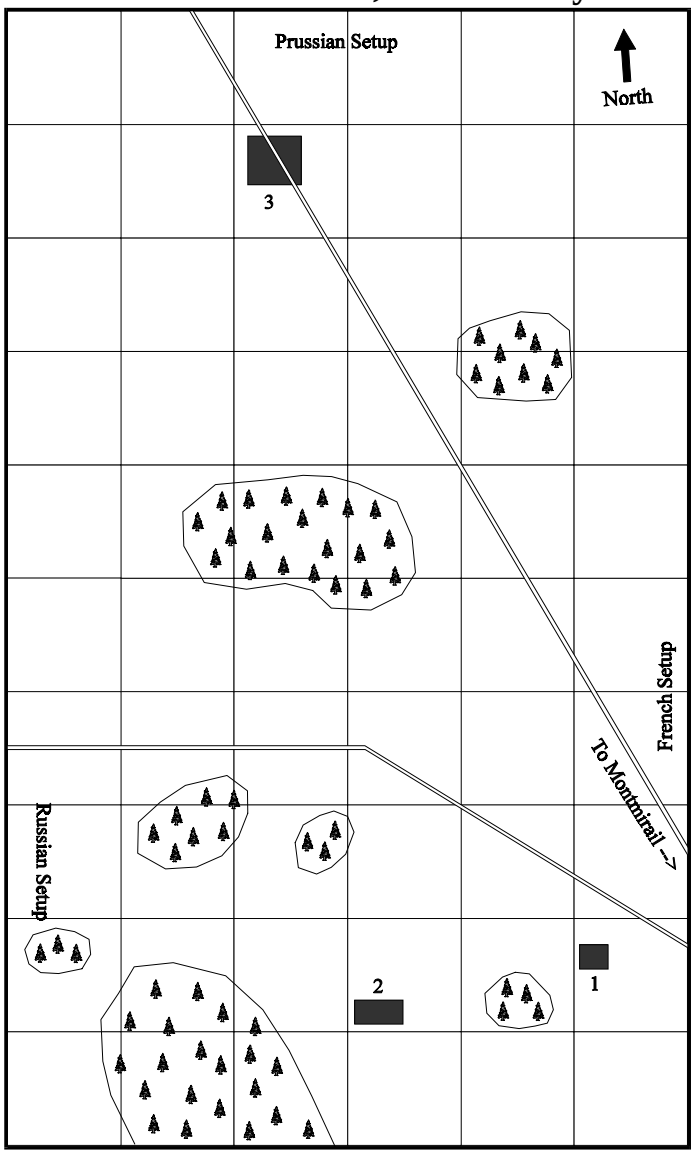

Table is 6 feet by 10 feet and all wooded areas are light woods. 1 = Tremblay (2 blocks), 2 = Marchais (3 blocks), 3 = Fontenelle (3x3 blocks). No ammunition caissons for either side. French player receives 23 turn points while the allied player receives 18. Side **A** will move four units and side **D** will move two units during the sequence of play. The Russian forces and Prussian forces should be controlled by two separate players if more than one player is available to play as the allies, and the turn points are controlled by the Russian player.

Special Rules: *Heavy Rain*: At the start of every period, the French player rolls one D6. If a six is rolled, the weather changes. If clear, heavy rain begins to fall. If raining, the rain stops. If it rains for four or more consecutive periods, ground turns to mud.

Game Turn 1: Battle starts, first period starts with no rain.
Game Turn 3: Prussian player starts rolling for activation.
Game Turn 6: Battle ends after the completion of GT6. The goal for the French is to cut off and isolate most of the Russians from the north edge of the table.

French Forces (FF):
Allies setup their forces first, then the French. May deploy up to 18” from east edge of the table (French setup) but no closer than 36” from north edge of the table (Prussian setup).

Commander, Napoleon (+6MC +20MV CD=55”)
Guard foot battery (A21A20) 6x12lb, 2xhow
Guard foot battery (A21A20) 6x12lb, 2xhow
Guard Cavalry Corps, Colbert (+2MC +10MV CD20”) and also Nansouty (+2MC +5MV CD20”)
  1st Guard Lancers (A24-45) 8figs
  Guard Chasseurs (A24-50) 8figs
  Guard Grenadiers (A22-60) 6figs
  Empress Dragoons (A22-55) 8figs
  2nd Eclaireurs (A21-45) 6figs
  Guard horse battery (A21A20) 4x6lb, 2xhow
  Guard horse battery (A21A20) 4x6lb, 2xhow
Guard Corps, Mortier (+2MC +5MV CD=24”)
  1st Division, Friant (+1MC +10MV CD=20”)
    1st Gd. Grenadiers (A26A65) 2xbat-12figs
    2nd Gd. Grenadiers (A26A65) 2xbat-12figs
    1st Gd. Chasseurs (A26A65) 2xbat-12figs
    2nd Gd. Chasseurs (A26A65) 2xbat-12figs
    Marines & Sappers (C22C45) 6figs
    Guard foot battery (A21A20) 6x6lb, 2xhow
  2nd Division, Michel (+1MC +5MV CD=20”)
    Flanker-Chasseurs (B19B40) 2xbat-9figs
    Fusilier-Chassuers (B20B45) 2xbat-9figs
    Fusilier-Grenadier (B20B45) 2xbat-9figs
    Velites de Florence (B18C40) 2xbat-9figs
    Velites de Turin (B18C40) 2xbat-9figs
    Guard foot battery (A21A20) 6x6lb, 2xhow
Young Guard Corps, Ney (+2MC +10MV CD 24”)
  1st Division, Meunier (+1MC +5MV CD20”)
    1st Voltigeurs (B18B40) 2xbat-9figs
    2nd Voltigeurs (B18B40) 2xbat-9figs
    3rd Voltigeurs (B18B40) 2xbat-9figs
    4th Voltigeurs (B18B40) 2xbat-9figs
    Guard foot battery (A21A20) 6x6lb, 2xhow
  2nd Division, Decouz (+1MC +5MV CD20”)
    5th Voltigeurs (B18B40) 2xbat-9figs
    6th Voltigeurs (B18B40) 2xbat-9figs
    7th Voltigeurs (B18B40) 2xbat-9figs
    8th Voltigeurs (B18B40) 2xbat-9figs
    Guard foot battery (A21A20) 6x6lb, 2xhow
VI Corps, Staff (+0MC +0MV CD=18”). This Corps is under Napoleon’s management.
  8th Infantry Division, Ricard (+1MC +5MV CD=18”)
    2nd Light (B16B40) 1xbat-9figs
    4th Light (B16B40) 1xbat-9figs
    6th Light (B16B40) 1xbat-9figs
    9th Light (B16B40) 1xbat-9figs
    16th Light (B16B40) 1xbat-9figs
    22nd Line (B16C40) 1xbat-9figs
    40th Line (B16C40) 1xbat-9figs
    50th Line (B16C40) 1xbat-9figs
    65th Line (B16C40) 1xbat-9figs
    136th Line (B16C40) 1xbat-9figs
    138th Line (B16C40) 1xbat-9figs

142nd Line (B16C40) 1xbat-9figs
144th Line (B16C40) 1xbat-9figs
145th Line (B16C40) 1xbat-9figs
149th Line (B16C40) 1xbat-9figs
Foot battery (A19B20) 6x6lb, 2xhow
Foot battery (A19B20) 6x6lb, 2xhow
Cavalry Division, Defrance (+1MC +5MV CD=18”)
1st Gardes d’Honneur. (A20-45) 6figs
2nd Gardes d’Honneur. (A20-45) 6figs
3rd Gardes d’Honneur. (A20-45) 6figs
1st Carabiniers (A20-60) 6figs
2nd Carabiniers (A20-60) 6figs
8th Cuirassiers (A20-60) 6figs
6th Dragoons (A20-50) 6figs
10th Hussars (A20-45) 6figs
Horse battery (A19B20) 4x6lb, 2xhow

Russian Forces (RF):
May deploy up to 36” from the west edge of the game table and up to 48” from the south edge of the table. This should give a Russian setup area of 3’ x 4’ in the south-west corner of the game table.

XI Russian Corps, Sacken (+2MC +5MV CD30”)
10th Division, Liewen (+1MC +5MV CD18”)
Yaroslav IR (B17C40) 2xbat-8figs
Bialystock IR (B17C40) 2xbat-8figs
Kursk IR (B17C40) 1xbat-8figs
Crimea IR (B17C40) 1xbat-8figs
8th Jagers (B17B40) 2xbat-8figs
39th Jagers (B17B40) 2xbat-8figs
Foot battery (A17B20) 2x(4x6lb, 2xhow)
27th Division, Stawitsky (+1MC +5MV CD18”)
Odessa IR (B17C40) 2xbat-8figs
Wilna IR (B17C40) 2xbat-8figs
Teraspol IR (B17C40) 1xbat-8figs
Simbirsk IR (B17C40) 1xbat-8figs
49th Jagers (B17B40) 2xbat-8figs
50th Jagers (B17B40) 2xbat-8figs
Foot battery (A17B20) 2x(4x6lb, 2xhow)
16th Division, Staff (+0MC +0MV CD18”)
Kamchatka IR (B17C40) 2xbat-8figs
Ochotsk IR (B17C40) 2xbat-8figs

VI Russian Corps, Tallisin (+2MC +5MV CD30”)
18th Division, Bernodossov (+1MC +5MV CD18”)
Vladimir IR (B17C40) 1xbat-8figs
Dniepr IR (B17C40) 1xbat-8figs
Tambov IR (B17C40) 1xbat-8figs
Kostroma IR (B17C40) 1xbat-8figs
28th Jagers (B17B40) 1xbat-8figs
32nd Jagers (B17B40) 1xbat-8figs
Foot battery (A17B20) 2x(4x6lb, 2xhow)
7th Division, Scherbatov (+1MC +5MV CD18”)
Pskov IR (B17C40) 1xbat-8figs
Moscow IR (B17C40) 1xbat-8figs
Sophia IR (B17C40) 1xbat-8figs
Libau IR (B17C40) 1xbat-8figs
11th Jagers (B17B40) 1xbat-8figs
36th Jagers (B17B40) 1xbat-8figs
Foot battery (A17B20) 2x(4x6lb, 2xhow)

Cavalry Corps, Wassiltschikov (+2MC +5MV CD25”)
3rd Drgn Div., Pantschulidschev (+1MC +5MV CD18”)
Kurland Dragoons (A18-40) 4figs
Smolensk Dragoons (A18-40) 4figs
2nd Hussar Div., Landskoi (+1MC +5MV CD18”)
Achtyrsk Hussars (A19-20) 12figs
Mariupol Hussars (A19-20) 10figs
Alexandria Hussars (A19-20) 10figs
White Russian Hussars (A19-20) 8figs
Horse battery (A18B20) 2x(6x6lb)
Cossack Div, Karpov (+1MC +5MV +18”)
Polks Cossacks (C12-10) 8figs
Lubovkin Cossacks (C12-10) 8figs
Tschernusubov Cossacks (C12-10) 8figs
Kutainikov Cossacks (C12-10) 8figs
Siementschenkov Cossacks (C12-10) 8figs
Grekov Cossacks (C12-10) 8figs
St. Petersburg Cossacks (C12-10) 8figs
4th Ukrainian Cossacks (C12-10) 8figs
Popov Cossacks (C12-10) 8figs
2nd Kalmuck Cossacks (C12-10) 8figs

Prussian Forces (PF):
May deploy up to 16” from the north edge of the game table. These units cannot move until they become activated. To become activated, the Prussian player rolls one D6 at the beginning of every period starting on game turn 3. On a roll of six, they become activated. If the Prussians receive one figure casualty from enemy fire or if the French move within 12”, they automatically become activated.

I Prussian Corps, York (+3MC +10MV CD40”)
1st Brigade, Pirch (+1MC +5MV CD30”)
Leib-Gren Bn (A18B45) 9figs
West Prussian-Gren Bn (A18B45) 9figs
East Prussian-Gren Bn (A18B45) 9figs
Silesian-Gren Bn (A18B45) 9figs
5th Silesian Landwehr (C12D20) 4xbat-9figs
13th Silesian Landwehr (C12D20) 4xbat-9figs
2nd Lieb-Hussars (A18-40) 8figs
Foot battery (B18B20) 4x6lb, 2xhow
7th Brigade, Horn (+1MC +5MV CD20”)
Lieb Infantry Regt (B17C40) 3xbat-9figs
Thuringian Bn (B16C40) 9figs
4th Silesian Landwehr (C12D20) 4xbat-9figs
15th Silesian Landwehr (C12D20) 3xbat-9figs
Brandenburg Hussars (A18-40) 4figs
Silesian Landwehr Cavalry (C12-20) 4figs
Foot battery (B18B20) 4x6lb, 2xhow

Remember, retreating units must move away from all known enemy units. Directly away if possible. This means a retreating Russian unit is most likely going to retreat towards the west edge of the table. Historically, Napoleon was able to force most of the Russians westward. During the night, the Russian forces marched northwest then northeast to regroup with the Prussians. The battle of Chateau-Theirry the following day was the result of Napoleon’s pursuit.

Battle of Chateau-Theirry, 13 Feb. 1814

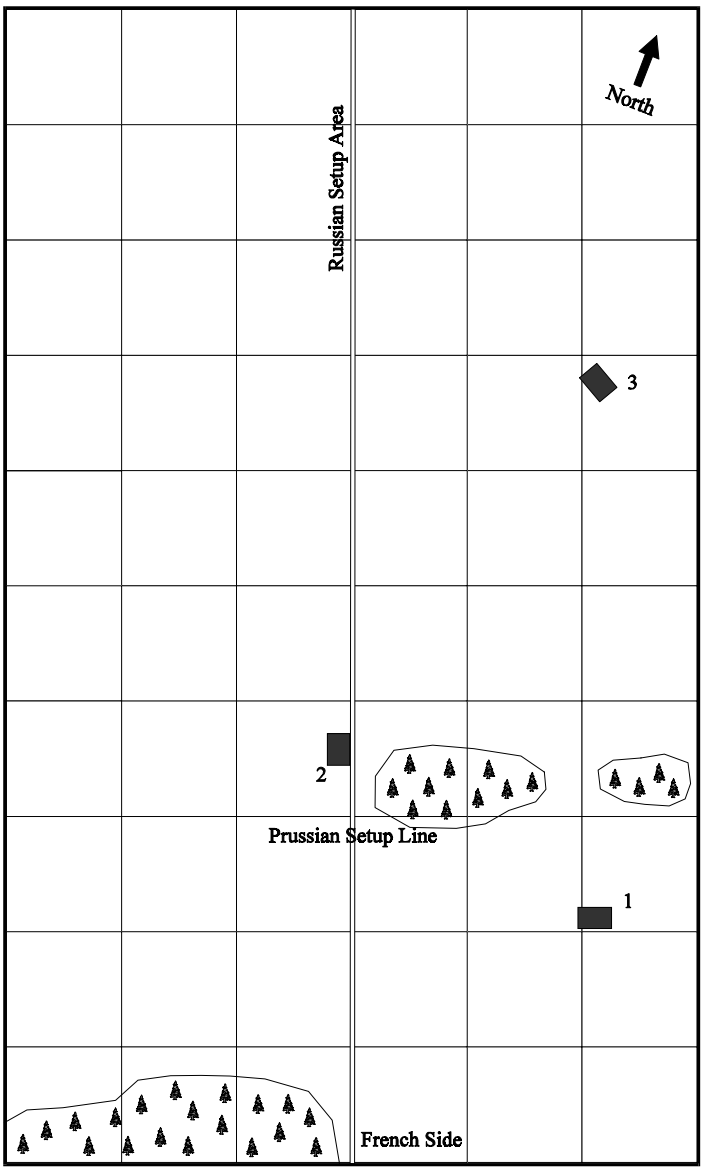

Table is 6 feet by 10 feet and all wooded areas are light woods. 1 = Noues (2 blocks), 2 = Nuues (2 blocks), 3 = Trinite (2 blocks). No ammunition caissons for either side. French player receives 23 turn points while the allied player receives 18. Side **A** will move four units and side **D** will move two units during the sequence of play. The Prussian forces and Russian forces should be controlled by two separate players if more then one player is available to play as the allies, and the turn points are controlled by the Prussian player.

Historically, the Russian and Prussian forces were on the retreat with the Prussians furnishing the rearguard. Napoleon had sent some of his cavalry to outflank the Prussian rearguard position and to rampage the Russian troops drawn-out (with baggage wagons and other heavy equipment) on the road. It was a brilliant pursuit by Napoleon. However, using an accurate historical deployment would favor the attacking French making the situation unbalanced for the Prussian and Russian forces. For this scenario, and to give the French player(s) more of a challenge, I have modified the historical setup so that there is no outflanking cavalry. As an alternative, players may want to try this battle using Colbert's guard cavalry corps to outflank the Prussian and Russian positions. Colbert's cavalry would enter the game table from the west edge of the board and would be an independent command. If players choose to try this optional cavalry deployment, the Russian forces may begin to move as soon as a French unit comes within 12" of any Russian unit or if a Russian unit is fired upon by French artillery.

Game Turn 1: Battle starts
Game Turn 2 Period 4: Russian forces may now move.
Game Turn 9: Battle ends after the completion of GT9. It is a French victory if the allies are driven from the field.

French Forces (FF):
The Prussians and Russians setup their forces first, then after the allies are finished deploying, the French may setup their forces. French troops may deploy up to 18" from south edge of the table (French side).

The order of battle is the same as that used in the battle of Montirail (12 February 1814) minus any casualties taken.

Prussian Forces (PF):
Prussian forces may be deployed in the area of Nuues (#2) but not beyond 24" from the road.

The order of battle is the same as that used in the battle of Montirail (12 February 1814) minus any casualties taken.

Russian Forces (RF):
Russian forces may deploy up to 36" from the north edge of the game table and must be deployed within 12" from the road. This should give a setup area of 2' by 3' with the road running down the middle. The Russian forces remain stationary and cannot move until the start of game turn 2, period 4.

The order of battle is the same as that used in the battle of Montirail (12 February 1814) minus any casualties taken.

Casualties From Montmirail:
Before deploying forces for the battle of Chateau-Theirry, players are encouraged to retrieve approximately one-half (round down) of the total casualties taken at the battle of Montmirail. Guns that were destroyed or captured and troops that had surrendered can not be used.

Battle of Abensburg, 20 April 1809

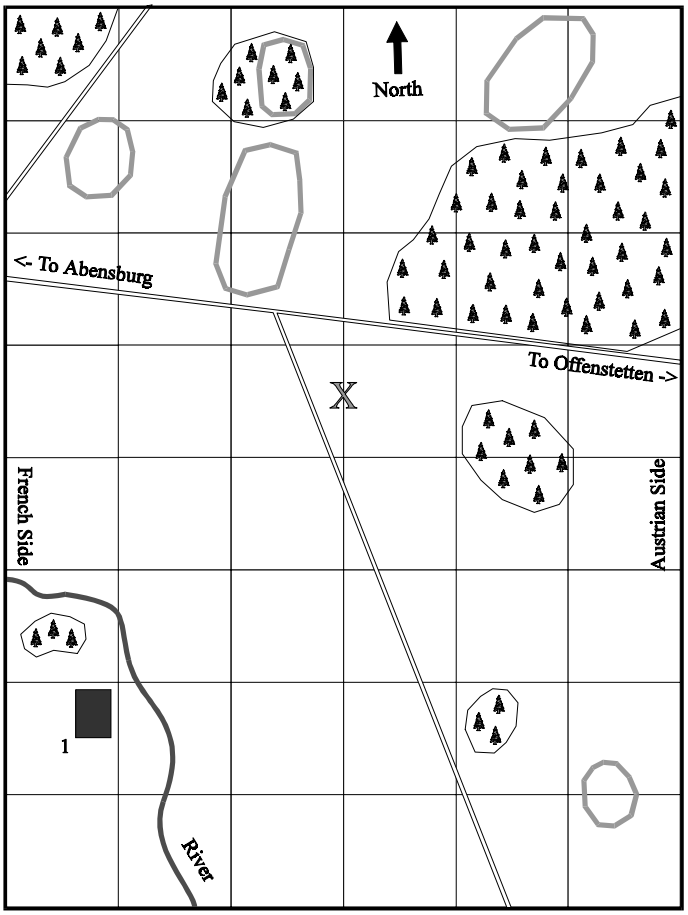

Table is 6 feet by 8 feet. All wooded areas are light woods and all slopes are steep. 1 = Biburg (2x3 blocks). No ammunition caissons for either side. It will cost two actions to cross the river (see page 6 of the rules for details). French side receives 22 turn points while the Austrian side receives 18. Side **A** will move three units and side **D** will move two units during the sequence of play.

Game Turn 1: Battle starts
Game Turn 7: Battle ends after the completion of GT7. It is a major French victory if they can drive the Austrians from the field. It is a marginal French victory and a major Austrian victory if one side or the other controls the area of the map that is marked "X". Enemy units cannot be within 12" of the position to be considered controlled.

French Forces (FF):
May deploy up to 24" from the west edge of the table (French side).
Commander, Napoleon (+6MC +20MV CD=55")
VII Corps, Lefebvre (+2MC +10MV CD=25")
1st Bavarian Division, Ludwig (+1MC +5MV CD=20")
Bavarian Light Inf. Bn (B17B40) 12figs
1st Bavarian IR (B17C40) 2xbat-12figs
2nd Bavarian IR (B17C40) 2xbat-12figs
4th Bavarian IR (B17C40) 2xbat-12figs
8th Bavarian IR (B17C40) 2xbat-12figs
Minucci Dragoons (B19-45) 8figs
Kronprinz Chevau-Legers (B19-40) 8figs
Bavarian foot battery (A18B20) 4x6lb, 2xhow
Bavarian foot battery (A18B20) 4x6lb, 2xhow
Bavarian horse battery (A18B20) 4x6lb, 2xhow
2nd Bavarian Division, Wrede (+1MC +5MV CD=20")
Bavarian Light Inf. Bn (B17B40) 12figs
3rd Bavarian IR (B17C40) 2xbat-12figs
6th Bavarian IR (B17C40) 2xbat-12figs
7th Bavarian IR (B17C40) 2xbat-12figs
13th Bavarian IR (B17C40) 2xbat-12figs
Bavarian foot battery (A18B20) 4x6lb, 2xhow
Bavarian foot battery (A18B20) 4x6lb, 2xhow
Bavarian foot battery (A18B20) 4x6lb, 2xhow
VIII Wurttemberg Corps, Vandamme (+2MC +5MV CD=25")
Wurttemberg Division, Woelwarth (+2MC +5MV CD=20")
Infantry Regt. Phull (B17C40) 1xbat-12figs
Light Bn Brusselle (B17B40) 12figs
Light Bn Wolff (B17B40) 12figs
Kong Jagers (B17R40) 12figs
Neuffer Jagers (B17R40) 12figs
Chevau-Legers (B18-40) 8figs
Mounted Jagers Herzog Louis (B17-40) 6figs
Mounted Jagers Kong (B17-40) 8figs
Wurttemberg horse battery (A18B20) 4x6lb, 2xhow
Wurttemberg horse battery (A18B20) 4x6lb, 2xhow

Austrian Forces (AF):
May deploy up to 24" from the east edge of the table (Austrian side).
Commander, von Hiller (+2MC +10MV CD=40")
4th Infantry (B17C40) 3xbat-18figs
6th Chevau-Legers (B18-40) 16figs
Foot Battery (A18B20) 6x12lb
III Corps (elements), under Hiller's direction
Group #1, Thierry, (+1MC, +5MV CD=10")
1st Infantry (C18C40) 2xbat-18figs
29th Infantry (C18C40) 3xbat-18figs
4th Dragoons (B20-40) 8figs
Brigade Foot Battery (A18B20) 8x6lb
Brigade Foot Battery (A18B20) 8x6lb
V Corps (elements), Hohenlohe (+2MC +5MV CD=30")
Group #2, Radetzky (+1MC +5MV CD=20")
39th Infantry (C18C40) 3xbat-18figs
60th Infantry (C18C40) 3xbat-18figs
58th Infantry (C18C40) 3xbat-18figs
7th Grenz Infantry (C17C40) 2xbat-18figs
8th Grenz Infantry (C17C40) 2xbat-18figs
8th Hussars (B20-45) 16figs
3rd Uhlans (B20-40) 16figs
Brigade Foot Battery (A18B20) 8x6lb
Brigade Foot Battery (A18B20) 8x6lb
Cavalry battery (B18B20) 6x6lb

The Austrian player may brake down the large cavalry formations (sixteen figure regiments) into two separate commands of eight figures each.

Battle of Teugn-Hausen, 19 April 1809

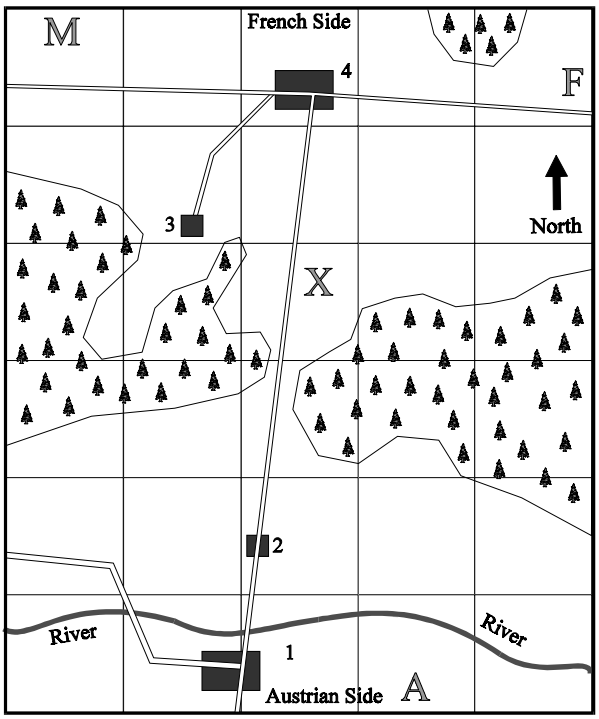

Table is 5 feet by 6 feet and all wooded areas are dense woods. 1 = Hausen (2x3 blocks), 2 = Saladorf (1 block), 3 = Roith (1 block), 4 = Teugn (2x3 blocks). No ammunition caissons for either side. It will cost one action to cross the river (see page 6 of the rules for details). French side receives 20 turn points while the Austrian side receives 19. Side **A** will move three units and side **D** will move two units during the sequence of play.

Game Turn 1: Battle starts
Game Turn 2: French Group 2 (FG2) arrives.
Game Turn 7: Battle ends after the completion of GT7. It is a major Austrian victory if they can drive the French from the field. It is a marginal Austrian victory and a major French victory if one side or the other controls the area of the map that is marked "X". Enemy units cannot be within 12" of the position to be considered controlled.

Optional Troops: Morand's Division (French) and the Austrian grenadier division did not participate in the battle, but could have been involved had the situation been slightly different. These forces can either come in on game turn 3 or if the players agree they can dice to see if these troops arrive on the battlefield. Both sides roll one D6 at the start of each game turn (seven rolls total) to see if these forces arrive. If a six is rolled on the D6, they arrive. Add +1 to the die for GT2; +2 to the die for GT3; +3 to the die for GT4; +4 to the die roll for GT5; etc. If Morand's division arrives, they come in at the north-west corner of the game table (marked "M" on the map), and should the Austrian grenadier division arrives, they come in at the south-east corner of the game table (marked "A" on the map).

French Group #1 (FG1):
May deploy up to 18" from the north edge of the table (French side)
III Corps, Davout (+4MC +15MV CD=40")
- 2nd Division, Friant (+1MC +5MV CD=18")
  - 33rd Line (B18C40) 3xbat-12figs
  - 48th Line (B18C40) 3xbat-12figs
  - 108th Line (B18C40) 2xbat-9figs
  - 111th Line (B18C40) 2xbat-12figs
  - Foot battery (A20B20) 4x6lb, 2xhow
  - Foot battery (A20B20) 4x6lb, 2xhow
- 4th Division, Saint Hilaire (+1MC +5MV CD=18")
  - 10th Light (B18C40) 3xbat-12figs
  - 3rd Line (B18B40) 3xbat-12figs
  - 57th Line (B18C40) 3xbat-12figs
  - 72nd Line (B18C40) 3xbat-12figs
  - 105th Line (B18C40) 3xbat-12figs
  - Foot battery (A20B20) 4x6lb, 2xhow
  - Foot battery (A20B20) 4x6lb, 2xhow

French Group #2 (FG2):
Arrives at the location on the game table marked "F".
- 7th Line (B19B40) 1xbat 12figs

Austrian Group #1 (AG1):
May deploy up to 18" from the south edge of the table (Austrian side)
III Corps, Hohenzollern (+2MC +5MV CD=35")
- Vanguard, Vukassovich (+1MC +5MV CD=18")
  - 9th Grenz (C17C40) 1xbat 18figs
  - Erzherzog Carl Legion* (C17C40) 1xbat 18figs
  - 3rd Hussars (A20-45) 12figs
  - Cavalry battery (A19B20) 4x6lb, 2xhow
- Division A, Julien (+1MC +5MV CD=18")
  - 12th Infantry (C18C40) 3xbat-18figs
  - 23th Infantry (C18C40) 2xbat-18figs
  - Foot battery (A19B20) 8x6lb
- Division B, Lusignan (+1MC +5MV CD=18")
  - 7th Infantry (C18C40) 2xbat-18figs
  - 56th Infantry (C18C40) 3xbat-18figs
  - Foot battery (A19B20) 8x6lb
- Division C, Bieber (+1MC +5MV CD=10")
  - 20th Infantry (C18C40) 3xbat-18figs
  - 38th Infantry (C18C40) 2xbat-18figs
  - Foot battery (A19B20) 8x6lb

*The Erzherzog Carl Legion was a Frei-Corps unit that was dressed in dark brown coats faced red, white lace, blue Hungarian breeches, black leather. This unit can skirmish.

Optional Reinforcements:
1st Division, Morand (+1MC +5MV CD=18")
- 57th Line (B19C40) 3xbat-12figs
- 72nd Line (B19C40) 3xbat-12figs
- Foot battery (A20A20) 4x6lb, 2xhow

Grenadier Div, Lindenau (+1MC +5MV CD=18")
- 10 x Grenadier Bns (B20A50) 12figs each

Grenadier Battalions; Hohenlohe, Hahn, Stark, Leiningen, Pecadue, Georgy, Cappy, Nissel, Portner, & Legrand.

Battle of Vimiero, 21 August 1808

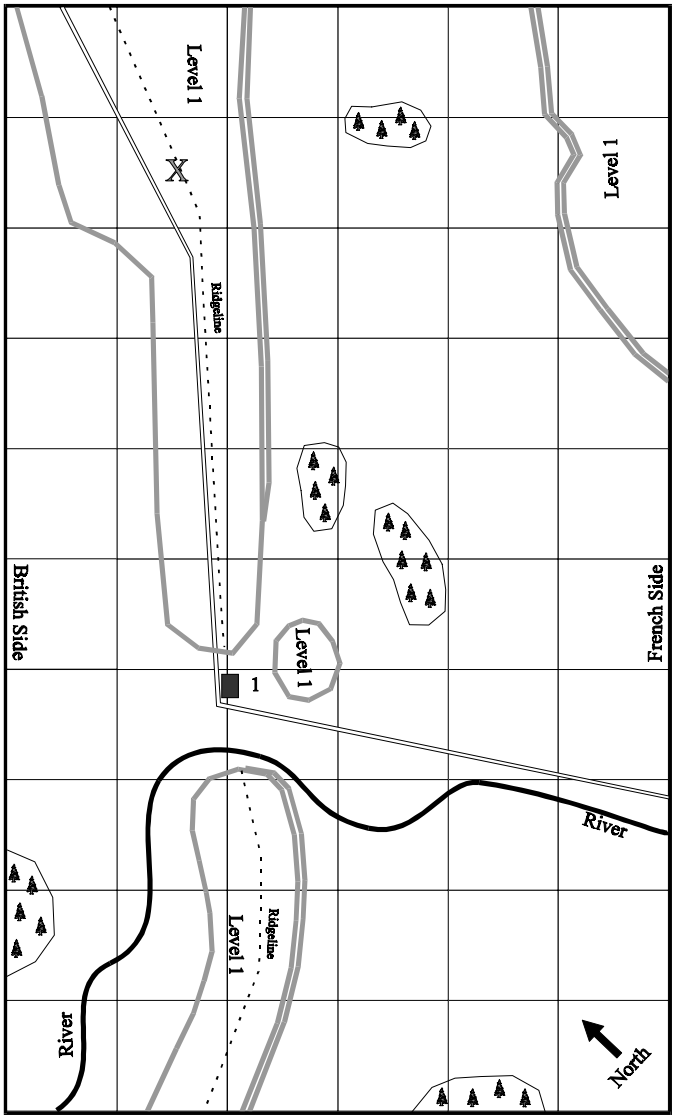

Table is 6 feet by 10 feet. All wooded areas are light woods. All double line slopes are extreme, and all single line slopes are steep. No ammunition caissons for either side. It will cost one action to cross the river. 1 = Vimiero (2 blocks). The British setup their forces first, then the French setup their forces. Side **A** will move three units and side **D** will move two units during the sequence of play.

Game Turn 1: Battle Starts

Game Turn 8: Battle ends after the completion of GT8. It is a victory to the side that can hold Vimiero and the area marked "X" on the map at the end of the battle. If the French capture one of the two objectives, it's a minor French victory. Future French presence in Portugal was decided by this battle.

Special Rules: The steep slopes (represented by the double slope lines) were also very rugged. Troops defending these slopes receive an additional +5 to their melee value. Remember that troops attacking units on higher ground receive a -5 to their melee value. Starting on GT2, the British player rolls one D6 at the start of each period. On a roll of six, Sir Harry Burrard (+2MC,+5MV,CD=35") arrives and takes command. When Burrard takes command, the British only receive 18 turn points.

French Group #1 (FG1):
May deploy up to 12" from the French edge of the table.
Army Commander, Junot (+2MC +10MV CD=35")
- 1st Division, Delaborde (+1MC +5MV CD=18")
  - 2nd Light (B18B40) 1xbat-12figs
  - 4th Light (B18B40) 1xbat-12figs
  - 70th Line (B18C40) 2xbat-12figs
  - 86th Line (B18C40) 2xbat-12figs
  - 4th Swiss (B18B40 1xbat-4figs
  - 2x Foot battery (A19B20) 4x6lb, 2xhow
- 2nd Division, Loison (+1MC +5MV CD=18")
  - 12th Light (B18B40) 1xbat-12figs
  - 15th Light (B18B40) 1xbat-12figs
  - 32nd Line (B18C40) 1xbat-12figs
  - 58th Line (B18C40) 2xbat-12figs
  - 82nd Line (B18C40) 1xbat-12figs
  - 2x Foot battery (A19B20) 4x6lb, 2xhow
- Grenadier Division, Kellermann (+1MC +5MV CD=18")
  - 4x Grenadier Bn (B19B50) 9figs each
- Cavalry Command, Margeron (+1MC +5MV CD=18")
  - 26th Prov. Chasseurs (A18-40) 4figs
  - 3rd, 4th, 5th Prov. Dragoons (A18-50) 8figs each

British Group #1 (BG1): (Without the Portuguese Brigade)
May deploy up to 36" from the British edge of the table.
Army Commander, Wellesley (+3MC +10MV CD=40")
20th Light Dragoons (A20-40) 6figs
2x British foot battery (A19B20) 6x6lb
1x British foot battery (A19B20) 6x9lb
- 1st Div, Hill&Ferguson (+1MC +5MV CD=18")*
  - 5th Foot (B18C40) 14figs
  - 1/9th Foot (B18C40) 14figs
  - 36th Foot (B18C40) 12figs
  - 38th Foot (B18C40) 14figs
  - 40th Foot (B18C40) 12figs
  - 71st Foot - Light Inf. (B19B40) 12figs
- 2nd Div, Bowes&Nightingall (+1MC +5MV CD=18")*
  - 6th Foot (B18C40) 14figs
  - 29th Foot (B18C40) 12figs
  - 32nd Foot (B18C40) 14figs
  - 82nd Foot (B18C40) 12figs
- 3rd Div, Crauford&Fane (+1MC +5MV CD=18")*
  - 45th Foot (B18C40) 14figs
  - 50th Foot (B18C40) 12figs
  - 60th Foot - Rifles (B18R40) 12figs
  - 91st Foot (B18C40) 14figs
  - 95th Foot - Rifles (B18R40) 12figs
- 4th Div, Acland&Anstruther (+1MC +5MV CD=18")*
  - 2nd Foot (B18C40) 10figs
  - 2/9th Foot (B18C40) 12figs
  - 20th Foot (B18C40) 10figs
  - 43rd Foot - Light Inf. (B19B40) 12figs
  - 52nd Foot - Light Inf. (B19B40) 12figs
  - 97th Foot (B18C40) 12figs

*Even though there are two leaders, only use one leader stand to represent the divisional commanders.

Fictional Battle, 1814 (America)

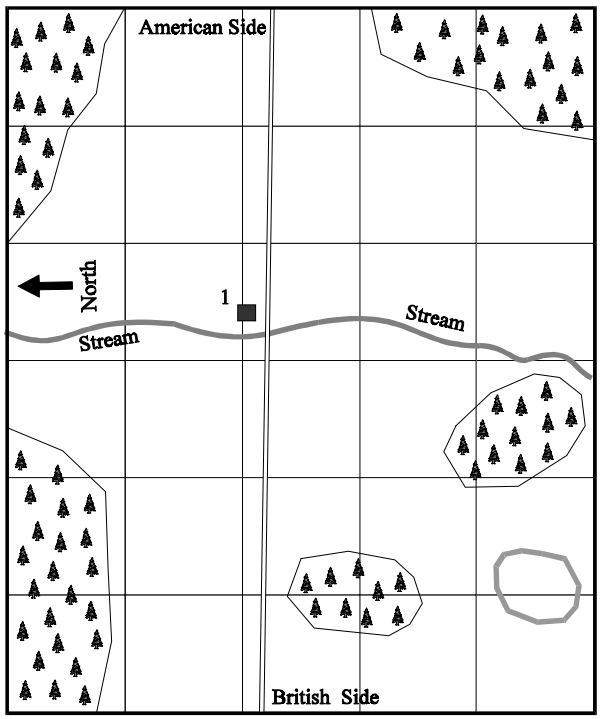

Table setup:
Table is 5 feet by 6 feet. All wooded areas are dense woods. 1 = Branden's farm of 1 block. It takes one action to cross the stream and no troops can use the bridge as the American forces have barricaded it. Threshold checks are taken only after 75 percent of a force has been lost. Neither side can have ammunition caissons and the Americans receive 18" of prepared defenses.

Game Turn 1: battle starts
Game Turn 8: At the end of game turn 8, the battle is over if not already finished.

American Group #1 (AG1):
May deploy up to 36" from the east edge of the table. The British are advancing on a US naval port. The port has numerous supplies for the US navy and one American frigate in dry dock under repairs. The Americans must stop the British advance and hold the field of battle so that the US navy has time to recover the supplies, and more importantly, get the American frigate out to sea. It will be an American victory if the British forces can be stopped.

US commander, Smith (+2MC +5MV CD=22")
Infantry Brigade, Johnson (+1MC +10MV CD=16")
- 1st Infantry (B18C40) 10figs
- 2nd infantry (B18C40) 10figs
- 3rd Infantry (B18C40) 10figs
- 4th Infantry (B18C40) 10figs
- 5th Infantry (B18C40) 10figs
- 6th Infantry (B18C40) 10figs
- US Militia (C14D30) 10figs
- US Militia (C14D30) 10figs
- US Dragoons (B18-40) 4figs
- US foot battery (A19B20) 4x12lb

British Group #1 (BG1):
May deploy up to 18" from the west edge of the table. The British forces are ordered to take a US naval port to the east and destroy or capture all supplies at the dockyards including one US frigate in dry dock. It will be a British victory if the Americans can be defeated and the British advance upon the port resumed.

British commander, Cooke (+2MC +5MV CD=22")
British Division, Johnston (+1MC +5MV CD=16")
- 7th Fusiliers (A20B50) 10figs
- 8th Foot (B18C40) 10figs
- 42nd Highlanders (A20B45) 10figs
- 43rd Light Inf. (B18B40) 10figs
- 49th Foot (B18C40) 10figs
- 52nd Light Inf. (B18B40) 10figs
- 100th Foot (B19C40) 10figs
- Marines (C18C40) 8figs
- Canadian Militia (C15D30) 10figs
- Canadian Militia (C15D30) 10figs
- Canadian Militia (C15D30) 10figs
- 19th Lt. Dragoons (A19-40) 6figs
- British foot battery (A19B20) 6x6lb

Fictional Battle, 1815 (Netherlands)

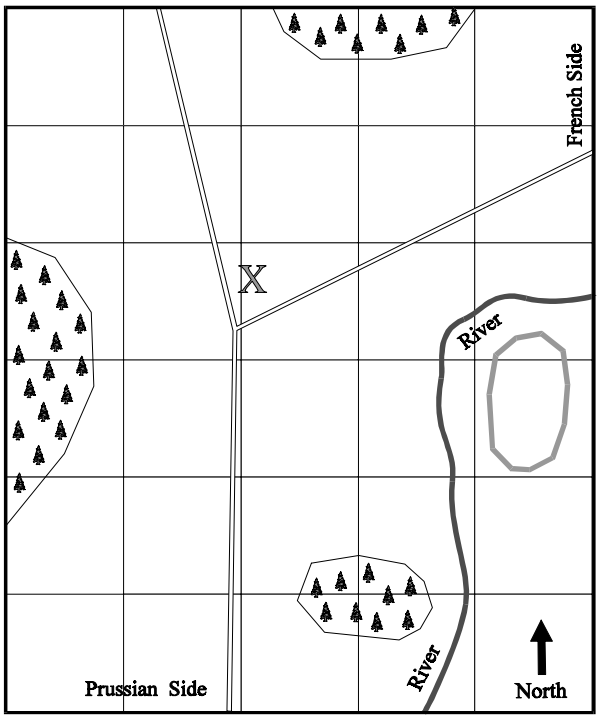

Table setup:
Table is 5 feet by 6 feet and all wooded areas are light woods. It takes three actions to cross the river. Threshold checks are ignored and neither side can use ammunition caissons.

Game Turn 1: battle starts
Game Turn 9: At the end of game turn 9, the battle is over if not already finished.

Prussian Group #1 (PG1):
May deploy up to 12” from the south edge of the game table and up to 24” from the west edge of the table. This should give a Prussian setup area of 1 foot by 2 feet in the south-west corner of the game table.
Prussian Brigade, Brause (+1MC +5MV CD=20”)
2nd IR musketeer (B18C40) 2xbat-12figs
fusilier (B18B40) 1xbat-12figs
7th IR musketeer (B18C40) 2xbat-12figs
fusilier (B18B40) 1xbat-12figs
Jager battalion (B18R40) 12figs
4th Landwehr (C15D35) 4xbat-12figs
Landwehr cavalry (C15-30) 6figs
Lancer regiment (B20-40) 12figs
Foot battery (A19B20) 6x6lb, 2xhow

A Prussian brigade was equivalent to a division in other armies of the period.

French Group #1 (FG1):
May deploy up to 12” from the east edge of the game table and up to 24” from the north edge of the table. This should give a French setup area of 2 feet by 1 foot in the north-east corner of the game table.
French Division, Pegot (+1MC +5MV CD=20”)
2nd Light (B18B40) 3xbat-12figs
4th Line (B18C40) 3xbat-12figs
13th Line (B17C40) 2xbat-9figs
16th Line (B17C40) 2xbat-9figs
5th Chasseurs (A19-40) 6figs
Foot battery (A19B20) 6x6lb, 2xhow
Foot battery (A19B20) 6x6lb, 2xhow

The Prussians are trying to regroup their army and need to secure the important road junction marked with an “X” on the map. It is at this junction that Prussian and French vanguards clash. It is a major Prussian victory if the Prussian advance guard can drive the French holding the area from the field and secure the road junction. It is a marginal Prussian victory or a major French victory for the side that controls the road junction (the area of the map that is marked with an “X”). Enemy units cannot be within 18” of the area (measure distances from the “X”) to be considered under control by either the French or Prussians by the end of the game.

Special Rules: Starting on game turn number two, the Prussian player will roll one D6 at the start of the game turn. If a 6 is rolled, the Prussian player receives the leader Borcke (+1MC +5MV CD20”). The extra leader comes in from the edge of the board within the original starting position of the Prussian forces.

Battle of Saltanovka, 23 July 1812

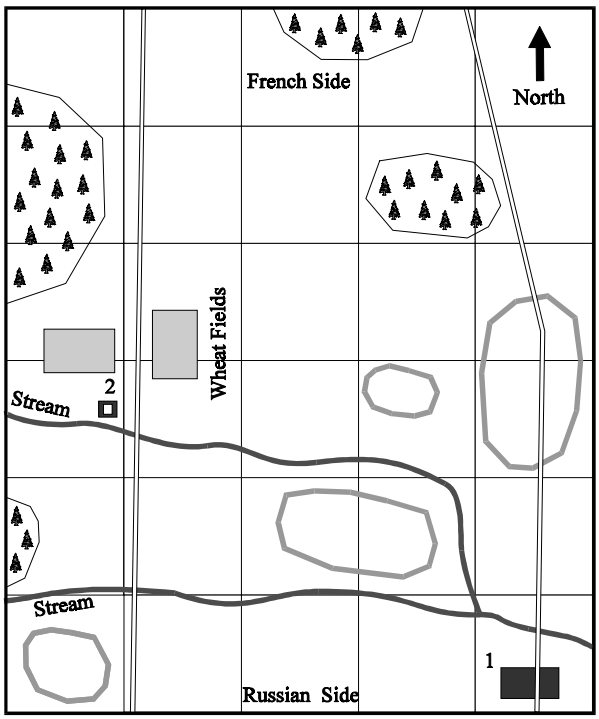

Table is 5 feet by 6 feet and all wooded areas are light woods. 1 = Saltanovka (2x3 blocks), 2 = Fatova (1 block-fortified). For crossing the stream, see special rules for this scenario. The French get one ammunition caisson while the Russians get none.

Game Turn 1: battle starts (approximately 0800 hours)
Game Turn 9: At the end of game turn 9, the battle is over if not already finished.

French Group #1 (FG1):
May deploy up to 36” from the north edge of the game table. The French may have up to 12” of prepared defenses.
I Corps, Davout (+4MC +15MV CD=40”)
3rd Chasseurs (A19-40) 8figs
Cuirassiers (A20-60) 8figs
4th Division, Desaix (+1MC +5MV CD=18”)
84th Line (B18C40) 5xbat-12figs, + 2x4lb
Foot battery (A19B20) 6x6lb, 2xhow
6th Division, Compan (+1MC +5MV CD=18”)
61st Line (B18C40) 4xbat-12figs, + 2x4b
108th Line (B18C40) 5xbat-12figs, + 2x4lb
Foot battery (A19B20) 6x6lb, 2xhow

Russian Group #1 (RG1):
May deploy up to the stream closest to the south edge of the game table.
VII Corps, Raevsky (+2MC +5MV CD=30”)
12th Division, Kolubakin (+1MC +5MV CD=18”)
Smolensk IR (B17C40) 2xbat-10figs
Ingerman IR (B17C40) 2xbat-10figs
Alexopol IR (B17C40) 2xbat-10figs
Narva IR (B17C40) 2xbat-10figs
28th Jagers (B17B40) 2xbat-10figs
32nd Jagers (B17B40) 2xbat-10figs
Foot battery (A17B20) 2x(4x6lb, 2xhow)

26th Division, Paskevitch (+1MC +5MV CD=18”)
Poltava IR (B17C40) 2xbat-10figs
Ladoga IR (B17C40) 2xbat-10figs
Orel IR (B17C40) 2xbat-10figs
Nivegorod IR (B17C40) 2xbat-10figs
5th Jagers (B17B40) 2xbat-10figs
42nd Jagers (B17B40) 2xbat-10figs
Foot battery (A17C20) 2x(4x6lb, 2xhow)

The French are in a position to keep two Russian groups from joining together. The Russian forces under the command of Bagration had sent elements of Raevsky’s VII Corps to drive the French from the area around Saltanovka. The Russians need to defeat the French forces so that they can continue marching north towards Mohilev.

Special Rules: At the east edge of the game table flows the Dnieper River, which can not be crossed. Fatova is fortified and so all four sides are considered walled for defense purposes. The two wheat fields near Fatova block line of sight. The streams on the game table actually represent streams within ravines. It will take three actions for infantry and six actions for cavalry and artillery to cross the stream/ravine combination. All the bridges (total of three) in the game are destroyed or heavily barricaded and can not be used. The morale of regimental guns is equal to that of the parent unit and regimental guns have a melee value of 15 and a fire rating of B. Some cavalry reserves were available to both sides, but as a whole, these cavalry units did not participate in the battle.

Battle of Waterloo, 18 June 1815

The attack of d’Erlon’s I Corps

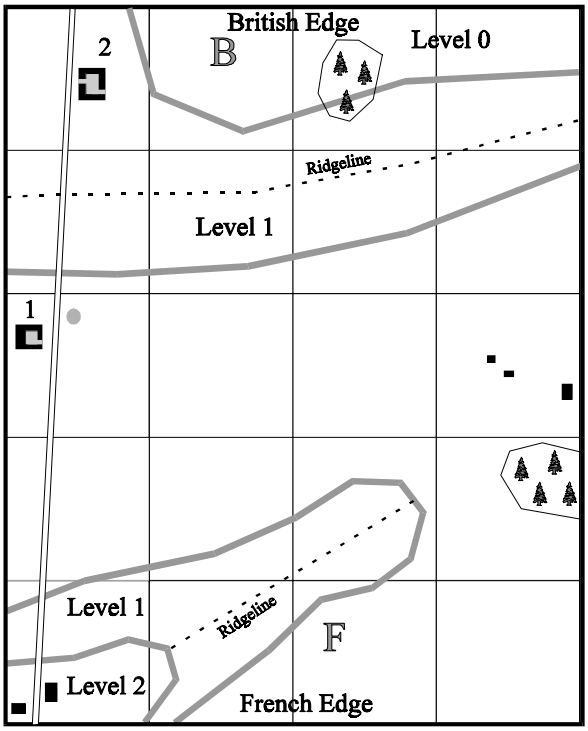

Table setup:
Table is 4 feet by 5 feet. All wooded areas are light woods and all hill slopes in the game are gentle slopes. 1 = La Haye Sainte (1 block-fortified), 2 = Mont St Jean Farm (1 block-fortified). No ammunition caissons are used by either side. To represent d’Erlon’s unclear orders and misapplied control, the French side receives 17 turn points while the British side receives 20. Side **A** will move three units and side **D** will move two units during the sequence of play.

Game Turn 1: attack starts (approximately 1330 hours).
Game Turn 2, Period 4: AG3 arrives.
Game Turn 3, Period 4: at the end of GT3P4 the attack is over if not already finished. The French will need to push through the British defenses. If the French can accomplish this, it will be major French victory since the French will be able to exploit the hole in the British battle line and defeat the Anglo-Allied forces before the Prussians can arrive.

French Group #1 (FG1):
May deploy up to 24” from French edge of table. The British set up first than the French.
Supervising commander, Ney (+2MC +10MV CD=35”)
I Corps, D’Erlon (+2MC +5MV CD=30”)
1st Infantry Div, Allix (+1MC +5MV CD=18”)
28th Line (B17C40) 2xbat-12figs
54th Line (B17C40) 2xbat-9figs
55th Line (B17C40) 2xbat-9figs
105th Line (B17C40) 2xbat-9figs
20th foot battery (A19B20) 6x6lb, 2xhow
2nd Infantry Div, Donzelot (+1MC +5MV CD=18”)
13th Light (B18B40) 3xbat-12figs
17th Line (B17C40) 2xbat-9figs
19th Line (B17C40) 2xbat-9figs
51st Line (B17C40) 2xbat-12figs
10th foot battery (A19B20) 6x6lb, 2xhow
3rd Infantry Div, Marcognet (+2MC +5MV CD=18”)
21st Line (B17B40) 2xbat-9figs
25th Line (B17C40) 2xbat-12figs
45th Line (B17C40) 2xbat-9figs
46th Line (B17C40) 2xbat-9figs
19th foot battery (A19B20) 6x6lb, 2xhow
4th Infantry Div, Durutte (+1MC +5MV CD=18”)
8th Line (B17B40) 2xbat-9figs
29th Line (B17C40) 2xbat-12figs
85th Line (B17C40) 2xbat-9figs
95th Line (B17C40) 2xbat-9figs
9th foot battery (A19B20) 6x6lb, 2xhow

French Group #2 (FG2):
May deploy up to 14” from French edge of table.
3 x French foot batteries (A19B20) 6x12lb, 2xhow

French Group #3 (FG3):
The units are set up in the area of the map marked “F” and cannot move until a British unit comes within 12”.
French Cavalry, Jaquinot/Milhaud (+1MC +5MV CD+18”)
3rd Line Lancers (A20-40) 8figs
4th Line Lancers (A20-40) 6figs
7th Cuirassiers (A20-60) 4figs
12th Cuirassiers (A20-60) 4figs

Allied Group #1 (AG1):
May deploy up to 24” from British edge of table The British set up first than the French.
British commander, Willington, (+3MC +10MV CD=45”)
2nd Nassau Inf. (B18C40) 3xbat-12figs
5th British Div, Picton (+2MC +10MV CD=20”)
28th Foot (B19C40) 10figs
32nd Foot (B18C40) 10figs
79th Highland (A20B45) 10figs
95th Rifles (B18R40) 10figs
3rd Foot (B18C40) 10figs
42nd Highlanders (A20B45) 10figs
44th Foot (B18C40) 10figs
92nd High (A20B45) 10figs
Gifhorn & Hameln LW Bn (C14D30) 9figs each*
Hildesheim & Peine LW Bn (C14D30) 9figs each*
British foot battery (A20B20) 6x9lb
Hanoverian foot battery (A18B20) 4x9lb, 2xhow
6th British Div, Alten (+1MC +5MV CD+18”)
4th Foot (B19C40) 12figs
27th Foot (B18C40) 12figs
40th Foot (B18C40) 12figs
81st Foot (B18C40) 10figs
Luneberg & Muden LW Bn (C14D30) 9figs each*
Osterode & Verden LW Bn (C14D30) 9figs each*
British foot battery (A20B20) 4x9lb, 2xhow
British foot battery (A20B20) 6x9lb

*Hanoverian Landwher Battalions

Allied Group #2 (AG2):
The units are set up in the area of the map marked “B” and can not move until Game Turn 2, Period 3 (GT2P3). However, if an enemy unit comes within 10” of the group, they become active.
British Cavalry, Ponsonby (+1MC +5MV CD+18”)
1st Royal Dragoons (A20-55) 8figs
North Dragoons - Scots Greys (A20-55) 6figs
6th Inniskilling Dragoons (A20-55) 6figs

Allied Group #3 (AG3):
Arrive at mid-point on the British edge of the table.
Dutch-Belgian Cavalry, Ghingy (+1MC +0MV CD+12”)
4th Dutch light dragoons (B16-40) 10figs
8th Belgian Hussars (B16-40) 8figs

Allied Group #4 (AG4): (Optional)
Bijlandt brigade suffered heavily from the artillery fire and broke. But players might want to add the units: 5th, 7th, and 8th Militia Bns, 7th (Belgian) Line Rgt (1xBn), and the 27th (Dutch) Jager Bn. See Quatre Bras scenario for stats.

Special Rules: La Haye Sainte and Mont St Jean Farm are both fortified. All four sides of the block are considered walled for defense purposes. Place six KGL light infantry figures in La Haye Sainte. These figures cannot leave La Haye Sainte and if force out of the farm, they are removed from play (they are not casualties). There were several hedges that the British forces used for cover so, after the British finish deploying their forces, they may place up to 24” of hedges anywhere within the British deployment area as pleased.

Battle of Saalfeld, 10 October 1806

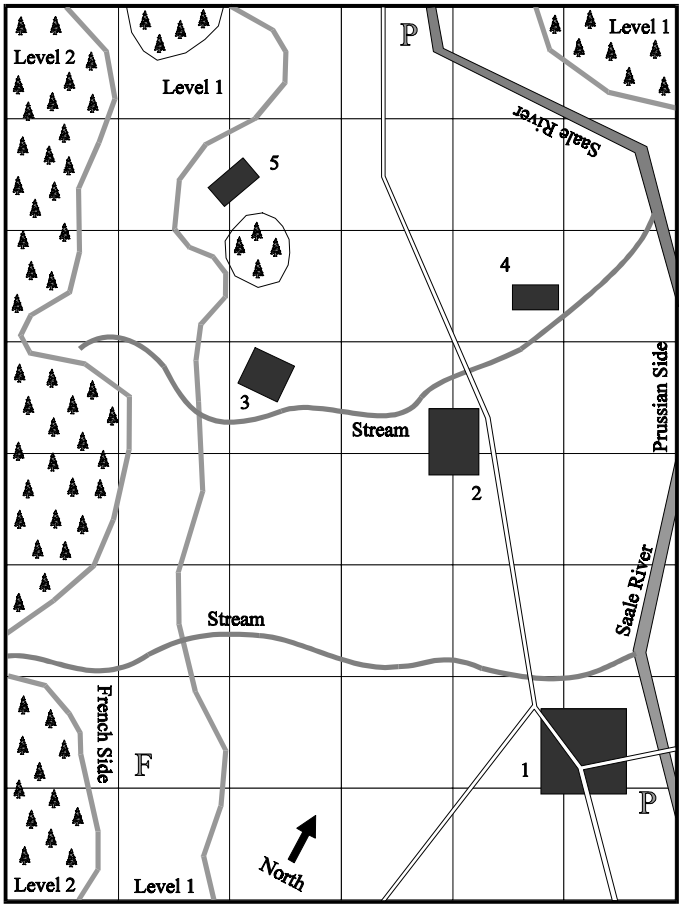

Table is 6 feet by 8 feet. All wooded areas are light woods and all hill slopes in the game are steep slopes. 1 = Saalfeld (5x5 blocks), 2 = Crosten (2x3 blocks), 3 = Beulwitz (2x2 blacks), 4 = Wohlsdorf (2 blocks), 5 = Aue (2 blocks). It will take one action to cross the either of the streams. The Saale River runs along the north-east side of the game table and this cannot be crossed by units. Units trapped by the Saale river (units that cannot retreat) will surrender. No ammunition caissons are in use by either side. The French side receives 20 turn points while the Prussian side receives 19. Side **A** will move three units and side **D** will move two units during the sequence of play.

Game Turn 1: battle starts (approximately 1100 hours).
Game Turn 7: at the end of game turn 7, the battle is over if not already finished. At the end of the game, award victory points to certain objects controlled by either side. Each Prussian retreat location (marked with a P on the map) is worth one victory point each. Saalfeld, Wohlsdorf, Aue, Beulwitz are all worth one victory point each. Crosten is worth two victory points. Give one victory point to the French if Prince Louis Ferdinand is killed. The side with the most victory points wins the battle. If there are no units at a victory point objective, award the points to the last side to have controlled that location.

French Forces (FF):
May deploy up to 24” from the south-west edge and up to 36” form the south-east edge of the game table. This gives the French a 2’ x 3’ setup area in the lower left of the table.
V Corps, Lannes (+2MC +5MV CD=35”)
1st Division, Suchet (+1MC +5MV CD=18”)
17th Light (B19B40) 3xbat-14figs
34th Line (B18C40) 4xbat-14figs
40th Line (B18C40) 3xbat-14figs
64th Line (B18C40) 3xbat-14figs
88th Line (B18C40) 3xbat-14figs
Foot battery (A19B20) 2x12lb
Foot battery (A19B20) 6x8lb, 2xhow
French cavalry, Treilard (+1MC +5MV CD=12”)
3rd Hussars (A20-45) 8figs
4th Hussars (A20-45) 8figs
21st Chasseurs (A20-40) 8figs
Horse battery (A19B20) 4x4lb

Prussian-Saxon Forces (PSF):
May deploy up to 36” from the north-east edge of the game table.
Commander, Louis Ferdinand (+2MC +10MV CD=35”)
Prussian brigade, Pelet (+1MC +5MV CD=16”)
13th IR Fusilier Bn (B18R40) 8figs
14th IR Fusilier Bn (B18R40) 8figs
15th IR Fusilier Bn (B18R40) 8figs
49th IR musketeers (B18C40) 2xbat-15figs
Jagers (B18R40) 6figs
6th Hussars (A19-45) 10figs
Foot battery (A19B20) 2x(6x6lb)
Horse battery (A19B20) 8x4lb
Saxon brigade, Bevilaqua (+1MC +5MV CD=16”)
Saxon IR Xaver (B18C40) 2xbat-15figs
Saxon IR Clemens (B18C40) 2xbat-15figs
Saxon IR Elector (B18C40) 2xbat-15figs
Saxon Hussars (A19-45) 10figs
Saxon foot battery (A19B20) 4x4lb, 2xhow

Each of the Saxon infantry regiments (the Xaver, Clemens, and the Elector) has 2 x 3lb regimental guns. The 49th Prussian infantry regiment has 2 x 3lb regimental guns.

Special Rules: When a Prussian or Saxon unit retreats, the units must retreat if possible towards one of the two P’s located on the map. When a French unit it retreats, it must retreat if possible towards the F location on the map. If the Prussian leader Louis Ferdinand becomes incapacitated during the battle, he is removed from play and replaced by a staff officer and starting on the next game turn, all Prussian troops (not Saxon troops) receive a –1 to their morale checks for the remainder of the battle.

Combat at Schleiz, 9 October 1806

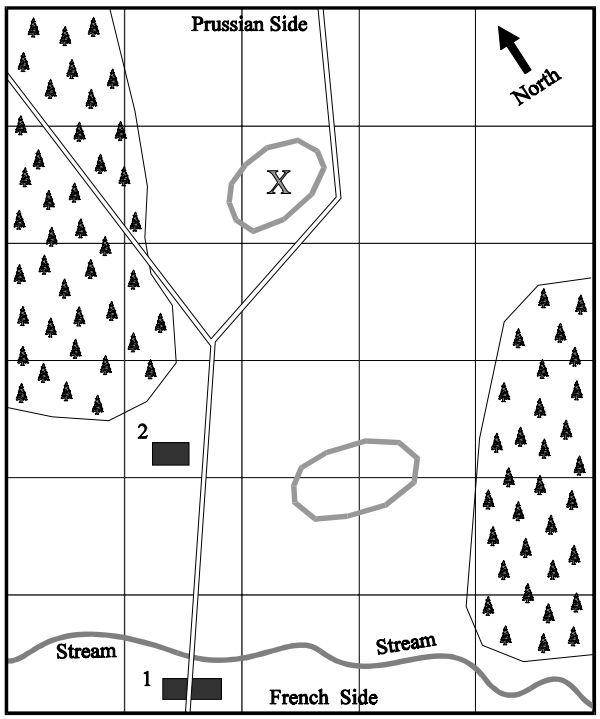

Table is 5 feet by 6 feet. All wooded areas are light woods and all hill slopes in the game are steep slopes. 1 = Schleiz (3 blocks), 2 = Ottersdorf (2 blocks). It will take one action to cross the stream. Ignore threshold checks, and no ammunition caissons for either side.

Game Turn 1: battle starts
Game Turn 5: at the end of game turn 5 the conflict is over. The side that controls the battlefield around the area marked with an X at the end of the battle is the winner.

French Forces (FF):
May deploy up to 12” from the south edge of the map.
Commander, Bernadotte (+1MC +5MV CD=25”)
French division, d’Erlon (+1MC +5MV CD=18”)
27th Light (B19B40) 2xbat-14figs
94th Line (B18C40) 2xbat-14figs
95th Line (B18C40) 2xbat-14figs
4th Hussars (A20-45) 8figs
5th Chasseurs (A20-40) 8figs
Foot battery (A19B20) 4x6lb, 2xhow
Horse battery (A19B20) 4x6lb, 2xhow

Prussian-Saxon Forces (PSF):
May deploy up to 48” from the north edge of the map.
Commander, Tauentzien (+2MC +5MV CD=28”)
Prussian brigade, Pelet (+1MC +5MV CD=18”)
7th IR Fusilier Bn (B18R40) 8figs
Jagers Bn (B19R40) 8figs
Jagers (B18R40) 4figs
11th Hussars (A19-45) 10figs
Saxon IR Pz Max (B18C40) 2xbat-15figs
Saxon Chasseurs (A19-45) 8figs
Prussian Foot battery (A19B20) 8x6lb

Battle of Corunna, 16 January 1809

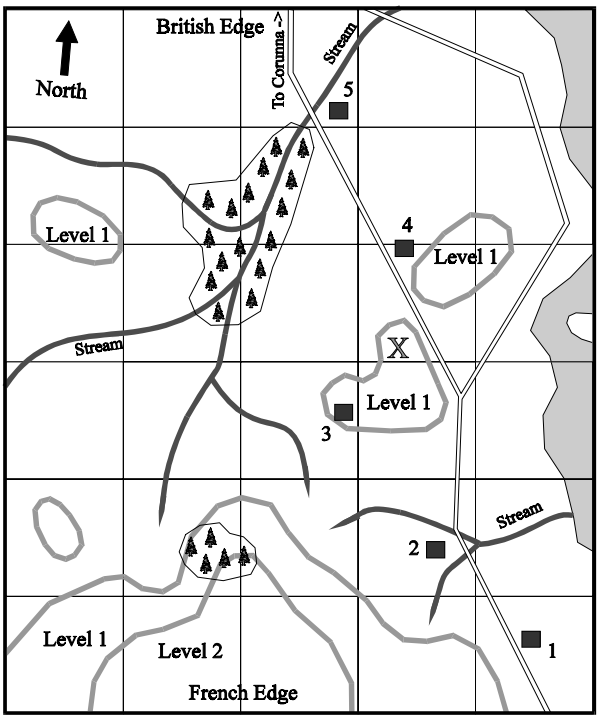

Table is 5 feet by 6 feet. All wooded areas are light woods and all hill slopes in the game are steep slopes. 1=Portazgo, 2=Palavea, 3=Elvina, 4=Eiris, 5=Oza (all one block each). It will take one action to cross any of the streams (see page 6 in the rules for more details on river/stream crossing). British ignore threshold checks while the French test at 40%. The British get one ammunition caisson and the French none. The British side set up first then the French side sets up. The British side receives 20 turn points while the French side receives 13. Side **A** will move three units and side **D** will move two units during the sequence of play.

Game Turn 1: battle starts (approximately 1345 hours).
Game Turn 4: at the end of game turn 4 the battle is over. The side that controls the battlefield around the area marked with an X at the end of the battle is the winner.

British Group #1 (BG1):
May deploy up to 48” from the British edge of the table.
Army Commander, Moore (+4MC +15MV CD=42”)
1st Foot Guards (A25A65) 2xbat-15figs
British foot battery (A19B20) 6x6lb
British foot battery (A19B20) 6x9lb (4 were actually 8lb)
1st Div, Hill&Crauford (+1MC +5MV CD=18”)
2nd Foot (B18C40) 10figs
5th Foot (B18C40) 8figs
14th Foot (B18C40) 8figs
32nd Foot (B18C40) 10figs
36th Foot (B18C40) 8figs
71st Foot - Light Inf. (B18B40) 10figs
92nd Highlanders (B20B45) 10figs
2nd Div, Leith&Manningham (+1MC +5MV CD=18”)
1st Foot (B18B40) 10figs
26th Foot (B18C40) 8figs
81st Foot (B18C40) 8figs
51st Foot - Light Inf.(B18B40) 10figs
59th Foot (B18C40) 8figs
76th Foot (B18C40) 8figs
3rd Div, Bentink&Paget (+1MC +5MV CD=18”)
4th Foot (B18C40) 10figs
42nd Highlanders (B20B45) 10figs
50th Foot (B18C40) 8figs
20th Foot (B18C40) 10figs
52nd Foot - Light Inf. (B18B40) 10figs
95th Rifles (B18R40) 10figs
28th Foot (B18C40) 10figs
91st Foot (B18R40) 8figs
4th Div, Fraser (+1MC +5MV CD=18”)
6th Foot (B18C40) 8figs
9th Foot (B18C40) 8figs
23rd Fusilers (B20B45) 10figs
38th Foot (B18C40) 8figs
43rd Foot-Light Inf. (B18B40) 10figs
79th Highlanders (B20B45) 10figs
82nd Foot (B18C40) 8figs

French Group #1 (FG1):
May deploy up to 12” from the French edge of the table.
Army Commander, Soult (+2MC +10MV CD=38”)
1st Division, Merle (+1MC +5MV CD=18”)
2nd Light (B18B40) 3xbat-9figs
4th Light (B18B40) 4xbat-9figs
15th Line (B17C40) 3xbat-9figs
36th Line (B17C40) 3xbat-9figs
Foot battery (A19B20) 6x6lb, 2xhow
2nd Division, Mermet (+1MC +5MV CD=18”)
31st Light (B18B40) 4xbat-9figs
47th Line (B17C40) 4xbat-9figs
122nd Line (B17C40) 4xbat-9figs
2nd Swiss (B17C40) 2xbat-9figs
3rd Swiss (B17C40) 1xbat-9figs
Foot battery (A19B20) 6x6lb, 2xhow
3rd Division, Delaborde (+1MC +5MV CD=18”)
17th Light (B18B40) 3xbat-9figs
70th Line (B17C40) 4xbat-9figs
86th Line (B17C40) 3xbat-9figs
1st Swiss (B17C40) 1xbat-9figs
Foot battery (A19B20) 6x6lb, 2xhow
Cavalry Division, Lahoussaye (+1MC +5MV CD=18”)
17th Dragoons (A19-50) 8figs
18th Dragoons (A19-50) 8figs
19th Dragoons (A19-50) 8figs
27th Dragoons (A19-50) 8figs

Special Rules: The terrain around the area was unsuitable for cavalry and artillery because of the network of low walls, fences, hedges, rows of trees and bushes that covered many parts of the battlefield. All cavalry and artillery move at half rate. The French Dragoons may dismount during the game. It takes one action to dismount. Once dismounted, replace each of the cavalry stands with a dismounted dragoon stand (two figures based on a ¾” x ½” stand). Dismounted French dragoons have a rating of C19C35 (carbines) and can skirmish.

Battle of Retschow, 28 August 1813

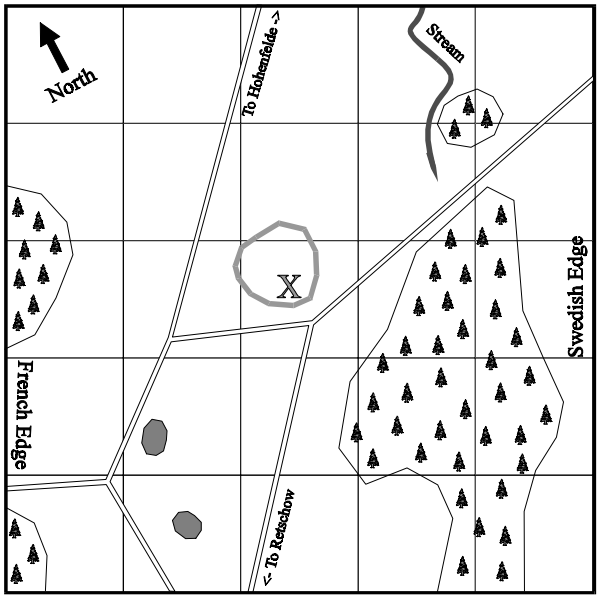

Table is 5 feet by 5 feet. All wooded areas are light woods. It will take one action to cross the stream. The two dark round areas in the lower left of the map are ponds. No movement is allowed within the ponds. Both sides ignore threshold checks. No ammunition caissons for either side.

Historically, the French commander was conducting a reconnaissance mission to locate the Swedish division. Near Retschow the two groups crossed paths. A brief battle took place, but the French having successfully locating the Swedish troops began to withdraw from the field. The Swedes did not organize a pursuit. However, what if the French commander decided to stayed and fight the Swedish forces for more than just a few hours. To represent this, the side that controls the area around the center of the map (marked with an X) at the end of the game is the winner.

Game Turn 1: battle starts
Game Turn 6: at the end of game turn 6 the battle is over. The side that controls the area marked with an "X" on the map at the end of the battle is the winner.

French Group #1 (FG1):
May deploy up to 24" from the French edge of the table.
French Commander, L'Alleman (+2MC +10MV CD=30")
3rd Division, Loison (+1MC +5MV CD=20")
15th Light (B17B40) 4xbat-9figs
44th Line (B17C40) 1xbat-12figs
48th Line (B17C40) 4xbat-9figs
108th Line (B17C40) 4xbat-9figs
Danish Rifles-Holstenske (B17R40) 8figs
28th Chassuers (B16-40) 4figs
Polish Lancers (A20-40) 6figs
Foot battery (B18B20) 6x6lb, 2xhow
Danish foot battery (B17B20) 4x3lb, 2xhow

Swedish Group #1 (SG1):
May deploy up to 18" from the Swedish edge of the table.
Group Commander, Wallmoden (+2MC +10MV CD=30")
Von Schill Prussian Hussars (A19-45) 4figs
4th Swedish Division, Vegesack (+1MC +5MV CD=20")
Jonkoping IR (B17C40) 3xbat-8figs
Fallois IR (B17C40) 3xbat-10figs
Sodra Skanska IR (B17C40) 1xbat-8figs
Konungens IR (B17C40) 1xbat-10figs
Smaland IR (B17C40) 1xbat-8figs
Grenadier Bn Both (B20B50) 10figs
Freiwillige Jager Bn (B17R40) 8figs
Mornerske Hussars (B17-40) 2figs
Skanska Carabiniers (B20-50) 8figs
Freiwillige Lt. Cavarly (B17-40) 8figs
Swedish foot battery (B18B20) 6x6lb, 2xhow
Swedish horse battery (B18B20) 6x6lb, 2xhow

Combat Near Boden, 4 December 1813

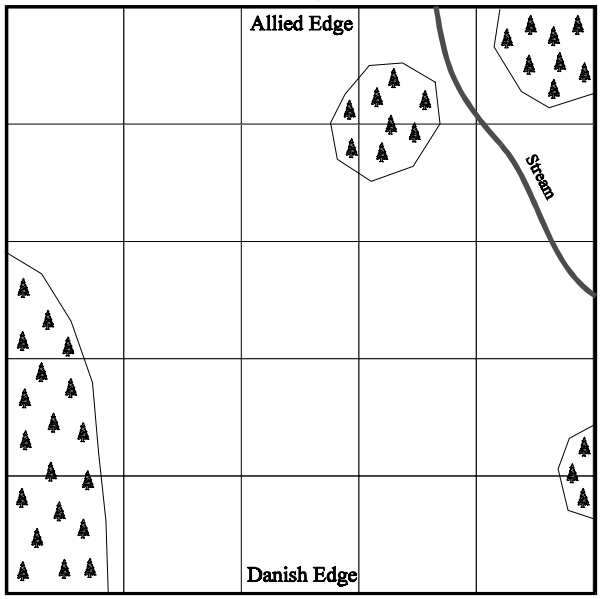

Table is 5 feet by 5 feet. All wooded areas are light woods. It will take two actions to cross the stream. Both sides ignore threshold checks. No ammunition caissons for either side. The Danish side receives 20 turn points while the Allied side receives 19.

Game Turn 1: battle starts
Game Turn 6: at the end of game turn 6 the battle is over due to fog if not already finished. The side that controls most of the battlefield at the end of the game is declared the winner.

Special Rules: Fog played an important roll during the battle. Starting on game turn one, roll one D6 for fog at the start of each game turn. On the first roll of 5 or 6, fog begins to build on the battlefield. On the second roll of 5 or 6, units cannot charge or fire upon enemy units that are farther than 3" away. When a third 5 or 6 is rolled, the battle ends due to fog.

Danish Group #1 (DG1):
May deploy up to 24” from the Danish edge of the table.
Danish Commander, Lasson (+2MC +10MV CD=30”)
Fynske IR (B18C40) 2xbat-8figs
Slevsigske IR (B18C40) 2xbat-8figs
Dronningen IR (B18C40) 1xbat-8figs
Holsten IR (B18C40) 1xbat-8figs
Kings Rifles (B19R40) 6figs
Slevsigske Jagers (B19B40) 6figs
Danish foot battery (B18B20) 4x4lb
Danish Cavalry (B19-40) 6figs
(½ Lt. Dragoons and ½ Hussars)

Allied Group #1 (AG1):
May deploy up to 12” from the Allied edge of the table.
Allied Commander, Wallmoden (+2MC +10MV CD=30”)
Anhalt-Dessau Bn (B16C40) 9figs*
Russo-German Legion foot bty (B17B20) 6x6lb, 2xhow
4x Bns Russo-German Legion (B16C40) 8figs each
1st Russo-German Legion Hussars (B17-40) 6figs
2nd Russo-German Legion Hussars (B17-40) 6figs
Hanoverian Lt. Bn Lueneburg (B14C35) 9figs**
Hanoverian Lt. Bn Bremen-Verden (B14C35) 9figs**
3rd KGL Hussars (A20-45) 6figs

Unit notes:
* Anhalt-Dessau was a small German state that that had contributed to the 5th Confederation of the Rhine Regt.
**See Osprey - Men-At-Arms #206 *The Hanoverian Army of the Napoleonic Wars* for uniform details.

Battle of Schewardino, 5 September 1812

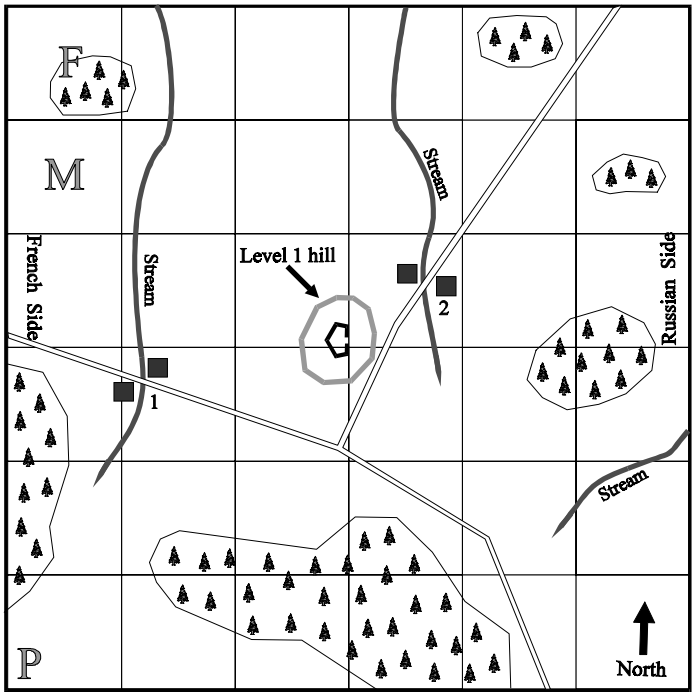

Table is 6 feet by 6 feet. All wooded areas are light woods. All slopes are steep. 1 = Boronino (two seperate blocks), 2 = Schewardino (two separate blocks). All streams take one action to cross. **A** will move five units and side **D** will move three units during the sequence of play. The Russian side set up first than the French side sets up.

Game Turn 1: battle starts (approximately 1645 hours)
Game Turn 3: PG1 enters the game.
Game Turn 5: at the end of game turn 5 the battle is over. The side that controls the redoubt by the end of game turn five is considered the winner.

French Group #1 (FG1):
May deploy up to 12” from the west edge of the game table. However, Faint’s and Morand’s Division must start in the areas marked F and M respectively.
Army Commander, Napoleon (+6MC +20MV CD=55”)
I Corps, Davout (+4MC +15MV CD=45”)
3x Foot battery (A19B20) 6x12lb, 2xhow
1st Division, Morand (+1MC +5MV CD=19”)
13th Light (B19B40) 5xbat-12figs, + 2x4lb
17th Line (B18C40) 5xbat-9figs, + 2x4lb
30th Line (B18C40) 5xbat-12figs, + 2x4lb
2nd Baden IR (B18C40) 2xbat-9figs, + 2x4lb
Foot battery (A19B20) 6x6lb, 2xhow
2nd Division, Faint (+1MC +5MV CD=19”)
15th Light (B18B40) 5xbat-9figs, + 2x4lb
33rd Line (B18C40) 5xbat-12figs, + 2x4lb
48th Line (B18C40) 5xbat-12figs, + 2x4lb
Joseph Napoleon IR (B18C40) 2xbat-9figs
Foot battery (A19B20) 6x6lb, 2xhow
5th Division, Compans (+1MC +5MV CD=19”)
25th Line (B20B45) 5xbat-9figs, + 2x4lb
57th Line (B20B45) 5xbat-12figs, + 2x4lb
61st Line (B18C40) 5xbat-9figs, + 2x4lb
111th Line (B18C40) 5xbat-9figs, + 2x4lb
Foot battery (A19B20) 6x6lb, 2xhow

Polish Group #1 (PG1):
Enter the game table at the spot marked “P” on the map.
V Corps, Poniatowski (+3MC +10MV CD=45”)
Polish foot battery (A19B20) 6x12lb, 2xhow
16th Division, Zayonchek (+1MC +5MV CD=18”)
3rd Polish IR (B19B40) 3xbat-12figs
15th Polish IR (B19B40) 3xbat-9figs
16th Polish IR (B19B40) 3xbat-12figs
2x Polish foot battery (A19B20) 6x6lb, 2xhow
18th Division, Kniaziewicz (+1MC +5MV CD=18”)
2nd Polish IR (B19B40) 3xbat-12figs
8th Polish IR (B19B40) 3xbat-9figs
12th Polish IR (B19B40) 3xbat-12figs
2x Polish foot battery (A19B20) 6x6lb, 2xhow
Polish Cav Division, Kaminski (+1MC +5MV CD=18”)
5th Polish Chasseurs (A20-40) 8figs
12th Polish Lancers (A20-45) 8figs
13th Polish Hussars (A20-45) 8figs

Optional Troops: It is unclear as to if the I Corps cavalry under the command of Girardin was present to supported the three infantry divisions.

Cavarly Division, Girardin (+1MC +5MV CD=19”)
- 1st Polish Chasseurs (A20-40) 8figs
- 2nd Polish Chasseurs (A20-40) 8figs
- 3rd Polish Chasseurs (A20-40) 8figs
- 9th Polish Lancers (A20-45) 8figs

Two French cavalry corps under Murat’s command, the 1st and the 2nd, were ordered to support the attack. While elements from Murat’s command initiated contact, it was the infantry of I Corps that performed the duties of engaging the enemy. Murat’s command waited nearby and where never heavily engaged in the combat. For the purpose of this scenario, the two French cavalry corps will not be involved in the battle.

Russian Group #1 (RG1):

May deploy up to 36” and put troops in the redoubt.

VIII Corps, Bagration* (+3MC +10MV CD=32”)

Foot battery (A17B20) 2x(4x12lb, 2xhow)

27th Division, Neverovski (+1MC +5MV CD=18”)
- Odessa IR (B17C40) 2xbat-10figs
- Simbrisk IR (B17C40) 2xbat-10figs
- Tarnopol IR (B17C40) 2xbat-10figs
- Vilna IR (B17C40) 2xbat-10figs
- 11th Jagers (B17B40) 2xbat-10figs
- 41st Jagers (B17B40) 2xbat-10figs
- 49th Jagers (B17B40) 2xbat-10figs
- 50th Jagers (B17B40) 2xbat-10figs
- Foot battery (A17B20) 2x(4x6lb, 2xhow)

2nd Gren Division, Mecklenburg (+1MC +5MV CD=18”)
- Astrakhan Grenadiers (B19B45) 2xbat-10figs
- Fanagoria Grenadiers (B19B45) 2xbat-10figs
- Kiev Grenadiers (B19B45) 2xbat-10figs
- Little Russian Grenadiers (B19B45) 2xbat-10figs
- Moscow Grenadiers (B19B45) 2xbat-10figs
- Siberian Grenadiers (B19B45) 2xbat-10figs
- Foot battery (A17B20) 2x(4x6lb, 2xhow)

IV Cavalry Corps, Sievers (+3MC +5MV CD=25”)

2x Horse battery (A17C20) 2x(4x6lb, 2xhow)

4th Cav Division, under Sievers’ command
- Kharkov Dragoons (B18-50) 8figs
- Kiev Dragoons (B18-50) 10figs
- New Russian Dragoons (B18-50) 10figs
- Tchernigov Dragoons (B18-50) 8figs
- Akhtyrka Hussars (B19-45) 12figs
- Lithuanian Lancers (B18-40) 12figs

2nd Cuir Division, Duka (+1MC +5MV CD=18”)
- Ekaterinoslov Cuirassiers (B19-60) 10figs
- Gloukhov Cuirassiers (B19-60) 10figs
- Novgorod Cuirassiers (B19-60) 8figs
- Military Order Cuirassiers (B19-60) 8figs
- Little Russia Cuirassiers (B19-60) 10figs

*Bagration (Russian VIII Corps commander) is also the Russian Army Commander for this scenario.

What makes this scenario intriguing is that when researching detailed information about the battle, it seems that there is conflicting facts as to who was actually involved in the fighting around Schewardino, and who were the main leaders responsible for controlling the troops.

Historical Note: Given the relative insignificance of the terrain, and that the tactical value of the area was nil, it seemed unlikely that a battle would have materialized at that location. However, the battle for Schewardino was fought by a series of courageous French assaults that were met by a tenacious and bold Russian defenders. For reasons that are not fully explained, the Russian forces elected to make a preliminary stand at Schewardino, a position about one mile to the west of their main battle line at Borodino. Two days later, during the battle of Borodino, Napoleon would set up his headquarters in the vicinity of the Schewardino redoubt.

Special Rules: In the middle of the map is the Schewardino redoubt. The redoubt was an enclosed earthwork with walls about 5 feet high and with 6-foot ditches dug in front of them. There was an opening into the redoubt facing the east for troops to enter and leave the structure. From the north end to south end, the redoubt was approximately 110 yards in length and so the structure can only hold a limited number of troops. No more than one infantry battalion or one Russian battery (twelve cannons) can occupy the redoubt. If an artillery battery occupies the redoubt, only six cannons can fire out any one side. Any unit in the enclosed redoubt will ignore morale checks. There is a -3 modifier for firing at units behind redoubts, and there is a -10 melee modifier for charging units behind redoubts. Artillery using solid shot against troops in the Schewardino redoubt will receive a -2 damage modifier, and will be no bounce through the redoubt. Game turn four (GT4) is a dusk turn; maximum range for firing is limited to 9”. Game turn five (GT5) is a night turn; maximum range for all firing is 3”, and if using command and control option #1, all command and control ranges are halved. If using command and control option #2, double all the times that it takes for determining how many periods it takes to change orders. The morale of regimental guns is equal to that of the parent unit and regimental guns have a melee value of 15 and a fire rating of B. Even though Napoleon was present at the battle of Schewardino, he did not take a very active roll during the confrontation. To reflect this, I have chosen not modify the total number of turn points that each side starts out with as I did in other scenarios that Napoleon was present. Both the French side and the Russian side receive 20 turn points (the default number) for biding at the start of each new game turn.

Battle of Alcaniz, 23 May 1809

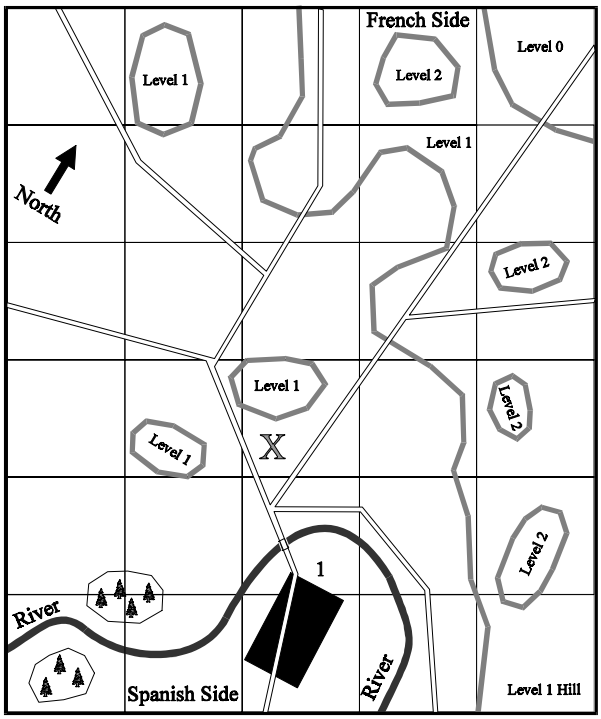

Table is 5 feet by 5 feet. All wooded areas are light woods. All slopes are steep. 1 = Alcaniz (3x4 blocks). The river (R. Guadalope) cannot be crossed and only 5 figures per action can cross the bridge. The Spanish get one ammunition caisson while the French get none. The Spanish side set up first than the French side sets up. Threshold checks for both sides are taken at 75% losses.

Game Turn 1: battle starts
Game Turn 7: at the end of game turn 6 the battle is over. The French win if they defeat the Spanish forces and drive them from the field. It is a French marginal victory if they can control the area on the map marked by an "X". Any other result is a Spanish victory. If the Spanish win the battle, thousands of recruits will join the Spanish army to fight against the French, which will turn the tide against them in future events.

French Group #1 (FG1):
May deploy up to 18" from the French edge of the table.
French Commander, Suchet (+2MC +10MV CD=32")
French Inf. Bn (B17C40) 9figs
- 1st Division, Laval (+1MC +5MV CD=20")
  - 14th Line (B16C40) 2xbat-9figs
  - 3rd Vistula Legion IR (B19C40) 2xbat-9figs
  - 4th Hussars (A20-45) 8figs
  - 13th Cuirassiers (A20-60) 4figs
  - Foot battery (B18B20) 4x6lb, 2xhow
  - Horse Battery (B18B20) 4x6lb, 2xhow
- 2nd Division, Musnier (+1MC +5MV CD=20")
  - 114th Line (B16C40) 3xbat-9figs
  - 115th Line (B16C40) 3xbat-9figs
  - 121st Line (B16C40) 1xbat-9figs
  - 1st Vistula Legion IR (B19C40) 2xbat-9figs
  - Foot battery (B18B20) 4x6lb, 2xhow

Spanish Group #1 (SG1):
May deploy up to 36" from the Spanish edge of the table.
The Spanish may have up to 18" of prepared defenses.
Spanish Commander, Blake (+2MC +10MV CD=30")
Spanish cavarly (B16-40) 8figs*
- 1st Division, Areizaga (+1MC +5MV CD=20")
  - Daroca IR (B15D40) 9figs
  - Vol. de Aragon Lt. IR (B15D40) 9figs
  - Res. de Aragon IR (B15D40) 9figs
  - Tiradores de Doyle Lt. IR (B15D40) 9figs
  - Tiradores de Murcia IR (B15D40) 9figs
  - Foot battery (B18B15) 4x6lb, 2xhow
- 2nd Division, Marquis de Lazan (+1MC +5MV CD=20")
  - Ferdinando VII IR (B15D40) 9figs
  - Vol. de Valencia Lt. IR (B15D40) 9figs
  - America IR 3rd Bn (B15D40) 9figs
  - Traxler's Swiss IR (B15D40) 6figs
  - Foot battery (B18B15) 4x6lb, 2xhow
- 3rdst Division, Roca (+1MC +5MV CD=20")
  - Valencia IR (B15D40) 3xbat-9figs
  - Savoia IR (B15D40) 9figs
  - America IR 2nd Bn (B15D40) 9figs
  - Vol. de Zaragoza IR (B15D40) 9figs
  - Cazadores de Valencia Lt. IR (B15D40) 9figs
  - Foot battery (B18B15) 4x6lb, 2xhow

* Formed with detachments from the Hussars Espanoles, Santiago and Olivencia cavalry regiments.

I'm hoping to put together a scenario list for these rules. If you're interested in contributing a scenario for the *Napoleon's Eagles Scenario List*, please contact me about details. The designer of the scenario will receive full credit for their work.