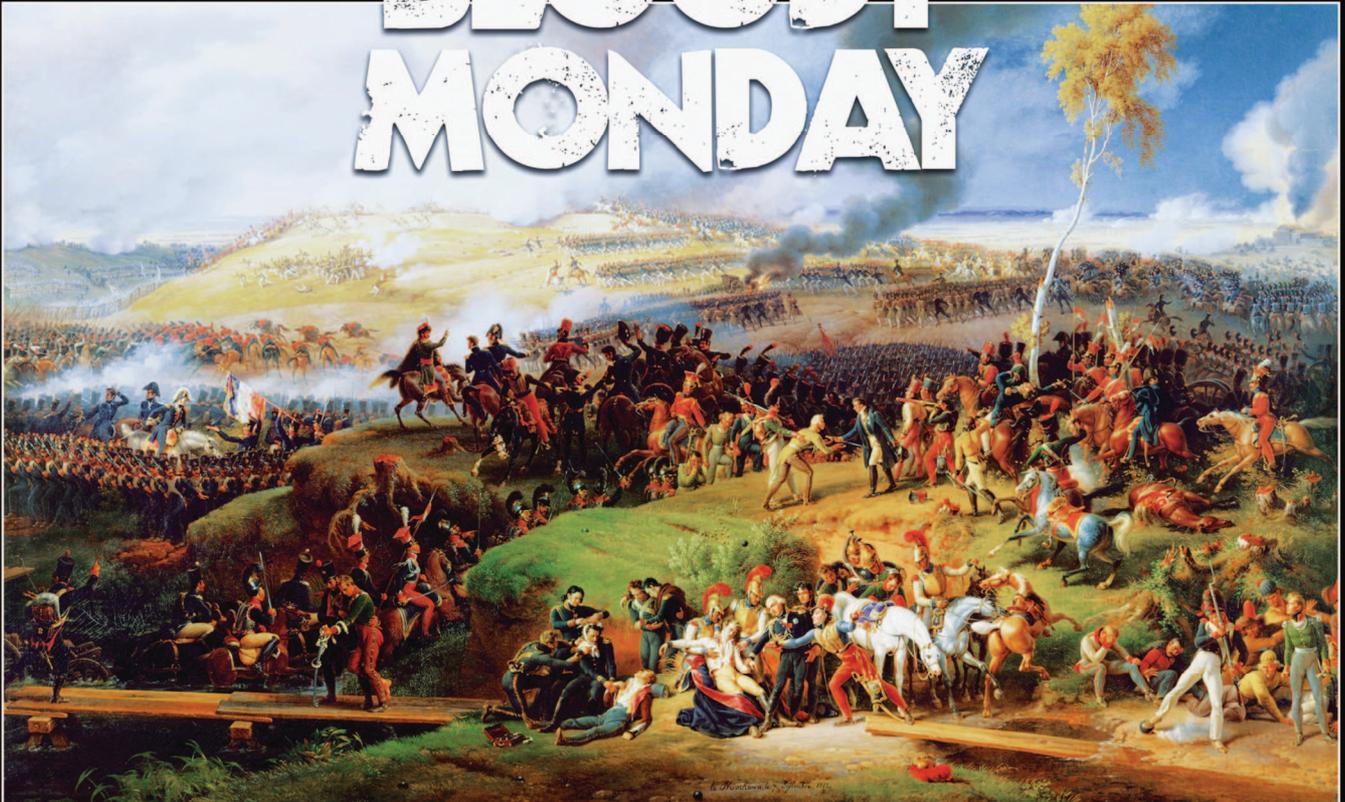


BLOODY MONDAY



Napoleon at the gates of Moscow



In June, 1812, Napoleon invaded Russia with over 500,000 troops, not to conquer, but with the hope to fight a decisive battle like Austerlitz and then dictate terms.

Unfortunately, the Russian armies did not comply.

Many gamers forget that after the Treaty of Tilsit the French and Russians were allies. The Russians actually made war on Sweden to try forcing them into the Continental System, and broke off trade relations with England. But the Russians began to trade with England and Napoleon gobbled up two small duchys that he had promised to leave alone at Tilsit. While Russia began preparing for war first, Napoleon had seen past victories by invading prospective enemies before they were ready to declare war on him. He hoped he would have similar success this time.

Napoleon finally got his "decisive battle" at Smolensk, but rather than come to terms the Russian armies instead retreated and burned everything behind them.

Napoleon should have stopped at Smolensk and spent the winter there, consolidating his gains and improving his supply lines, but the "almost decisive" battle tempted him into continuing after to march on the Russian army.

Russian leadership was fractured by a jealous rivalry between its main commanders, Bagration and Barclay de Tolly. The Tsar recalled Marshall Kutuzov from retirement and ordered him to save Moscow. Filled with misgivings, Kutuzov chose the area around the small village of Borodino, which had only marginal useful defensive terrain but was the best place to stop the French before Moscow.

After two days of skirmishing and probing, the major battle took place Monday, September 7. Troops numbered around 250,000 and casualties numbered at least 70,000. It was the single bloodiest day of the Napoleonic Wars.

Now you face the enemy battalions and batteries and see if you can do better.

THE ARMIES

Napoleon and the French, 53 blocks

- Imperial Guard – 7 blocks (Bressier) – blue
- 1st Corps – 9 blocks (Davout) – orange
- 3rd Corps – 6 blocks (Ney) – yellow
- 4th Corps – 8 blocks (Eugene) – green
- 5th Corps – 5 blocks (Poniatowski) – brown
- 8th Corps – 5 blocks (Junot) – pink
- Cavalry Reserve – 12 Blocks (Murat) – red

Kutuzov and the Russians, 62 blocks

- Russian Guard – 10 blocks (Lavrov) – red
- 1st Army – 20 blocks (Barclay de Tolly) – yellow
- 2nd Army – 17 blocks (Bagration) – light blue
- Cossacks Irregular Cavalry – 10 blocks (Platov) – brown
- Militia – 4 blocks – white

UNIT NAME ABBREVIATIONS

- At = Ataman
- B (Russian Leader) = Bagration
- B (French Leader) = Bressier
- Ba = Bashkir
- Bav = Bavaria
- BT (Russian Leader) = Barclay de Tolly
- Bu = Bug
- C = Cavalry
- D (French Leader) = Davout
- DC = Don Cossak
- E (French Leader) = Eugene
- G = Guard
- Gr/CGr = Granadier / Combined Granadier
- H = Heavy Cavalry
- IRG = Italian Royal Guard
- J (Russian Light Infantry) = Jager
- J (French Leader) = Junot
- L (Russian Leader) = Lavrov
- LC/L = Light Cavalry
- LG/LGJ = Life Guard / Life Guard Jager
- M (French Leader) = Murat
- N (French Leader) = Ney
- P (French Leader) = Poniatowski
- P (Russian Leader) = Platov
- R = Reserve
- Te = Teptyarsk
- VG/JG = Vieille/Jeune Gard
- VL = Vistula Legion
- Wes = Westphalia

ABBREVIATIONS

- (X.Y) = See rule chapter X.Y
- DF = Double Fire
- LoC = Line of Communication
- LP = Logistics Point
- LV = Logistics Value
- MP = Movement Point
- OR = Optional Rules
- QF = Quadruple Fire
- SF = Single Fire
- TF = Triple Fire
- TI = Tactical Impulse
- TL = Tactical Leader

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CREDITS

The basic concept of **BLOODY MONDAY** was developed by Emanuele Santandrea in 2016, after over 35 years of wargaming.

However, many other people have contributed to developing the final version. Special thanks to:

Filip Labarque

Vassal Module

Jim O'Neill

Historical Analysis

and Kevin Duke, Oscar Portugal, Luca Preda, Antonio Santandrea and Nick Simpson.

Websites & Web-Communities:

- <https://www.facebook.com/VentoNuovoGames/>
- Grognard.com
- The Boardgaming Life
- Boardgamegeek
- BigBoardGaming.com
- WargameReviewer
- Consimworld

INTRODUCTION

BLOODY MONDAY recreates in game form the single bloodiest day of all Napoleonic battles. According to history at least 70,000 casualties were suffered on that fateful Monday.

Although there may not have been a decisive victory, Napoleon entered Moscow after three days of battle. This failed to force the Tsar to negotiate peace, and the aftermath would see Napoleon's worst defeat.

The two players will each command one of two powerful armies: the first must battle its way to Moscow, while the second constructs a formidable defense, waiting for the right time to launch the fatal riposte.

Bloody Monday is played over a historically detailed and colorful mapboard, and uses an elegant Fog of War mechanism that makes players unaware of the real composition of enemy forces until contact is made and battle commenced. Since the setup contains some random elements of its own, no two games will begin exactly alike and players are forced to work with what chance has given them.

The game is usually played in one or two hours, but may last much less time or even much more, depending on players' skill and luck. Thanks to the semi-random set up, the game is very well suited for solitaire. Play each side from that side of the table (to preserve some of the Fog of War) and do your best! Good luck!

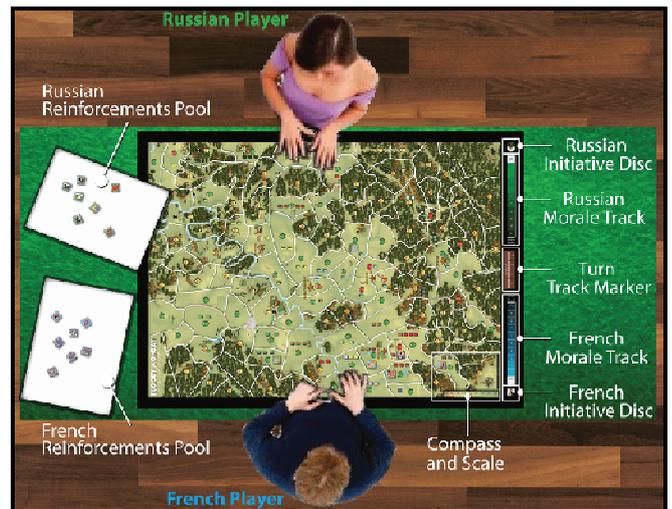
STICKERING

Apply the 2 circular stickers to the large white disc and the 115 square stickers to the 115 blocks (the 53 blue background stickers – use the *Triaire Replacement Sticker* – to the 53 blue blocks and the 62 green background stickers to the 62 green blocks).

SETUP and FOG of WAR

Place the mapboard in the centre of the table. The French player sits at the western edge, while the Russian player sits in front of him at the eastern edge. Wooden blocks represent historical units employed during the battle of Borodino.

The game is played with "Fog of War", so blocks are placed upright with the stickers facing the owning player so that the enemy player cannot see them.

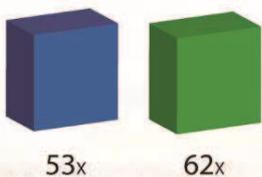


During the game, some blocks may be revealed by flipping them face up in a way the enemy can clearly see them.

Concealing a block means putting it back upright.

GAME COMPONENTS MANIFEST

UNIT BLOCKS



53x

62x

TURN TRACK MARKER



1x



1x

GAME MARKERS

GEM DICE



5x Blue
5x Green

French Control  4x	Artillery Fire  4x	Isolated  4x
Russian Control  4x	Inspiration  4x	Kolocha Crossing  4x

MAPBOARD, RULES MANUAL, STANDARD STICKERS & 2 PLAYER AIDS



KICKSTARTER VERSION INCLUDES:

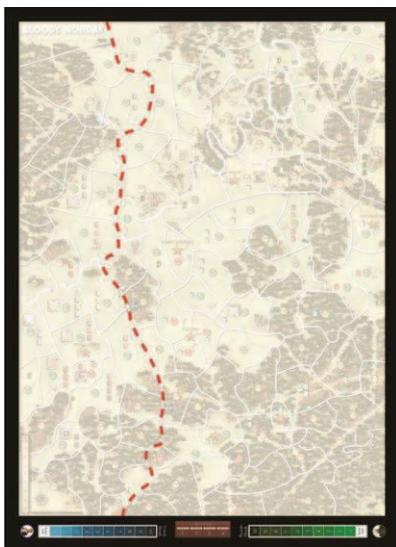


ICON STICKERS
ART BY
ANDRÉ JOUINEAU



Above: three French blocks revealed during the turn.

When the game starts, the French control all the Areas west of the red dashed line, while the Russians control all the Areas east of the line. During the game, Area control is determined as described below.



Controlled Area

The player that was the last sole occupant (or started with control of the Area if there has been no occupant) controls that Area and is the Area owner. Enemy-controlled Areas are converted to friendly control at the instant they are occupied solely by friendly Unit(s).

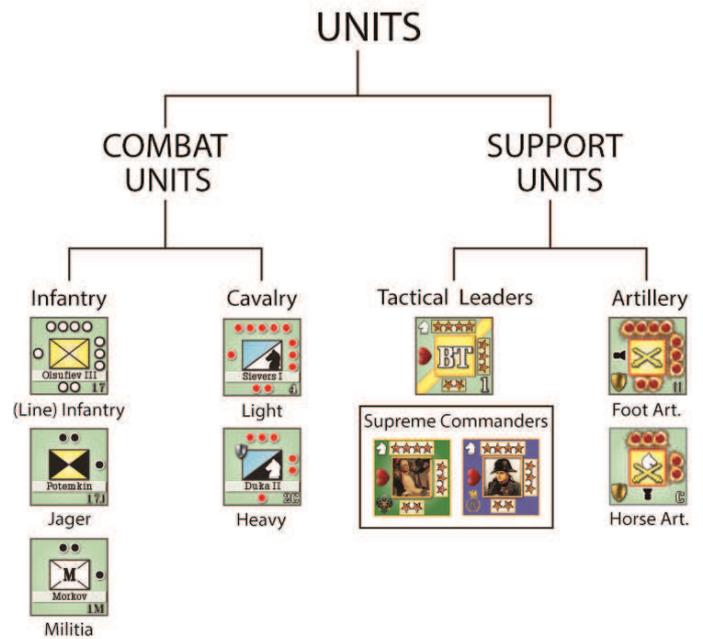
Contested Area

A contested Area is one in which both sides have Units. The player that was the last sole occupant controls each contested Area, and keeps his Units in the Area concealed, while the other player keeps his Units in the Area revealed.

Units **do not need to stop** in an Area in order to covert control. Players can use cubes of the appropriate color to mark Area control (blue for the French, green for the Russians).

Setup is performed simultaneously by the two players, each one deploying his own blocks.

Each block represents a specific type of Unit:



Units' features are described in 2.0.

Units are always deployed at full strength (highest number of Dots/Cannonballs/Stars on top).

Supreme Commanders and Tactical Leaders (except Bressier and Lavrov which go in the respective Reinforcements Pool) are deployed in the Area with their specific and unique icon.

Example: Napoleon is deployed in Area 21; Kutuzov in Area 69; Davout in Area 19; Eugene in Area 15 etc.

Other units are grouped by Corps Color (see Armies List page 2), then by type (Jagers, Infantry, Cavalry and Artillery). For each icon on the mapboard, randomly deploy a Unit with matching color and type in the Area, one block per Icon.



Example: in Area 42 one of the six yellow Russian Jagers randomly drawn; in Area 72 one of the two light blue Russian Cavalry (may be Light or Heavy) randomly drawn and one of the seven light blue Russian Infantry randomly drawn; in Area 71 one of the four yellow Russian Artillery randomly drawn (may be Foot or Horse)

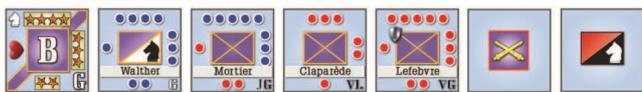
and one of the six yellow Russian Infantry randomly drawn.

Once setup is completed, each player will deploy the seven remaining units in his Reinforcements Pool (the game box).

In the French Reinforcements Pool there are seven Units: Bressier (B), the blue Cavalry, the three blue Infantry, one of the two blue Artillery*, and one of the six red Heavy Cavalry*.

*Randomly Drawn

French Reinforcements Pool



In the Russian Reinforcements Pool there are seven Units: Lavrov (L), one of the five red Artillery*, one of the four yellow Artillery*, one of the three yellow Cavalry*, and three of the nine brown Cavalry*.

*Randomly Drawn

Russian Reinforcements Pool



The player starting with the Initiative (thus holding the Initiative Disc) is the French.

Player with the Initiative



The French player starts the game with the Initiative Disc: he has the Initiative and thus plays the first Impulse of the first Turn.

Afterwards, if the French player spends the Initiative (see 6.0), the Initiative Disc goes to the Russian player, who becomes the player with the Initiative and may spend it as well, giving it back to the French player and so on.

Phasing Player

The Phasing Player (the attacker) is the player currently performing his own Impulse. Thus, the French player is the Phasing Player during the French Impulse, and the Russian player is the Phasing Player (the attacker) during the Russian Impulse.

The other player is the Non-Phasing Player (the defender).

GAME OVERVIEW

HOW TO WIN THE GAME

The game is won instantly by the player that satisfies one of the following three conditions:

- A. kills the enemy Supreme Commander;
- B. controls all the 7 Victory Areas;
- C. eliminates 10 enemy blocks. Russian Militia, Jagers and Cossacks do not count for this.

If none of the three conditions occurs before the game ends on the end of Turn 4, then the winner is the player controlling the most Victory Areas.

A game may end with a tie if both players each control 3 Victory Areas, and neither controls ALL the Fleches Areas.



Russian Morale	French Morale
10	10
9	9
8	8
7	7
6	6
5	5
4	4
3	3
2	2
1	1
Sudden Death	Sudden Death

SEQUENCE OF PLAY

1. Logistics Phase (not on Turn 1)
2. Impulses Phase
 - a. Tactical Action
 - b. Initiative Action
 - c. Pass
3. Final Phase

Logistics Phase (3.0)

During the Logistics Phase, both players may call for Reinforcements, and restore Artillery, Tactical Leaders and Combat Units.

Impulses Phase (4.0)

During the Impulses Phase, players take turns performing single impulse actions (a Tactical Action, a Pass or a Initiative Action). The Impulses Phase ends after two consecutive Passes.

A. Tactical Action (5.0)

During a Tactical Action, which is the most common action undertaken during the game, the Phasing Player:

1. activates his Tactical Leaders;
2. moves his Units;
3. resolves battles.

B. Initiative Action (6.0)

During this special action (which can only be done if the Phasing Player has and spends the Initiative Disc) the Phasing Player may move his Units and resolve Battles without activating any Tactical Leader.

C. Pass (7.0)

During a Pass, the Phasing Player may move only one of his Units.

Final Phase (8.0)

Move the Turn Track Marker forward by one space, which represents three hours of historical time.



1.0 MAPBOARD

The game map is divided in 111 Areas each identified by a unique number (from 1 to 111) inside a colored Circle (Green, Yellow or Red).

There are also 7 gold Stars on the map, each one granting 1 Victory Point to the player controlling it.

1.1 VICTORY AREA

★ A Victory Area has a Star Icon and counts for determining the winner at the end of the game. Controlling all 7 is a sudden death result.

Areas 19, 41, 55, 62, 69 and 107 are all Victory Areas. The Fleches are a special case, made up of Areas 57, 58, and 59 and only award a Victory Point if a player controls ALL THREE of them. So if the game ends, and each player controls three Victory Areas and neither controls the Fleches, the result is a TIE.



1.2 THE TERRAIN

There are three different types of terrain (Green, Yellow, and Red Areas) and one River (the Kolocha).

Note: roads, bridges, minor rivers, lakes, towns, orchards, and buildings are shown only for historical interest, but have no impact on the game.

The color of the Area affects the Movement Points (MPs) needed to enter the Area, the maximum number of Units (per player) that can stack in the Area, and may also provide a Defensive Bonus to the Defender. Only Supreme Commanders may overstack.

Green Area



A Green Area is open terrain, easy to attack and hard to defend.

- Defensive Bonus: none;
- Eligible for Combined Force Bonus (5.3.5);
- Maximum Stacking: **4 Units** per player;
- Movement Cost: **1 MP**.

Yellow Area



A Yellow Area is forested terrain, hard to attack and easy to defend.

- Defensive Bonus: **1**;
- Eligible for OR 9.9;
- Maximum Stacking: **2 Units** per player;
- Movement Cost: **2 MPs**.

Red Area



A Red Area is the top of a hill or a fortified redoubt, very hard to attack, easy to defend.

- Defensive Bonus: **2** (if Defender is the Area owner);
- Eligible for OR 9.9;
- Maximum Stacking: **1 Unit** per player;
- Movement Cost: **2 MPs**.

Area	Def. Bonus	Stacking	MP
Green	0	4	1
Yellow	1	2	2
Red	2 if controlled	1	2

1.2.1 DEFENSIVE BONUS

The Defensive Bonus is given by the Terrain occupied by the Defender. This Defensive Bonus will absorb the first (1 or 2) hits involved in each battle. The Defender has a Defensive Bonus in a Yellow Area, whether he controls it or not, while the Defender has a Defensive Bonus in a Red Area only if he controls it.

1.2.2 ENGAGE and DISENGAGE

A Unit must stop if it enters an Area occupied by enemy Units (Engaging), while a Unit exiting an Area occupied by enemy Units (Disengaging) may continue

moving up to its maximum Movement Allowance. Support Units may not engage (may disengage).

Engaging and Disengaging cost ONE extra MP each.



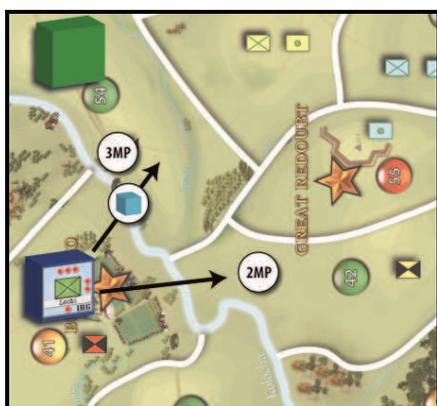
1.2.3 KOLOCHA RIVER

The Kolocha is the only river which has an impact on the game. Crossing the Kolocha River costs +1 MP.

New Engagements across the Kolocha

When a Unit crosses the Kolocha River to enter an Area which is occupied by enemy Units (engage) then the Unit pays TWO extra MPs – one for crossing the Kolocha and one for engaging.

If this Area was not already contested at the start of the Impulse (newly contested Area), then the Unit is marked with a light blue cube (round down dice rolled (to a minimum of 1) in Combat).



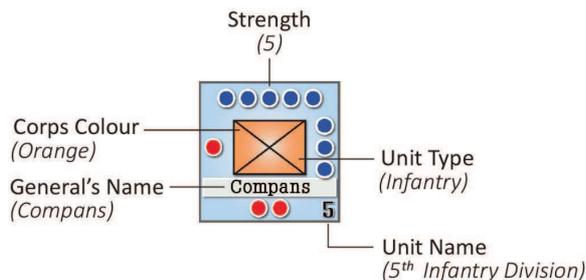
Example: to move the Unit above into Area 42 costs 2 MPs. Instead, to move it into Area 54 (which was not already engaged at the beginning of the Impulse, thus this is a new engagement) costs 3 MPs, and the Unit is marked with a light blue cube (halved in Combat).

1.2.4 ACTIVATING SUPPORT UNITS

Activating a Support Unit costs ONE extra MP.

Event	Extra MP Cost
Engage	+1
Disengage	+1
Kolocha Crossing	+1
Activating Support Unit	+1

2.0 UNITS



2.1 MOVEMENT ALLOWANCE

Each Unit's Maximum Movement Allowance is expressed as Movement Points (MPs):

- Fast Units:** (those Units which are considered mounted, and thus are marked with a horsehead, black or white: Cavalry, Horse Artillery, Tactical Leaders and Supreme Commanders) have 5 MPs;
- Slow Units:** (Infantry and Foot Artillery) have 3 MPs.

2.2 FIREPOWER

Firepower determines the chance a Unit has to score a hit. It is displayed by the color of that Unit's Dots/Cannonballs.

Artillery Pawn is considered a single Black Dot.

Supreme Commander's and Tactical Leaders' Heart are considered a single Red Dot.

	Black: Single Fire (SF) hits at 6
	White: Double Fire (DF) hits at 5 & 6
	Red: Triple Fire (TF) hits at 4, 5 & 6
	Blue/Green: Quadruple Fire (QF) hits at 3,4,5 & 6

2.3 STRENGTH

The Strength of a Unit is given by the number of Dots, Cannonballs, or Stars – from 5 to 1 – along the edges of the Unit, with each edge of the block representing a step. Combat Units and activated Artillery roll as many dice as their Strength.



Example: the five Units represented above have a Strength of 1, 2, 3, 4 and 5 respectively. Thus they roll 1, 2, 3, 4 and 5 dice respectively.

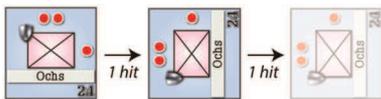
If a Support Unit (see 2.6) is in the battle Area, it rolls one die regardless of its Strength and has either SF (Artillery) or TF (Tactical Leaders and Supreme Commanders).



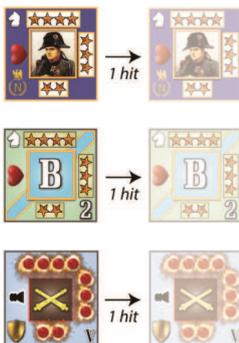
Example: the three Units represented above all have a Strength of 4. If directly involved in Combat they each roll only 1 die and hit at 6 (Artillery Pawn) or at 4, 5 and 6 (Leader/Supreme Commander Heart).

2.4 REDUCING STRENGTH

For each hit taken in combat, Strength is reduced by rotating the Unit 90° counter-clockwise. Units reduced below one Strength are destroyed.



Exception: one hit is enough to destroy a Support Unit, regardless of its Strength.



Note: Supreme Commanders, Tactical Leaders and Artillery are fragile. Do not leave them unguarded!

Destroyed Units are placed – starting from the "10" box – on their respective Morale Track. The game immediately ends if a player eliminates 10 opponent's Units.

Destroyed Russian Jagers, Militia, and Cossacks (Russian brown Light Cavalry) do not count for Morale and they are placed into the game box. Platov does count!



2.5 COMBAT UNITS

A Combat Unit represents a major combat formation made of Infantry or Cavalry. All Combat Units are Primary Targets (5.3.6.1).

The Silver Shield marked on some Combat Units is used when playing with O.R. 9.6.



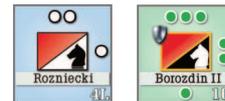
2.5.1 INFANTRY



There are three different subtypes of Infantry in the game (Line Infantry, Jager and Militia) which have no difference in the basic game, except that Militia and Jagers do not count for Morale. They all have 3 MPs.

Infantry has special abilities when playing with the Optional Rules (9.1; 9.3).

2.5.2 CAVALRY



As the fastest Unit on the battlefield (5 MPs), Cavalry can easily get to key positions. In the basic game there is no difference between Light Cavalry (Black Horsehead) and Heavy Cavalry (White Horsehead and Silver Shield), except that Russian brown Light Cavalry (Cossacks) do not count for Morale.

Cavalry has special abilities when playing with the Optional Rules (9.3).

2.6 SUPPORT UNITS

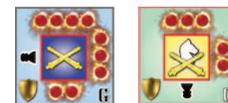
Artillery, Tactical Leaders and Supreme Commanders are Support Units. All Support Units are Secondary Targets (5.3.6.1).

Once activated, they play a key part in moving units or supporting a Combat, but have a minimal impact if the Combat occurs in the Area they occupy.

Activating a Support Unit causes it to be revealed.

One hit is enough to eliminate a Support Unit, regardless of its strength.

2.6.1 ARTILLERY



Artillery may be activated for supporting battles in adjacent Areas with TF. Each time an activated

Artillery fires into an Area, it is reduced. Once reduced at the Pawn Level, Artillery is exhausted and cannot support a battle with its fire until restored.

Example: the two Artillery Units shown above may fire three and two times respectively before getting exhausted.

Artillery may be restored ("reloaded") in the Logistics Phase.

During a battle in the same Area it occupies, Artillery rolls 1 die, SF, regardless of its Strength and even if exhausted.

In the game most Artillery is Foot Artillery (3 MPs), but there are some Horse Artillery (5 MPs).

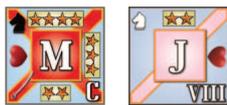
Activating an Artillery costs ONE extra MP.

Example: Activating an Artillery costs ONE extra MP after moving and the Artillery is revealed. Artillery can support multiple battles with only one activation, but must reduce its Strength for each battle.

ONE hit is enough to destroy an Artillery Unit regardless of its Strength.

 Each Artillery has a Gold Shield which is used when playing O.R. 9.6.

2.6.2 TACTICAL LEADERS



A Tactical Leader can be activated to command Units. Each time a Tactical Leader is activated, it is reduced. Once reduced at the Heart Level, a TL is exhausted. Thus the two TLs shown above may be activated three times and one time respectively before becoming exhausted.

Tactical Leaders may be restored in the Logistics Phase.

During a battle in the same Area it occupies, a TL rolls 1 die, TF, regardless of its strength and even if exhausted.

Tactical Leaders have 5 MPs.

Activating a Tactical Leader costs ONE extra MP.

Example: Activating a TL costs ONE extra MP after moving and the TL is revealed. TLs may be activated only during the Tactical Leader Activation Segment of a Tactical Impulse.

ONE hit is enough to destroy a TL regardless of its Strength.

2.6.3 SUPREME COMMANDERS



A Supreme Commander can be activated in the Logistics Phase to call for reinforcements and restore fatigued Units. Each time a Supreme Commander is activated, it will be reduced.

Note: as there are three available Logistics Phases in the game, each Supreme Commander can be activated three times. However it is not mandatory to activate it in each Logistics Phase, so sometimes it may be wise to preserve its Strength.

During a battle in the same Area it occupies, a Supreme Commander rolls 1 die, TF, regardless of its strength and even if exhausted.

The Supreme Commanders have 5 MPs.

The Supreme Commander's Strength determines:

1. the maximum number of Tactical Leaders which may be activated during each Impulse;
2. the maximum number of new engagements the attacker may make during a Tactical Impulse or a Special Initiative Action;
3. the maximum number of battles the attacker may make during a Tactical Impulse or a Special Initiative Action;
4. the maximum number of activated Artillery which may fire into a battle Area at once.

Once exhausted, its Strength is "0", thus no TL may be activated, no new engagements may be done, no battle may be resolved, and no activated Artillery may fire!

3.0 LOGISTICS PHASE

The Logistics Phase is done by both players at the beginning of each Turn except the 1st Turn and each player – the one without the Initiative first – chooses whether to activate his Supreme Commander or not.

3.1 SUPREME COMMANDER Activation

If a player chooses not to activate his Supreme Commander (or if he cannot because his Supreme Commander is in a contested Area and it cannot disengage into a friendly controlled Area), then the player cannot call for Reinforcements, nor restore his Units, but his Supreme Commander is not reduced.

However, if the player chooses to activate his Supreme Commander, then he must reveal (+1 MP) his Supreme Commander in a friendly and uncontested Area. The Supreme Commander may also be moved before activating (but not after), up to its maximum Movement Allowance.

Disengaging, crossing the Koloča, and activating each costs ONE extra MP.

Then he may, in this order:

1. deploy Reinforcements *and*
2. restore Tactical Leaders *and*
3. restore Artillery *and*
4. restore Combat Units

For each player, the number of available Reinforcements, the number of restorable Combat Units steps, the number of restorable Artillery steps, and the number of restorable Tactical Leaders' steps is equal to his Logistics Value.

At the end of the Logistics Phase, players reduce activated Supreme Commanders.

3.2 LOGISTICS VALUE (LV)

The Logistics Value (LV) is expressed in Logistics Points (LP) and it is calculated by adding:

- the Stars of the Supreme Commander;
- the number of controlled Victory Areas, even if Isolated.

In the Logistics Phase, the LV is used to determine:

- the # of deployable Reinforcements;
- the # of rebuildable Artillery steps, Tactical Leader steps and Combat Units steps.

Example: During the 1st Turn, the French player has not spent the Initiative Disc, thus he has the Initiative. During the Logistics Phase of the 2nd Turn, the Russian player must choose first whether to activate Kutuzov or not. He chooses not to, in order to preserve its strength for future Turns. Then the French player chooses to activate Napoleon. Napoleon (at 4 stars) is revealed – without moving – in Shevardino (1 MP).

The French player calculates his Logistics Value by adding 2 (as he controls Shevardino and Borodino) to Napoleon's Strength (4). The French Logistics Value is then 4+2=6.

Then he first deploys 6 Reinforcements, and then restores 6 Tactical Leader steps, 6 Artillery steps, and 6 Combat Units steps (6 Black, 3 White, two Red or any valid combination (see 3.3)).

At the end of the Logistics Phase Napoleon is reduced to 3 stars and concealed.

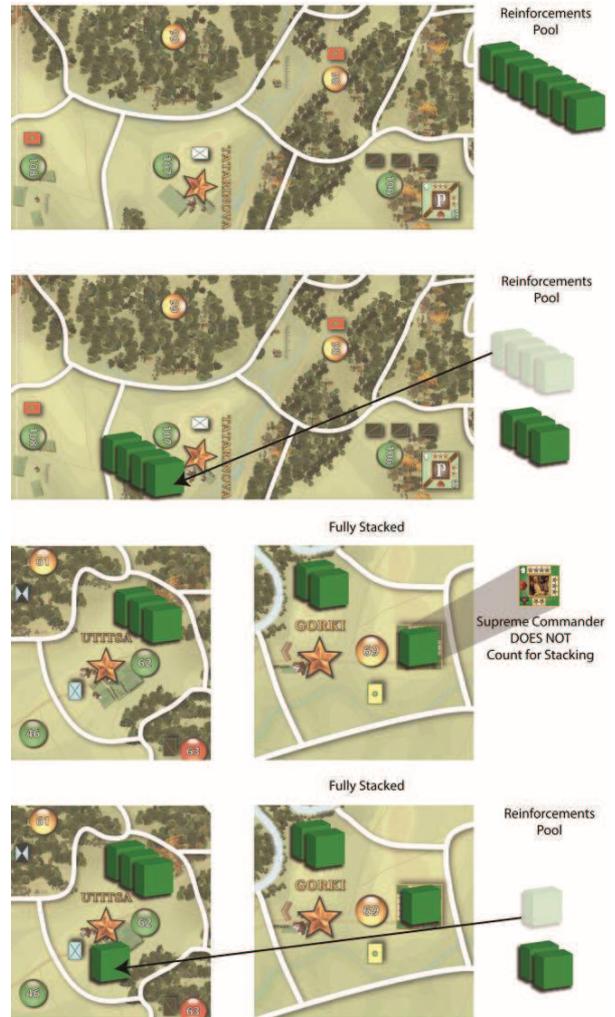
3.3 DEPLOY REINFORCEMENTS

Reinforcements are randomly drawn and deployed in any of the six Victory Areas (not in the Fleches) if controlled, uncontested, not Isolated, and without overstacking.

The Russian player deploys in this order, until each Area is fully stacked:

1. Tatarinova;
2. Gorki;
3. Utitsa;
4. Great Redoubt;
5. Borodino;
6. Shevardino.

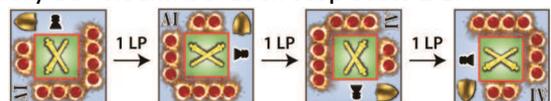
The French player deploys Reinforcements in the opposite order, so Shevardino first, then Borodino, etc.



Example: The Russian player has nine LPs (five Victory Areas and Kutuzov at full Strength) and seven available Units in his Reinforcements Pool. He randomly draws his first Reinforcement, and deploys it in Tatarinova, as he does for his second, third and fourth. Then Tatarinova is full stacked. So next he deploys his fifth in Utitsa (as Gorki is already full stacked). No other controlled Victory Area is available, thus the last two Units must remain in the Reinforcements Pool.

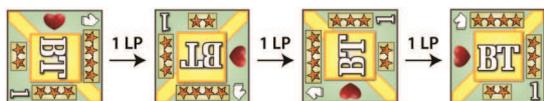
3.4 RESTORE ARTILLERY

To restore an Artillery step, the player rotates the Artillery 90° clockwise. Each step costs 1 LP.



3.5 RESTORE TACTICAL LEADERS

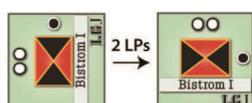
To restore a Tactical Leader step, the player rotates the Tactical Leader 90° clockwise. Each step costs 1 LP.



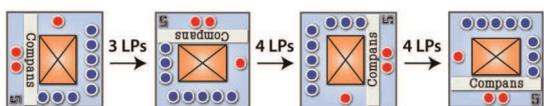
3.6 RESTORE COMBAT UNITS

To restore a Combat Unit step, the player rotates the Combat Unit 90° clockwise. Each step costs from 1 to 4 LPs, depending on the color to restore:

- = 4
- = 3
- = 2
- = 1



Example: the Russian player spends two of his LPs to rebuild the Life Guard Jager Brigade to full strength.



Example: the French player has nine LPs. To rebuild the 5th Infantry Division from the minimum Strength up to the maximum 11 LPs would be needed. Thus the French player may spend seven LPs to rebuild the 5th Infantry Division from the minimum to three, and the other two LPs for other Units (one white step or two black steps).

4.0 IMPULSES PHASE

During the Impulses Phase, players may play a Pass, a Tactical Action or an Initiative Action.

At the beginning of each of the above Actions, the Phasing Player must perform an Isolation Check.

4.1 ISOLATION CHECK

The Phasing Player checks if ALL his Units and controlled Victory Areas have a valid Line of Communication (LoC) with his Supreme Commander.

Those Units and those Areas which don't have a LoC, are marked as "Isolated" with a white cube, until they are able to trace a valid LoC in any successive friendly Isolation Check. Restoring LOC during an impulse does not immediately remove Isolation cubes!

Isolated Victory Areas cannot be used for deploying Reinforcements (neither during the Logistics Phase, nor during the Special Call for Reinforcements Action).

Isolated Units cannot be restored during the Logistics Phase.

4.1.1 LINE OF COMMUNICATION

The Line of Communication (LoC) is a contiguous path of unlimited length which must be traced from the Unit/Area to its Supreme Commander. This path must neither pass through nor end in any enemy controlled or contested Area.

Note: the LoC may start from any Area, no matter if it is controlled or contested.



Example: in the picture above, three Russian Units (Bagration and two yellow Infantry) are Isolated.

As a side note, Bagration can be activated, but can command only one of the two Infantry (the one in the Area where it will be activated, as none is of the same color as Bagration) to move into Area 71 in order to restore the LoC with Kutuzov. The three Isolated Russian Units will retain the white cube until the next Russian Impulse, when a new Isolation Check will be performed.

5.0 TACTICAL ACTION

1. Tactical Leaders Activation Segment
2. Movement Segment
3. Combat Segment
4. Support Units Deactivation Segment

5.1 TACTICAL LEADERS ACTIVATION

A Tactical Leader has 5 MPs which allows him to move up to 4 MPs and then activate and be revealed by spending the remaining 1 MP. Exhausted Tactical Leaders (Heart Level) cannot be activated.

In each Tactical Impulse, the Phasing Player can activate a number of not exhausted Tactical Leaders, up to his Supreme Commander's Strength.

The Tactical Leaders' Activation is not simultaneous. Thus, if a Tactical Leader wants to move and activate in a fully stacked Area where another Tactical Leader is, the latter has to move and activate, before the former may do it.

For each activated TL, the Phasing Player may either make ONE new engagement and resolve its battle, or not make a new engagement but resolve the battle of an existing one.

Once activated, a Tactical Leader can command:

1. any Units in the Area where it has been activated, including the Supreme Commander and other Tactical Leaders, and
2. Units of its color (or Militia) in its Tactical Range.

Example: the French start the game with 7 Tactical Leaders on the mapboard, but, because Napoleon's Strength is 4 (4 Stars), during an Impulse a maximum of 4 Tactical Leaders can be activated and a maximum of 4 Battles may be resolved.

5.1.1 TACTICAL RANGE

The Tactical Range is a contiguous path of a defined length (see below), which must be traced from the Unit to its Tactical Leader. This path must neither pass through nor end in any enemy controlled or contested Area.

Note: the Tactical Range may start from any Area, no matter if it is controlled or contested.

The length of the Tactical Range is defined by the Tactical Leader's Strength:



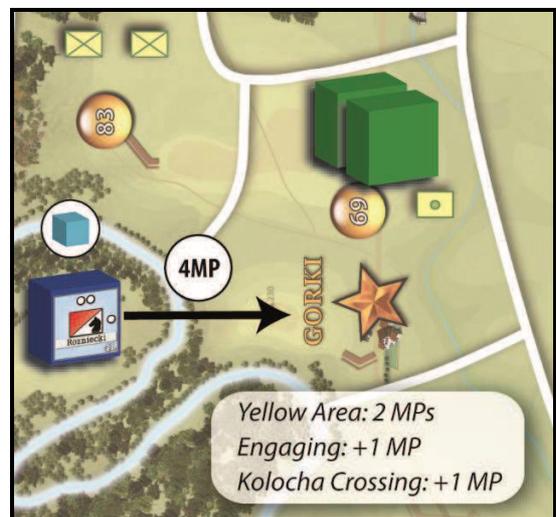
5.2 MOVEMENT

1. Move Units and Activate Artillery
2. Inspire Combat Units

During the Movement Segment, each eligible Unit can move up to its maximum Movement Allowance; each eligible Artillery may be activated; and each activated Tactical Leader may inspire ONE of its Combat Units. Unused MPs are lost.

Units which have made New Engagements across the Kolocha are marked with a light blue cube.

Unit movement is not simultaneous. Units must be moved one by one, and before starting to move a Unit, the player must have completed moving the previous Unit. So, if a Unit wants to move into a fully Stacked Area, one Unit must first be moved out from such an Area, before another Unit enters the Area.



Example: the French player wants to attack Gorki with his Cavalry (5 MPs). The Cavalry spends 4 MPs in the process. The unused MP is lost.

5.2.1 ACTIVATE ARTILLERY

If during the Movement Segment the Phasing Player activates (spending 1 extra MP to reveal it) an eligible Artillery in an Area, then during the Combat Segment the Artillery may be committed to support a battle in any adjacent Area with Artillery fire.

5.2.2 INSPIRATION

Yellow Cube After the Movement Segment is completed and before the Combat Segment starts, the Phasing Player may "Inspire" some of his Combat Units, marking them with a yellow cube, as follows:

- each activated Tactical Leader can Inspire **one** of its **Combat Units** (thus an Infantry or a Cavalry);
- the Inspired Combat Unit must be of the Tactical Leader's color (or a Militia) and adjacent to it;
- the Inspired Combat Unit will receive a hit bonus in combat (this Impulse only!):
 - *Inspired SF Combat Unit hits at 5 and 6.*
 - *Inspired DF Combat Unit hits at 4, 5 and 6.*
 - *Inspired TF Combat Unit hits at 3, 4, 5 and 6.*
 - *Inspired QF Combat Unit hits at 2, 3, 4, 5 and 6.*



Above, Murat is inspiring the 1st Light Cavalry Division. Note that only 4 yellow cubes are provided in the game, as it is not possible to activate more than 4 TLs in a Tactical Impulse, and thus to Inspire more than 4 Combat Units.

Example: during the third Impulse of Turn 1, the French player checks Isolation for all of his Units (none is Isolated). Afterwards he activates 4 Tactical Leaders, the maximum allowed as Napoleon Strength is 4. As Area 41 was already contested when the Impulse started, he is not forced to resolve this battle (while he can move some/all of his Units out, and move some others in).

Then he completes moving all of his Units and generate four (that's maximum, as Napoleon Strength is 4) newly Contested Areas - which all require a Battle (four totally) to be resolved in the Combat Segment; activates six of his Artillery; inspire (yellow cube) three of his Combat Units (Junot, even if activated, is not adjacent to any of his embattled Units). Note that there is no limit to the Artillery the Phasing Player is allowed to activate during a Tactical Impulse, but there is a limit (the Supreme Commander's Strength) to the number of Artillery which may fire (red cube) into the same Area.

Then the French player starts resolving the four battles, one by one, in the order he chooses.

5.3 COMBAT

Battles are resolved during the Combat Segment, in the order chosen by the Phasing Player, New Engagements always first.

Each battle is resolved completely before a new one starts. Combat Sequence:

1. Artillery Fire
2. Defender allocates hits
3. Defender Retreat Option (6.4)
4. Showdown
5. Ground Combat
6. Apply Hits
7. Conceal Area owner's Units

5.3.1 ARTILLERY FIRE

Red Cube The attacker may commit any of his activated Artillery in adjacent Areas to support the battle with their Artillery Fire, marking each Artillery with a red cube. The maximum number of Artillery which may be committed to fire into an Area may not exceed the Supreme Commander's Strength.

Each activated Artillery rolls as many dice as its Strength (not halved if firing across the Kolocha) and has TF.

Hits are immediately applied by the the defender, without showing his Units to the attacker.

The Defender must claim the Defensive Bonus if able, possibly using it up.

Then, each activated Artillery which has fired into the Area is reduced and the red cube is removed, but remains active, as it can fire into any other adjacent battle Area during this Impulse.

5.3.2 DEFENDER RETREAT OPTION

After the Non-Phasing Player (defender) has allocated Artillery Fire's hits, he can Retreat from the battle by playing the Initiative Disc (see 6.4).

5.3.3 SHOW'DOWN

If the defender has not played the Retreat Option, then both players simultaneously reveal their Units in the Area.

5.3.4 GROUND COMBAT

After having their Units revealed in the Area, players simultaneously roll the dice (**unless Combined Force Bonus** may be applied), calculate the number of hits inflicted to the opponent, and apply hits to their own Units (see 5.3.6), Non-Phasing Player FIRST.

5.3.5 COMBINED FORCE BONUS

If the battle occurs in a Green Area and one of the two players has at least one Infantry AND one Cavalry that are not marked with a light blue Kolocha Crossing cube, while his opponent does not, then that player is eligible for the Combined Force Bonus.

Combined Force Bonus: the player rolls the dice before his opponent, and hits are immediately applied. Then the opponent rolls the dice for his remaining Units.

Example: three French Units (two Infantry and Cavalry) attack a Green Area beyond the Kolocha, occupied by two Russian Units. One of the two French Infantry has crossed the Kolocha, thus it is marked with a light blue cube.

After showdown, the two Russian Units reveal and they are two Infantry. Then, the French player is eligible for Combined Force Bonus: he rolls for ALL three of his Units (one Infantry is halved) before his opponent, and hits are applied immediately. Afterward, the surviving Russian Infantry – if any – may return fire.



Example: the Cavalry did not engage the Area directly after crossing the Kolocha, therefore it is not marked with a light blue cube. However the attacker is not eligible for Combined Force Bonus, as its Infantry has engaged across the Kolocha.

5.3.6 APPLYING HITS

Hits are applied to Units by the controlling player. Before applying any Hits, the Defender must use the Defensive Bonus to absorb hits (one or two). Hits are applied to Primary Targets first, and then to Secondary Targets.

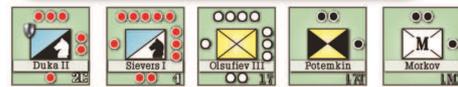
Hits are applied one by one, to the Unit(s) which has the highest Strength at the moment that hit is applied. If two or more Units have the same Strength, then the controlling player chooses to which Unit that hit must be applied.

5.3.6.1 TARGET PRIORITY

Secondary Targets **cannot** be hit before all Primary Targets have been eliminated.

Primary Targets: Combat Units (Infantry and Cavalry).

All Combat Units are Primary Targets



Secondary Targets: Support Units (Supreme Commanders, Tactical Leaders, and Artillery).

All Support Units are Secondary Targets



Example: The French player attacks with two Infantry and one Cavalry a Green Area beyond the Kolocha occupied by four Russian Units (two Infantry, one Artillery, and one Tactical Leader).



The French Cavalry has crossed the Kolocha and it is marked with a light blue cube. Bressier - activated - has Inspired the Old Guard (yellow cube) which will gain QF. No Artillery was committed (note the activated French Artillery adjacent to the Area, but without a red cube). The Defender does not have the Initiative Disc and so he may not choose to retreat. Players simultaneously reveal their Units and then simultaneously roll the dice (no one may claim for Combined Force Bonus): the French player scores six hits, the Russian player scores four hits.

The Russian player applies the first four hits (two each) to his Combat Units (Primary Targets) and both the Infantry are eliminated; the remaining two hits eliminate both the Support Units (one each). The four Russian Units are removed from the mapboard, and all but the Jager (it does not count for Russian Morale) are deployed on the Russian Morale Track.

The French player applies the four hits to his Combat Units, two each to his Infantry (strongest Units).

5.3.7 CONCEALING UNITS

After both players have allocated hits, the battle is over. The Phasing Player removes yellow and light blue cubes from the Area. If all of one player's Units have been eliminated, then the other player (the Area owner) conceals his Units.

If instead after the battle the Area is still contested, then the Area owner conceals his Units, while the other player leaves his Units visible.

Then the Phasing player may select and resolve another battle.

Note: *if an Artillery Unit is adjacent to contested Area, it does not conceal until the end of the impulse (it can be used again in another Artillery Segment).*

5.4 DEACTIVATE SUPPORT UNITS

Once all battles have been resolved, the Phasing Player deactivates all his activated Support Units (Tactical Leaders and Artillery). Tactical Leaders are reduced and then concealed; Artillery are concealed.

6.0 INITIATIVE ACTIONS



The player with the Initiative Disc can spend it (by deploying it onto the mapboard) in order to perform one of the four following Initiative Actions:

- A. Call for Reinforcements (Phasing Player, instead of a Tactical Action);
- B. Special Initiative Movement and Combat (Phasing Player, instead of a Tactical Action);
- C. Cavalry Raid (Phasing Player, after a Tactical Impulse);
- D. Retreat from a Combat (Non-Phasing Player, during the Combat Segment).

After being played in one of the four ways above, the Initiative Disc is considered spent and goes to the other player, who deploys it on his specific space on the mapboard.

6.1 CALL for REINFORCEMENTS

The Phasing Player spends the Initiative Disc to deploy a number of Reinforcements equal to his LV.

Reinforcements are deployed as described in 3.3.

6.2 MOVEMENT and COMBAT

The Phasing Player – instead of performing a Pass or a Tactical Impulse – calculates his LV and spends

the Initiative Disc to move a number of Units up to his LV.

Each Unit may move up to its maximum Movement Allowance. Support Units can be moved but not activated (no Artillery Fire, or Inspiration allowed). Engagements, Disengagements and Combat are permitted.

The maximum number of new engagements and battles must not exceed the Supreme Commander's Strength (3 Stars = No more than 3 new engagements and 3 battles).

6.3 CAVALRY RAID

The Phasing Player – after having completed a Tactical Impulse – spends the Initiative Disc to move a number of Cavalry Units up to his LV.

Each Cavalry Unit may move up to its maximum Movement Allowance without being revealed, but cannot Engage, nor Disengage, and no Combat may be resolved.

6.4 DEFENDER RETREAT

The Non-Phasing Player player spends the Disc to retreat from one Combat.

Retreat is performed after Artillery Fire. Retreat involves all the friendly Units in the Area under attack. Retreating Units must move into any adjacent and controlled Areas without overstacking. Retreating Units which cannot retreat due to overstacking are eliminated at the controlling player's choice.

7.0 PASS

During a Pass, the Phasing player may move only one of his Units. No Engagement is allowed.

Support Units may NOT be activated, and no Combat may be resolved.

After two consecutive Passes (one per player), the Turn ends and a new one begins.

8.0 FINAL PHASE

Apply Battle Fatigue Attrition (O.R. 9.10).

Players move the Turn Tracker forward by one space.

If it is the 4th Turn, each player calculates controlled Victory Areas to determine the winner.

9.0 OPTIONAL RULES

Optional Rules (O.R.) offer players a better understanding of the historical battle, adding flavor to the game and more strategic options, but also increasing the level of complexity. Thus, players should use them only after having taken confidence with the standard rules set.

Optional Rules must be used in order. Using an O.R. without using the previous O.R. might compromise the balance of the game.

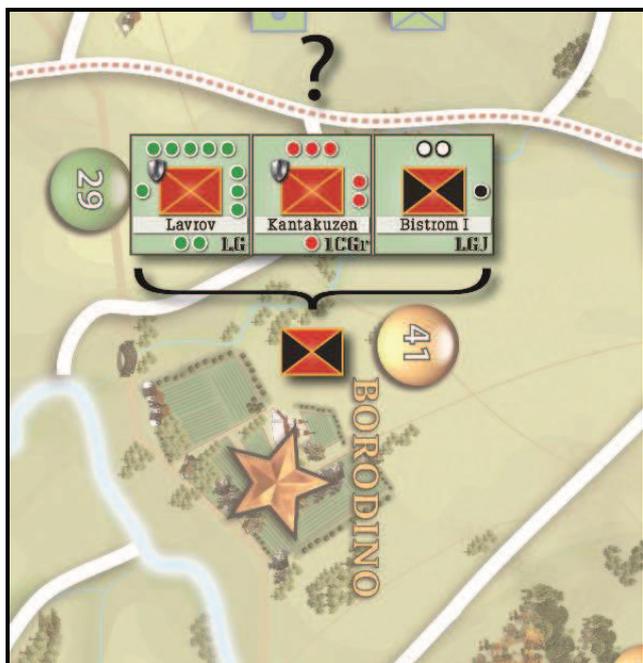
9.1 RUSSIAN JAGER

During Ground Combat in a Yellow/Red Area – after Artillery Fire has been resolved – each full strength Russian Jager (attacking or defending) may either Skirmish or Ambush the enemy."

Skirmish: reduce strength by one and retreat into any adjacent friendly-controlled Area without overstacking;

Ambush: roll dice before any other Units and immediately apply any hits.

Additionally, during Setup, Russian Jagers are treated as regular Infantry. Thus, they are grouped by color, mixed with Line Infantry, and then randomly picked up and deployed.



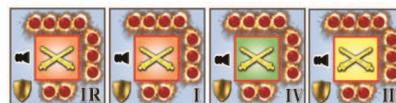
Example: in Borodino, setup could include any of the three Russian red Infantry, not exclusively the Life Guard Jager.



Example: in both Area 42 and Area 71, one of the 12 Russian yellow Infantry (six Jager, six regular Infantry) is randomly drawn and deployed. In Area 72, one of the 11 Russian light blue Infantry (four Jager, seven regular Infantry) is randomly drawn and deployed.

9.2 Grande Batterie Artillery Fire

At the beginning of the game, before the 1st Impulse, the French player can fire (without moving or activating) with its four Artillery deployed in Areas 16, 28, 31, and 32.



For each of the Artillery, the French player places a red cube in an adjacent enemy occupied Area to fire in, then rolls 4 dice for the adjacent Artillery, thus 16 dice total. The Russian player may claim the Defensive Terrain Bonus where it is appropriate and Shield Bonus if using O.R. 9.6. Each Artillery may fire only once.

Example: the French plays the Grand Batterie. His four available Artillery are committed to fire as shown in the image below.



Note: for the purpose of the picture, all the other French Units are not shown.

After the Grande Batterie Fire has been completed, the French player starts the 1st Impulse.

As a consequence of the Grande Batterie Fire, up to four Russian occupied Areas may be completely vacated!

Note: the defender does not reveal any Units while allocating hits.

9.3 AGILITY

 Murat, Light Cavalry (both have a *black horsehead*), and Jager Units gain 1 MP while Militia Units lose 1 MP.

- Murat and Light Cavalry: 6 MPs;
- Jager: 4 MPs;
- Militia: 2 MPs.

9.4 FIRST SABER of the EMPIRE

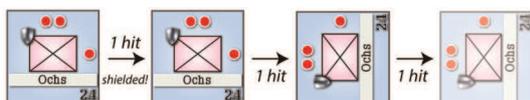
 Murat, when activated, may move any Cavalry Unit (regardless of its color) in Tactical Range, and Inspire any adjacent Cavalry Unit (regardless of its color).

9.5 COSSACKS

 Platov may **NOT**, under any circumstance, command any other Unit besides Cossacks, **AND** Cossacks Cavalry do not count as Cavalry Units for/against Combined Force Bonus (see 5.3.5).

9.6 SHIELDED UNITS

  Each Unit with a Shield Icon (Silver for Primary Target, Gold for Secondary Target), can ignore the first Hit applied to them in each battle, considering it as shielded.



Note: the Shield benefit only applies when a Unit would have a hit applied to it by normal allocation rules. So non-shielded 4 point Units still take a hit before 3 point shielded Unit can absorb a hit.

Example: applying this rule to the example on page 14, the Russian player would have been able to use his Infantry's Silver Shield to absorb the first hit, and then the four successive hits would have destroyed the two Infantry. The sixth hit would have been absorbed by the Artillery's Gold Shield, saving both Russian Support Units from elimination.

The French player would also apply Shields, which would have been able to absorb the first hit on his

Infantry's Silver Shield, thus one Infantry would have been reduced to two, and the other to one.

9.7 EXHAUSTED TACTICAL LEADER

 It is now possible to activate (5.1) Exhausted Tactical Leaders.

An Exhausted Tactical leader has its Tactical Range reduced to "0", so it can only command Units (of any color) in the Area it occupies when it has been activated.

Activated exhausted Tactical Leaders DO count against the maximum number of Tactical Leaders which can be activated in each Impulse.

However, Exhausted Tactical Leaders can be activated only if a not-exhausted Tactical Leader has already been activated in the same Impulse.

Exhausted Tactical Leaders are not reduced or eliminated during the Tactical Leader Deactivation Segment.

9.8 GENERAL OFFENSIVE

If the Phasing Player has declared a Tactical Impulse, he can spend the Initiative Disc to call for a General Offensive.

The General Offensive allows the Phasing Player to perform a special Tactical Impulse, and he can activate his Tactical Leaders, fire with his activated Artillery, make new engagements and resolve battles as if his Supreme Commander was at maximum Strength (4).

Example: at the beginning of the Impulses Phase of the 4th Turn, Napoleon is exhausted.

The French Player calls for a General Offensive and spends the Initiative Disc.

Thus during his Tactical Impulse, the French player can activate up to four TL, make four new engagements, resolve four battles and have four Artillery firing in each battle Area.

9.9 Advanced Combat

If Combat occurs into a Yellow/Red Area, Units fire and hits are immediately applied following this order:

1. Russian Jager;
2. Infantry;
3. Russian Militia;
4. Light Cavalry;
5. Heavy Cavalry
6. Secondary Targets

Example: With two Units (one Infantry and one Heavy Cavalry), the French player attacks a Yellow Area occupied by two Russian Units (one Jager and one Infantry).

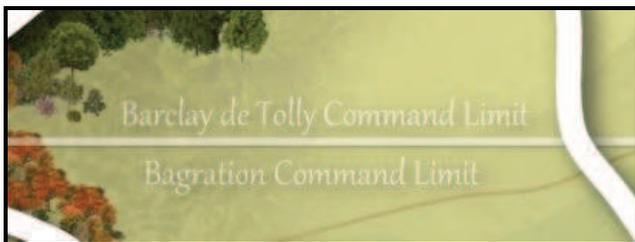
Since the Area is Yellow, the Russian Jager fires first, and its hits (if any) are immediately applied by the French player to his Units. Then the Infantry both roll simultaneously and hits are applied accordingly (the Russian player may claim one Defensive Bonus as the Area is Yellow). Last to fire will be the French Heavy Cavalry. Hits are applied accordingly.

9.10 BATTLE FATIGUE ATTRITION

At the end of each Turn, during the Final Phase, each engaged not-Shielded Unit (TLs and Supreme Commanders included!) suffers one hit. The Terrain Defensive Bonus is ignored.

9.11 BdT/B COMMAND LIMIT

The game map is divided in two parts (north and south) by a white line. This line marks the Barclay de Tolly /Bagration Command Limit; Barclay de Tolly cannot go south of this line, and Bagration cannot go north of it.



Bagration and Barclay de Tolly cannot move across this line, nor command any Unit beyond this line.



Note: an Area belongs to the northern part if its colored circle is north of the line, while an Area belongs to the southern part if its colored circle is south of the line.

9.12 BdT/B Extreme Command Limit

In addition to all the restrictions mentioned in OR 9.11, Russian 1st Army Units (yellow) cannot enter any Area in the southern part of the map, and Russian 2nd Army Units (light blue) cannot enter any Area in the the northern part of the map.

10.0 LAST BLOOD

The Last Blood Scenario must be played with ALL the Optional Rules and offers a brand new game experience with harder Victory Conditions.

So, while a Bloody Monday game lasts on average from one to two hours, a Last Blood game scenario is intended to last much longer, and has an increased difficulty level.

We recommend playing this scenario only after having played at least two or three times with the regular game.

Victory Conditions

Victory Conditions are the same as for the standard game, with the exception that if the game lasts until the end of the 4th Turn, then each player calculates his score (see below) and the winner is the player with more Victory Points.

Victory Points

At the end of the fourth Turn, each player calculates his score by adding:

- 3 Points for the Fleches*;
- 2 points for each controlled Victory Area;
- 5 Points for each eliminated enemy Gold Shield Unit;
- 3 Points for each eliminated enemy Silver Shield Unit;
- 2 Points for each other eliminated enemy Unit (Russian Jager, Militia and Cossacks 1 Point each).

Bon chance!

**only if the player controls ALL THREE Areas, otherwise one or two of them are worth nothing.*



Borodino: An Introduction

Jim O'Neill

"At the beginning of a campaign it is important to consider whether or not to move forward; but when one has taken the offensive it is necessary to maintain it to the last extremity. However skilfully effected a retreat may be, it always lessens the morale of an army, since in losing the chances of success, they are remitted to the enemy. A retreat, moreover, costs much more in men and materials than the bloodiest engagements, with this difference, also, that in a battle the enemy loses practically as much as you do; while in a retreat you lose and he does not."

– Napoleon Bonaparte

The general situation in Europe in 1812

An uneasy peace had reigned in Europe since Napoleon had put the Austrians in their place at Wagram in 1809. Obviously the conflict in Spain was still in full flow and, although it was costing the French some 100 casualties a day on average, the Emperor regarded it as a side show and left it to his Marshals, albeit with a healthy dose of interference and advice.

To found an Empire is one thing, but to ensure its longevity, an heir is needed and it is to this task that Napoleon set his mind. Josephine was barren; she stood in the way of the Emperor's dynastic ambitions and he had no hesitation in divorcing her, unscrupulously citing the need for a legitimate successor and turned his mind to the search for a suitable Empress. He eventually chose the Archduchess Marie Louise, an 18-year-old Austrian who, on the 20 March 1811, produced a baby boy. This child was proclaimed King of Rome. Unfortunately, this did not please Russia, who had been hoping to foist one of their own, the Grand Duchess Anna, onto Napoleon. Still when an Empire is at stake, one can't please everyone.

Russia, Prussia and Austria were now in an uncomfortable alliance with France, but were too shaken by previous defeats to consider any other options. In Russia, however, there was a strong undercurrent of animosity towards France, caused in the main by having to agree to the Continental System, which as part of the terms of the Treaty of Tilsit, forbade trade with Britain. This was having a profoundly detrimental effect on Russia's economy. In 1812 Russia re-established trading relations with Britain. France's occupation of the Dutchy of Oldenburg and its incorporation into the French Empire was a slap in the face to the Tzar who was

related to its ruler through marriage. In 1812, these divisions gave Tzar Alexander the excuse to make preparations to invade the Empire as early as 1811, but these came to nothing. In mid 1812, Napoleon decided to pre-empt the Tzar and "liberate" Poland on his way to invading the heartland of Russia.

The Opposing Armies

Depending on which sources are used, the French Empire would amass between 450,000 and 600,000 men, of whom 250,000 were French, on the borders of Russia opposed by some 400,000 to 488,000 Russians including *Opolchenie* (irregular militia) and Cossacks, but only having about a third of their number initially deployed on the borders. The French were spread out as follows:

- On the Northern flank, Maréchal Macdonald, descendant of Flora Macdonald of Jacobite fame, commanded the X Army Corps of some 30,000 Poles and Germans.
- In the Centre under Napoleon's direct command were 225,000 bayonets and sabres from the Imperial Guard, the Vistula Legion, the I, II and III Corps.
- On the Southern flank, Prince Schwartzburg with 35,000 Austrians and Renier's 18,000 Saxons of VII Corps.
- Prince Murat followed up with 20,000 Reserve Cavalry.
- IV, VI and III Reserve Cavalry Corps also followed under Eugène, Saint Cyr and Grouchy.
- In addition there were substantial reserves in Poland, Prussia and the German States who would later march to join the Emperor.

This was a polyglot army indeed with only half being actual French and the rest consisting of Austrians, Prussians, Poles, Germans, Italians, Swiss, Spanish, Portuguese and many others.

The Russians were deployed as follows, first under Barclay de Tolly and then under Kutuzov:

- The First Western Army with 111,000 men including 7,000 Cossacks under the command of Mikhail Bogdanovich Barclay de Tolly – deployed along the Niemen.
- The Second Western Army commanded by Prince Pyotr Ivanovich Bagration had 37,000 men including 4,000 Cossacks – deployed in Southern Lithuania.
- The Third (Reserve) Army under Count Alexander Petrovich Tormasov consisted of 42,000 men including 4,000 Cossacks – deployed in Volhynia.
- Various other units were scattered over Russia and its territories and these acted as a strategic reserve and were called upon as necessary. The strongest of these was the Army of the Danube under Admiral Pavel Vasilievich Tchichagov – deployed in the Ukraine.

Worthy of note is that the Reserve armies were composed of a high proportion of Militias, Depot and Recruit Battalions.

Opening moves: the March to Borodino

Napoleon's modus operandi had always been to disregard geographic objectives and concentrate on the destruction of his enemy's field armies. This brought him victory in 1805 against Austria and Russia, in 1806 against Prussia, in 1807 against Russia and against Austria again in 1809. He had no intentions of changing this in 1812. At the outset, *he had no plan to march on Moscow*; the campaign was to be decided on the borders of Russia. Unfortunately, first Barclay and then Kutuzov had a different approach to warfare.

On the 24 June 1812, the French Grande Armée crossed the Nieman into Russian territory. The campaign had begun. Napoleon's prospects looked good; he only had to ensure that the constituent parts of his massive force acted in unison to smash the Russian Armies. It was not to be. As soon as

Napoleon's troops came in sight, **both** the Russian Armies of Barclay and Bagration upped stakes and scampered; the original plan was for Barclay to retreat and Bagration to take the French in flank. This was to become the norm until the Russians finally turned to face the Eagles at Borodino.

A brief overview of the beginning of the campaign shows the following moves and counter-moves: Napoleon advances on Vilna and Barclay, accompanied by the Tzar, retreats to a defensive camp at Drissa behind the river Dvina. Unfortunately this camp had not been properly prepared and this proved too much for Alexander, who was convinced by a delegation that his true place was in the rear organising provisions and reinforcements. Now that the political influence was out of the way, Barclay could get down to managing the armies properly. His first objective was to get away from Drissa and attempt to unite his First Army with Bagration's Second Army, which also came under Barclay's overall command.

Barclay managed to reach Vitebsk and there awaited Bagration, who should come up from the South. In the meantime, Napoleon was not idle; he detached Davout to catch Bagration between himself and Jerome, who had been threatening the Second Army. This could have resulted in the annihilation of Bagration's force, but Jerome was far too slow and allowed the Second Army to escape. Napoleon reprimanded Jerome so severely that he left for France in a fit of pique. Ignoring this, the redoubtable Davout at the head of his I Corps reached Mohilev and repelled Bagration. This stopped him from linking up with Barclay at Vitebsk. Knowing that he could not handle Napoleon on his own, de Tolly retreated to Smolensk, where he finally united with Bagration.

The Emperor had eventually caught up with the Russian armies and was determined to bring them to a bloody decision. He assaulted Smolensk. Barclay had Raevski's Corps act as a rearguard while he extricated both First and Second armies and moved towards Moscow. He almost caught them at Valutino, but once more they escaped. Napoleon was furious, he had failed to envelope the Russians on three occasions now and was running out of patience... Smolensk would have been an ideal place to go into winter quarters and resume the campaign in 1813 with a well rested and replenished army. Through

detachments and sickness, his force was now down to about 150,000 men and morale was declining. His previous conduct was to allow his troops to live off the land, but the scorched earth policy of Russia forbade this and the lack of French experience in maintaining a supply column took its toll. His lack of patience lost him the campaign. He did not stay in Smolensk, but rather immediately set off in pursuit of his Russian foes.

De Tolly was not having it all his own way. He was under mounting criticism for giving up so much of Holy Mother Russia and failing to halt the inexorable advance of the French. Although he was in nominal command, he and Bagration did not get on with each other and Alexander decided that the time was ripe to appoint a new Commander. He chose the elderly Prince Mikhail Illarionovich Golenishchev-Kutuzov, a popular choice with the army. Kutuzov determined to give battle outside Moscow and continued the retreat until he reached the village of Borodino. Here he would offer battle. The French followed up and soon it would come to the Bloody Monday, where 128,000 (Riehn, p. 479) French would engage some 155,000 (Mikaberidze, p. 33) Russians on a field of the Russian's choosing. Figures given are prior to Shevardino.

The battlefield surrounding the small village of Borodino is not large. The sheer concentration of men within its confines would ensure that it would be a bloody affair. I will give a short description of the field as all the reader has to do is look at the map that comes with this game. The map, as well as being gorgeous, is by far one of the most accurate that I have seen. The ground stretches from Gorki in the north to Utitsa in the south is partly dissected by the Kolochoa river with the centre of the ground lying between the new (northern) and old (southern) roads from Smolensk to Moscow. Kutuzov had fortified it with a Grand Redoubt (also known as the Raevski Redoubt) containing 18 12-pounder cannon in the middle and three reinforced Flèches (Bagration's Flèches) also containing ordnance, towards the south. These Flèches were originally to be the extreme left of the Russian lines, but on the deployment of the French, the Utitsa mound and surrounding forest further to the south was also occupied. About a mile in front of the Flèches was the Shevardino redoubt, which was basically unsupported and made redundant by the Bagration Flèches. It was this feature that Napoleon first saw on 5th September 1812.

A Prelude to Borodino

The Shevardino position was hindering Napoleon's plans on 5th September, so it had to go. In the late afternoon Napoleon sent Poniatowski's V Corps on an outflanking movement to the south whilst Compans' division made a head-on assault on the position. The redoubt changed hands several times, but the matter was decided by the approach of V Corps in the south and Morand and Friant in the north. To avoid encirclement the Russians had to cede the position near midnight. Kutuzov became extremely angry that 18,000 Russians without support had been pitted against 35,000 French... for nothing! During the night of 5th to 6th the redoubt was flattened to make way for Napoleon's command post, from where he would control the French army on the 7th September. The 6th passed quietly as both armies made their final dispositions. During this eerie silence, each commander attempted to boost the morale of their troops: Napoleon by issuing a proclamation and inviting his officers and Guard to admire the recent painting of his son; Kutuzov by exposing another portrait, that of the Virgin of Smolensk which had been rescued from that city. A procession of Russian Orthodox clergy, complete with censors wafting incense paraded this icon before the troops and even Kutuzov dismounted and knelt at its feet, not an easy task for someone of his age, habits and girth. It was about this time that Davout suggested a deep flanking movement around the south of the Russian army to take them in the rear and cut them off from Moscow.

Napoleon said no.

Dispositions

The Russians deployed the First Army under de Tolly on the right covering the new Smolensk road. To the left of it was the Second Army under Bagration ending its deployment on the Flèches. The town of Borodino was garrisoned by only a regiment. Later, the woods to the south would be occupied as would the village of Utitsa and the Utitsa mound as Napoleon's plan became evident. The Russian right was held in strength and their left was extremely weak. This was a result of Kutuzov believing that the French would attack along the new Smolensk road.

"The ground taken up by the left wing presented no particular advantages. Some hillocks with a gentle slope, and perhaps twenty feet high, together with strips of shrubby wood, formed so confused a whole, that it was difficult to pronounce which party would have the advantage of the ground. Thus, the best side

of the position, the right wing, could be of no avail to redeem the defects of the left. The whole position too strongly indicated the left flank to the French as the object of the operation, to admit to their forces being attracted to the right “ – Karl von Clausewitz.

Napoleon deployed with Eugene in the North opposite the village of Borodino, which was basically facing the centre of the Russian army. Going South we have Ney opposite the village of Semyonovskaya and then Davout opposite the Bagration Flèches. Finally came Prince Poniatowski opposite the village of Utitsa. The reserve comprised of Junot and the Imperial Guard in echelon behind Shevardino.

Bloody Monday – The North

The day started with a “DOH” moment for Napoleon when he found that some of the artillery that was positioned during the night to bombard the Russian positions was out of range. The Russians looked on quite amused at the spectacle of these being dragged into their proper range. This was going to be a logging match. There was no room for manoeuvre, so it was a head on attack by the French against a stubborn defence by the Russians. At 6.00 a.m. a solitary cannon was fired, followed by two more at equal intervals. This was the normal French signal to start the festivities. Then all hell broke loose as over 300 French guns erupted into action followed by a similar amount of Russian guns. The battle was on.

Prince Eugene had the honours of making the first assault on the village of Borodino, which was held by a battalion of Elite Lifeguard Jaegers. Barclay ordered these back across the river, but they were caught by the French and lost a third of their men. The French in turn got carried away and became disorganised as they crossed the river; the Russians took advantage of this and threw them back to the north bank. Borodino remained in French hands for the remainder of the battle and no further fighting occurred there. The village was a smoking ruin. Eugene then forded the river further east with the rest of IV Corps to prepare for the assault on the Grand Redoubt.

The redoubt was defended by General Raevski, who had just sent some of his men south to assist in the Flèches. Eugene commenced a fierce artillery

barrage followed at 10.00 a.m. by a reconnaissance in force by Broussier's 14th Division. This was repulsed. Now it was the turn of Morand's 1st Division and this was no reconnaissance. He managed to take the redoubt but was eventually repulsed by two divisions from Raevski's Corps. It was during this assault that Kutaisov, commander of the Russian artillery was killed and this caused a breakdown in the whole artillery arm that eventually led to 300 much needed guns sitting uselessly in the reserve and taking no part in the battle whatsoever.

By noon, Eugene was ready to try his hand again when he was suddenly surprised by some 2,700 Cossacks under Platov and 2,500 regular cavalry under Uvarov who had crossed the river and made an attempt on the French rear. Although eventually repulsed with the cost of General Montbrun's life, this Russian attack was to cause a delay of some three hours to the attack on the Raevski Redoubt. The final attack was made by three infantry divisions and two cavalry corps, preceded by a bombardment from almost 400 guns. The infantry attacked frontally whilst the cavalry went around the flanks. The redoubt fell to the cavalry. General Caulaincourt was killed at the beginning of the assault and did not capture it; it was taken by a mixed force of Poles and Saxons. The fighting in the north now developed into a large cavalry battle which lasted over three hours until both sides were exhausted and could fight no longer.

Bloody Monday – The Centre

At the same time as the assault on Borodino village, Davout commenced the attack on the Bagration Flèches. The first attack by Compans' division resulted in the French suffering very heavy losses from the Russian artillery and, although the southernmost fleche was taken, it was soon recaptured. The second attack was made by two divisions, one from Ney's corps and one from Davout's resulting in these fortifications changing hands several times. It was during this fearsome fighting that General Bagration was mortally wounded. The Flèches finally fell to the French sometime between 10.00 a.m. and noon and the Russians fell back to the Semenovka stream. The French now made a concerted effort to breach this new line. The village of Semyonovskaya was taken, re-taken by the Russians and finally taken again by the French. The Russian line was in tatters and now was the chance to

break them by launching the Imperial Guard. Napoleon did consider it, but in the end he refused stating, "I will most definitely not; I do not want to have it blown up. I am certain of winning the battle without its intervention."

Napoleon had finally lost his nerve and with it, any chance of a successful outcome in the Russian Campaign. Even Ney said that the Emperor should be back in Paris doing what Emperors do and leave the fighting to the Generals. Although the fighting continued unabated in this sector, it eventually petered out around 10.00 p.m.

Bloody Monday – The South

Poniatowski attacked about 8.30 a.m. But was repulsed by Russian light infantry and Artillery. Again he attacked at 10.00 a.m. and succeeded in taking the village of Utitsa only to be thrown out of it again. By now Baggovut had taken command of the Russians on the death of Tuchkov only to see Junot's Corps make an appearance after dallying through most of the morning. Baggovut retreated and fighting came to an

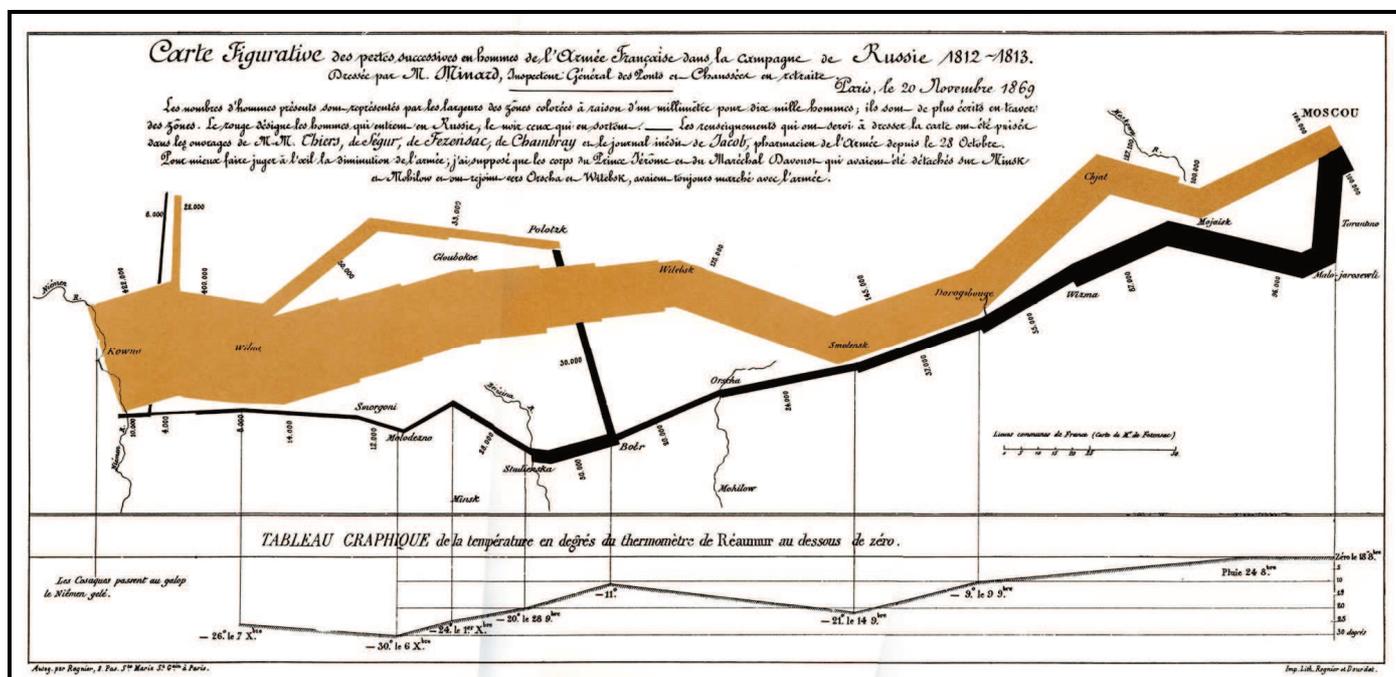
end in this sector with the French holding both Utitsa village and Utitsa mound.

The End

Like two heavyweight boxers after fifteen strenuous rounds, both armies were punch drunk and settled in their respective positions overnight. Although the French had pushed the Russians back, they were in no condition to pursue. The rest is history with Napoleon advancing to an empty Moscow, remaining too long and finally retreating to the Russian border, harassed by Cossacks and winter. Of the 600,000 men who followed the Eagles into Russia, less than 40,000 saw France again.

The Butcher's Bill

I will leave you with Minard's famous graphic chart of Napoleon's Invasion of and Retreat from Russia: the brown shows the strength at the start, and the black shows the strength during the retreat. I believe that the chart below is the most poignant epitaph to the Russian adventure.



Rickard, J (11 April 2014), Battle of Borodino, 7 September 1812

The excellent sites: <http://napoleonistyka.atspace.com/> and

<http://www.napoleonguide.com>

Borodino and the War of 1812 – Christopher Duffy – Seeley, Service and Co Ltd., 1972

FAQs

1. Which blocks are grouped together during setup under the basic rules? **Light Cavalry and Heavy Cavalry are grouped together, and Foot Artillery with Horse Artillery.**
2. Will there be any blocks left over after all Units are placed on the board and in Reinforcements? **None.**
3. Can Support Units be moved into an engagement by the attacking player? A player might want to do this if they want the unit to be available as an extra casualty to hold the Area if it gets attacked. **No. Support Units cannot Engage (can Disengage).**
4. Is the Phasing Player allowed to not resolve a Battle in an Area which was already Contested at the beginning of the Impulse, in order to resolve another Battle instead? **Yes.**
5. Can a player choose to not resolve the Battle for a newly Contested Area? **No.**
6. Can a player choose to not resolve the battle for an Area which was already Contested at the start of the Impulse, even if the Supreme Commander has enough strength for him to do so? **Yes. Only Battles in newly Contested Areas are mandatory.**
7. Does the Phasing Player choose what order to resolve in, and if so does he declare these one at a time or all at once? **Yes, one at a time.**
8. How many Impulses can a player have during the Impulse Phase? **Players may keep taking turns taking Impulse Actions so long as they have Tactical Leaders**

to Activate or can use an Initiative Action. The Impulses Phase ends when both players take a Pass action, one after the other.

9. Players are supposed to apply hits simultaneously. What happens when a player wants to wait and see how his opponent applies hits before applying his own? Is there an order to apply hits in if this disagreement occurs? **Non-Phasing Player first.**

10. During a Special Initiative Movement and Combat:

- a. can Support Units be moved? **Yes, but cannot be activated (No Artillery Fire, No Inspiration);**
- b. can the Supreme Leader be moved? **Yes;**
- c. does moving a Support Unit cause it to be reduced by a step? **No. Reduction is due only after a Support Unit has been Activated.**

11. Is there any way to move the Supreme Commander other than during Logistics, a Pass, or with a Retreat? **During any kind of Impulse, if Impulse type specific conditions can be applied.**

12. Can a Tactical Leader be moved without activating it, and if so can an Exhausted Tactical Leader be moved? **Yes. During a Pass, during a Special Initiative Movement and Combat, or during a Tactical Impulse (only if another Tactical Leader has been activated in the same Area - see 5.1).**

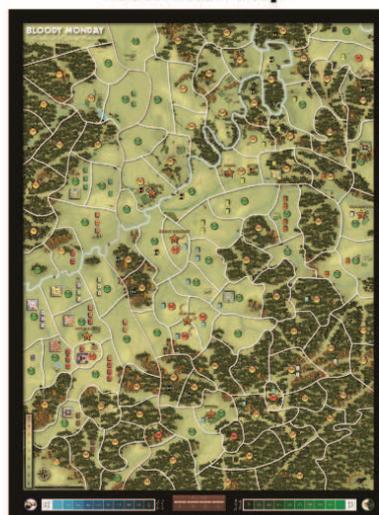
13. If allowed, does moving a Tactical Leader count toward the number of activations provided by the Supreme Commander's Strength? **No, but it does count toward the limit of 1 Unit during a Pass, or the LV during a Special Initiative Movement and Combat.**



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