French & Allied Scenario Card (Setup Side)

Scenario 20.2 | The Iron Marshal Strikes

[20.21] Scenario Length

The scenario begins on the February 8 Game-Turn 5 (7:00 AM) on the Allied Rally Phase and ends at the conclusion of Game-Turn 26 (12:15 PM).

 Place the Game-turn marker on Turn 5, on the Game-turn Track. Place the Phase marker in the Allied Rally Phase space on the Turn Phase Track (separate card).



RUSSIAN (ALLIED) UNITS SETUP

[20.22] Initial Deployment

MAPS REQUIRED: Map C only. Note that hexrow 01XX is considered the north boundary edge for this scenario and the hexes in grey are not playable.

A. FRENCH UNITS SETUP

No French units are deployed on the map at the start of this scenario.

B. RUSSIAN (ALLIED) UNITS SETUP

All Russian command and combat units deploy on the map as indicated on the Russian Units Setup below.

LEFT WING

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location				
Baggovut Detachm	Baggovut Detachment						
Baggovut [In] [D2] Rea	C1807						
3 Jgr	IV		C1607				
1/4 Jgr	VI		C2104				
2/4 Jgr	VI		C1307				
3/4 Jgr	VI		C1407				
1/Stavitsky I (HA) U	II	Roll	C1703				
2/Stavitsky I (HA) U	II		C1704				
1/Yashvil II (HA) U	IV	Roll	C1803				
2/Yashvil II (HA) U	IV		C1903				
1/24 Jgr	V	(2)	C1608				
2/24 Jgr	V	(2)	C1409				
3/24 Jgr	V	(1)	C1507				
K. Baggovut	3/VI		Display				
1/Stary Oskol ^L	3/VI		C1905				
2/Stary Oskol ^L	3/VI		C2005				
Gr/Stary Oskol	3/VI		C2006				
1/Kostroma ^L (2)	3/IV	(1)	C1706				
2/Kostroma ^L (2)	3/IV	(1)	C1806				
Gr/Kostroma (2)	3/IV	(1)	C1807				
1/Mikulin (A) U	Lt/ IV	(2)	C1606				
Lambert	C/VI		Display				
1/Alexandria Hus	C/VI		C1612				
2/Alexandria Hus	C/VI		C1711				
1/Izyum Hus	C/(VI)		C1910				
2/Izyum Hus	C/(VI)		C2010				
Cossacks Left							
Platov	Cos		C1817				
Grekov XVIII	Cos/IV		C1717				
Papuzin	Cos/III		C1817				

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Ostrmn-Tolstoy[In] I		C2604	
Lieven III	II		Display
Mazovsky I	1/II		Display
1/Rostov ^L	1/II		C2502
2 /Rostov ^L	1/II		C2602
Gr/Rostov	1/II		C2603
1/Pavlovsk GrL	1/II		C2303
2/Pavlovsk GrL	1/II		C2403
3/Pavlovsk Gr	1/II		C2404
Sukin II	2/II		Display
1, 2 & 3/Petersbrg Gi	· 2/II		C2705
1, 2 & Gr/Yelets	2/II		C2606
1/Efremov (A)	Lt/ II	Roll	C2302
2/Efremov (A)	Lt/ II		C2501
1/Voyeikov (A)	Lt/ II	Roll	C2506
2/Voyeikov (A)	Lt/ II		C2805

Left Reserve

Kamenski II	XIV		Display
Alekseev	1/XIV		Display
1, 2 & Gr/Belozersk	1/XIV		C3304
1, 2 & Gr/Ryazan	1/XIV		C3404
Gersdorf	2/XIV		Display
1, 2 & Gr/Uglich	2/XIV		C3105
1, 2 & Gr/Sofia	2/XIV	(2 ea)	C3205
Zhilko	3/XIV		Display
1, 2 & Gr/Azov	3/XIV		C3006
1/Vitovtov (A)	Lt/ XIV	Roll	C3104
2/Vitovtov (A)	Lt/ XIV		C3005
1/Green (A)	Lt/ XIV	Roll	C3303
2/Green (A)	Lt/ XIV		C3403

Important! After the setup is completed, flip this card to the other side for use throughout the course of the game. Players should read through all the rules for Scenario 20.2 located in the Playbook.

TT : T 1	Commnd		Starting			
Unit or Leader	Designtn	Loss	Location			
Reserve Cavalry Left						
D. Golitzin [In] Res Cavalry Lft C341						
v. Pahlen	C/III		Display			
Courland Drg	C/III	(2)	C3307			
1/Sumy Hus	C/III	(2)	C3208			
2/Sumy Hus	C/III		C3108			
Little Russia Cuir	C/III		C3407			
Kozhin	C/II		Display			
Kargopol Drg	C/II		C2708			
His Majesty's Cur	C/II		C2808			
1/Grodno Hus	C/(II)		C2609			
Korf	C/IV		Display			
1/Polish Uhlan	C/IV		C3111			
2/Polish Uhlan	C/IV		C3012			
Pskov Drg	C/IV		C3211			
St. George Cuir	C/IV		C3310			

SETUP NOTES and CODES:

- Numbers in the Strength Loss column indicate the strength losses previously incurred. Insert the appropriate strength marker under those units when placing it in position.
- Command units are set up in their Standing Command State. Leaders with "Display" in the Starting Location column are placed on the Allied Brigade Commitment Chart.
- [In] Command unit begins as inactive; place an *Inactive* marker on the command unit.
- [D2] Command unit begins stacked with a *Delay 1*
- Roll Roll on the Russian Artillery Loss table to determine the initial loss for each artillery battery (not half battery).
- L Infantry unit begins in Line Formation.
- U Artillery unit begins Unlimbered.



GENERAL SETUP REQUIREMENTS

- 1. Brigade Fatigue and Command Points are not used in this scenario, therefore the Brigade Commitment/Fatigue Displays are not required. However, the Allied player has a special Brigade Commitment Display specific to this scenario (place that card on the Allied player side).
- 2. The Army and Corps Morale totals are not used for this scenario, however, both sides' losses must be tallied. Place the French III Corps Morale markers on the 0 space on the III Corps Morale Level Track. Place the Russian Army Morale markers on the 0 space on any unused French Morale Level Track.

INITIAL SET-UP of COMBAT and COMMAND UNITS

FRENCH:

No French units are deployed on the map at the start of this scenario.

ALLIED:

- 1. All starting command units placed on the map are placed in their *Standing Command State*.
- 2. The Wing and Detachment Commanders Osterman-Tolstoy, D. Golitzin and Baggovut, that begin on-map are *Inactive* at the start of the scenario (place an *Inactive* marker on all).
 - Note: The Detachment Commander **Baggovut** begins with a Delay 2 marker. Place a 2 Strength marker with the Delay marker as a reminder that an order was sent from the Army HQ.
- All Russian Jaeger battalions may detach 1 skirmish unit each and deployed it within 4 hexes of their detaching battalion. Reduce the troop strength of each battalion accordingly.
- 4. All units are deployed with their front facing to the West/Southwest apex and in a formation as modified by the following special rules.
 - All infantry battalions set up in Column Formation except those marked with an L.
 - All artillery units begin the scenario limbered except those marked with an U.

French & Allied Scenario Card (Reinforcement Side)

Scenario 20.2 | The Iron Marshal Strikes

[20.23] Reinforcements

French Reinforcement Schedule



FRENCH UNITS

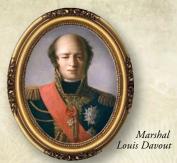
Units that may not enter in Road Column.

Game Turn	Unit or Leader	Command Designation	Entry Area or Hexes	Game Turn	Unit or Leader	Command Designation	
5	Marulaz	Lc/III*	F	13	St-Hilaire M	1/IV	[A] 0945-1545
	1 Chs	Lc/III*	F		Vare	2/1/IV	0945-1545
	12 Chs	Lc/III	F		1& 2/43	2/1/IV	
6	1/5 (HA)	Lc/III	F		1&2/55	2/1/IV	
7	Friant M	2/III	E/F	14	d'Honieres	2/1/III	E
	Lochet	1/2/III	E/F		1&2/51	2/1/III	E
	1&2/48	1/2/III	E/F		1&2/61	2/1/III	E
	1&2/33	1/2/III	E/F	15	Candras	1/1/IV	0945-1745
	2/5 (HA)	2/III	E/F		1&2/10Lt	1/1/IV	
8	Davout M	III [A	()[0] E		1&2/36	1/1/IV	
	Grandeau	2/2/III	E/F	15	15/7 (A)	III	E
	1&2/108	2/2/III	E/F	16	Klein M	1Dr/CR	0545-0945
	2/7 (A)	2/III	E/F	/* III	Fenerolz	1/1Dr/CR	0545-0945
9	Morand M	1/III	E		1 Drg (1)	1/1Dr/CR	
	1&2/13Lt	1/III	E		2 Drg	1/1Dr/CR	
10	Ricard	1/1/III	E		1/2 (HA)	1Dr/CR	
	1&2/17	1/1/III	E	17	LaMotte	2/1Dr CR	0545-0945
	1&2/30	1/1/III	E		4 Drg	2/1Dr/CR	
	15/7 (A)	1/III	E		14 Drg	2/1Dr/CR	
12	12/5 (A)	1/IV	0945-1545	18	Gudin M	3/III	E
	3/5 (HA)	IV			Petit	1/3/III	E
12	11/7 (A)	1/III	E	White it	1&2/12	1/3/III	E
					1&2/21	1/3/III	E

[[]A] [0] Leader enters stacked with an Attack Order and a Order Received marker.

FRENCH MANDATED ACTIONS SUMMARY

GAME-TURN KEYED ACTIVITIES & RESTRICTIONS



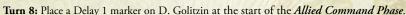
Game	Unit or	Command	Entry Area
Turn	Leader	Designation	or Hexes
18?	Milhaud M	3Dr/CR	0545-0945
	Maupetit	1/3Dr/CR	0545-0945
	5 Drg	1/3Dr/CR	
	12 Drg	1/3Dr/CR	
	3/2 (HA)	3Dr/CR	
18?	Marisy	2/3Dr CR	0545-0945
	8 Drg	2/3Dr/CR	
	16 Drg	2/3Dr/CR	
19?	Boye	3/3Dr CR	0545-0945
	9 Drg	3/3Dr CR	
	21Drg	3/3Dr CR	
19	2/5 (HA)	3/III	Е
20	Gauthier	2/3/III	Е
	1&2/25	2/3/III	E
	1/85	2/3/III	E
21	3/7(A)	3/III	E

^(?) Die roll check for entry (see Turn 18 below).

ALLIED MANDATED ACTIONS SUMMARY

GAME-TURN KEYED ACTIVITIES & RESTRICTIONS

Turn 5: At the end of the Allied Rally Phase, Cossack units Efremov III & Ilovaiski IX /Cos II enter the map from entrance hex F as Routed. They must rout 6 hexes away from the map edge per the rulesfor routed retreat.



Turn 9: Place a Delay 1 marker on Ostermann-Tolstoy during the *Allied Army Commander Activity Segment*.

Turn 13: Russian II Division and Brigade Leader may now be sent orders to activate (see 20.24). The C/III Brigade Leader, v. Pahlen, may not be sent an order until Game-turn 13 Russian non-Cossack combat units may now move and shock attack south of row C11XX. The Allied Player may now move Baggovut's Detachment (or any portion thereof north of hex row 24XX.

Turn 16: Determine if Streshnev's cavalry brigade will enter as reinforcements (see 20.23 Allied Reinforcement Special Rules).

8th February I807 Allied Reinforcement Schedule

ALLIED UNITS Strength Commnd Entry Area Leader Designtn Efremov III Cos/II Ilovaiski IX Cos/II 13 20 Jgr (2)16 (?) Streshnev C/VIII St.Petersbrg Drg (3) C/VIII

1&2/Olviopol Hus

Winter's Victory

THE BATTLE of PREUSSISCH-EYLAU

3001

Between

0008

and

0019

2745

2745

C/VIII

II

Talyzin (A) (†) See Turn 5 Activity Note below

Osipov (A)

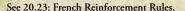
(?) Die roll check for entry (see Turn 16 below).

1&2/Pavlograd Hus C/(VIII)

(#) The number of strength points each unit is reduced by.



Dmitry Golitsin



M Command Unit enters the map in his Mobilized Command State.

^{*} Turn 5: The French cavalry units 1 Chs, 12 Chs/LC/III (with Marulaz), enter the map as Disordered and Exhausted with only 4 movement points. The 1/5 (HA) /LC/III enters normally on turn 6.

Turn 8: Davout/III enters stacked with an Attack Order and an Order Received marker.

Turn 12: St-Hilaire's Division (1/IV) begins entering from the west edge of Map C between hexes 0945 and 1545 (not in Road Column). St Hilaire enters stacked with an Division Level Attack Order.

Turn 18: Check for entry of Milhaud's 3rd Dragoon Division. For each brigade roll one die. On a die result of 2 or less, the Brigade enters as indicated. On a die roll of 3 or more the Brigade is delayed to the next Game-turn. Repeat the die roll check each turn until entry is achieved.