

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

### LEFT WING

Unit or Leader	Commnd Designntn	Strength Loss	Starting Location
<b>Baggovut Detachment</b>			
<b>Baggovut</b> [In][D2] <b>Rear Guard-Lft</b>			C1807
3 Jgr	IV		C1607
1/4 Jgr	VI		C2104
2/4 Jgr	VI		C1307
3/4 Jgr	VI		C1407
1/Stavitsky I (HA) <b>U</b>	II	Roll	C1703
2/Stavitsky I (HA) <b>U</b>	II		C1704
1/Yashvil II (HA) <b>U</b>	IV	Roll	C1803
2/Yashvil II (HA) <b>U</b>	IV		C1903
1/24 Jgr	V	(2)	C1608
2/24 Jgr	V	(2)	C1409
3/24 Jgr	V	(1)	C1507
<b>K. Baggovut</b>	3/VI		Display
1/Stary Oskol <b>L</b>	3/VI		C1905
2/Stary Oskol <b>L</b>	3/VI		C2005
Gr/Stary Oskol	3/VI		C2006
1/Kostroma <b>L</b> (2)	3/IV	(1)	C1706
2/Kostroma <b>L</b> (2)	3/IV	(1)	C1806
Gr/Kostroma (2)	3/IV	(1)	C1807
1/Mikulín (A) <b>U</b>	Lt/ IV	(2)	C1606
<b>Lambert</b>	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
<b>Cossacks Left</b>			
<b>Platov</b>	Cos		C1817
Grekov XVIII	Cos/IV		C1717
Papuzin	Cos/III		C1817

## [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.

Unit or Leader	Commnd Designntn	Strength Loss	Starting Location
<b>Ostrmn-Tolstoy</b> [In] <b>Left Wing</b>			
<b>Lieven III</b>	II		Display
<b>Mazovsky I</b>	1/II		Display
1/Rostov <b>L</b>	1/II		C2502
2 /Rostov <b>L</b>	1/II		C2602
Gr/Rostov	1/II		C2603
1/Pavlovsk Gr <b>L</b>	1/II		C2303
2/Pavlovsk Gr <b>L</b>	1/II		C2403
3/Pavlovsk Gr	1/II		C2404
<b>Sukin II</b>	2/II		Display
1, 2 & 3/Petersbrg Gr	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
<b>Left Reserve</b>			
<b>Kamenski II</b>	XIV		Display
<b>Alekseev</b>	1/XIV		Display
1, 2 & Gr/Belozersk	1/XIV		C3304
1, 2 & Gr/Ryazan	1/XIV		C3404
<b>Gersdorf</b>	2/XIV		Display
1, 2 & Gr/Uglich	2/XIV		C3105
1, 2 & Gr/Sofia	2/XIV (2ea)		C3205
<b>Zhilko</b>	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

Unit or Leader	Commnd Designntn	Strength Loss	Starting Location
<b>Reserve Cavalry Left</b>			
<b>D. Golitzin</b> [In] <b>Res Cavalry Lft</b>			C3410
<b>v. Pahlen</b>	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
<b>Kozhin</b>	C/II		Display
Kargopol Drg	C/II		C2708
His Majesty's Cur	C/II		C2808
1/Grodno Hus	C/(II)		C2609
<b>Korf</b>	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** marker.
- 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

- 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).
- 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:

- All starting command units placed on the map are placed in their **Standing Command State**.
- 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.
- 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**.

**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.**

# Scenario 20.2 | The Iron Marshal Strikes

[20.23] Reinforcements



## Winter's Victory

THE BATTLE of PREUSSISCH-EYLAU

8th February 1807



Marshal  
Louis Davout

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

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

<sup>M</sup> Command Unit enters the map in his *Mobilized Command State*.

#### FRENCH MANDATED ACTIONS SUMMARY

GAME-TURN KEYED ACTIVITIES & RESTRICTIONS

\* **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.

See 20.23: French Reinforcement Rules.

### Allied Reinforcement Schedule



#### ALLIED UNITS

Game Turn	Unit or Leader	Strength Loss	Commnd Designtn	Entry Area or Hexes
5 (†)	Efremov III		Cos/II	F
	Ilovaiski IX		Cos/II	F
13	20 Jgr	(2)	II	3001
16 (?)	<b>Streshnev</b>		C/VIII	Between 0008 and 0019
	St.Petersbrg Drg (3)		C/VIII	
	1&2/Olviopol Hus		C/VIII	
	1&2/Pavlograd Hus		C/(VIII)	
18	Osipov (A)		II	2745
	Talyzin (A)		II	2745
18 ?	<b>Milhaud</b> <sup>M</sup>		3Dr/CR	0545–0945
	<b>Maupetit</b>		1/3Dr/CR	0545–0945
	5 Drg		1/3Dr/CR	
	12 Drg		1/3Dr/CR	
	3/2 (HA)		3Dr/CR	
18 ?	<b>Marisy</b>		2/3Dr CR	0545–0945
	8 Drg		2/3Dr/CR	
	16 Drg		2/3Dr/CR	
19 ?	<b>Boye</b>		3/3Dr CR	0545–0945
	9 Drg		3/3Dr CR	
	21Drg		3/3Dr CR	
19	2/5 (HA)		3/III	E
20	<b>Gauthier</b>		2/3/III	E
	1&2/25		2/3/III	E
	1/85		2/3/III	E
21	3/7(A)		3/III	E

(†) See Turn 5 Activity Note below

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

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

General Karl Baggovut



Prince  
Dmitry Golitsin

(?) 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 rules for routed retreat.

**Turn 8:** Place a Delay 1 marker on D. Golitsin at the start of the *Allied Command Phase*.

**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).

See 20.23; Allied Reinforcements Rules & 20.24; Special Scenario Rules.