Scenario 20.3 | A Winter's Victory

Allied Units Initial Setup

[20.31] 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 59 (9:30 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.

[20.32] Initial Deployment

MAPS REQUIRED: Maps A, B, C and D; laid down in alphabetic order.

A. FRENCH UNITS SET-UP: See Scenario 20.3 French Scenario Card.

B. ALLIED UNITS SET-UP: Allied units set up on the map or the Allied BC/FD card as indicated below and **20.22.3 B. ALLIED SET-UP** in the Playbook. All formed units face to the West/Southwest apex; infantry battalions in Column and artillery as limbered unless indicated otherwise.

LEFT WING

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Baggovut Detachment			
Baggovut [In][D2]	**Rear Guard-Left**		**C1807**
3 Jgr	IV	(2)	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
Reserve Cavalry Left			
D. Golitzyn [In]	**Res Cavalry-Lft**		**C3410**
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
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]	**Left Wing**		**C2604**
1 Jgr	II	(4)	A3530
20 Jgr	II	(2)	A2744
Lieven III (1)	**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 Gr L	1/II		C2303
2/Pavlovsk Gr L	1/II		C2403
3/Pavlovsk Gr	1/II		C2404
Sukin II	**2/II**		**Display**
1, 2 & 3/Petersbrg Gr	2/II		C2705
1, 2 & Gr/Yelets	2/II		C2606
1/Efremov (A) U	Lt/ II	Roll	C2302
2/Efremov (A) U	Lt/ II		C2501
1/Voyeikov (A)	Lt/ II	Roll	C2506
2/Voyeikov (A)	Lt/ II		C2805

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
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	(2ea)	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

CENTER

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Osten-Sacken [In]	**Center**		**A3542**
Titov (1)	**III**		**Display**
Ushakov I	**1/III**		**Display**
1/Murom L	1/III		A3144
2/Murom L	1/III		A3244
Gr/Murom	1/III		A3245
1, 2 & Gr /Taurida	1/III		A3345
1, 2 & 3/21 Jgr	III		A2844
1/Khotyaev (A)	Lt/ III	Roll	A2944
2/Khotyaev (A)	Lt/ III		C3101
1/Mitrofanov (A)	Lt/ III	Roll	A3143
2/Mitrofanov (A)	Lt/ III		C3201
1/Strazhev (A)	Lt/ III	Roll	A3445
2/Strazhev (A)	Lt/ III		A3343
Warnek	**2/III**		**Display**
1/Lithuania	2/III		A3342
2/Lithuania	2/III		A3442
Gr/Lithuania	2/III		A3443
1, 2, & Gr/Chernigov	2/III		A3544
Dolgorukov	**3/III**		**Display**
1, 2, & Gr/Koporye	3/III		C3002
1/Dnepr L	3/III		A2945
2/Dnepr L	3/III		A3045
Gr/Dnepr	3/III		C3001

Reserve Horse Artillery

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Bogdanov II [In]	**Res HArtillery**		**D0203**
1&2/Merlin (HA)	VI	Roll	D0203
1&2/Pirogov (HA)	III	Roll	D0302
1&2/Novak I (HA)	VIII	Roll	D0103

Cossacks Center

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Kieselev	Cos VIII		D0101
Andronov	Cos VII		D0002

GRAND BATTERIES

Stavitski – Left Wing Grand Battery			A2743
Osipov (A) U	II	Roll	A2643
Talyzin (A) U	II	Roll	A2644
v.Bril (A) U	III	Roll	A2842
Kotlyarov (A) U	III	Roll	A2742

Lowenstern – Center Grand Battery			A3339
Ansio (A) U	VII	Roll	A3238
Bastian (A) U	VIII	Roll	A3139
Taptykov (A) U	VIII	Roll	A3140
Kudryavtsev (A) U	IV	Roll	A3537
Savitsky (A) U	IV	Roll	A3438
Papkov (A) U	XIV	Roll	A3138
Shulman (A) U	VII	Roll	A3337

ARMY COMMANDERS

Bennigsen	Imp Rus Army		D0503
Bagration	Imp Rus Army		Display

RIGHT WING

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Tuchkov I [In]	**Right Wing**		**B0638**
Foch (1)	**V**		**Display**
Garnault	**1/V**		**Display**
1/Sevsk L	1/V		B0635
2/Sevsk L	1/V		B0734
Gr/Sevsk	1/V		B0735
Leontiev	**2/V**		**Display**
1, 2 & Gr/Mogilev	2/V		B0936
1/Perm L	2/V		B0834
2/Perm L	2/V		B0933
Gr/Perm	2/V		B0934
1/Klingenberg (A) U	Lt/ V	Roll	B0733
2/Klingenberg (A) U	Lt/ V		B0932

RESERVE

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Dokhturov [In]	**Reserve**		**B0145**
Zapolski (1)	**VII**		**Display**
A. Zapolski	**1/VII**		**Display**
1, 2 & Gr/Moscow	1/VII		B0245
1, 2 & Gr/Ekateroslav	1/VII		B0345
Straton-Potapov	**2/VII**		**Display**
1, 2 & Gr/Vladimir	2/VII		D0401
1, 2 & Gr/Voronezh	2/VII		D0501
1/Kondratiev (A)	Lt/ VII	Roll	B1333
2/Kondratiev (A) U	Lt/ VII		B0337
1/Krivtsov (A)	Lt/ VII	Roll	B0545
2/Krivtsov (A)	Lt/ VII		D0601
1/Panfilov (A)	Lt/ VII	Roll	B0344
2/Panfilov (A)	Lt/ VII		B0445

Reserve Cavalry

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Streshnev	**C/VIII**		**Display**
St. Petersbrg Drg	C/VIII	(3)	D0106
1/Olviopol Hus	C/VIII		D0307
2/Olviopol Hus	C/VIII		D0208
1&2/Pavlograd Hus	C/(VIII)		D0007

Kutaisov – Right Wing Grand Battery			B0235
Sievers (A) U	V	Roll	B0134
Sigismund (A) U	V	Roll	B0135
Kulikke 37 (A) U	Pr	Roll	B0133
Wedekind 8 (A) U	Pr	Roll	B0433
Arent 35 (A) U	Pr	Roll	B0233
Brockhausn 34 (A) U	Pr	Roll	B0333

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Essen III	**VIII**		**Display**
Mecklenburg	**1/VIII**		**Display**
1, 2 & 3/Moscow Gr	1/VIII	(2ea)	B0242
Engelhardt	**2/VIII**		**Display**
1/Ingermnland L	2/VIII		B0139
2/Ingermnland L	2/VIII		B0239
Gr/Ingermnland	2/VIII		B0240
1/Shlisselburg L	2/VIII		A3441
2/Shlisselburg L	2/VIII		A3540
Gr/Shlisselburg	2/VIII		A3541
Levitsky	**3/VIII**		**Display**
1, 2 & Gr/Arkhangel	3/VIII		B0043
1/Podolsk (3)	3/VIII		B0142
1 Kolotinski (A)	Lt/ VIII	Roll	B0241
2 Kolotinski (A)	Lt/ VIII		B0042
1/Nepeytsyn (A) U	Lt/ VIII	Roll	B0040
2/Nepeytsyn (A) U	Lt/ VIII		A3341
Somov	**IV**		**Display**
A. Somov	**1/IV**		**Display**
1, 2 & Gr/Tobolsk	1/IV		B0643
1, 2 & Gr/Tula	1/IV		B0542
1/Brimmer (A)	Lt/ IV	Roll	B0642
2/Brimmer (A)	Lt/ IV		B0742
Arseniev	**2/IV**		**Display**
1, 2, & Gr/Navaginsky	2/IV		B0844
1, 2 & Gr/Tenginsky	2/IV		B0743
1/Yushkov (A)	Lt/ IV	Roll	B0843
2/Yushkov (A)	Lt/ IV		B0943
Barclay de Tolly	**3/IV**	(R)	**Display**
1, 2 & Gr/Polotsk	3/IV	(4ea)	B0944
2/Mikulin (A)	Lt/ IV	(1)	B1045

Markov Detachment

Unit or Leader	Commnd Designtn	Strength Loss	Starting Location
Markov [In]	**Rear Guard-Rt**		**B1235**
Y. Markov I	**3/VII**		**Display**
1/Pskov L	3/VII	(2)	B0437
2/Pskov L	3/VII	(2)	B0536
Gr/Pskov	3/VII	(2)	B0537
1/25 Jgr	XIV	(1)	B1131
2/25 Jgr	XIV	(1)	B1230
3/25 Jgr	XIV	(1)	B1329
1/5 Jgr	VII		B1133
2/5 Jgr	VII		B1233
3/5 Jgr	VII		B1332
3/7 Jgr	VIII	(1)	B1531
2/7 Jgr	VIII	(1)	B1632
1/7 Jgr	VIII	(1)	B1730
1/Elizavetgrd Hus	C/V		B1437
2/Elizavetgrd Hus	C/V		B1536
Yermolov	**HA**		**B1336**
1&2/Obleuhov (HA)	V	Roll	B1236
1&2/Yermolov (HA)	VII	Roll	B1335
Reserve Cavalry Right			
Pahlen III [In]	**Res Cavalry-Rt**		**B1541**
P. Golitzyn	**C/V**		**Display**
Kazan Drg	C/V		B1641
Riga Drg	C/V		B1740
Lithuania Uhlan	C/V	(2)	B1541
Chaplitz	**C/VII**		**Display**
Livonia Drg	C/(VII)		B1442
Moscow Drg	C/(VII)		B1344
Ingrermnland Drg	C/(VII)		B1543
Shepelev	**C/XIV**		**Display**
Finland Drg	C/XIV		B1243
Mitava Drg	C/XIV		B1342
Malakhov	Cos/VII		B1837
Sisoyev	Cos/VIII		B1936
Cossacks Right			
Ilovaiski	**Cos**		**B2025**
Ilovaiski X	Cos III		B2224
Grekov IX	Cos IV		B2025
Papov V	Cos VI		B1826

Imp Rus Army HQ — D0503

SETUP NOTES and CODES:

1. 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.

2. 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.

3. For **Baggovut**, place a 2 SP marker with the Delay 2 marker as a reminder that the order was sent from the Army HQ.

SETUP CODES:

[R] Command unit begins the scenario reduced.

[D2] Command unit begins with a Delay 2 marker.

[In] Command unit begins as Inactive; place an *Inactive* marker on the command unit.

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.
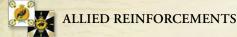
U Artillery unit begins Unlimbered.

COUNTER NOTES:

(1) Division Leader for Scenario 20.3 (Division Leaders marked with a "7" not used)

(2) The Kostroma Regiment is attached to Rear Guard Left with no brigade leader and is *In Command* if within the Command Radius of the Baggovut Detachment Commander or the K. Baggovut Brigade Leader.

(3) Only one battalion present.

SKIRMISH COMPANY INITIAL DEPLOYMENTS

A. The Allied player may detach 1 Skirmish units from any Jaeger battalion and deploy it on the map no more than 4 hexes from the detaching battalion (Exception: 1st Jaeger regiment).

B. Place one skirmish unit of the **1st Jaeger** in each of the following hexes; A3331, A3430, A3529, and B0030.

WV005-833A

Allied Scenario Card (Reinforcement Side)

Scenario 20.3 | A Winter's Victory

Allied Reinforcements and Mandated Actions Summary

ALLIED REINFORCEMENTS

Game Turn	Unit or Leader	Commnd Designtn	Entry Hex	Fatigue Points
	RUSSIAN			
5	Efremov III	Cos/II	F	NA
	Ilovaiski IX	Cos/II	F	NA
	PRUSSIAN			
31 (1) [T1]	Gordeev I Cos	AG/(Pr)	I	NA
	1/6 Drg Auer	AG/Pr	I	3
	2/6 Drg Auer	AG/Pr	I	
	Bredow 8 (A)	AG/Pr	I	
32 (2) [T2]	**Auer**	3/Pr	I	3
	1 Towrczys/9Hu	3/Pr	I	3
	2 Towrczys/9Hu	3/Pr	I	
	Decker 10 (HA)	3/Pr	I	NA
	L'Estocq ᴹ	Pr	I	
33 (3) [T3]	1/Vyborg (Rus)	3/Pr	I	
	2/Vyborg (Rus)	3/Pr	I	
	Gr/Vyborg (Rus)	3/Pr	I	
34 (4) [T4]	**Rembow**	2/Pr	I	3
	1&2/Schoning	2/Pr	I	
36 (5)	**Diericke**	1/Pr	I	3
	1 & 2/Ruchel	1/Pr	I	
[T6]	1/Fabecky Gr	1/Pr	I	
	Rentzel 13 (HA)	1/Pr	I	NA
	4 Cuir Wagnfld	1/Pr	I	3
	7 Drg Baczko	1/Pr	I	3
37 (6) [T7]	1/Schliessen Gr (-6 SPs)	2/Pr	I	
	2 x 2-4-5 Skr (Suttrheim Fus)		I	NA
39	? x 2-5-5 Skr (Schliessen Gr)*		I	

Optional Prussian Reinforcements (see 20.37)

(7)	**Prittwitz**	RG/Pr	I	†
	5 Hus Prittwitz	RG/Pr	I	
	Suttrheim Fus (-4 SPs)	RG/Pr	I	
	Sowinski 6 (HA)	RG/Pr	I	NA

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

(1-8)   **Prussian Corps Reinforcement Group Number**; used for optional reinforcement schedule.

[T2]   **Variable Turn of Entry Sequence Number**; used when the historical reinforcement turn of entry schedule *is not used.* T1 is the first new turn of entry in the schedule, T2 the second, etc. (see 20.37).

Referanceto

†   **Prittwitz Reinforcement Group** enters at Fatigue Level 2; no change in Fatigue Level to the end of the 8th.

See 20.33; Allied Reinforcements for detailed information.

ALLIED MANDATED ACTIONS SUMMARY

The following activities must be conducted or restrictions observed when indicated.

GAME-TURN KEYED ACTIVITIES & RESTRICTIONS

Turn 5: Efremov III & Ilovaiski IX /Cos II enter Map C from entrance hex F at the end of the *Allied Rally Phase* as Routed.
• They must rout 6 hexes away from the map edge in accordance to the rules for Routed Retreat.

Turn 6: VI and IV Division artillery may now fire at any target on Map C.

Turn 9: Beginning with turn 9, the Center Wing Russian Grand Battery artillery (only) may begin firing at Eylau Town hexes (see 20.34.B.7).

Turn 10: All Allied artillery may now fire normally.

Turn 11: Brigades of the Russian II Division may not activate until the current *Allied Command Phase.* Exception: Activation is allowed if a French combat unit comes within 8 hexes of any combat unit of the II Division.

Turn 13: Russian non-Cossack combat units may not move or Shock Attack south of row C11XX until this Game-turn.

Turn 13: The Allied Player may not move Baggovut's Detachment (or any portion thereof) north of hex row 24XX until this Game-turn.

Turn 17: Artillery in the Grand Batteries may not move until this Game-turn. When they move, they are subject to all normal command and control restrictions for artillery. Artillery units of the Grand Batteries may fire normally.

Turn 21: A Grand Battery Leader may not be converted to his Mobilized mode nor may the Grand Battery be dissolved until this Game-turn.

Turn 31: Prussian Detachment reinforcements, (L'Estocq), begin entering this Game-turn, (1:30 PM), at the indicated hexes on map B.
• All Prussian brigades enter with 3 Fatigue Points accrued.
• The Allied player may choose to delay Prussian Corps entry by the following number of turns and use the listed alternate entry hexes.
2 turn delay: 3422 – 3424
4 turn delay: 3429 – 3531

GENERAL MOVEMENT RESTRICTIONS

Entry Hex "H": Russian combat units may not move into a hex that is within 12 hexes of entry hex "H" until all French VI Corps combat units have entered the map.

French VI Corps Entry: All infantry units of V Division and IV Division and other combat units attached to Markov or drawing command from Pahlen may not move south of the Eylau-Kutschitten road on maps C and D until all units of French VI Corps have entered the map
OR
a French infantry unit has entered a hex on Map D.

II and VII Division: All infantry and artillery units of III and VII Division may not move south of the 2600 hexrow on map C.
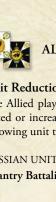
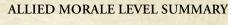See 20.34.B; Allied Special Rules.

ALLIED MORALE LEVEL SUMMARY

Unit Reduction Values for Army/Corps Morale Levels
The Allied player's Army Morale Levels are immediately reduced or increased by the number of points for each of the following unit types suffering losses or becoming Routed:

RUSSIAN UNIT REDUCTION VALUES

Infantry Battalions	1 for each unit when reduced to 1/2 its printed strength (rounded up)
	1 for each unit routed or eliminated
Cavalry Units	1 for each unit reduced to 1/2 its (non-Cossack) printed strength (rounded up)
	2 for each unit routed or eliminated
Cossack Units	1 for each unit when reduced to 1/2 its printed strength (rounded up)
	1 for each unit routed or eliminated
Artillery Units	1 for each artillery crew SP when (Class 1 & 2) eliminated, routed, or separated from its battery

Note: When a routed unit rallies, the current value of the unit is added back to the owning Army or Corps level total.

COMMAND UNIT REDUCTION VALUES

Brigade Leader	1 for each Brigade Leader reduced
Division Leader/ Detachment Commander	2 for each Division Leader reduced plus 1/2 (rounded down) its Command Bonus
Wing Commander	2 for each Wing Commander reduced plus 1/2 its Command Bonus (rounded up)
Army Commander	See 19.81 Army Commander Loss

VICTORY LEVEL ADJUSTMENTS

The level of victory is adjusted by adding Victory Levels to either the French or the Allies on the Victory Level Track as they occur for each side.

Victory Level Gains for the Following Conditions:

FRENCH VICTORY LEVEL GAINS.

+1 If the Russian Army Morale Total is at 90 or less

+2 If the Russian Army becomes Demoralized (see 14.21)

+1 If the Prussian Detachment becomes Demoralized (see 14.21)

+1 for each Allied LOC hex that cannot trace to the Russian HQ by unblocked road or to either Russian Army Commander. A road hex is considered blocked if it is occupied by, or is in the Minimum Range Fire Zone of, a French combat unit.

ALLIED VICTORY LEVEL GAINS.

+1 for each French Corps that becomes Demoralized (see 14.21)

+2 if an Allied unit occupies or was the last unit to pass through at least 10 Eylau Town hexes (Hard Cover hexes less the Gothic Castle and the Church hexes), *OR* ...
... if any Major Road hex from Eylau to the French LOC Hex (A0111) is occupied by Allied units or their Minimum Range Fire Zones.

See 20.35; Victory Conditions.

General Alexander Ostermann-Tolstoy

General Fabian von der Osten-Sacken

General Nikolay Tuchkov

General Anton von L'Estocq

Winter's Victory
THE BATTLE OF PREUSSISCH-EYLAU
8 February 1807