

Eagles of the Empire

Refitting Borodino to the new EoE Series Rules
by John Mundie

Introduction - This set of modified rules will allow you to play Borodino with the new Eagles of the Empire series rules (found in Eylau.) Naturally, it is taken for granted that you have a copy of the Borodino game specific rules handy. This set will not rewrite those rules. It will provide additions and deletions, so while your earlier editions of the series rules are now useless, your Borodino game rules are as important as they ever were! Don't lose them, because you won't be able to play the game with this set alone. Borodino and Friedland have much in common with the newest series game, Eylau. This makes refitting them to the latest rules set easier than you'd imagine. The "building blocks" of these games are nearly identical. The biggest difference is that a unit step in the older games represents double the amount of troops than a step does in Eylau. The fix is quite simple: divide combat factors and add a few steps. The refit should provide a quick and easy solution to the problem. One word of advice ... do not return to earlier versions of the standard rules for any interpretations. Simply, these are useless.

This modified set of rules will, primarily, consist of brief additions and deletions, based on the new series rules system and some errata. There will also be some commentary, mostly for explanation. Additionally, I have suggested a selection of optional rules that I believe adds realism to the game. Give them a try! Finally, the most recent set up errata is included at the end. It might be best to photocopy your old rules and mark the copy up with a hi-lighter so you have a good idea about what has changed.

Thanks ... go to John Nugent, a brave Tsarist playtester, Stephen Jackson for his critical eye, and all of the helpful folk at Avalanche Press.

COMBAT - When executing an Assault, Cavalry Charge or Bombardment, follow, exactly, the procedure in the series rules found in Eylau. When you have calculated the final number of dice each player will roll, you divide that number in HALF, rounding fractions up. Voila, you now have the "new" combat factor for units in Borodino and Friedland. (This includes all combat factors, such as leader's tactical ability and lancer bonuses.)

STEPS - Units in Borodino and Friedland have more infantry in their steps than units in Eylau. This makes the infantry in the older games a little more fragile. They tend to be eliminated faster. So, units in the two earlier games now get an "extra" step. This is the procedure: when a unit reaches its last step, and takes a casualty that would otherwise eliminate it, mark that unit with a PIN counter. (Plenty of these counters are provided in Borodino and Friedland, and they are now redundant, so they make a perfect "last step marker.") The unit now has one more long infantry step and new values. A quick and easy way of calculating those values is: SUBTRACT TWO from the unit's combat value or SP, and SUBTRACT ONE from its morale. The unit can now take one more hit. Be sure to keep track of the PIN counters as these units are eliminated, as they are a good way of keeping track of these "new" casualties (for victory condition purposes.) There is one **IMPORTANT EXCEPTION**: units which have a small unit as their final step do not get the "extra step" and PIN marker. Only units which final step is a long infantry counter get this benefit. (Note: 2 long French units are too small to get this "extra step." They are the 24th and 25th divisions in Borodino. Also, the 2nd Polish Division [French] in Friedland is too small for an "extra step.")

NOTE: The values for the new final step calculation are determined before any unit is reduced by half for combat! (See above.)

OPTIONAL RULE - LANCER BONUSES: This chrome is just too good to pass up! This is the

little number in between the SP and Morale on Lancer cavalry units. Treat the lancer bonus as part of the unit's SP, and divide it or double it in the same way you would the SP. Note: the lancer bonus number does not count against SP for area stacking!

Specifically, here are the new final steps from Borodino:

FRENCH - I Corps: 2nd Div. (5-2), 4th Div. (3-2), 5th Div. (4-1). III Corps: 10th Div. (2-3), 11th Div. (2-3), 25th Div. (none). IV Corps: 1st Div. (4-2), 3rd Div. (3-2), 13th Div. (none), 14th Div. (none), It. Gds. (none). V Corps: 16th Div. (3-4), 18th Div. (2-4). VIII Corps: 23rd Div. (2-2), 24th Div. (none). Imperial Guard: Old Gd. (none), Middle Gd. (2-5), Young Gd. (2-5), VL. (2-6).

RUSSIAN - II Corps: 4th Div. (3-2), 17th Div. (2-2). III Corps: 1st G. Div. (2-4), 3rd Div. (1-3). IV Corps: 11th Div. (3-2), 23rd Div. (1-3). V Corps: Gd1. (none), Gd2. (none), 2nd CG Div. (3-4). VI Corps: 7th Div. (2-2), 24th Div. (2-2). VII Corps: 12th Div. (none). 26th Div. (3-3). VIII Corps: 2nd G Div. (2-3), 27th Div. (2-2). Reserve: 2nd CG Div. (2-3).

[21.1] Towns and Villages - Borodino is now considered a village. Its classification as a town was wishful thinking, as most of the buildings were used for wood for the Great Redoubt, and what was left ended up burning.

[21.3] Defensive Works - There are defensive works between the areas near Gorki. They reduce assaults, bombardments and cavalry charges by 50% and are effective from both sides of the defensive works.

[21.5] Rises and Slopes - The effects of rises are included in the effects of slopes. Additionally, the effects of the Redoubts and Fleches are combined with those of the slope. So, to make things a bit easier, here is a summary ...

Great Redoubt - Front - all assaults and bombardments reduced by 75%, no cavalry charges, retreat is optional, the Redoubt absorbs one hit.

Great Redoubt - Rear - all assaults reduced by 25% or 50%, depending on the terrain.
Fleches - Front - all assaults and bombardments reduced by 50%, no cavalry charges, retreat is optional, the Fleches absorb one hit.

Fleches - Rear - all assaults reduced by 25%.

Shevardino Redoubt - All around - all assaults and bombardments reduced by 25%, no cavalry charges, retreat is optional, the Redoubt absorbs one hit.

[21.9] Ravines, Gullies, Defiles. (et al.) - Gullies and defiles increase the level of a waterway by one, and that ravines increase the level by two. For ease of play, the various permutations have been calculated and included on the terrain chart.

[22.0] Stacking - The stacking rules are unmodified from the original game. Normal areas can hold 20 SP and may include only 1 infantry division (long step,) and are considered dense when they hold 14 SPs. Areas marked with 2 stacking values can hold 30 SP and may include 2 infantry divisions (long step,) and are considered dense at 21 SPs.

NOTE: Being an exception to the standard Eagles of the Empire rules, these stacking limits are for Borodino only, and are unmodified by the retro-fit rules and are calculated BEFORE any halving is done (which is for combat purposes only.)

[23.3] The Holy Icon - The rule as originally conceived increases the A step morale of Russian infantry by +1. Unfortunately, given the changes in the series rule and the fact that most A level Russian infantry have very good morale anyway (thus really don't need the benefit,) I'm suggesting an optional rule that captures the spirit of this bit of history.

OPTION - Change the +1 morale increase into a +1 Strength Point increase. The increase lasts as long as the Russian infantry unit is at its A step. It is for combat purposes only, and does not change the number of steps in an infantry unit.

[23.52] Guard Commitment - The Guard units roll for retreat options just like everybody else.

[24.2] Moscow and Smolensk Militia Infantry - I believe that these units were attached to the III Corps, but some sources seem to be unclear on this. Here is a more flexible option (these units are excellent soak-off steps!)

OPTION - The militia units can be assigned to any Corps the Russian player likes (though one close to their set up areas would make sense,) or they can be under the LEFT WING HQ command, and can be moved or assigned whenever the HQ is activated. And change the reference to the 2nd Cavalry Corps (not the 3rd.)

[24.3] Russian "Jaeger" Units - Remember, if using the Jaegers, the 12th and 26th Divisions still do not get an "extra" final step. They are eliminated after their C level step if the Jaegers are in play.

[25.0] Leaders - The Army Commanders need initiative ratings to bring them into line with the new Eagles of the Empire rules. These are: Napoleon : 4, Kutusov : 3.

OPTION: - Kutusov spent most of the day of the battle eating, drinking and partying. So, while in game terms he is in command of his army, in reality his subordinates exercised lots of control. To reflect this, allow Bagration and deTolly to roll for initiative for their whole wing when they are out of command radius from the HQ. If this roll succeeds, all units under these leaders' command are "in command" for the turn. If the roll fails, each Corps can then roll for their own commander's initiative. In essence, there is no penalty for Bagration or de Tolly failing this attempt.

[25.32] Murat - Disregard the rule regarding about having to roll to charge. Change sub-section 2: Any charge led by Murat is treated as having a majority of heavy cavalry or lancer units (+1 die modification.)

[25.81] Kutaisov - For clarity, Kutaisov must move with an artillery unit until it gets to its destination. He must then spend a turn to return to the artillery park and stack with the next artillery unit he wants to move. He can move the next artillery unit at the beginning of the following turn.

[27.14] Scenario 1: Activation - The French activate by Corps, the Russian by type, just as in the rules. Napoleon commands the French and Bagration is the Russian field force commander. Add the HQ to both lists of formations that can be activated.

[27.14] Scenario 1: Victory Conditions - This Scenario is pretty tough for the French to win, so these optional victory conditions help them pull out a draw (at least!) This is a very good training scenario, though!

OPTIONAL RULES:

1. Consider the "French Poor Performance" as a Russian Marginal Victory.
2. Add: DRAW - The French take Shevardino Redoubt before 22:00 but have committed their

reinforcements to combat.

[27.24] Scenario 2: Activation - Add the HQ to both lists of formations that can be activated. The French and Russians activate by Corps. The guns of the Artillery Park are considered a formation for all purposes. Remember, if either of the WING commanders is out of command, he can roll against his initiative rating to see if he puts his whole wing into command. If unsuccessful, each Corps can then roll for command individually.

NOTE: The Russians can not assign any of the independent Cavalry Corps to support any Infantry Corps. They can work together, but the Russian is never going to get the combined arms bonus ... sorry. (Don't worry, this is balanced in the victory conditions.)

[27.26] Scenario 2: Victory Conditions - The victory conditions in Borodino are hard to calculate, as they require that you count strength points. All the same, it can be done. Remember to take the losses from "new final steps" into account. Additionally, these conditions seem to under-estimate the carnage that took place during this battle. I have calculated some new victory conditions that reflect the large percentage of casualties and the small number of stragglers. Give them a try, or use and compare both when determining a victor!

OPTIONAL VICTORY CONDITIONS:

French Decisive Performance: Eliminate 40 steps of Russian infantry (including small steps from divisions with long steps) by 22:00 without committing the Old or Middle Guard, and while maintaining 25 light cavalry unit SP (not including horse artillery or cuirrasiers) of the I, II, III, and IV Cavalry Corps. If the Guard is committed, the French player must eliminate 47 steps of Russian infantry.

French Marginal Performance: Eliminate 33 steps of Russian infantry (including small steps from divisions with long steps) by 22:00 without committing the Old or Middle Guard, and while maintaining 15 light cavalry unit SP (not including horse artillery or cuirrasiers) of the I, II, III, and IV Cavalry Corps. If the Guard is committed, the French player must eliminate 40 steps of Russian infantry.

French Poor Performance: Eliminate 25 steps of Russian infantry (including small steps from divisions with long steps) by 22:00 without committing the Old or Middle Guard, and while maintaining 15 light cavalry unit SP (not including horse artillery or cuirrasiers) of the I, II, III, and IV Cavalry Corps. If the Guard is committed, the French player must eliminate 32 steps of Russian infantry.

French Humiliating Result - Any result not described above.

Russian Historical Performance: If the Russian player eliminates 13 steps of French infantry or cavalry, the battle could end at the historical time of 19:00. For this purpose, each French long infantry step is worth one step, each small infantry step and cavalry unit is worth one half step. If 13 or more steps have been eliminated by the end of the 19:00 turn, the Russian player will roll a die at the beginning of every subsequent turn. An even number result immediately ends the game (due to the collective combat fatigue of the forces.)

Russian Outstanding Performance: If the Russian player eliminates 27 steps of French infantry or cavalry, the final French victory level is reduced to the next lower result. For this purpose, each French long infantry step is worth one step, each small infantry step and cavalry unit is worth one half step. If 27 or more steps have been eliminated the Russian player has inflicted over double the casualties that his historical counterparts were able to do. The French Army would be effectively crippled.

[27.24] Scenario 3 and 4: Activation - Add the HQ to both lists of formations that can be activated. The French and Russians activate by Corps. The guns of the Artillery Park are considered a formation for all purposes. Remember, if either of the WING commanders is out of command, he can roll against his initiative rating to see if he puts his whole wing into command. If unsuccessful, each Corps can then roll for command individually.

[27.43] Scenario 4: Reinforcements - Whenever the rule mentions the activation table, substitute that reference with a normal activation roll against Napoleon's initiative rating.

[27.46] Scenario 4: Victory Conditions - Here are some options for scenario 4.

OPTIONAL VICTORY CONDITIONS:

French Decisive Performance: Eliminate 44 steps of Russian infantry (including small steps from divisions with long steps) by 22:00 without committing the Old or Middle Guard, and while maintaining 25 light cavalry unit SP (not including horse artillery or cuirrasiers) of the I, II, III, and IV Cavalry Corps. If the Guard is committed, the French player must eliminate 51 steps of Russian infantry.

French Marginal Performance: Eliminate 37 steps of Russian infantry (including small steps from divisions with long steps) by 22:00 without committing the Old or Middle Guard, and while maintaining 15 light cavalry unit SP (not including horse artillery or cuirrasiers) of the I, II, III, and IV Cavalry Corps. If the Guard is committed, the French player must eliminate 44 steps of Russian infantry.

French Poor Performance: Eliminate 29 steps of Russian infantry (including small steps from divisions with long steps) by 22:00 without committing the Old or Middle Guard, and while maintaining 15 light cavalry unit SP (not including horse artillery or cuirrasiers) of the I, II, III, and IV Cavalry Corps. If the Guard is committed, the French player must eliminate 36 steps of Russian infantry.

French Humiliating Result - Any result not described above.

Russian Outstanding Performance: If the Russian player eliminates 30 steps of French infantry or cavalry, the final French victory level is reduced to the next lower result. For this purpose, each French long infantry step is worth one step, each small infantry step and cavalry unit is worth one half step. If 30 or more steps have been eliminated the Russian player has inflicted double the casualties that his historical counterparts were able to do. The French Army would be effectively crippled.

Scenario Set Up Changes . . . (taken from previous errata)

Scenario 1

Set Up (correction) Change the second occurrence of area 024 to 034 (II Cavalry Corps 6,7,8. Leader Montbrun).

Reinforcements (Scenario 1)

a. (correction) 20:00 French.

Change "V Corps Cavalry 6" to "V Corps Cavalary 1, 2"

Scenario 2

a. (Change) Page 7, Russian Set-up.

Add to the forces in 120: Reserve Corps, 2nd Conv Gren, Leader Borodzin.
Add to the forces in 137: V Corps, 1st Conv Gren.

b. (correction) Page 7, Russian Set-up.
The line should read "with the Fletches 1 and VIII Corps artillery stacked."

c. (clarification) Some units and leaders for the Russians start out-of-command. This is correct and intended.

d. (correction) Page 7, French Set-up.
Area 062. Change "ItRGd Pino IV corps" to read "ItRGd Lecchi IV Corps"

e1. (Change) Page 7, Russian Set-up.
Area 187 forces should be 1,3 and 8 with Leader Uvarov.

e2. (addition) Page 7, Russian Set-up.
Area 186 with forces 1st Cavalry Corps 2, 4, 5, 6, 7.

f1. (Change) Page 7, French Set-up.
Area 030 forces should be 1, 2, 3, 5, and 8 with Leaders Nansouty and Murat.

f2. (addition) Page 7, French Set-up.
Area 019 with forces I Cavalry Corps 4, 6, and 7.

g1. (Change) Page 7, French Set-up.
Area 028 forces should be 1, 3, 4, and 8 with Leader Montbrun.

g2. (addition) Page 7, French Set-up.
Area 051 with forces II Cavalry Corps 5, 6, and 7.

h. (change) Page 7,
Area 093. III Corps artillery unit 1 is not stacked with the infantry.
(It is a "5" and cannot stack as per 8.16.)

e. (addition) Page 7,
Area 031. reference "Guard Corps Artillery" should be "Guard Corps Artillery 1"

Scenario 3

a. (Change) Page 9,
Area 084. Change reference "IV Corps Artillery 2" to "IV Corps Artillery 1".

b. (Addition) Page 9,
Area 082. Add "with IV Corps Artillery 5 stacked".

c. (correction) Page 9,
Area 080. Units in 080 should be set up in 079 (the reference to the hamlet of Alexinki was correct).