

Eagles of the Empire

Refitting Friedland 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 Mike Traynor, 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!

Here are the new final steps for Friedland:

FRENCH - I Corps: 1st Div. (4-2), 2nd Div. (4-2), 3rd Div. (3-2). VI Corps: 1st Div. (3-2), 2nd Div. (3-2). VIII Corps: 1st Div. (none), 2nd P. Div. (none). Reserve Corps: Gren. Div. (3-2), 2nd Div. (none), Saxon Div. (none). Guard Corps: (none).

RUSSIANS - Forces on the LEFT: No unit gets an "extra step," including the Sppt. Div., which is too small. Forces on the RIGHT: 3rd Div. (2-2), 7th Div. (Option A&B = 2-2, Option C = 3-2), 8th Div. (Option A&B = none, Option C = 2-2). RESERVE Forces: 14th Div. (2-2), 1st Div. (none in all options).

[21] - Terrain - Add the following: Friedland absorbs one hit and makes retreat optional.

[21.5] - The Sortlack Area - The movement penalty, reduced stacking limit, morale increase and attack reduction by 50% remains the same. Bombardment is blocked through Sortlack and reduced by 50% into the town. Cavalry charges are reduced by 75%.

[21.6] - The East Bank of the Alle River - Alle River bank areas 101, 102, 103, 109, 112, and 120 are exposed forward slope. Any bombardment attack against units in these areas from across the Alle gets a +1 to the hit die roll. Artillery firing from these areas has a one area range.

[21.8] - Area 094 - Disregard this rule, as only +1 may ever be added to any artillery to hit die roll.

[22.0] Stacking Limits - 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. An area marked with a 3 stacking value can hold 40 SP and may include 2 infantry divisions (long step,) and are considered dense at 28 SPs.

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

[23.24] Fords - Units attacking units while crossing a ford get a +1 modifier to their hit dice rolls. If an attack is made from both the entry and exit areas of the ford, the attacker gets +2 to their hit dice rolls. OPTIONAL RULE: Add the combat modifiers for attacking units crossing fords to any other modifier that may be applicable. This will allow for a greater than +1 modifier and, note, it is an exception to the Eagles of the Empire series rule.

[23.32] - Bridges across the Alle - The artillery table is no longer used, so calculate hits on bridges with the following procedure: Roll one die for every artillery SP bombarding a bridge. A possible hit is obtained on a roll of six. The hit number is not modified by any bonuses. Total the number of possible hits and roll that number of dice. Each even numbered die result produces one hit. The Alle River bridge needs two hits to destroy it. Mark the bridge with a PIN marker when it has only one hit. All other rules apply normally.

[23.42] Pontoon Bridges - The artillery table is no longer used, so calculate hits on pontoon bridges with the following procedure: Roll one die for every artillery SP bombarding a pontoon

bridge. A possible hit is obtained on a roll of six. The hit number is not modified by any bonuses. Total the number of possible hits and roll that number of dice. Each even numbered die result produces one hit. A pontoon bridge is destroyed when hit.

[24.1] French Grenadiers - Change the rule as follows: When defending the French Grenadier division (or its brigades) adds one to its morale and gets one extra die roll added to its final SP calculation (after ALL modifications, including the retro-fit halving of SP.) The defender always has to decide whether to retreat or stand first when attacked by the French Grenadiers, excepting if the defender is Guards or Grenadiers.

[24.2] - French Infantry in woods - All French infantry units are reduced only -25% when either attacking or defending in woods. Russians are reduced -50% when attacking or defending in woods.

Woods - OPTIONAL RULE - I have calculated the effects of woods on both the attacker and the defender, but if you'd like a slightly more realistic rule then use the following: Woods effects units attacking into a wooded area, units attacking out of a wooded area, but DOES NOT effect units that are defending in a clear area and are being attacked by units in a wooded area. This is a slightly more complicated appreciation of the effects of woods on combat formations. Feel free to use this rule in Borodino.

[24.3] - Russian Guard Units - OPTIONAL RULES:

- When the Guard Jager units uses its GUARDS COMBAT BONUS to attack, the unit must take the first casualty hit, if any, as if it was long step infantry unit. This does not apply if the Guard Jager unit is defending. NOTE: The intent of this rule is to limit the Guard Jager, otherwise, being a small step infantry unit, it could be made invincible to casualty through proper stacking, all the while imparting its devastating combat bonus.

- If Mallutin's full 1st Guard Division is used in a scenario, it can be attached, by the HQ, to either the Left Wing or the Right Wing. This can be done when the HQ is activated, at which point the Russian player decides which Wing the division will join, activates the division and moves the division towards the Wing commander. From then on the division is part of that Wing, and is activated accordingly. NOTE: The full Guard Division was not at Friedland, thus making it a hypothetical option. There is no evidence as to how it would have been used, and I feel there is no good reason to tie it permanently to the Army Reserve Corps. Given the Russian activation problems, this would only serve to limit its ability to get into the game, indeed making it nearly useless. If you have the division, you might as well have some fun with it, and this optional rule gives you the chance to get Russia's finest infantrymen to the front of the battle.

[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 : 5, Bennigsen : 4.

Gortchakov - Give him a 2 initiative rating, and remember that all commands for the Right Wing must flow through him.

[25.1] - Napoleon - Disregard rules 25.11 and 25.12. Bonaparte is good enough without these, and if you do use his combat modifier, be very careful not to get him killed!

[25.31c] - Senarmont - Change the bombardment die roll modification to +1 on the hit die roll. OPTIONAL RULE: The maximum artillery bombardment bonus is +1, but Senarmont's modifier can be applied in excess of any other modifier (such as the density modifier.) He was good! This can create a maximum of a +2 bombardment bonus, and is an exception to the Eagles of the Empire series rule.

[25.4] - Pernety and Couin - Change the bombardment die roll modification to +1 on the hit die roll.

[25.5] - Grouchy - The second tactical rating is for leading a cavalry only force in an assault or charge.

[25.6] - Bennigsen - The Russian have a peculiar set of command problems. They had a poorly organised and managed Corps structure. To simulate this, Bennigsen's ability to activate units is limited. There are two types of formations he can activate: Wings and Divisions. If the Russian player rolls a 3 or 4 on the activation die roll, only 1 division can be activated. These are noted on the "division band" on the organization table on the map. If a 2 is rolled then two divisions can be activated. Finally, if a 1 is rolled, all of the units of an entire Wing, as noted on the organization table on the map, can be activated. If a division is activated, and later on in the turn its Wing is also activated, the unit does not get an extra turn of activation. The Wings are: Left, Right, Army Reserve, Cavalry of the Right, and the Cavalry Reserve. Additionally, if Bennigsen ever rolls a 6 when attempting to activate, he must immediately mark one division as activated WITHOUT the unit(s) doing anything.

OPTIONAL RULE: You may be wondering why Bennigsen gets a 4 activation rating, which is high, for losing so completely to Napoleon. Good question. The activation rating must be considered in light of the Russian Corps structure (or lack of one) and the difficulties this presents the Russian player. I feel this more than compensates for a 4 activation rating. But ... If you want a game which may be a little more historical, and much more difficult for the Russian, feel free to give Bennigsen a 3 activation rating. On a roll of 2 or 3, he will activate one division, on a roll of 1 he activates a Wing. This does have one benefit, it may just end some turns a little earlier. This is not a bad thing for the Russian!

IMPORTANT NOTE: For purposes of combined arms, only the cavalry that starts the game assigned, respectively, to the Right Wing, Left Wing or Army Reserve can be used with divisions of those formations. They may form a combined arms team with any infantry division within their formation. Cavalry units in other Wings can stack and fight with infantry divisions, but can not be part of a combined arms team die roll bonus.

[25.7] - Kollogrigov - The second tactical rating is for leading a cavalry only force in an assault or charge.

[27.12] - Scenario 1 - The game ends at 24:00, 13 June, 1807, not 23:00.

[27.14] - Scenario 1: Activation - Use the activation table and rules found either in the Friedland rulebook or on the player's charts and tables card. This scenario is too small to justify modified rules, and the old activation table works just fine.

[27.16] - Scenario 1: Victory Conditions - OPTIONAL RULE: The French can not have any units east of the Alle River at the conclusion of the game. If they do, it is a Russian victory. NOTE: This is intended to prohibit a sneaky French player from retreating away from the enemy to ensure a draw. The French units would have, inevitably, been captured by the advancing Russian Army if they could not cross back over the river.

[27.4] - Scenario 2: Activation - The French rules stay the same, but Lannes is the field commander without an HQ unit. He can activate formations by division, and the HQ formation. The Russian player should add Bennigsen and his HQ to the game, and place them in Friedland. They can not move, attack, be attacked or do anything but provide activation. Use the activation rule 25.6 from this retro-fit.

[27.25] - Scenario 2: Special Rules - HQs and Leaders - NOTE: The modification to rule 27.4 means that the Russian formations can be out of command. They have to trace to the HQ or Bennigsen, or have their leader roll against his initiative.

[27.25] - Scenario 2: Special Rules - French Extended Formations - Use the rules for extended formations found in the new Eagles of the Empire standard rules. OPTIONAL RULE: The new rules will weaken the defensive firepower of Lannes' troops, so if you want to retain a bit of the flavour of the original rules, use sub-section 3 of rule 27.25.

[27.32] - Scenario 3: Set up - In area 088, delete the line: Cav Right 1, 2, 3, 4, 5. These units appear in area 086.

[27.34] - Scenario 3: Activation - Napoleon is NOT considered a force when moving separately from the HQ and moves when the HQ formation is activated. The Russian rules are almost complete. The Russians can move the 14th division when they roll a 6 during the Order of Battle initiative roll at the beginning of each turn (unmodified.) OPTIONAL RULE: It is a little more realistic to include the whole of the Russian Army Reserve, not just the 14th Division, in this rule. All units of the Reserve can not move until a 6 is rolled.

[27.35] - Scenario 3: HQs and Leaders - Change the word suppressed to eliminated.

[27.36] - Scenario 3: Victory Conditions - OPTION - General rule: For purposes of calculating Russian losses, count all infantry steps lost (excluding one step small unit: Jager Militia.) Additionally, count each heavy artillery unit that is destroyed as 1/2 (one half) the value of an infantry step.

OPTIONAL RULE - As it stands, Scenario 3 is hard for the Russians to win. This is because the French have a good bit of time to do their dirty work. Try playing the game with a 5 TURN LIMIT. Why? ... One of Napoleon's amazing achievements is that he started the battle so late in the day and won it so quickly. Try to beat Napoleon as well as the Russians. You will find you have a quick, challenging game that, believe it or not, slightly favours the Russians. Enjoy!

[27.44] - Scenario 5: Activation - Do not de-activate a Russian force on a die roll of 6. (See rule 25.6.)

[27.52] - Scenario 5 - Set Up - If not mentioned in the set-up, all Russian leaders set-up with any of the units under their command (a few are missing.) Additionally, disregard the mention of any artillery that comes in with the Polish division in the 10:00 French Reinforcements. These units have already come in at 7:00.

[27.55] - HQs and Leaders - Use the HQ and leadership rules from Scenario 2 for the French until Napoleon enters the game. As Bennigsen is in the game, use the command rules from the Eagles of the Empire rules and this retro-fit. (The Russians get no free command here, if they want to seize the day, they have to move.) The Guards Division traces command to either the Army Reserve Corps or whichever Wing it gets assigned too.

French Extended Formations - They do not have to be removed at 12:00.

[27.56] - Scenario 3: Victory Conditions - OPTION - General rule: For purposes of calculating Russian losses, count all infantry steps lost (excluding one step small unit: Jager Militia.) Additionally, count each heavy artillery unit that is destroyed as 1/2 (one half) the value of an infantry step.

Effects of French Casualties - The French small infantry unit (4th Brigade of the Grenadier Division) does not count for step calculations. The Russian player does not, at any time, get double the steps eliminated.

Errata and questions:

Rises - The following areas are rise areas: 003, 004, 005, 006, 007, 008, 009, 010, 019, 020, 021, 022, 023, 33, 034, 035, 036, 050, 051, 052. Also: 025, 043, 055, 079, 128, 135. Area 119 is not a rise but has slope boundaries (it was very flat on top.)

Area 076: May fit one long counter.

Order of Battle Organizational Chart:

Russian - There are no separate artillery boxes on the Russian OoB. Place Russian artillery on the infantry commands.

Russian - The Cavalry of the Right (Uvarov) box should indicate cavalry units 1 through 8, not 1 through 4.

French - General Victor was 29 days away from receiving his baton and becoming a Marshal of France. The OoB has him as a Marshal. Celebrate early!

Questions and Answers:

Q: Scenario 3 - Area 028 is over-stacked.

A: Leave the area 028 set-up as is, but the over-stacking situation must be fixed by the end of the first turn.

Q: In area 055, the historical set-up has the 7th (I believe) Russian division with lots of artillery on top of a rise surrounded by slopes, which artillery are not allowed to cross. Can one ever get them off? (How could they get up there, for that matter?)

A: There is an omission from the map of the path servicing the hill. The rules are supposed to state that for area 055, its is OK to ignore the slope rule.

[I now believe that the east-side of the knoll should not be a slope, based on the map in Bennigsen.]

[The map in Chandler's Campaigns of Napoleon has a (small) path leading to the top, and shows artillery deployed there. In our play, we ignore the slope rule for movement but not combat.]

Q: What is rule 23.21 supposed to mean? Units will typically want to use a ford because they are cut off and therefore are not in chain of command, but then they cannot cross a ford.

A: Rule 23.21 is supposed to capture the historical circumstances. The units that located the ford sent a messenger back to the Russian HQ to inform them of its existence. The info was then distributed from the HQ. The knowledge of the ford did not generally reach other units directly from the discovering unit, therefore they cannot cross it in the game unless at least one of the conditions is met. In actual game play, it is far more likely that you will use the second condition (presence of the locating unit) after forces have been cut off from the HQ.

Q: What happens if one of Oudinot's Grenadier brigades in extended formation takes a step loss? Can the owner choose which half to remove or does it need to be the half that was attacked (always using the real counter for the surviving half, of course)?

A: Owner may choose to which end the line falls back.

Q: Where do reinforcements enter if enemy units have occupied their entering area? Is there any time delay?

A: If an enemy unit occupies a line of communication road, that communication road cannot be used for reinforcements. In the case of Friedland, French units appearing that would appear at a blocked area may: 1.) wait until it is open or 2.) shift one area and appear one hour later. The player must declare if he is waiting or he is shifting.

Example: If area 004 is occupied, wait till area004 is open or appear at area 012 or area 014 one hour later.

In the case of the Russians at Friedland, there is no delay - the Russian may shift freely but if the French are that far its best to shift back to Moscow and call it a day.

COUNTER ERRATA: I have received a hint that there is some counter errata in the game. To be specific, two infantry divisions on the French side (the Saxon div. and one other) have an incorrect morale value of "6" on their last step counter (the half-sized counter). In other words, their morale drops through losses and then rises again. I have not so far received information what the last morale value should be, so I currently play by re-using the value on the next-to-last counter.