

Russia 1812 GM Briefing

The scenario is designed to take between seven and fourteen days with the intent of generating one or more general engagements. Logistics should not impact the operations until the eleventh or twelfth day and are considered a minor component of the campaign.

The following Campaign defaults should be confirmed by the GM:

First Army Name:	II Corps d'Armee (Oudinot)	
Second Army Name:	I Korps (Wittgenstein)	
Campaign Name:	Russia 1812, Polotsk	
Season:	Summer	
Weather:	Clear	
Population Density:	Poor	
Partisan Activity:	II Corps d'Armee (Oudinot):	High
Foraging Efficiency:	II Corps d'Armee (Oudinot):	Good
	I Korps (Wittgenstein):	Average
Initial Base Supply Allocation:	II Corps d'Armee (Oudinot):	Seven-Day
	I Korps (Wittgenstein):	Twenty-One-Day

The GM shall provide both the French and Russian players the following:

PDF Manual Chapters:
5 Operational Tasks
6 Administrative Tasks
7 Logistical Tasks
8 Summaries (Essential)

Note: Manual Chapters 0, 1, 2, 3 and 4 have more relevance for the GM

PDF Maps: Map Legend; Polotsk; Vitebsk; Idritsa and Nevel
Excel ID Tags: Russia1812 - IDTags
Excel Playing Aid: French – MarchOrderTemplate
Russian - MarchOrderTemplate

The GM shall provide the French player the following:

Campaign Briefing: Russia1812 – FrenchBriefing
Intelligence Report: II Corps d'Armee (Oudinot) Intelligence

The GM shall provide the Russian player the following:

Campaign Briefing: Russia1812– RussianBriefing
Intelligence Report: I Korps (Wittgenstein) Intelligence