

Carnage&GloryII Napoleonic Battle Scenario

The Battle of Borodino – September 7, 1812 The Emperor Napoleon versus Prince Kutusov

Historical Perspective:



Since crossing the Nieman in late June 1812, Napoleon has personally lead five, multi-national, infantry corps, three cavalry corps and the Imperial Guard deep into Russian territory. He has doggedly hounded the 1st and 2nd Western Russian armies, now commanded jointly by Kutusov. The Russians are bound to make a stand to defend the holy capital of Mother Russia, Moscow. The French and allies are committed to crushing their opponents forcing a conclusion to the military campaign. The French and allies, both men and horses, have suffered extreme attrition caused by sickness, continual forced marches, a virtual collapse in their supply logistics, and a Russian scorched earth policy, all of

which has combined to reduce the combat effectiveness of their army to nearly half it's strength of only nine weeks previously. The Russians are in far better physical condition, having been well supplied with food throughout their enforced retreat across Russia. The two armies are now virtually equal in numbers, and well matched to compete in this long anticipated climatic battle.

The Russians have prepared defensive positions, in the neighborhood of Borodino on the banks of the Kolocha watercourse. Numerous redoubts and fleches have been constructed to supplement their extensive defensive positions, the most prominent being the Great redoubt, slightly southeast of Borodino. Three others entrenchments, known as the fleches, are located to the south and southwest of the village of Semenovskoye.

Napoleon has considered a flanking maneuver to the south, but has rejected the idea for fear it would force the Russians to abandon their positions. He has proposed a limited attack to the south, in the vicinity of Utitsa, but concentrated his main weight into a narrow area bounded to the north by the village of Borodino, and to the south by the woods north of Utitsa, and centered on the Schevardino redoubt. This concentration completely ignores the Russian dispositions to the north of Borodino, and initially reduces the Russian defending forces by a full third of their available strength. Napoleon is determined to hammer the Russians in place. Eugene and a reinforced IV corps are positioned to the west of the Great Redoubt. Ney's III Corps and two three divisions of Davout's I corps, all supported by the Imperial Guard are west of the fleches. Poniatowski's V corps, ultimately supported by Junot's VIII corps, positioned to the west and northwest of Utitsa.



Before the day is through, in one of the most sanguinary days of the Napoleonic epoch, tens of thousands of men and horses, on both sides, will be killed, wounded or captured. Historically the outcome resulted in the orderly withdrawal of the battered Russian army. So technically it was a tactical French victory, but the result was insufficient for Napoleon's immediate aims, which required a prompt cessation of hostilities, enabling the French and allied armies to rest and recuperate. Napoleon would occupy Moscow, convincing himself that this territorial gain would lead to Russian calls for peace. But the Russian armies were still active, still effective, and growing in numbers daily. Napoleons delay in Moscow resulted in the inevitable and disastrous French and allied retreat through the months of October, November and December. A retreat which Kutusov had long understood would result in the virtual annihilation of the French and allied armies.

The Battle of Borodino – September 7, 1812

Refighting the Battle of Borodino

Environmental Conditions:

Season: Summer

Weather: Clear

Ground conditions: Good

General Terrain:

Ground is typically gently rolling, with open wooded areas and villages with cultivated areas defined by wattle fencing. Consequently overhead artillery fire is only permitted from one unit to another when the firer or target is located on or above equal elevations, both of which are higher than the intervening friendly or enemy unit. No overhead fire is permitted within canister range.

Watercourse – The Kolocha has steep banks but remains fordable to infantry and cavalry. Artillery must cross at defined crossing points, such as bridges or fords. Infantry and cavalry must input a formation change in order to cross the Kolocha, unless moving under a compulsory movement, such as retire or rout. All other watercourses present a linear obstacle to movement, and will require a player to deduct 100 paces from voluntary movement for infantry and foot artillery, and 300 paces for cavalry and horse artillery. Units may attempt to charge across any watercourse other than the Kolocha.

Built-Up Areas [BUA] – All structures are wooden. One structure within the Utitsa BUA only shall be considered a strongpoint, and can be occupied by one battalion. Cavalry and artillery cannot occupy BUA's, but can move through the areas, treating them as disruptive terrain. For defensive and offensive purposes, BUA other than the strongpoints shall be considered as medium cover.

Wooded Areas – All wooded areas shall be considered lightwoods, any movement within woods shall be considered as disruptive terrain, unless on roads or tracks, however a unit must be limbered or in March Column to avoid the disruptive terrain. Troops in close order, must input 'Crossing Disruptive Terrain' and move at half normal rates. Troops in open order move at half normal rates. For defensive purposes the woods are considered Medium cover, for offensive purposes [charging troops as target] they are considered as Light cover.

Heavy Brush Areas – Any movement within heavy brush for close order formations shall be reduced to half normal allowance. Troops in open order move at normal rates. For defensive purposes the heavy brush areas are considered Light cover, for offensive purposes [charging troops as target] they offer no cover.

Wattle Fences, and Hedgerows – Are considered as light linear obstacles for defensive and offensive purposes [defending unit must physically touch the terrain feature]. Cavalry and infantry cannot charge across a wattle fence, if the fence is physically defended, or the fence is positioned between the charger and target. Infantry can charge a unit defending a wattle fence. Deduct 150 paces from voluntary movement for infantry, and 450 paces for cavalry. Artillery cannot cross a wattle fence or hedgerow, but will be required to demolish the obstacle to a width of at least 50 paces; this demolition shall be performed as an engineering task.

The Redoubt – Is a closed entrenchment, and can be occupied by either, one or more artillery units of which a combined maximum of eighteen cannon can fire each turn, or a maximum of two infantry units only. An artillery unit must adopt 'Occupy Entrenchments' to receive the full benefit of the defensive value of the terrain feature, otherwise the entrenchment is considered as heavy cover for defensive and offensive purposes. Infantry and cavalry may charge any unit within the entrenchment. But only four attacking units can be coordinated to attack the position in any one

Carnage&GloryII Napoleonic Battle Scenario

turn. Up to two Infantry units can defend the western earthen rampart, in lieu of artillery, but their defensive fire will be limited to 25%, to account for the height of the rampart, and the lack of a firing platform. If defended by infantry the rampart will be considered as heavy cover. The rear wall of the redoubt is a double stockade fence. This can only be defended by a maximum of two infantry units, but due to the configuration, lack of firing platform and loopholes, the defensive fire will be limited to 25%, and considered as medium cover.

Redoubt Stockade Fences – Are considered as medium linear obstacles for defensive and offensive purposes [defending unit must physically touch the terrain feature]. Cavalry and infantry cannot charge across a stockade fence, if the fence is physically defended, or the fence is positioned between the charger and target. Infantry can charge a unit defending a stockade fence. Deduct 200 paces from voluntary movement for infantry, and 600 paces for cavalry. Artillery cannot cross a stockade fence, but will be required to demolish the obstacle to a width of at least 50 paces; this demolition shall be performed as an engineering task.

The southern Fleche – Is an earthwork entrenchment open to the rear, and can be occupied by either, one or more artillery units of which only nine cannon can fire each turn, or one battalion of infantry only, whose defensive fire will be limited to 25%. The entrenchment is considered as heavy cover for defensive and offensive purposes when attacking from a generally westerly direction, otherwise it provides no cover from the east. Infantry and cavalry may charge any unit within the entrenchment. But only two attacking units can be coordinated to attack the position in any one turn.

The northern Fleche – Is an earthwork entrenchment open to the rear, and can be occupied by either, one artillery unit, of which only six cannon can fire each turn, or one battalion of infantry only, whose defensive fire will be limited to 25%. The entrenchment is considered as heavy cover for defensive and offensive purposes when attacking from a generally westerly direction, otherwise it provides no cover from the east. Infantry and cavalry may charge any unit within the entrenchment. But only two attacking units can be coordinated to attack the position in any one turn.

The eastern Fleche – Is an earthwork entrenchment open to the rear, and can be occupied by either, an artillery unit of which only four cannon can fire each turn, or one battalion of infantry only, whose defensive fire will be limited to 25%. The entrenchment is considered as medium cover for defensive and offensive purposes when attacking from a generally westerly direction, otherwise it provides no cover from the east. Infantry and cavalry may charge any unit within the entrenchment. But only two attacking units can be coordinated to attack the position in any one turn.

[Only one stand per unit of artillery need be positioned within [or near] the redoubt or any of the fleches, to represent that it is occupied].

Line of Sight – is obstructed by built-up areas, woods and hills only. LOS is restricted to 150 within wooded areas.

Troops must be in March Column or limbered to gain road advantage.

Carnage&GloryII

Napoleonic Battle Scenario

Borodino – French/Allied Special scenario conditions:

French Guard:

Can be committed to either the Redoubt or Fleches table – but not both. If the French players do not commit the Guard to the Fleches, then they have the option to commit those units to the Redoubt.

Only specific formations can be committed to the table, including Sorbiers Guard Artillery, and the Vistula Legion, the remainder are not to be physically engaged and function only to bolster army morale.

Guard formations capable of table commitment can be introduced at the discretion of the table GM. The remaining Guard formations can be committed only if French army morale falls to 75% on the prescribed table.

Optional – Vistula Legion can be committed and physically engaged when enemy army morale reaches 80%, but not before turn six.

Optional – Guard Reserve Artillery batteries [3 foot and 2 horse batteries] may be committed in battalion strength from Turn One.

French Reserve Cavalry:

Only heavy cavalry units [Cuirassier or Dragoons] may be committed to physically engage on tabletop. Commands will be released at divisional strength, one per corps per turn, and will be controlled by one of the first line players. Light cavalry are only committed to reinforce army morale, when enemy morale falls to 75% on the prescribed table.

Redoubt – Heavy cavalry from either Montbrun and/or Latour may be committed when enemy army morale reaches 80%, and not before turn six.

Fleches – Heavy cavalry from Nansouty may be committed when enemy morale reaches 80%, and not before turn six.

Utitsa - Light cavalry are only committed to reinforce army morale, when Russian morale falls to 75%.

Platov's Maneuver:

The Russians committed 44 cavalry units [Cossack and Guard] and two horse batteries [24 cannon] to the sweep against the French rear positions. This fairly paralyzed Eugene's corps and delayed any offensive action on his part for two crucial hours [Noon-2:00 PM]. To counteract the threat, Ornano, Grouchy's cavalry corps and the Italian Royal Guard cavalry units are considered off-table, representing a total of 30 cavalry units and four horse batteries [24 cannon]. None of these units will be available for commitment to any table during the game.



Tactical Formations:

French/Allied:

Maneuver on road – March Column

Maneuver over open terrain – Double Company or company column

Engagement – Double or Company Column or Line

Defense against cavalry – Square

Open order formation is restricted to Light troops and battalions rated C and above only.

All infantry have integral skirmish companies, and may use offensive skirmish fire against any enemy formations – however, as Russian Jaegers also have a defensive skirmish capability the effect will be reduced in those cases.

The French tactical doctrine was one of aggression. Brigades would maneuver in battalion columns, closely supported by divisional foot and horse artillery, and preceded by swarms of integral skirmish companies. If the enemy appeared to waver from the effects of the artillery and skirmish fire, the battalions would advance with lowered bayonets to drive the enemy from the field. If, however, the enemy showed more stiffened resistance, the battalions could deploy and engage in close musketry, either charging in line with the bayonet at the moment of decision, or bringing forward fresh second line battalions in column to charge with the bayonet and drive the enemy from the field.

Reserve artillery would be used en masse to reinforce a particular point in the line to support the divisional artillery to either press an advantage or deliberately blow a hole in the opposing lines.

Light cavalry will be reserved for a pursuit role and heavy battle cavalry will be amassed and used as a battering ram in brigade or greater strength to break an opponent's resistance, engaging against either foot or mounted opponents. At this point in the campaign, due to poor animal husbandry, the cavalry have suffered very heavy losses amongst their mounts, and those surviving horses are of reduced quality, this is reflected by reduced combat effectiveness, compared to the Russian cavalry.

Borodino – Russian Special scenario conditions:

Russian Guard:

Can be committed to either the Redoubt or Fleches table – but not both. If the Russian players do not commit the Guard to the Fleches, then they have the option to commit those units to the Redoubt.

Only specific formations can be committed to the table, including the Guard Jager brigade and the Guard cavalry division, the remainder are not to be physically engaged and function only to bolster army morale.

Guard formations capable of table commitment can be introduced at the discretion of the table GM. The remaining Guard formations can be committed only if Russian army morale falls to 75% on the prescribed table.

Russian Reserve Artillery:

Can be committed one battery at a time to either rotate first line batteries out of the line, or to replace those lost in battle – the player requiring the rotation controls them.

Redoubt – 8 first line batteries / 10 reserve batteries [excluding 2 horse batteries attached to cavalry corps]

Fleches – 6 first line batteries / 7 reserve batteries [excluding 1 horse battery attached to cavalry corps]

Russian Reserve Cavalry:

Only heavy cavalry units [Cuirassier or Dragoons] may be committed to physically engage on tabletop. Commands will be released at regimental strength, one per corps per turn, and will be controlled by one of the first line players. Light cavalry are only committed to reinforce army morale, when French morale falls to 75% on the prescribed table.

Redoubt – Heavy cavalry may be committed when enemy army morale reaches 80%, and not before turn six.

Fleches – Heavy cavalry may be committed when enemy morale reaches 80%, and not before turn six.

Utitsa - Light cavalry are only committed to reinforce army morale, when French morale falls to 75%.

Platov's Maneuver:

The Russians committed 44 cavalry units [Cossack and Guard] and two horse batteries [24 cannon] to the sweep against the French rear positions. This fairly paralyzed Eugene's corps and delayed any offensive action on his part for two crucial hours [Noon-2:00 PM]. To counteract the threat, I propose employing Ornano, Grouchy's cavalry corps and the Italian Royal Guard cavalry units, representing a total of 30 cavalry units and four horse batteries [24 cannon]. None of these units will be available for commitment to any table during the game.



Tactical Formations:

Russian:

Maneuver on road – March Column

Maneuver over open terrain – Company column

Engagement – Company column or Line

Defense against cavalry – Square

Open order formation is restricted to Light troops only.

The essential Russian tactical doctrine for infantry was to charge with the bayonet, with only minimal reliance on musketry. The Russian small arms were of varied quality, some good, some poor, and black powder was of equal varied quality, and these circumstances led to a dependence on shock action to resolve combats. The Russians were typically well supported with large numbers of cannon; however, they were rarely amassed into grand batteries that could dominate sections of the field, being more consistently used as close infantry support weapons. The Russians were well served by their cavalry, and in particular their regular light cavalry that was arguably some of the finest in Europe during 1812. Their heavy cavalry suffered from a tendency to be employed in limited strength, and rarely charged jointly above regimental strength.

Only Jaeger units are considered to have integral skirmish companies, and may use offensive skirmish fire against any enemy formations – however, as French and allied infantry also have a defensive skirmish capability the effect will be reduced.