

MORTIER CORPS
1st DIVISION

HEAVY
CAVALRY
CORPS

MORTIER CORPS
LIGHT CAVALRY

LAURISTON CORPS
1st INFANTRY DIVISION

LAURISTON CORPS
SAXON DIVISION

II CORPS
ADVANCED GUARD
DIVISION

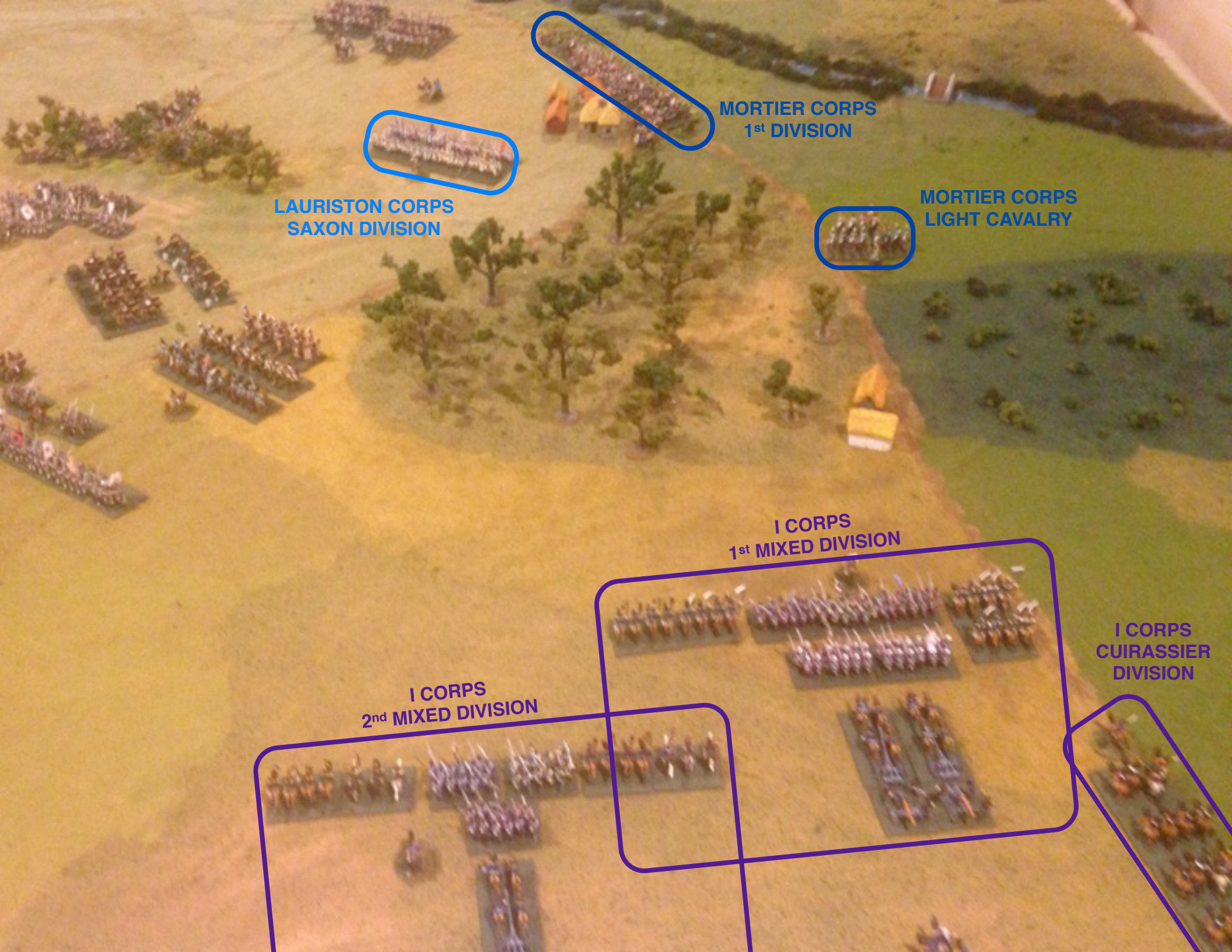
II CORPS
GRAND BATTERY

I CORPS
CAVALRY DIVISION

II CORPS
CAVALRY DIVISION

I CORPS
1st INFANTRY
DIVISION

I CORPS
2nd INFANTRY
DIVISION



MORTIER CORPS
1st DIVISION

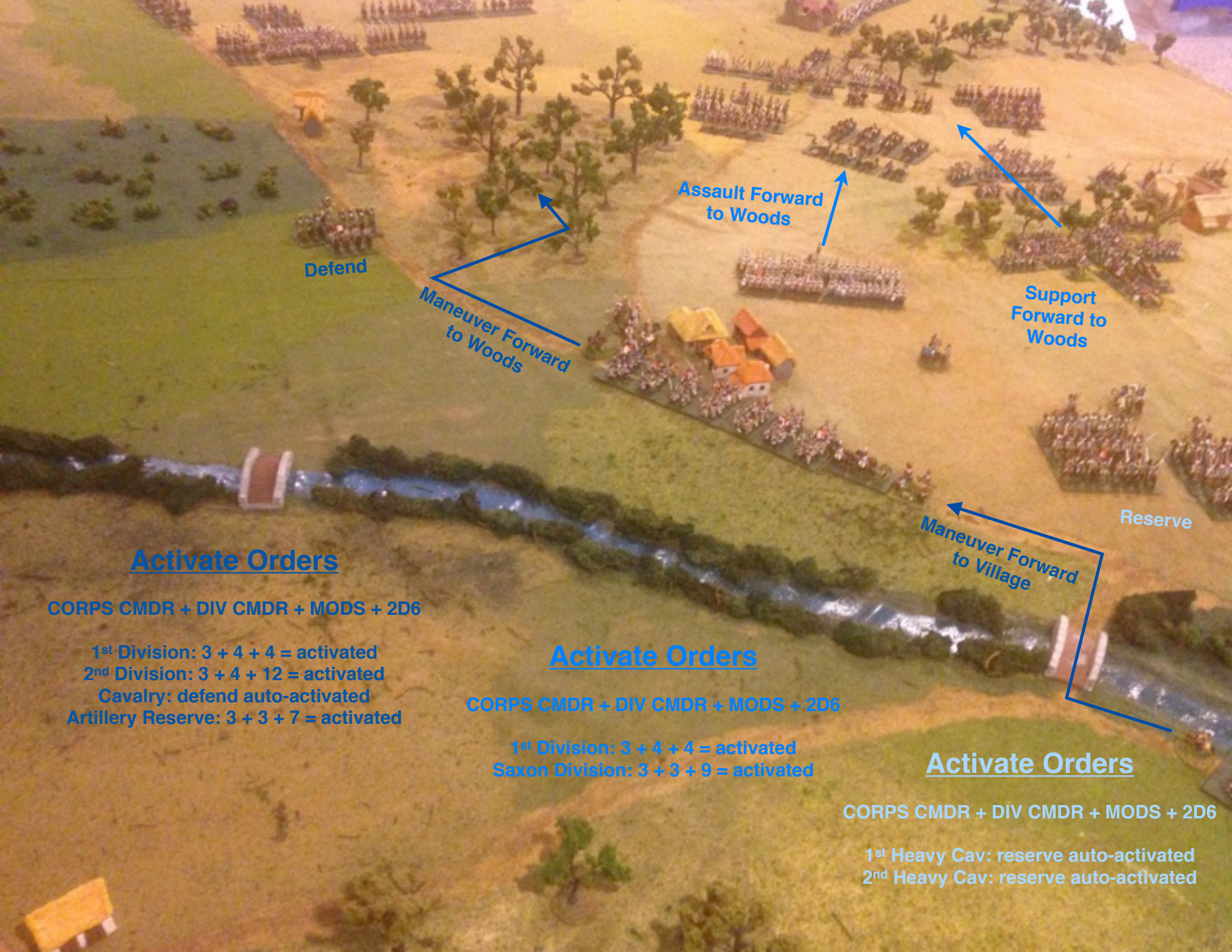
LAURISTON CORPS
SAXON DIVISION

MORTIER CORPS
LIGHT CAVALRY

I CORPS
1st MIXED DIVISION

I CORPS
2nd MIXED DIVISION

I CORPS
CUIRASSIER
DIVISION



Activate Orders

CORPS CMDR + DIV CMDR + MODS + 2D6

1st Division: 3 + 4 + 4 = activated

2nd Division: 3 + 4 + 12 = activated

Cavalry: defend auto-activated

Artillery Reserve: 3 + 3 + 7 = activated

Activate Orders

CORPS CMDR + DIV CMDR + MODS + 2D6

1st Division: 3 + 4 + 4 = activated

Saxon Division: 3 + 3 + 9 = activated

Activate Orders

CORPS CMDR + DIV CMDR + MODS + 2D6

1st Heavy Cav: reserve auto-activated

2nd Heavy Cav: reserve auto-activated



Activate Orders

CORPS CMDR + DIV CMDR + MODS + 2D6

Adv Guard: $2 + 2 - 3$ (≈ 450 yards of enemy)

+ 5 = delayed, roll for delay... 2 turns

Grand Battery: defend auto-activated

Cavalry: reserve auto-activated

Activate Orders

CORPS CMDR + DIV CMDR + MODS + 2D6

1st Division: defend auto-activated

2nd Division: $3 + 2 + 3 =$ delayed, roll for
delay... 2 turns

Cavalry: $3 + 2 + 9 =$ activated



Support 1st Division Around Left to Village

Assault Forward to Village

Maneuver Forward to Village

Activate Orders

CORPS CMDR + DIV CMDR + 2D6

1st Division: 3 + 3 + 6 = activated

2nd Division: 3 + 3 + 7 = activated

Cuirassiers: 3 + 3 + 4 = activated

Movement

Divisions on defend may close with enemies within 450 yards so even though the Russian Adv Guard haven't activated their assault they can still close against the French.

Skirmishing

Both sides choose to skirmish reluctantly, but the French receive an additional 1D6 for their skirmishing prowess and another 1D6 for the obviously superior cover provided by the woods.

The French win taking no losses, the Russians take 3 hits and place them on the cossacks.



Artillery

The unfortunate Saxons slam right into the Russian grand battery. During skirmishing they were able to drive off one battery but three remain, those three 12-pdr batteries have six sections each and clear their guns at point-blank range...



1D6 per section = 18D6, intense fire... no penalties... hit on 5s and 6s

Scoring eight hits they wipe out the two front wave battalions.

Artillery Assessment, modified 2D6
10 - 3 for intense fire = 7, no consequences.



Combat

Upon making contact the units resolve combat. Opposing battalions compare modified 2D6 rolls. Each battalion receives its own result.

Against the odds the French turn back the Prussian grenadiers.

Combat Assessment

Each division rolls to determine its disposition following combat.

Modified 2D6

French 9 + no modifiers no consequence
Prussian 6 - 3 ($\frac{1}{3}$ or more lost) - 1 (fatigue) = 2
Prussians withdraw to 500 yards from the enemy.