The following scenario has been developed by Geoffrey Wootten, author of the Osprey Campaign Series Title "Waterloo - 1815" and in addition has written his own Napoleonic rules "Corps d Armee" published by WRG. The maps have been drawn by Martin Soilleux-Cardwell. The background, minor editing as well as layout has been completed by Keith McNelly. Terms and definitions now align with *Volley & Bayonet – Road to Glory* with some explanatory notes added.

**Historic Background**

The Battle of Borodino of course requires little introduction. It was and remains one of the defining Napoleonic battles. The fighting involved some 250,000 men and resulted in 70,000 casualties, making Borodino the bloodiest day of the Napoleonic Wars.

After a series of Russian retreats at the beginning of the campaign, the Czar dismissed the army's commander, Barclay de Tolly, replacing him with Mikhail Kutuzov who made a stand near the village of Borodino. Here in their fortified positions the Russians waited for the French to attack. The Russian right wing occupied ideal defensive terrain, so the French tried to press the Russian left for much of the battle.

Historically of course Napoleon launched an attack against the Russian army and drove it back from its initial positions. The highlight of the fighting became the bloody struggle for the large Raevsky redoubt near the village of Borodino. Here the French managed to capture this redoubt late in the day, gradually forcing the rest of the Russian army to pull back as well. The Russians suffered terrible casualties during the fighting, losing over a third of their army. French losses were also heavy, exacerbating the logistical difficulties that Napoleon encountered in the campaign. The exhaustion of the French forces, and the lack of information on the condition of the Russian army, persuaded Napoleon to remain on the battlefield with his army instead of ordering the kind of vigorous pursuit reminiscent of previous campaigns.

The Russians withdrew from the field the following day. From the Russian perspective Borodino represented the last Russian effort at stopping the French advance on Moscow, which would now fall a week later. Yet, despite this the Russian army was not decisively defeated. Indeed, it was the French invasion which would suffer defeat, following the retreat from Moscow in October.

This scenario, coupled with the *Volley & Bayonet – Road to Glory* rules, allows us to refight one of the truly great battles of the Napoleonic Wars.
General Notes

Game Length is 12 full turns, starting at 7am with the French moving first.

1st & 2nd Army, Wing & Corps Commanders: These may rally any in their command, at which time their command radius drops to zero. Corps may attach to any in their command. Kutusov spent the entire battle getting slowly drunk at Gorki, and had little impact on the battle itself once begun. As such he may not be voluntarily moved once placed, although the Russian player does get other higher officers (4).

1SP Detachments/Skirmishing/Light infantry Units: All Line infantry brigades may break down 1 SP as a permanent detachment to occupy a vacated village or works after combat, or to hold it as they move through it. These remain in place there for the duration of the game or until eliminated. Any Guard infantry may break down any number of 1SP bases, otherwise only light infantry units within a brigade have skirmisher capability (=s). Individual skirmisher bases may not have dedicated guns. Light and Guard detachments may re-join the main body as per the normal ‘skirmisher’ rules.

Opolchenie/Russian Militia: Only a few of these were musket armed. They get only one fire dice at long range. They are classed as ‘militia’.

Grenadiers / Grenadiers Present: Whereas Russia consolidated her Grenadiers at a high level, into Divisions, the French did this at a much lower level. Raevsky’s own account of the battle suggests the highly effective manner in which the French were able to consolidate a local reserve of Grenadiers within the Division, and it was these that initially swept into the Great Redoubt and took it by storm for the first time. To reflect this extra local flexibility in hitting power, all French/French allied units are considered to have Grenadiers Present, and for Divisional flexibility one brigade in each French Division has been allocated an extra morale pip compared to normal line morale. Russian Grenadier brigades, Converged Grenadier brigades and Russian Guard infantry are also considered to have Grenadiers present.

Special Russian Artillery Rules: Russia had modern artillery, but had problems in her army command structure which hindered getting it all deployed. When deploying at the start of the game, one Russian battery in every Division has usually been broken up and allocated to infantry brigades - as was their practise. In the order of battle this is reflected in most Russian brigades getting dedicated guns (DG). In the original version of the rules this also slows their movement, which I feel fits in with precedent for the battle and their dreadfully slow ‘goose-step’ drill. Although Russian medium weight field guns have been attached to brigades as dedicated guns, they still hit on a 6 in combat (as per normal dedicated guns), to make up for the poor Russian musketry that would also be present.

1In Volley & Bayonet – Road to Glory the term “Grenadiers Present” has been removed. Now, infantry without grenadiers, light companies or a cadre of veterans are identified by “No Elites”. These stands are at a disadvantage in melee ties (refer 10.3). The Orders of Battle here have not been updated by the inclusion of the NE abbreviation. If you wish to apply this scenario rule remember to update the Orders of Battle.
Other guns have been allocated to specific redoubts etc., some retained as Corps assets, and the remainder have been allocated to the army reserve park, where players may have control as to where the guns will eventually be sited.

Corps Position Batteries are Corps Assets, and must be in Corps Command radius to unlimber. Corps Commanders are required to ‘position’ such guns, and may only unlimber one artillery base per go. During this process, he may not be attached to another unit or rally routers. If subsequently moved, they need to be positioned again by the Corps commander.

Russian Reserve Artillery in the Reserve Artillery Park should be set up so that the horse batteries from 1st Army Reserve are at the front, and the foot artillery for each army reserve is segregated behind it in two ‘wings’. All artillery in the park must be released to be used by the main army. This was not straightforward, historically. From turn 2 onwards, therefore, the Russian player may release any one horse battery automatically and move it in the movement phase. A further 2D6 each is rolled in the movement phase - one each for 1st and 2nd army reserve park.

A ‘5’ releases one foot artillery base of your choice within that army park, a ‘6’ two bases.

Once released, the artillery may be used freely on the field, and support either army. To unlimber it must be placed by any Corps officer in the usual way, and takes exhaustion at the same time as the officer who positions it.

If a ‘double’ is rolled to release artillery, then it is possible that no further artillery of any type may be released from the artillery park for the rest of the game. In such circumstances, guns remain limbered in place, but retire towards/off table if the army withdraws or if formed, non-exhausted enemy comes into charge reach.

The ‘double’ roll to halt all artillery deployment is:

<table>
<thead>
<tr>
<th>Turn</th>
<th>Double Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1, 2</td>
</tr>
<tr>
<td>3</td>
<td>1, 2, 3</td>
</tr>
<tr>
<td>4</td>
<td>1, 2, 3, 4</td>
</tr>
<tr>
<td>5+</td>
<td>1, 2, 3, 4, 5</td>
</tr>
</tbody>
</table>

French Artillery Deployment: There was a French grand battery of 100+ guns in front of the Flèches, including massed howitzers from the Guard batteries. Up to nine bases of artillery may therefore be deployed, comprising of the five bases from I Corps, together with any four from the Guard. Other French artillery may begin the game limbered or unlimbered at the French commander’s choice. Artillery in III Corps may be placed limbered up to ½ move in front of the leading units.

No French guns may begin the game stationary.

To help you to determine the location of the Grand Battery, the centre of the hill where Borozdin’s troops line the rear of the Flèches is just within 1,000 yards for this battery. Russian troops deployed in a line along the rear of the Flèches are in line of sight and in range. The slope is too gentle from the edge of the hill to give combat or morale advantages when upon it, but is rising sufficiently to allow the troops to be fired upon.
There should be a 300 yard gap between the rear of the Grand Battery and the French infantry lines behind it.

French Turn 1 Barrage: To get players straight into the battle, the first game turn is 7am, one hour into the start of the real battle. The French Grand Battery had been deployed during the night, and was out of range of the Russian positions when the 6 am bombardment began. They were immediately advanced into range - their game start positions here - where they then opened fire on the static Russian lines. To represent the effects of this fire before 7am, the game will start with a bonus round of French fire from this Grand Battery only. This is not stationary fire. After the bonus barrage fire the game begins immediately with the 7am French turn.

Terrain Features & Maps

Borodino: Is a town base. All other built up areas are villages. Borodino is not comprised of substantial buildings, however the works that edge Borodino turn it into a standard town in V&B terms.

Water Features: The main river is the Kalatsha. This was a considerable obstacle, especially north of Borodino, where the banks could be precipitous. Treat all rivers north of Borodino as Marshy Stream. All other water courses are classed as standard Streams.

Hills: All hills are flat topped for the purposes of the game, although there were local undulations on them, this is really insufficient to merit any combat bonus unless troops are lining the edge of the hill and meeting enemy actually coming up the slope that turn.

The Great Redoubt is beyond a second hill contour. The Utitza mound is a two-contour hill with a flat top large enough to hold a brigade of infantry.

The knoll by Gorki is a one-level flat topped hill large enough to hold one brigade of infantry behind the hasty works on it.

Redoubts and Works:

The Great (Raevski) Redoubt: The Great Redoubt is on a second contour hill.

Bogdanovich, who was present at the battle, considers this redoubt to have been weakly fortified, and comprised of a shallow trenchwork hindered by the rocky ground and the fact that the Moscow militia who made it had no shovels and pickaxes! There was a gentle slope to the earthworks, which he said would not hinder assault, and the builders did not have the capacity to construct gabions and fascines. Raevski had made efforts to improve the situation before (and during) the battle, extending the shoulders of the redoubt, and using timber from the wooden village of Semenovskaya (which had been dismantled because it was in the way!) to construct some lengths of palisade across the rear.

Nonetheless, Morand’s troops were quite able to storm into the redoubt, albeit not frontally. The Great Redoubt is therefore considered Works, with the rear open. Artillery in the redoubt may be considered ‘supported’ by friends directly behind them. A total of somewhere between 18 and 26 guns were put into the redoubt, although only nine emplacements had
been provided, and some were still limbered when the Saxon cavalry stormed in later in the day (not unlimbered yet?, or preparing to be withdrawn? - your choice).

A small infantry escort was also present, at least by the time the Saxon Garde du Corps broke in.

To represent this in game terms, the redoubt will be big enough to hold two bases of artillery, or equivalent base(s) of infantry, with earth walls on three sides. If attacked through the redoubt walls (centre of the attacking unit crosses it) the defenders count protection of Works.

Ignore ‘Attacked from flank’ morale modifier for any troops in the Great Redoubt attacked through the walls.

The Flèches & the Shevardino Redoubt: Simple V shaped works, solidly built and open at the rear. Each Flèche may hold one base of artillery, or one infantry skirmisher base. Occupants may issue fire through any part of the ‘V’ and may split fire dice across both sides of it. The open end is wide enough to allow an infantry brigade to support an artillery base within the works. The third flèche should therefore be positioned to allow a Russian brigade to be placed at the rear of the flèche in front of it.

Ignore ‘Attacked from flank’ morale modifier for any troops in these works unless they are attacked through the open rear.

Entrenchments: Unless specifically mentioned below, all entrenchments are hasty field works, with open sides and rear. They hold one infantry brigade or equivalent frontage. Troops may not be more than one unit deep while in the works.

Special Entrenchments: The long entrenchments at the woods near Platov’s location may hold two brigades or equivalent.

The works in the open woods near Utitza are 300 yards long along the shorter (North-West) lines, by 600 yards on the south-facing lines.

There was a small works near the ruins of Semenofskaya, this full works is open at sides and rear and capable of holding one base of artillery or one base of infantry skirmisher/detachment.

Bridges across the Kalatsha: There are three in total, all off the main Moscow road that runs across the table and through Borodino. One crosses north of Shevardino, directly in front of the Great redoubt and 1,900 yards away from it. The other two are either side of Borodino itself.

Kutusov expected the French main assault to be along this main road, and positioned his great redoubt to dominate the approaches to Borodino. The most western bridge is directly in the line of fire from the redoubt, and from the guns in the redoubt to the southern (Redoubt) end of the bridge is 600 yards (close range for heavy guns).

The eastern bridge is out of arc of fire from guns facing forward in the redoubt, and is 700 yards from the southern side of the bridge to the nearest point of the Great Redoubt. This
bridge may not be used by French forces unless Borodino is in French hands. Historically the bridge was destroyed by the Russians after Borodino fell, but its destruction did not affect the French attacks unduly, as it was very quickly replaced by a pontoon bridge. As both of these activities are outside the spirit and scope of Volley and Bayonet, all bridges remain intact for the duration of the game.

Thus troops north of the Kalatsha are always at long range from artillery fire from the position of the redoubt.

Dual Unit locations: Note that Delzons and Ornano appear twice on the deployment map. This is because the game is starting at 7am, by which time Delzons was winning Borodino (it took only 15 minutes to take the town), and Ornano was screening his attack.

If the French player wishes to attack Borodino, he may place Delzons and Ornano around Borodino as shown, and launch his combat on turn 1. If not, he places them further back in the positions indicated.

Russian Mounted Crossing the Kalatsha: During the morning Russian patrols discovered a ford which would allow them to cross the river. The die roll below represents the time it takes to discover the crossing place, to scout the opposite banks, and the time it takes to get permission to cross the river. Historically Platov’s and Uvarov’s cavalry made the crossing, tying up French forces before being checked North of Borodino. Unless agreed by players before the game begins, only mounted troops may cross.

Begin rolling at (Russian) 12:00 turn; 4, 5, 6 to cross. DRM +1 every turn until crossing is achieved.

A Note on Designing the Armies

After a lot of careful thought re Russian infantry in this battle, and looking at how they manoeuvred and fought against their French/Allies opponents, we get a picture of a hard, sometimes desperate struggle, where the French line Divisions and their artillery support were repeatedly resisted by a force that just would not break, and whose counterattacks repeatedly snatched back French gains in a see-sawing pattern of local gains and losses. After a full day of fighting both sides were battered, exhausted, but still ready to fight if need be. The Russian army had been pushed back wholesale, but was still intact, and as combat ended, was still able to remove itself from the field as an army in being, and able to meet the French again on another day. This is reflected in the morale ratings of both sides, and regular line troops on both sides get a sound basic morale of 5, although there will be considerable differences in levels of training and tactics.

One of the challenges with this battle was considering the Russian Grenadiers and Converged Grenadiers, the latter being made up of the companies of better troops stripped from the Line Regiments. Something like 25% of Russian infantry have the title of ‘Grenadier’. A rather high proportion of the army if they are all true ‘Grenadier’ quality. However, I feel that there probably should be some distinction between these companies and the regular companies in the line battalions from which they came. After careful consideration I have used a morale rating of 5 for both Line and Converged Grenadiers, but consider the latter to be better trained than the Line, who are classed as Poorly Trained (see below). The ‘genuine’ Grenadiers fought very well, and are fully deserving of their 6 rating. ‘Veterans’ in Guard
units such as Napoleon’s Vistula Legion are also 6s, and exceptional ‘line’ troops have been uprated to reflect their stature. Thus the Line Cuirassiers who plugged a hole in the French lines and stood uncomplaining under intense Russian artillery fire deserve their 6 rating; and the Saxon Heavy Cavalry, who broke an infantry square, pushed back a second line, and then stormed into the Great Redoubt are well worthy of their ‘M6 shock’ status. The top Guard units on both sides are 7s.

Russian Jägers also pose something of a problem. These were not primarily troops selected for their natural marksmanship or prowess with a rifle, and in fact a large number of Russian Jäger regiments were simply line units (regs 33-46) which had recently been ‘designated’ as Jägers! Even the ‘established’ regiments had poor training for skirmishing as we might understand the term, and Russian skirmishing can really be thought of as a very loose line, suitable for poor terrain, rather than groups of individual specialists operating independently over a wide area. The Jäger units themselves were very unhappy about being deployed in skirmish order on the day, and the Russian senior officers didn’t normally like to have them deployed out of sight either! On the morning of Borodino, many of the skirmishers were called in and formed up to try to beef up their morale. There is a case for considering Russian Jägers as morale 4, but this would not reflect their dependable performance when formed up, certainly not inferior to Russian line quality (where a goodly number of them had originated). To have two ratings for formed and skirmish order would be too complicated, so on balance, I have given the Jägers M5, made them Poorly Trained, but limited their skirmishing to just one x 1SP base per brigade.

Russian artillery and line cavalry have been rated as a good average\(^2\). Some of the Cossacks were actually trained units, and may be considered line quality. These have been used to increase the strength of light cavalry SPs in the same brigade. The remainder are rated as M4 skirmish-only light cavalry.

**Poorly Trained Infantry:**

You may initially be surprised by the rating of Russian infantry as Poorly Trained, except for Guard, Grenadiers and Converged Grenadiers. It was a considered decision, and you may be interested to understand the rationale.

Although huge reforms were taking place in the Russian Army in the year of 1812, Russian infantry and cavalry training, and possibly artillery, was still catching up on the French - and others. Not only were the drill manuals still rather outdated - de-emphasising musketry training and emphasising dense deployment and the ponderous Russian goose-step, for example - but over such a huge geographical area as Russia with its disparate populations both the quality and quantity of training that the recruits received was very varied. It was related not only to the perception of the Russian serf who made up the bulk of the army, and his perceived capacity to learn, but also to the opportunity to minimise expenditure (or, perhaps, corruptly to re-deploy funds). Nafziger gives several examples of how Russian infantry and cavalry drills were not as developed as the French at this time, and suggests that even Jäger training - in many armies where a soldier is selected because of his natural musket prowess and intelligence - was then not on a par with the rest of Europe. In fact, during 1812

\(^2\) In *Volley & Bayonet – Road to Glory* artillery tend to have a rating of 5 rather than a 6 as was the case in the earlier version of the rules. The artillery morale ratings in the Orders of Battle have been updated.
Jäger Regiments Nos. 33-50 were created by simply designating existing line infantry units as Jägers, - not the same as a trained Jäger at all.

Several source texts show that the French had a decided manoeuvring advantage at tactical, operational, and grand tactical levels compared to the Russians in this campaign. Although large parts of the Russian Line might well be considered trained troops. In 1812 the French were much better trained relative to the Russians.

Russia did bring a lot of hastily trained troops - even by their own standards - into the army as replacements prior to the battle.

Poorly Trained allows me to represent all this, without detracting from morale, which was good, and resilience (Exhaustion) which was excellent for the Russian infantry.

The one area that Poorly Trained does not allow me to address is the very poor Russian musketry. Russian musketry was far inferior to the French, and especially at long ranges, and in a musketry duel the French should clearly be seen to have an advantage. To redress the firepower balance, therefore, I have rated the battalion guns present to standard BGs, even though the pieces are really six-pounders. The two cancel each other out in effect.

**Exhaustion Levels:**

Both sides endured heavy artillery punishment for hours at a time. Although the Russian army may not have been the best trained, best led or most nimble in its period, the steadfastness and bravery of its men, standing shoulder to shoulder under horrendous fire, yet still able to launch effective local counterattacks throughout the day makes this army one of Napoleon's toughest adversaries. Despite huge losses, the Russian army simply would not collapse, and during the day it had ground down the French army until it was incapable of further assault or pursuit. The Russians therefore have their great staying power in the line infantry formations reflected with a wide use of 60% exhaustion ratings. The lead French Divisions who showed themselves capable of enduring for most of the day are also rated 60%. Other regular troops on both sides have 50% exhaustion, Militia and Cossacks 40%.

**Hints on Play**

The key to the battle is the Flèches. By winning here you wipe out the best Line troops the Russians have, and open up the main hill for a deep sweeping manoeuvre toward the Russian rear; or an assault onto the main Russian positions from their flank and using a broader front than would be available frontally. If you co-ordinate Morand’s attacks in support, you may be able to pin the Russian reserves. Either way, it will be something of a slogging match, with artillery playing a key part, just as was the case historically.

With only twelve turns, the French cannot sit back and let long range shooting soften up the Russian positions indefinitely. They have to take it right to the Russians on the Flèches more or less on turn one. If the Russians can hold them at the Flèches for several turns, it may well be impossible for the French to do enough further damage in the remaining time, and the

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3 The divisional exhaustion values in the order of battle have been modified to align with Volley & Bayonet – Road to Glory, so that divisional artillery count towards the initial exhaustion values and losses during the game count. This is a change from the original but maintains the intent scenario. 

Downloaded from “The Volley & Bayonet Page” at: http://volleyandbayonet.wordpress.com
likelihood of large amounts of Russian reserve artillery being present at key points increases with every turn of delay.

**Victory**

Both sides were out to destroy the other, plain and simple. Napoleon had to destroy the Russian army if he was to get a peace settlement. Kutusov had to destroy the French army to save Moscow and end the invasion.

Both sides will therefore be looking to inflict Exhaustion on the enemy.

At the end of the game, count up all the Exhausted Infantry and Cavalry Divisions in each army. If 40% or more of the Divisions are exhausted, then the army is said to be Exhausted too.

In the event of neither army reaching exhaustion, the Russians get a marginal win, as their army remains in being to continue the campaign, and Napoleon does not get his peace treaty in the face of a looming Russian winter. So the onus is definitely on the French player to achieve results.

**Victory Table:**

<table>
<thead>
<tr>
<th>French Army Exhaustion?</th>
<th>Russian Army Exhaustion?</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>&gt;40%</td>
<td>Decisive French win</td>
</tr>
<tr>
<td>40-50%</td>
<td>&gt;50%</td>
<td>Significant French win</td>
</tr>
<tr>
<td>40-50%</td>
<td>40-50% +</td>
<td>Draw</td>
</tr>
<tr>
<td>No</td>
<td>No</td>
<td>Marginal Russian win</td>
</tr>
<tr>
<td>&gt;50%</td>
<td>40-50%</td>
<td>Significant Russian win</td>
</tr>
<tr>
<td>&gt;40%</td>
<td>No</td>
<td>Decisive Russian win</td>
</tr>
</tbody>
</table>

Finally, don’t forget the French Imperial Guard. Unlike other Borodino scenarios/board games you may have played, there is no advantage here in hoarding the Guard and not using it. Napoleon probably missed his opportunity to win the battle decisively by not sending in the Young Guard in the afternoon. Strategically, he probably thought it would be an error to lose his last reserve so far from home, but in the event, of course, he lost it anyway. Of the 50,000 men comprising the Imperial Guard, only 500 were still under arms by the time they stumbled out of Russia at the end of the year, and almost without firing a shot. So use ‘em, and give them a hero’s fate, not a diabolical winter march home if you fail today!

**Scenario Variants**

One of the biggest changes to the play of the game is to change the category of the woods at Utitz from Dense (Forest) to Open woods (Orchards). This allows cavalry to move through it, with a limited flank attack on the Flèches.

A wide flanking manoeuvre was also considered on the day, with the objective of pinning the Russian army against the bend of the Kalatsha and destroying it, something like another Friedland. However Napoleon dismissed this, fearing a Russian assault with superior numbers on a much reduced French centre. The optional extra 36" (full scale) table width in
the game allows this to happen, however, with a flanking manoeuvre enveloping the Flèches wide of the woods. If using this option, the Russians should be allowed to cross the Kalatsha with any troops, not just mounted. Artillery should use bridges or fords.

Another variant which is always worth trying is to allow both sides free deployment, and see if history can be bettered. Kutusov has been criticised for leaving a large part of the army idle on his right flank when the fighting at the Flèches was becoming critical. The delay probably reflects more of a command and control problem on the day, but ‘what if’ these troops had been deployed elsewhere, or even ‘off table’? The choice can now be yours!
Map and Key to Numbered Locations

Map One - General Terrain:

<table>
<thead>
<tr>
<th>Location</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A1</td>
<td>Goroshkov (centre) and Maslova (corner) villages.</td>
</tr>
<tr>
<td>B2</td>
<td>Maloe village.</td>
</tr>
<tr>
<td>A2</td>
<td>Cavalry may ford along this river East of Maloe village, as per table above.</td>
</tr>
<tr>
<td>C2</td>
<td>Gorki village, hill with works in front of it.</td>
</tr>
<tr>
<td>C3</td>
<td>Borodino town.</td>
</tr>
<tr>
<td>D3</td>
<td>Great Redoubt works on second contour hill.</td>
</tr>
<tr>
<td>D2</td>
<td>(east of river) Semonoskaya works.</td>
</tr>
<tr>
<td>D2-E2</td>
<td>Hill with three flèches.</td>
</tr>
<tr>
<td>F2</td>
<td>Utiza village, two contour hill behind</td>
</tr>
<tr>
<td>E3</td>
<td>Shevardnio village, 'V' shaped redoubt on the hill next to it, facing away from the Russian lines.</td>
</tr>
<tr>
<td>E4</td>
<td>Fomkina village.</td>
</tr>
<tr>
<td>D1</td>
<td>Psarevo village.</td>
</tr>
<tr>
<td>D4</td>
<td>Bridge over the Kalatsha to Shevardino</td>
</tr>
<tr>
<td>D3</td>
<td>Borodino West bridge</td>
</tr>
<tr>
<td>C3</td>
<td>Borodino East bridge</td>
</tr>
<tr>
<td>F3</td>
<td>Orchard</td>
</tr>
</tbody>
</table>

Note: Gorki and Semonoskaya works are protected on three sides, open at rear. Gorki is one brigade sized, Semonoskaya one skirmisher size equivalent.
Do enjoy the game, and copy anything you like for your personal use, but I do reserve copyright if you are thinking of publishing any part of it commercially!

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Breda, the Netherlands
Orders of Battle:

Order of Battle, Grande Armee

- Napoleon - Army Commander
- Eugene - Wing Commander
- Poniatowski - Wing Commander
- Mortier - Wing Commander
- Murat - Wing Commander

NB: Wing Commanders may control any Grande Armee troops.

Army Troops:

- Reserve Artillery  M5 [[ ] ] Medium
- Reserve Artillery  M5 [[ ] ] Medium
- Reserve Artillery  M5 [[ ] ] Medium
- Reserve Artillery  M5 [[ ] ] Heavy
- Reserve Artillery  M5 [[ ] ] Heavy

Left Wing:

IV Corps, Eugene (CC)

Corps Troops

- IV Corps Artillery  M5 [[ ] ] Medium
- IV Corps Artillery  M5 [[ ] ] Heavy
- IV Corps Horse Artillery  M5 [[ ] ] Medium

Italian Guard Division, Pino (DC), Exhaustion 3

- Italian Guard Brigade  M5 [s][ ][ ][ ][ ]
- Italian Guard Artillery  M6 [[ ] ] Medium
- Italian Guard Artillery  M6 [[ ] ] Heavy
- Italian Guard Horse Artillery  M6 [[ ] ] Medium

13th Division, Delzons (DC), Exhaustion 9

- 1st Brigade  M6 [s][ ][ ][ ][ ][ ]
- 2nd Brigade  M5 [[ ][ ][ ][ ][ ]]
- 3rd Brigade  M5 [[ ][ ][ ][ ][ ]]
- Divisional Artillery  M5 [[ ] ] Medium

14th Division, Broussier (DC), Exhaustion 9

- 1st Brigade  M6 [s][ ][ ][ ][ ][ ]
- 2nd Brigade  M5 [[ ][ ][ ][ ][ ]]
- 3rd Brigade  M5 [[ ][ ][ ][ ][ ]]
- Divisional Artillery  M5 [[ ] ] Medium
1st Division, Morand (DC), Exhaustion 10

- 1st Brigade
- 2nd Brigade
- 3rd Brigade
- Divisional Artillery

3rd Division, Gerard (DC), Exhaustion 9

- 1st Brigade (A)
- 1st Brigade (B)
- 2nd Brigade
- Divisional Artillery

Corps Cavalry, Ornano (DC), Exhaustion 2

- French Light Cavalry

III Cavalry Corps, Grouchy (CC)

Corps Troops

- Horse Artillery

3rd Light Cavalry Division, Chastel (DC), Exhaustion 3

- 1st Brigade (French)
- 2nd Brigade (French)
- 3rd Brigade (Bavarian)

6th Heavy Cavalry Division, Houssaye (DC), Exhaustion 2

- 1st Brigade
- 2nd Brigade

III Corps, Ney (CC)

Corps Troops

- III Corps Artillery
- III Corps Horse Artillery

10th Division, Ledru (DC), Exhaustion 10

- 1st Brigade
- 2nd Brigade
- 3rd Brigade
- Divisional Artillery

11th Division, Razout (DC), Exhaustion 9

- 1st Brigade
- 2nd Brigade
• 3rd Brigade M5 [] [] [] []
• Divisional Artillery M5 [] [] Medium

25th Division - Württemburg, Scheler (DC), Exhaustion 5

• Württemburg Infantry Brigade M5 [s] [] [] [] []
• Württemburg Divisional Artillery M5 [] [] [] Medium
• Württemburg Horse Artillery M6 [] [] Medium

Corps Cavalry, Wollwrath (DC), Exhaustion 2

• French Light Cavalry Brigade M5 [] [] Lt.
• Württemburg Cavalry Brigade M5 [] [] Lt.

VIII Corps, Junot (CC)

Corps Troops

• Westfalian Artillery Battalion M5 [] [] [] Medium
• Westfalian Artillery Battalion M5 [] [] Heavy

23rd Division, Tharreau (DC), Exhaustion 4

• 1st Westfalian Brigade M5 [s] [] [] []
• 2nd Westfalian Brigade M5 [s] [] [] []

24th Division, Ochs (DC), Exhaustion 2

• Westfalian Guard Brigade M6 [] [] [] []

Corps Cavalry, Chabert (DC), Exhaustion 2

• Westfalian Cavalry Brigade M5 [] [] [] Lt.

IV Reserve Cavalry Corps, Latour (CC), Exhaustion 5

• Saxon & Westfalainen Horse Artillery M5 [] [] [] Medium
• Polish Light Cavalry Brigade M5 [] [] [] Lt., Lancers
• Saxon, Polish Heavy Cavalry Brigade M5 [] [] [] Hvy. Shock*
• Westfalian Heavy Cavalry Brigade M6 [] [] Hvy., Shock*

Note: Rating these two brigades as shock is a special scenario rule. Count as having shock value as long as they are not disordered and are attacking infantry.

I Corps, Davout (CC)

Corps Troops

• I Corps Artillery Battalion M5 [] [] Heavy
• I Corps Artillery Battalion M5 [] [] Medium
• I Corps Horse Artillery M5 [] [] Medium
2nd Division, Friant (DC), Exhaustion 10

- 1st Brigade
- 2nd Brigade
- 3rd Brigade
- Divisional Artillery

4th Division, Dessaix (DC), Exhaustion 9

- 1st Brigade
- 2nd Brigade
- 3rd Brigade
- Divisional Artillery

5th Division, Compans (DC), Exhaustion 10

- 1st Brigade
- 2nd Brigade
- 3rd Brigade
- 4th Brigade
- Divisional Artillery

Corps Cavalry, Girardin (DC), Exhaustion 2

- 1st Light Cavalry Brigade
- 2nd Light Cavalry Brigade

I Reserve Cavalry Corps, Nansouty (CC)

1st Light Division, Bruyere (DC), Exhaustion 2

- French Light Cavalry Brigade
- Polish Cavalry Brigade

1st Cuirassier Division, Germaine (DC), Exhaustion 2

- Cuirassier Brigade
- Divisional Horse Artillery

5th Cuirassier Division, Valence (DC), Exhaustion 2

- Cuirassier Brigade
- Divisional Horse Artillery

II Reserve Cavalry Corps, Montbrun (CC)

2nd Light Division, Pajol (DC), Exhaustion 3

- 1st Cavalry Brigade
- 2nd Cavalry Brigade
- 3rd Cavalry Brigade
1st Cuirassier Division, Wathier (DC), Exhaustion 2

- Cuirassier Brigade M6 ][ ][ ][ ]
- Divisional Horse Artillery M6 ][ ][ ] Medium

4th Cuirassier Division, Defrance (DC), Exhaustion 1

- Cuirassier Brigade M6 ][ ][ ][ ]

**Right Wing**

V Corps (Polish), Poniatowski

Corps Troops

- Artillery Battalion M5 ][ ][ ][ ] Medium

16th Division, Zayonchek (DC), Exhaustion 6

- 1st Polish Brigade M6 ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ];
- Grenadier Brigade (B)  
- Divisional Artillery

**Vistula Legion, Claparede (DC), Exhaustion 5**

- 1st Brigade
- 2nd Brigade

**Guard Cavalry, Bessieres (CC)**

**Cavalry Division, Walther (DC), Exhaustion 3**

- Medium Cavalry Brigade
- Chasseurs a Cheval
- Divisional Horse Artillery
**Order of Battle, Russian Army**

- Kutusov - Overall Commander

Note: Army Commanders may command any troops in their army line of command. Wing Commanders have troops allocated to their wing, and may command any troops within that wing.

**1st Army of the West - Barclay (AC)**

1st Army Reserve Artillery

- Position Artillery M5 [ ][ ] Heavy
- Position Artillery M5 [ ][ ] Heavy
- Position Artillery M5 [ ][ ] Heavy
- Field Artillery M5 [ ][ ] Medium
- Field Artillery M5 [ ][ ] Medium
- Field Artillery M5 [ ][ ] Medium
- Field Artillery M5 [ ][ ] Medium
- Horse Artillery M6 [ ][ ] Medium
- Horse Artillery M6 [ ][ ] Medium
- Horse Artillery M6 [ ][ ] Medium
- Horse Artillery M6 [ ][ ] Medium
- Horse Artillery M6 [ ][ ] Medium

**Right Wing, Miloradovitch (AC)**

II Corps, Baggovout (CC)

Corps Troops

- Position Artillery M5 [ ][ ] Heavy
- Position Artillery M5 [ ][ ] Heavy

4th Division, Eugene (DC), Exhaustion 9

- 1st Brigade M5 [ ][ ][ ][ ][ ] PT DG
- 2nd Brigade M5 [ ][ ][ ][ ][ ] PT DG
- 3rd Brigade M5 [s][ ][ ][ ] PT DG
- Divisional Artillery M5 [ ][ ][ ] Medium

17th Division, Olsoufieff (DC), Exhaustion 9

- 1st Brigade M5 [ ][ ][ ][ ][ ] PT DG
- 2nd Brigade M5 [ ][ ][ ][ ][ ] PT DG
- 3rd Brigade M5 [s][ ][ ][ ] PT DG
- Divisional Artillery M5 [ ][ ][ ] Medium
IV Corps, Tolstoi (CC)

Corps Troops

- Position Artillery

11th Division, Bakhmetieff (DC), Exhaustion 9

- 1st Brigade
- 2nd Brigade
- 3rd Brigade
- Divisional Artillery

23rd Division, Bakhmetieff (DC), Exhaustion 4

- 1st Brigade
- 2nd Brigade

1st Cavalry Corps, Uvarov (CC), Exhaustion 4

- Horse Artillery
- Guard Light Cavalry Brigade
- Mixed Cavalry Brigade

2nd Cavalry Corps, Korf (CC), Exhaustion 5

- Horse Artillery
- 1st Cavalry Brigade Mixed Dragoon
- 2nd Cavalry Brigade Mixed Dragoon
- 3rd Cavalry Brigade Mixed Hussar/Ulhans
- 4th Cavalry Brigade Mixed Hussars

VI Corps, Ducturov (CC)

Corps Troops

- Position Artillery

7th Division, Rapsevitch (DC), Exhaustion 7

- 1st Brigade
- 2nd Brigade
- 3rd Brigade
- Divisional Artillery

24th Division, Lichatcheff (DC), Exhaustion 8

- 1st Brigade
- 2nd Brigade
- 3rd Brigade
- Divisional Artillery
3rd Cavalry Corps, Kreutz (CC), Exhaustion 4

- Horse Artillery M6 [ ][ ] Medium
- 1st Cavalry Brigade M5 [ ][ ][ ][ ] Lt.
- 2nd Cavalry Brigade - Regiment M5 [ ][ ] Md.

V Corps, Constantin (CC)

Corps Troops - 1st Converged Grenadier Division, Exhaustion 4

- Guard Artillery M6 [ ][ ] Heavy
- Guard Artillery M6 [ ][ ] Heavy

1st Converged Grenadiers, Exhaustion 5

- 1st Converged Grenadier Brigade M5 [ ][ ][ ][ ]
- 2nd Converged Grenadier Brigade M5 [ ][ ][ ][ ]

Guard Division, Lavrov (DC), Exhaustion 12

- 1st Guard Brigade M6 [s][ ][ ][ ][ ][ ][ ] Shock DG
- 2nd Guard Brigade M6 [s][ ][ ][ ][ ][ ] Shock DG
- 3rd Guard Brigade (A) M6 [s][ ][ ][ ][ ] Shock DG (in Borodino itself)
- 3rd Guard Brigade (B) M6 [s][ ][ ][ ] Shock
- Divisional Artillery M6 [ ][ ][ ] Medium

1st Cavalry Division, Depreradov'ch (DC), Exhaustion 4

- Divisional Horse Artillery M6 [ ][ ][ ] Medium
- 1st Heavy Cavalry Brigade M6 [ ][ ][ ][ ] Heavy
- 2nd Heavy Cavalry Brigade M6 [ ][ ][ ][ ] Heavy

Cossack Division, Platov (DC), Exhaustion 4

- Cossack Horse Artillery M4 [ ][ ] Lt.
- Cossacks M4 [s] skirmishers
- Cossacks M4 [s] skirmishers
- Cossacks M4 [s] skirmishers
- Cossacks M4 [s] skirmishers
- Cossacks M4 [s] skirmishers

2nd Army of the West, Bargration (AC)

2nd Army Artillery Reserve

- Position Artillery M5 [ ] Heavy (Semenovskaya Redoubt)
- Position Artillery M5 [ ][ ] Heavy (Fleches)
- Position Artillery M5 [ ][ ] Heavy (Fleches)
- Position Artillery M5 [ ][ ] Heavy (Fleches)
• Position Artillery
  M5 [ ][ ] Heavy
• Position Artillery
  M5 [ ][ ] Heavy
• Field Artillery
  M5 [ ][ ] Medium
• Field Artillery
  M5 [ ][ ] Medium
• Field Artillery
  M5 [ ][ ] Medium
• Field Artillery
  M5 [ ][ ] Medium
• Field Artillery
  M5 [ ][ ] Medium

Left Wing, Gorchakov II (AC)

VII Corps, Raevski (CC)

12th Division, Vasilchikov (DC), Exhaustion 7

• 1st Brigade
  M5 [ ][ ][ ][ ] PT
• 2nd Brigade
  M5 [ ][ ][ ][ ] PT
• 3rd Brigade - Linear stand
  M5 [s][ ][ ] PT

26th Division, Paskevitch (DC), Exhaustion 6

• 1st Brigade
  M5 [ ][ ][ ][ ] PT DG
• 2nd Brigade
  M5 [ ][ ][ ][ ] PT DG
• 3rd Brigade
  M5 [s][ ][ ] PT
• Divisional Artillery
  M5 [ ][ ] Heavy (Raevski Redoubt)

VIII Corps, Borozdin (CC)

Corps Troops

• Position Artillery
  M5 [ ][ ] Heavy
• Position Artillery
  M5 [ ][ ] Heavy

27th Division, Neverofski (DC), Exhaustion 7

• 1st Brigade
  M5 [ ][ ][ ][ ] PT
• 2nd Brigade
  M5 [ ][ ][ ][ ] PT
• 3rd Brigade
  M5 [s][ ][ ] PT

Attached Converged Grenadiers, Voronzov (DC), Exhaustion 5

• 1st Brigade Converged Grenadiers
  M5 [ ][ ][ ][ ]
• 2nd Brigade Converged Grenadiers
  M5 [ ][ ][ ][ ]

2nd Grenadier Division, Mecklenburg (DC), Exhaustion 7

• 1st Brigade
  M6 [ ][ ][ ][ ]
• 2nd Brigade
  M6 [ ][ ][ ][ ]
• 3rd Brigade
  M6 [ ][ ][ ]
4th Cavalry Corps, Sievers (CC), Exhaustion 5

- Horse Artillery
  M6 [ ][ ] Medium
- 1st Dragoon Cavalry Brigade
  M5 [ ][ ] Md. (may be dismounted as 2 x 1-4 skirmishers)
- 2nd Cavalry Brigade
  M5 [ ][ ] Md.
- 3rd Cavalry Brigade
  M5 [ ][ ][ ] Lt.

2nd Cuirassier Division, Knorring (DC), Exhaustion 2

- Heavy Cavalry Brigade
  M5 [ ][ ][ ] Hvy.

III Corps, Tutchkov (CC)

Corps Troops, Exhaustion 6

- Cossacks
  M4 [s]
- Converged Grenadiers
  M5 [ ][ ][ ]
- Jagers
  M5 [s][ ][ ][ ] PT
- Position Artillery
  M5 [ ][ ] Heavy
- Grenadier Position Artillery
  M5 [ ][ ][ ] Heavy

Note: These troops may be allocated to the divisions in which case they exhaust when the division does.

3rd Division, Konovitzin (DC), Exhaustion 7

- 1st Brigade
  M5 [ ][ ][ ][ ][ ] PT DG
- 2nd Brigade
  M5 [ ][ ][ ][ ][ ][ ] PT DG
- 3rd Brigade
  M5 [s][ ][ ][ ][ ][ ] PT DG
- Divisional Artillery
  M5 [ ][ ][ ] Medium

1st Grenadier Division, Stroganov (DC), Exhaustion 8

- 1st Brigade
  M6 [ ][ ][ ][ ][ ][ ] Shock DG
- 2nd Brigade
  M6 [ ][ ][ ][ ][ ][ ][ ] Shock DG
- 3rd Brigade
  M6 [ ][ ][ ][ ][ ][ ] DG
- Divisional Artillery
  M5 [ ][ ][ ] Medium

Militia Division, Markov (DC), Exhaustion 5

- 1st Brigade
  M4 [ ][ ][ ][ ][ ][ ] Militia
- 2nd Brigade
  M4 [ ][ ][ ][ ][ ][ ][ ] Militia
- 3rd Brigade
  M4 [ ][ ][ ][ ][ ][ ][ ] Militia

Militia Division, Lebedev (DC), Exhaustion 3

- 1st Brigade
  M4 [ ][ ][ ][ ] Militia
- 2nd Brigade
  M4 [ ][ ][ ][ ] Militia
Left Flank Guard, Karpov 2 (DC), Exhaustion 2

- Cossacks
- Cossacks
- Cossacks

M4 [s] Skirmisher
M4 [s] Skirmisher
M4 [s] Skirmisher