

● La Bataille de la Moskowa (Martial/GPW) - ? peso 15/10pp.

LA BATAILLE DE LA MOSKOWA
Borodino: September, 1812
UPDATE

INTRODUCTION

Ever since La Bataille de la Moskowa came out in 1975, I have enjoyed playing this game as both Russia and France. But after playing this game enough times, I realized that several flaws and game mechanic problems existed. One such problem was the horrendous casualties that resulted from the combat tables. This often resulted in both armies being totally destroyed by noon. Also, that cavalry was impotent against moving enemy formations which crossed its front. With the rewrite of the game by GDW in 1977, certain changes were realized. With Martial Enterprises series on Napoleonic Battles most of the problems were answered. But new problems arose with their incoherent and conflicting rules. These rules and seminar are an attempt to clarify Martial Enterprise rules and apply them to La Bataille de la Moskowa. Enclosed you will find three sets of rules and charts. They are as follows: 1. Clarification Rules for La Bataille System 2. Charts and Special Rules for Borodino 3. Errata and Optional Scenarios.

BORODINO UPDATE - ERRATA

COSSACKS

Cossacks at Borodino, while causing considerable panic with French wounded in rear area hospitals, did very little during the battle. This can be seen when one French Division (Delzons) checked Uvarov during his famous diversion.

Therefore, to further check the Cossacks and thus keep a Russian attack on the French left less feasible, all Cossack Morale levels are increased by 9. Thus, a Cossack unit with a morale of 26 becomes 43. This is in addition to all other rules, not an exception.

LEADERS

Since Bataille doesn't include divisional commanders, treat aides as division CO's. Also, when a corp commander is put out of the battle, an imperial aide (ex: Rapp, Caulincourt) can be promoted to command that corps. After all Staff officers have been used up, divisional commanders of the French Guard may be transferred to line corps. This cannot be done if that Officer's unit has been released. This is the only time reserve officers may be committed to action. They may still rally routed or disordered units.

CAVALRY RECALL

Cassock Cavalry recall is 4 thru 6 not 3 thru 6.

RUSSIAN FIRE MULTIPLES

Russian line, militia and jaeger fire multiples are decreased by one.

DIFFERENTIATION BETWEEN LIGHT & HEAVY CAVALRY

Movement allowances in Borodino negate the movement point differentiation between heavy and light. Therefore, the following guide must be used:

Light Cavalry

Hussars
Lancers
Chasseurs a cheval
Chevaux-legers
Cassocks
Mamelukes

Heavy Cavalry

Cuirassier
Dragoons
Guard du Corps
Grenadiers a Cheval

RETREAT BEFORE COMBAT

Light cavalry may retreat before heavy cavalry. Unit may not retreat if attached in flank or rear.

OPPORTUNITY CHARGE

Non-phasing cavalry may charge any unit which moves adjacent to its zone of influence.

SET-UP - FRENCH ORDER OF BATTLE

Gerards 3rd division of the I Corps was attached to Eugene across the Kalotcha River not Morand (1st xx)

Therefore, the following new set-up conditions apply:

- 3rd Division (I Corps) -
deploy within 3 hexes of "I"
- 1st Division (I Corps) -
deploy within 2 hexes of "H"
- 2nd Division (I Corps) -
deploy within 4 hexes of "H"

To example the exposed state of the Russian Lifeguard Jaeger Rgt in Borodino have IV Corps and Eugene set up within 6 hexes of "I".

TERRAIN

Whenever a unit crosses a stream which has a path or road over it, that unit (if in March Mode) applies no movement penalty.

Paths and roads negate all other terrain when traveling unit is in March Mode.

OPTIONAL RULES

Many historians have compared Borodino to Gettysburg in many respects. (ex: Lee and Napoleon both were suffering from stomach disorders.)

Davout (like Longstreet) favored a flanking movement rather than a frontal assault. But, as in both cases, were overruled by their commanding officer. Therefore, this optional is included for a what-if?

Scenario: Davout's Night Flank March

French Order of Battle

Deploy within 3 hexes of I
13th Div. (IV Corps)
IV Corps Cavalry

Deploy within 2 hexes of J
III Reserve Cav. Corps (Grouchy)

Deploy within 3 hexes of H
Remainder of IV Corps (Eugene)

Deploy within 1 hex of Shevardino Redoubt
(Same as Campaign Game)

Deploy within 4 hexes of "G"
(Same as Campaign Game)

Deploy within 4 hexes of "E"
VIII Corps (Junot)

Deploy within 4 hexes of "D"
III Corps (Ney)

Deploy within 2 hexes of "A"
I Reserve Cav. Corps (Nansouty)

Deploy within 2 hexes of "C"
II Reserve Cav. Corps (Montbrun)

Russian Order of Battle

Deploy in Borodino
Lifeguard Jaeger Rgt.

Deploy within 3 hexes of "IC"
All cossacks (-) Karpov (Platov)

Deploy within 3 hexes of "IIC"
I Cav. Corps (Uvarov)

Deploy not South of and within 9 hexes of IIC, and East of the Kalotcha
Smolensk Militia
Jaeger (II Corps)

Deploy within 4 hexes of IV
IV Corps Jaegers

Deploy in Gorki
(Same as in Campaign Game)

Deploy north of the stonets, east of the Kalotcha, and south of the Gorki to
the Zakartsi Path
II Corps (Baggovut)

Deploy within 2 hexes of IIIIC
II Cav. Corps (Korff)

Deploy within 4 hexes of "LG"
(Same as in Campaign Game)

Deploy within 2 hexes of "R"
Reserve Art. (-) 2 (3-5) batteries

Deploy in Raevski Redoubt
Two 3-5 Reserve Art. batteries

Deploy between the Stonets and the Semonovka, but not west of the wolf-pits
VII Corps (-) 41st Jaeger
(Raevski)

Deploy within 4 hexes of IV C
IV Corps (Tolstoi)

Deploy east of the Bagration Fleches (inclusive) south of the Semonovka, and north of the Utitsa Forrest.

VIII Corps (-) 11th Jaeger
7th Combined Gren xx
(Borozdin)

Deploy within 3 hexes of Semonovskaya Village
VI Corps (Dokturov)

Deploy within 10 hexes of "M" but not west of the Utitsa Forest.
Moscow Militia

Deploy within 3 hexes of "M"
IV Cavalry Corps (Sievers)

Deploy east of Utitza, but not north of the Utitsa Forest.

III Corps (Tuchkov)
11th Jaeger Rgt.
41st Jaeger Rgt.
Karpov Cossacks
3rd & 4th Combined Gren. Bns.

Special Rules - Same as in Campaign Game

Reinforcements: Because Davout's turning motion was at night, confusion amount marching units could have caused delay in reaching the battlefield. Therefore, commencing at 10:00 a.m. roll one die on the following table.

Die Roll

	10:00	11:00	12:00	1:00	2:00	3:00
1	x	x	x	x	x	x
2		x	x	x	x	x
3			x	x	x	x
4				x	x	x
5					x	x
6						x

Die Roll occurs only on the hourly turn.

x = French Reinforcements Arrive. Enter South Map edge, east of the Utitza Forest.

1st hour Latour-Maubourg IV Cav. Corps
2nd hour Davout I Corps
3rd hour Poniatowski V Corps

French reinforcements need not enter map edge, but may be delayed by owning player.

VICTORY CONDITIONS

French Decisive: Capture all 4 objectives and have 3:1 VP Ratio.

French Tactical: Capture all 4 objectives and 2:1 VP Ratio.

French Marginal: Capture all 4 objectives and have a 1.5 to 1 VP Ratio.

Russian Decisive: Hold one objective, capture Shevardino Redoubt and have 2.5:1 VP Ratio or kill Napoleon.

Russian Tactical: Hold one objective, capture Shevardino Redoubt and have 2:1 VP Ratio.

Russian Marginal: Hold one objective, and have 1.5:1 VP Ratio.

Special Rule: Russian units may not move within 6 hexes of south map edge east of Utitza Forest.

La Bataille de Borodino

Special Rules for 1812

Terrain Movement

Type	Infantry	Cavalry	Artillery	Skirm/Leaders/Cos
Clear	1	1	1	1
Forrest	3	3	4	2
Orchard	2	2	3	1
Village	1	1	1	1
Town	1	1	1	1
Wolf Pit	4	4	P	3
Fleche (Front)	4	4	P	3
(Rear)	1	1	1	1
Great Redoubt				
(Front)	5	5	P	4
(Rear)	2	3	2	1
Redoubt	2	2	2	1
Hill Slope (up)	2	2	2	1
(down)	1	1	1	-1
River Slope (up)	3	4	5	2
(down)	1	3	5	1
Road	All units move at $\frac{1}{2}$ if in March Order			
Path	All units move at 1 if in March Order			
Stream	+1	+1	+2	+1
River	+5	+7	P	+4
Ford	+2	+2	+3	+1
Bridge	All units must be in March Order			

Morale

All French and Guard Units check morale on even # SP loss
 All Poles, Germans, and other Allied odd # SP loss
 Russian line, Militia odd # SP loss
 Russian Guard even # SP loss
 All Cavalry check on every SP loss

+6 Modifier if 50% lost in single fire or melee

Artillery

Artillery may limber on the following die rolls:
 If Leader in hex limbering is automatic

French Imperial Guard	1-6	
French Foot	4-6	
French Horse	1-6	
Allied Foot	5-6	
Allied Horse	2-6	
Russian Guard Foot	2-6	Horse 1-6
Russian Foot	5-6	Horse 2-6
Russian Reserve*	6	

*Russian Reserve artillery units may only move, limber, and unlimber on a die roll of six unless stacked with Kutaisov. RUSSIAN RESERVE HORSE ARTILLERY IS EXEMPT FROM THIS RULE. TREAT RESERVE HORSE ARTILLERY AS LINE HORSE.

Leaders with Special Artillery bonuses:
 Russian: Kutaisov
 French: Napoleon, Sorbier, Laribossiere

Old Guard

Because of the myth of the Imperial Guard's invincibility, any time an Old Guard unit enters an enemy ZOC, that unit must immediately check morale. If the checking unit fails it's morale it disorders 3 hexes and the Old Guard unit continues it's movement.

- to counter the ability of Militia to stand without breaking

Release of the Guard

At Borodino, Napoleon was very reluctant to release his Guard units into the carnage. Therefore certain objectives have been set for the French Player. They are: Raeski Redoubt, Semonovskaya, Fleches, Borodino, Utitsa Mound.

If one of the five falls to the French releases	Vistula Legion
	Guard Artillery
If two of the five	Guard Cavalry
If three of the five	Young Guard
If four of the five	Middle Guard
If five of the five	Old Guard

Guard units, until they are activated, may only turn and change formation in the hex they are in. Guard units are automatically released if at any time an enemy units moves within 5 hexes of said Guard unit.

Cossacks

Cossacks are treated as any other cavalry unit except it must make a morale check each time it enters melee. This check is in addition to any checks required by losses and is subject to Melee Modifiers. Cossacks may not stand in melee if the attacker has a 4-1 odds (light cav) or a 2-1 (heavy). In this case they retreat per the retreat before melee rules.

Melee Modifiers

Odds	Attacker	Defender	Odds	Attacker	Defender
1/3	-15	+16	5/1	+12	-12
1/2	- 8	+8	6/1	+15	-15
1/1					
2/1	+2	-2			
3/1	+5	-5			
4/1	+8	-8			

Fire Defense

Type	Infantry	Cavalry	Skirmish	Square	Art	lim/unlim
Clear	6	6	14	4		6 8
Forrest	14	12	16			15 8
Orchard	11	10	15			13 8
Village	11	10	15			10 8
Town	16	14	16			10 8
Wolf Pit	4	4	10			P P
Fleche Front	14	12	18			12 14
rear	6	6	14			6 8
Great Redoubt						
Front	20	18	22			20 20
rear	14	12	18			12 14
Redoubt	12	10	16			14 12
Hill Slope	6	6	14	4		6 8
River Slope	5	5	14			5 7
Road/Path	4	4				6

Square Attempt Table

French	Square	Disorder	Rout	Old Guard -9
4 Hexes	11-64	65-66		Middle Guard -6
3 Hexes	11-56	61-65	66	Young Guard -4
2 Hexes	11-51	52-63	64-66	Light Inf -2
1 Hex	11-41	42-54	55-66	Ital Grd -5
Allies	Square	Disorder	Rout	
4 Hexes	11-55	56-64	65-66	Vistula Legion -5
3 Hexes	11-51	52-61	62-66	German Grds -4
2 Hexes	11-41	42-54	55-66	Light Inf -2
1 Hex	11-33	34-45	46-66	
Russian	Square	Disorder	Rout	
4 Hexes	11-55	56-64	65-66	Guard -9
3 Hexes	11-51	52-61	62-66	Grenadiers -4
2 Hexes	11-41	42-54	55-66	Militia +6
1 Hex	11-33	34-45	46-66	Jaegers -2

Leader in hex -6
 Infantry on morale levels +4 ea. level
 Cavalry is lancer type +9
 Cavalry is light but not lancer +6

Cavalry Recall

French, Russian Guard 1-6
 French, Russian Heavy 2-6
 French, Russian Light 2-6
 Polish, Allied Guard 2-6
 Allied Heavy, light 3-6
 Cossack 4/8-6

Morale Levels

French

Imperial Guard Corps	40	battalions
I Corps	54	battalions
III Corps	36	battalions
IV Corps	68	battalions
V Corps	18	battalions
VIII Corps	19	battalions

	Level 1	Level 2	Level 3
French	3	8	12
Poles	4	10	13
Allies	6	14	18
Italians	4	10	13

Russian

II Corps	24	battalions
III Corps	27	battalions
IV Corps	22	battalions
V Corps	26	battalions
VI Corps	24	battalions
VII Corps	35	battalions
VIII Corps	24	battalions
Militia	20	battalions

	Level 1	Level 2	Level 3
Russian Guard	3	6	9
Russian line	4	8	12
Russian Jaeger	4	10	13
Militia	6	14	18

Fire Effects

French	line inf	light inf	old grd	Other grd
column	Printed	Printed	Printed	Printed
Square	x3	x3	x5	x4
Skirm		x3	x5	x4

Allies	line inf	light inf	grd inf	
Column	Printed	Printed	Printed	
Square	x3	x3	x4	
skirm		x3	x4	

Russian	line inf	light inf	grd inf	militia
column	printed	printed	printed	printed
Square	x3	x3	x4	x2
Skirm		x3	x4	

Stacking

Type	Infantry	Cavalry	Artillery
Clear	24	12 or 1 Regt	10 limberer or not
Forrest	10 or 1 bn.	10 or 1 Regt	1 battery
Orchard	12 or 1 bn.	12 or 1 Regt	1 battery
Village	12 or 1 bn.	12 or 1 Regt	1 battery
Town	10 or 1 bn.	10 or 1 Regt.	1 battery
Wolf Pit	12 or 1 bn.	12 or 1 Regt.	Prohibited
Fleche	24	12	8 guns
Grt Red.	24	12	8 guns
Redoubt	24	12	8 guns
Hill Slp	24	12	8 guns
Rvi Slp.	18	12	8 guns

Stacking in road advantage is 4 SP's per hex

Melee

Type	Effect on melee	
Clear	none	
Forrest	defx2	no pre-melee check def
Orchard	def x 1.5	no pre-melee check def
Village	def x 1.5	no pre-melee check def
Town	def x 2	no pre-melee check def
Wolf pit	Att x .50	
Fleche	Att x .50 (thru front)	attack thru front no pre melee morale check
Great Redoubt	Front Att x .50 Rear Att x .75	no pre-melee check def
Redoubt	Def x 1.50	no pre-melee check def
Hill Slope	up Att x .75	Att -6 on melee check
River slope	up Att x .50	Att -9 on melee morale check
Stream	Att x .50	Att -3 on melee morale chk
River	Att x .25	Att -9 on melee morale chk
Ford	Att x .50	att -6 on melee morale chk

Square formations +6 to die roll for morale
-3 for ea. SP lost in defensive fire for pre melee morale chk.

Battalion Loss Rule

Whenever a regiment loses at least $\frac{1}{2}$ of its SP strength it must break down into its component battalions. To avoid gaming it, the owning player has one of two options:

1. Loses must be distributed equally amongst all battalions in the regt.
2. Loses must be taken by one battalion until that battalion is removed from play whereby another battalion will be chosen from within the regt to accept any additional loses.

This will prevent the player from taking loses on one battalion save one Sp, then withdrawal said battalion from the fight.

Howitzer Fire

Howitzer fire is as per Borodino, rule except target unit or objective must be in line of sight of either firing howitzer or leader unit.

Victory Conditions

Victory is based on geographical objective and casualties.

Geographical Objectives are: Utitsa Hill, Bagration Fleches, Semonovskaya Village and the Raevski Redoubt.

Casualty computations are based on Morale levels and the size and value of each army's respective corps. They are as follows

French

	Level 1	Level 2	Level 3
Imperial Guard	8vp's	16vp's	24vp's
I Corps	5vp's	10vp's	15vp's
III Corps	4vp's	8vp's	12vp's
IV Corps	7vp's	14vp's	21vp's
V Corps	2vp's	4vp's	6vp's
VIII Corps	2vp's	4vp's	6vp's

Russian

	Level 1	Level 2	Level 3
II Corps	2vp's	4vp's	6vp's
III Corps	3	6	9
IV Corps	2	4	6
V Corps	5	10	15
VI Corps	2	4	6
VII Corps	4	8	12
VIII Corps	3	6	9

Victory Conditions

Russian Decisive- Russian must hold three of the four objectives, and must have a 1.5-1 ratio in victory pts. or kill or capture Napoleon.

Note: French Army defeated and retreats out of Russia. Prussian and later Austria defects to the Allied cause. Napoleon forced to surrender and abdicate in 1812.

Russian Tactical- Russian must hold two of the four objectives, and must have a 1:1 ratio in V.P.

Note: French Army defeated and forced to retreat out of Russia. Napoleon signs peace treaty to establish French borders as of 1789. The Bounaparte Dynasty continues to rule France.

Russian Marginal- Russian must hold one of the four objectives and must have a 1:1 ratio in VP's.

Note: Russian check French at Borodino. Napoleon retreats to Smolensk for winter quarters. Prussia defects, but is defeated by MacDonald and Victor in Lithuania. Napoleon defeats the Russian Army in 1813. Czar is forced to re-enter Continental Blockade.

French Decisive- French Player must capture all four objectives. He must also have a 2:1 VP ratio.

Note: Russian Army crushed at Borodino. Kutusov forced to surrender with back to Kolachka and Moskova Rivers. Czar sues for peace. Poland is created as a nation from annexed Russian territories.

French Tactical- French player must capture all four objectives, and have a 1.5:1 VP ratio.

Note: Russian Army severely beaten and retreats toward St Peterburg. Napoleon captures Moscow, but Czar refuses to negotiate. French Army retreats through Southern Russia and winters in Southern Poland. Prussia revolts, only to be destroyed by a rebuilt French Army. Czar and Napoleon conclude peace treaty, whereby Konigsburg and Eastern Prussia are annexed to Russia and Berlin and Western Prussia are incorporated into Saxony.

French Marginal- French player must capture all four objective, and have a 1:1 VP Ratio.

Note: Russian Army defeated, but withdrawals in good order. Napoleon captures Moscow only to have the Czar spurn peace overture: French Army begins retreat in October through southern Russia only to be checked by regrouped Russian Army. French must turn north and retreat through territory devastated by the summer advance. Army begins to disintegrate, and Napoleon is forced to leave for Paris. The Grande Armee of 1812 is destroyed, but 1 1/2 years of blood must follow until Napoleon abdicates in 1814.

Square Attempt Table

French column Square Skirm	Allies Column Square Skirm	Line inf Printed	Light inf Printed	old Grd Printed	Other Grd Printed
French Square 11-64	Disorder 65-66	Rout	Old Guard -9		
4 Hexes	11-56	61-65	66	Middle Guard -6	
3 Hexes	11-51	52-63	64-66	Young Guard -4	
2 Hexes	11-41	42-54	55-66	Light Inf -2	
1 Hex				Ital Grd -5	
Allies Square 11-55	Disorder 56-64	Rout	Vistula Legion -5		
4 Hexes	11-51	52-61	62-66	German Grds -4	
3 Hexes	11-41	42-54	55-66	Light Inf -2	
2 Hexes	11-33	34-45	46-66		
1 Hex					
Russian Square 11-55	Disorder 56-64	Rout	Guard -9		
4 Hexes	11-51	52-61	62-66	Grenadiers -4	
3 Hexes	11-41	42-54	55-66	Militia +6	
2 Hexes	11-33	34-45	46-66	Jaegers -2	
1 Hex					
Leader in hex -6					
Infantry on morale levels +4 ea. level					
Cavalry is lancer type +9					
Cavalry is light but not lancer +6					

Melee Modifiers

Odds	Attacker	Defender	Odds	Attacker	Defender
1/3	-15	+16	5/1	+12	-12
1/2	-8	+8	6/1	+15	-15
1/1					
2/1	+2	-2			
3/1	+5	-5			
4/1	+8	-8			

Morale

All French and Guard Units check morale on even # SP loss
 All Poles, Germans, and other Allied odd # SP loss
 Russian line, Militia odd # SP loss
 Russian Guard even # SP loss
 All Cavalry check on every SP loss

+6 Modifier if 50% lost in single fire or melee

Artillery

Artillery may limber on the following die rolls:
 If Leader in hex limbering is automatic

French Imperial Guard	1-6		
French Foot	4-6		
French Horse	1-6		
Allied Foot	5-6		
Allied Horse	2-6		
Russian Guard Foot	2-6	Horse	1-6
Russian Foot	5-6	Horse	2-6
Russian Reserve*	6		

Cavalry Recall

French, Russian Guard	1-6
French, Russian Heavy	2-6
French, Russian Light	2-6
Polish, Allied Guard	2-6
Allied Heavy, light	3-6
Cossack	3-6

TERRAIN EFFECTS CHART

TYPE	MOVEMENT					FIRE DEFENSE				MELEE EFFECT ON MELEE	STACKING LIMITS				
	INF	SKRM	CAV	COS	ART	INF	SKM	CAV	ART		INF	SKM	CAV	ART	
Clear	1	1	1	1	1	7	14	7	7	None	24	3	12	10	
Forrest	3	2	3	2	4	14	16	12	14	defx 2 No def pre melee morle chk*	8	3	8	1 batt	
Orchard	2	1	2	1	3	11	15	9	11	defx1.5No def pre melee moral chk*	10	3	10	1 batt	
Village	1	1	1	1	1	11	15	9	11	def x1.5 No def pre melee morale chk*	10	3	10	1 batt	
Town	1	1	1	1	1	14	16	12	14	def x2 No def pre- melee morale chk*	8	3	8	1 batt	
Wolf Pit	4	3	4	3	-	5	10	4	-	att x.50	10	3	10	n/a	
Fleche Frnt	4	3	4	3	-	14	16	12	14	att x.50 No def pre-melee mor chk	24	3	12	10	
Fleche Rear	1	1	1	1	1	7	14	7	7	none	24	3	12	10	
Great Frnt Redoubt	5	4	5	4	-	20	22	20	20	att x.50 No def pre-melee mor chk	24	3	12	10	
Rear	2	1	3	2	2	14	16	14	14	att x.75 no def pre-melee mor chk	24	3	12	10	
Hill Slop Up	2	1	2	1	2	7	14	7	7	att x .75	24	3	12	10	
dn	1	1	1	1	1	7	14	7	7	none	24	3	12	10	
River Slope	up	3	2	4	3	5	6	12	6	6	att x.50	10	3	10	1 batt
dn	1	1	3	2	5	6	12	6	6	none	10	3	10	1 batt	
Road	½ for all units in march mode.					5	10	4	5	def x.50	6	-	6	6	
Path	1 for all units in march mode.					5	-	4	5	def x.50	6	-	6	6	
Stream	+1	+1	+1	+1	+2					att x.50					
River	+5	+4	+7	+5	-					att x.25					
Ford	+2	+1	+2	+1	+3					att x.50	Must be in March order				
Bridge	No additional Movemnet Penalty									att x.50	Must be in March Order				

* This rule doesn't apply to Militia.