

# Battle of Eylau

February 8<sup>th</sup>, 1807

**Introduction:** In late January, Bennigsen's Russian army went on the offensive in East Prussia, pushing far to the west. Napoleon reacted by mounting a counteroffensive to the north, hoping to prevent their retreat to the east. After his Cossacks captured a copy of Napoleon's orders, Bennigsen rapidly withdrew to the northeast to avoid being cut off. The French pursued for several days and found the Russians drawn up for battle at Eylau. In a vicious evening clash, the French captured the village with heavy losses on both sides. The following day brought even more serious fighting. Early in the battle, a frontal attack by Napoleon failed with catastrophic losses. To retrieve the situation, the emperor launched a massed cavalry charge against the Russians. This bought enough time for the French right wing to throw its weight into the contest. Soon, the Russian left wing was bent back at an acute angle and Bennigsen's army was in danger of collapse. A Prussian corps belatedly arrived and saved the day by pushing back the French right wing. As darkness fell, a French corps tardily appeared on the French left flank. That night Bennigsen decided to retreat, leaving Napoleon in possession of a snowy battlefield covered with thousands of corpses and many more wounded.

**Scale:** Each stand represents 360 Infantry, 180 cavalry or 6 to 12 cannon. Ground scale is 120 yards per inch, while each turn is 30 minutes of real time.

**Players:** Anywhere between 2-8 players.

**Terrain and Weather:** The gaming table is 6 feet wide by 7 feet deep, laid out as given. The Weather is overcast, with possible falling snow or even blizzard conditions (see special rules), the ground is snow covered. The lakes and streams are frozen solid and have no effect on movement or game play, they are simply decorative. Woods and Urban Areas are rough ground for movement. Urban Areas grant a -2/+2 DRM advantage to defenders for fire and melee respectively. Woods grant a -1/+1 DRM advantage to defenders for fire and melee respectively. Hill slopes convey a +1 DRM advantage to defenders for melee.

**Playing Time:** The game begins at the 9:00 am and ends with the 9:30 pm turn, a total of 26 turns.

**Deployment:** The Russians deploy first. Units set up on the table in Line, Supported Line, or Masse. Leaders may deploy within 12 inches of any unit they command. Artillery deploys within divisional or corp boundaries. One of Soult's brigades may deploy within Eylau.

**Initiative & Leaders:** Roll for initiative at the beginning of each turn. Napoleon, if unattached has a +3 DRM. Bennigsen, if unattached has a +0 DRM. Napoleon, Murat, Lasalle and Bagration are Charismatic Leaders.

**Troop Quality:** The French are Impulse Infantry all are skirmishers. The Russians and Prussians are Linear Infantry they have no skirmishers.

**Reinforcements:** As listed on each army's OoB. All units enter in Road/March Column at the Point Location on the map. If there is not enough physical space for all units scheduled to arrive to enter the table, they are considered "backed up" off table and may automatically enter next turn. If enemy units are within 18" of deployment area/point, units may enter deployed. Use the Reinforcement Table on page 16 of AOE to vary arrival times, for a more intense optional game.

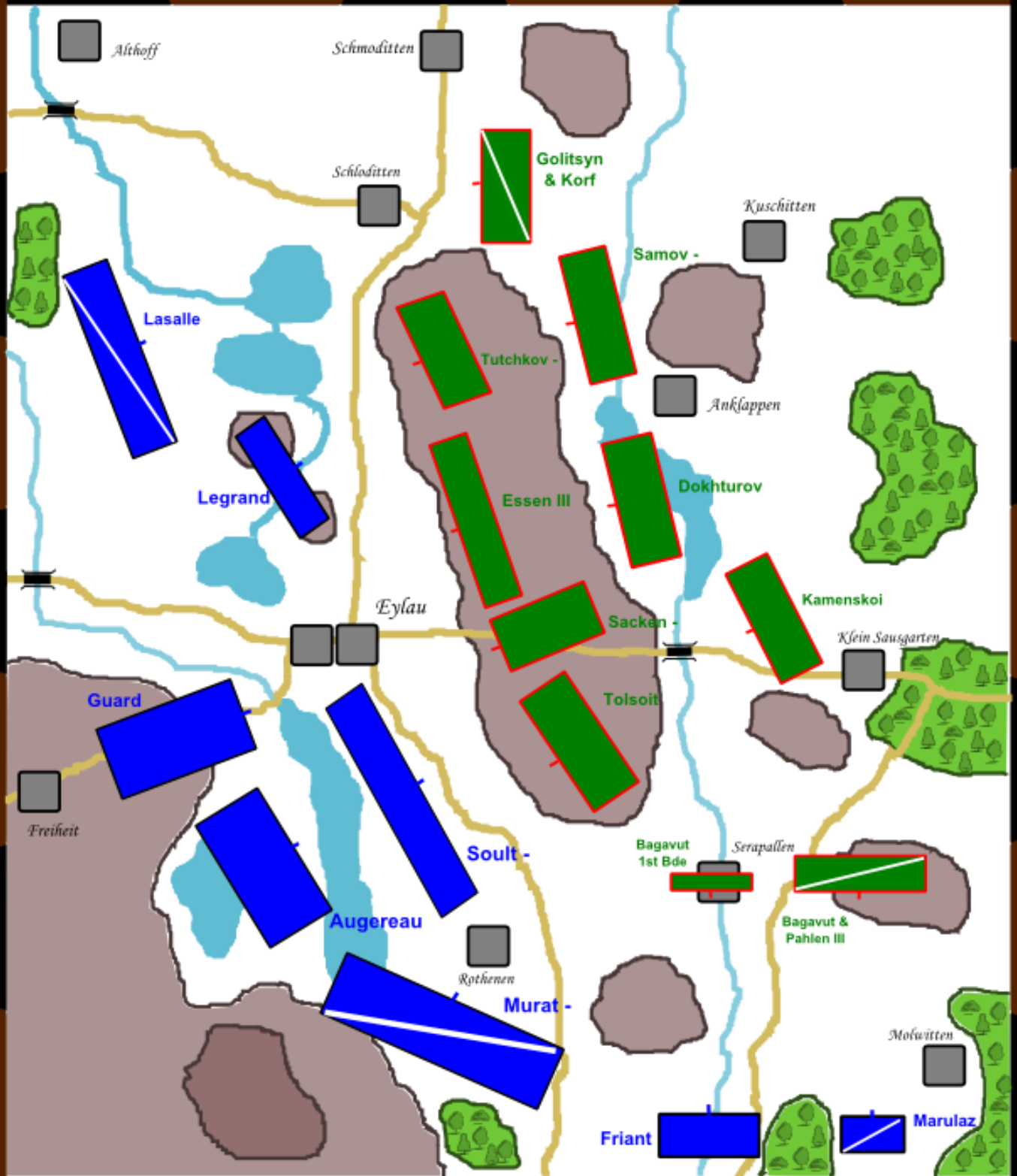
**Special Rules:** The Facing to Flank and Urban Combat rules are in effect from the *Age of Eagles (AoE) Supplement* (found online). Each building model will support six infantry or artillery stands.

**Special Rules: Winter's Wrath** After the initiative rolls each turn, determine the current weather condition. On a 1-3 (2-5 if using 2d6 option) the weather has changed to either snowing or blizzard, any other result is simply overcast. If a 1-3 is rolled, roll again 1-3 (2-5) it is blizzard, and 4-10 (6+) it is snowing. Snowing reduces the visible range to 6 inches for firing and maximum charge range. Blizzard has maximum firing and charge range of 2 inches. During blizzard turns, after any brigade has rolled on the maneuver table, if the controlling player wished to do more than rally or change formation roll again. On a 1-3 (2-5) the Brigade has moved off its planned direction, make a subsequent direction roll. 1-3 (2-5) it goes 45° to the left, 4-7 (6-8) straight forward, and 8-10 (9-12) it goes 45° to the right. Then roll for the distance travelled 1d10-1 (2d6-2) inches, cavalry gets +2 inches. (Infantry cannot move further than their maximum movement) This can result in an accidental melee; this overrules the 2" maximum charge range during blizzard turns. Units moving along a road are immune to this 'blundering' rule if they remain on the road the entire turn. During blizzard turns, infantry not already in square do not generate the -3 melee modifier to cavalry attackers. (Odds are they didn't even know the cavalry was out there).

**Special Rules: Twilight and Night** Turns 6:00 pm to 7:30 pm are twilight turns during which (unless Blizzard conditions) the maximum firing and charge range is 6 inches. Turns 8:00 pm to 9:00 pm are considered night, the maximum firing and charge range is 2 inches.

**Victory Conditions:** Determine victory using the Casualty Point Chart on page 17 of AOE. Control of each town sector at the end of the game is +2 VPs (shelter from the cruel winter night). Town control is the either occupied by a friendly unit or the last side to pass through it. At the game start Eylau, Freiheit, Molwitten and Rothenen are considered French controlled at the start of the game all others are Russian. If Napoleon is killed, the French automatically lose and have to buy the drinks afterwards. Weather permitting; the winners get to pelt the losing players with snowballs for one minute.

A/A



B

# Battle of Eylau

# French Army

<b>Grand Armee</b> Napoleon +3  XXXX	<b>Napoleon</b> Lefebvre Guard XXX	<b>Lefebvre</b> Hulin Gd Inf XX	<b>Hulin</b> Soules OG 8/-/3 Sk 	<b>Hulin</b> Dorsenne OG 9/-/4 Sk 	<b>Lefebvre</b> Bessieres Gd Cav XX	<b>Bessieres</b> Walthier OG 11/-/5 HC 	<b>Lefebvre</b> OG Hvy Arty 	<b>Lefebvre</b> OG Hvy Arty 	<b>Lefebvre</b> OG Hvy Arty 	<b>Lefebvre</b> OG Horse Art 
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Soules – 1<sup>st</sup>, 2<sup>nd</sup> Grenadiers a' Pied      Dorsenne – 1<sup>st</sup>, 2<sup>nd</sup> Chasseurs a' Pied      Walthier – Grenadiers a' Cheval, Chasseurs a' Cheval, Mamelukes, Gendarmes d'Elite

<b>Napoleon</b> Davout III Corp XXX	<b>Davout</b> Friant 2 <sup>nd</sup> Div XX	<b>Friant</b> Lochet E 6/4/2 Sk 	<b>Friant</b> Grandeau E 6/4/2 Sk 	<b>Friant</b> R Foot Art 	<b>Davout</b> Marulaz R 7/5/4 Lt 	<b>Davout</b> R Horse Art 
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Lochet – 33<sup>rd</sup>, 48<sup>th</sup> Ligne      Grandeau – 108<sup>th</sup>, 111<sup>th</sup> Ligne      Marulaz – 1<sup>st</sup>, 2<sup>nd</sup>, 12<sup>th</sup> Chasseurs a' Cheval

<b>Napoleon</b> Soul IV Corp XXX	<b>Soul</b> St. Hilaire 1 <sup>st</sup> Div XX	<b>St. Hilaire</b> Candras E 10/7/4 Sk 	<b>St. Hilaire</b> Vare R 10/8/5 Sk 	<b>St. Hilaire</b> R Foot Art 	<b>St. Hilaire</b> R Foot Art 
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Candras – 10<sup>th</sup> Legere, 35<sup>th</sup> Ligne      Vare – 43<sup>rd</sup>, 55<sup>th</sup> Ligne      Vivies – 24<sup>th</sup> Legere, 4<sup>th</sup>, 28<sup>th</sup> Ligne

<b>Soul</b> Leval 2 <sup>nd</sup> Div XX	<b>Leval</b> Vives R 6/5/3 Sk 	<b>Leval</b> Schiner R 6/5/3 Sk 
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Schiner – 46<sup>th</sup>, 57<sup>th</sup> Ligne

<b>Leval</b> R Foot Art 
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Ledru – 26<sup>th</sup> Legere, 18<sup>th</sup> Ligne

<b>Soul</b> Legrand (E) 3 <sup>rd</sup> Div XX	<b>Legrand</b> Ledru R 7/5/4 Sk 	<b>Legrand</b> Levasseur R 8/6/4 Sk 	<b>Legrand</b> R Foot Art 
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Levasseur – 75<sup>th</sup> Ligne, Tirailleurs du Corse, Tirailleurs du Po

<b>Soul</b> R Heavy Arty 
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<b>Napoleon</b> Augereau VII Corp XXX	<b>Augereau</b> Desjardin 1 <sup>st</sup> Div XX	<b>Desjardin</b> Lapisse R 7/5/4 Sk 	<b>Desjardin</b> Lefranc R 6/5/3 Sk 	<b>Desjardin</b> R Foot Art 	<b>Augereau</b> Heudelet 2 <sup>nd</sup> Div XX	<b>Heudelet</b> Amey E 5/3/2 Sk 	<b>Heudelet</b> Sarrut R 8/6/4 Sk 	<b>Heudelet</b> R Foot Art 	<b>Augereau</b> Durosnel R 5/4/3 LC 
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Lapisse – 14<sup>th</sup>, 16<sup>th</sup> Ligne      Lefranc – 44<sup>th</sup>, 105<sup>th</sup> Ligne      Amey – 7<sup>th</sup> Legere      Sarrut – 24<sup>th</sup>, 63<sup>rd</sup> Ligne      Durosnel – 7<sup>th</sup>, 20<sup>th</sup> Chasseurs a' Cheval

<b>Augereau</b> R Heavy Arty 
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Lasalle – 5<sup>th</sup>, 7<sup>th</sup> Hussars

<b>Napoleon</b> Murat (E) Reserve Cav XXX	<b>Murat</b> Lasalle (E) Light Div XX	<b>Lasalle</b> Lasalle E 4/3/2 LC 	<b>Lasalle</b> Milhaud R 4/3/2 LC 	<b>Lasalle</b> Walthier R 4/3/2 LC 	<b>Lasalle</b> R Horse Art 
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Milhaud – 1<sup>st</sup> Hussars, 13<sup>th</sup> Chasseurs a' Cheval

Walthier – 11<sup>th</sup> Chasseurs a' Cheval, Bavaran Kronprinz Chevaulegers

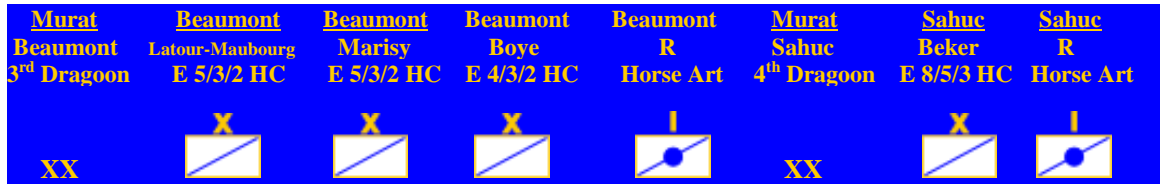
<b>Murat</b> Nansouty 1st Heavy XX	<b>Nansouty</b> Defrance E 4/3/2 Arm 	<b>Nansouty</b> Lahoussaye E 5/3/2 Arm 	<b>Nansouty</b> St. Germain E 4/3/2 Arm 	<b>Murat</b> d'Hautpoul 3 <sup>rd</sup> Heavy XX	<b>d'Hautpoul</b> Reynaud E 5/3/2 Arm 	<b>d'Hautpoul</b> Fouler E 4/3/2 Arm 	<b>Murat</b> Klein 1 <sup>st</sup> Dragoon XX	<b>Klein</b> Fererolz E 7/5/3 HC 	<b>Klein</b> Fauconnet E 6/4/2 HC 
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Defrance – 1<sup>st</sup>, 2<sup>nd</sup> Carabiniers  
Fouler – 7<sup>th</sup>, 8<sup>th</sup> Cuirassier

Lahoussaye – 2<sup>nd</sup>, 3<sup>rd</sup> Cuirassier  
Fererolz – 1<sup>st</sup>, 2<sup>nd</sup>, 20<sup>th</sup> Dragoons

St. Germain – 9<sup>th</sup>, 12<sup>th</sup> Cuirassier  
Fauconnet – 4<sup>th</sup>, 14<sup>th</sup>, 29<sup>th</sup> Dragoons

Reynaud – 4<sup>th</sup>, 6<sup>th</sup> Cuirassier



Latour-Maubourg – 5<sup>th</sup>, 12<sup>th</sup> Dragoons

Marisy – 8<sup>th</sup>, 16<sup>th</sup> Dragoons

Boye – 9<sup>th</sup>, 21<sup>st</sup> Dragoons

Beker – 13<sup>th</sup>, 15<sup>th</sup>, 22<sup>nd</sup>, 25<sup>th</sup> Dragoons

### Turn 2 in road column at point B



Broard – 13<sup>th</sup> Legere, 17<sup>th</sup> & 30<sup>th</sup> Ligne

d'Honnieres – 51<sup>st</sup>, 61<sup>st</sup> Ligne

### Turn 8 in road column at point B



Petit – 12<sup>th</sup>, 21<sup>st</sup> Ligne

Gauthier – 25<sup>th</sup>, 85<sup>th</sup> Lign

### Turn 16 in road column at point A

(May be Deployed if enemy units within 12 inches of Point A)



Belair – 6<sup>th</sup> Legere, 39<sup>th</sup> Ligne

Roguet – 69<sup>th</sup>, 76<sup>th</sup> Ligne

Colbert – 3<sup>rd</sup> Hussars, 10<sup>th</sup> Chasseurs a' Cheval

### Turn 19 in road column at point A

(May be Deployed if enemy units within 12 inches of Point A)



Marcognet – 25<sup>th</sup> Legere, 50<sup>th</sup> Ligne

Labasse – 27<sup>th</sup>, 59<sup>th</sup> Ligne

## Russian Army

<u>Russian 1<sup>st</sup> Army</u> Bennigsen (0)	<u>Bennigsen</u> Bagration Advance Gd	<u>Bagration</u> Tolstoj 2 <sup>nd</sup> Div	<u>Tolstoj</u> Kozhin R 12/9/6 LC	<u>Tolstoj</u> Masowski E 7/5/3	<u>Tolstoj</u> Sukin II R 7/5/4	<u>Tolstoj</u> Diven III R 7/5/4	<u>Tolstoj</u> R Heavy Arty	<u>Tolstoj</u> R Heavy Arty
XXXX	XXX	XX						

Kozhin – Leib Cuirassier, Kargopol Dragoons, Isum Hussars, Ilowiaski IX, Efremov III Cossacks Masowski – Pavlovski Grenadiers, Rostov Musketeers  
Sukin II – Petersburg Grenadiers, Eletz Musketeers Diven III – 1<sup>st</sup>, 20<sup>th</sup> Jagers

<u>Tolstoj</u> R Foot Art	<u>Tolstoj</u> R Foot Art	<u>Tolstoj</u> R Horse Art	<u>Bagration</u> Kamenskoi 14 <sup>th</sup> Div	<u>Kamenskoi</u> Sheplev R 4/3/2 HC	<u>Kamenskoi</u> Aleksseev R 7/5/4	<u>Kamenskoi</u> Gersdorf R 7/5/4	<u>Kamenskoi</u> R Heavy Arty	<u>Kamenskoi</u> R Foot Art	<u>Kamenskoi</u> R Foot Art
			XX						

Sheplev – Finland, Mitau Dragoons

Aleksseev – Belozersk, Ryazan Musketeers

Gersdorf – Sofia, Uglits Musketeers

<u>Bagration</u> Bagavut Temp Div	<u>Bagavut</u> 1 <sup>st</sup> Bde R 7/5/4	<u>Bagavut</u> 2 <sup>nd</sup> Bde E 6/4/2 LC	<u>Bagavut</u> R Hvy Arty	<u>Bagavut</u> R Foot Art	<u>Bagavut</u> R Horse Art
XX					

1<sup>st</sup> Bde – Starooskol Musketeers, 4<sup>th</sup> Jagers

2<sup>nd</sup> Bde – Alexandria Hussars, Popov V Cossacks

<u>Bennigsen</u> Osten-Sacken 3 <sup>rd</sup> Div	<u>Osten-Sacken</u> Palen III R 8/6/4 HC	<u>Osten-Sacken</u> Ushakov R 7/5/4	<u>Osten-Sacken</u> Titov II R 7/5/4	<u>Osten-Sacken</u> Dolgorukov V R 11/8/6	<u>Osten-Sacken</u> R Heavy Arty	<u>Osten-Sacken</u> R Heavy Arty	<u>Osten-Sacken</u> R Foot Art	<u>Osten-Sacken</u> R Foot Art	<u>Osten-Sacken</u> R Horse Art
XX									

Palen III – Little Russia Cuirassier, Kurland Dragoons, Ilowiaski X, Papuzin Cossacks Ushakov – Tauride Grenadiers, Lithuanian Musketeers  
Titov II – Kaporsk Muromsk Musketeers Dolgorukov V – Dnepr, Tschernigov Musketeers, 21<sup>st</sup> Jagers

<u>Bennigsen</u> Somov 4 <sup>th</sup> Div	<u>Somov</u> Korf R 10/8/5 LC	<u>Somov</u> Somov R 7/5/4	<u>Somov</u> Arseniev II R 7/5/4	<u>Somov</u> Barclay R 7/5/4	<u>Somov</u> R Hv Foot	<u>Somov</u> R Foot Art	<u>Somov</u> R Foot Art	<u>Somov</u> R Horse Art
XX								

Korf – St. George Cuirassier, Pskov Dragoons, Polish Horse, Grekov IX, Grekov XVIII Cossacks  
Arseniev II – Polotzk, Tobolsk Musketeers

Somov – Tengisk, Tula Musketeers

Barclay de Tolly – Kostroma Musketeers, 3<sup>rd</sup> Jagers

<u>Bennigsen</u> Tutchkov 5 <sup>th</sup> Div	<u>Tutchkov</u> Golitsyn R 10/8/5 LC	<u>Tutchkov</u> 1 <sup>st</sup> Bde R 4/3/2	<u>Tutchkov</u> Leont'ev R 7/5/4	<u>Tutchkov</u> Priouda R 7/5/4	<u>Tutchkov</u> R Heavy Arty	<u>Tutchkov</u> R Foot Art	<u>Tutchkov</u> R Foot Art	<u>Tutchkov</u> R Horse Art
XX								

Golitsyn – Kasan, Riga Dragoons, Elisabethgrad Hussars, Lithuanian Horse, Gordeev Cossacks  
Leont'ev – Mohilev, Perm Musketeers

1<sup>st</sup> Bde – Sievsk Musketeers

Priouda – 24<sup>th</sup>, 25<sup>th</sup> Jagers

<u>Bennigsen</u> Dokhturov 7 <sup>th</sup> Div	<u>Dokhturov</u> Chaplits R 12/9/6 LC	<u>Dokhturov</u> Zapol'skii R 7/5/4	<u>Dokhturov</u> Straton R 7/5/4	<u>Dokhturov</u> Markov R 11/8/6	<u>Dokhturov</u> R Heavy Arty	<u>Dokhturov</u> R Heavy Arty	<u>Dokhturov</u> R Foot Art	<u>Dokhturov</u> R Foot Art	<u>Dokhturov</u> R Horse Art
XX									

Chaplits – Moscow, Ingermannland Dragoons, Pavlograd Hussars, Malachow, Andronov Cossacks  
Straton – Vladimir, Voronezh Musketeers

Zapol'skii – Ekaterinoslav Grenadiers, Moscow Musketeers

<u>Bennigsen</u> Eesen III 8 <sup>th</sup> Div	<u>Essen III</u> Glebov R 10/8/5 LC	<u>Essen III</u> Olsufev III E 4/3/2	<u>Essen III</u> Engelhart III R 7/5/4	<u>Essen III</u> Levitsky R 8/6/4	<u>Essen III</u> R Heavy Arty	<u>Essen III</u> R Heavy Arty	<u>Essen III</u> R Foot Art	<u>Essen III</u> R Foot Art
XX								

Glebov – Livland, Petersburg Dragoons, Olviopol Hussars, Kieselev, Sysojev Cossacks  
Engelhart III – Schlüsselburg, Staroingermannland Musketeers

Oslufev III – Moscow Grenadiers  
Levitsky – Archangelgorod, Podolsk Musketeers, 7<sup>th</sup> Jagers

### Turn 11 in road column at point A

<u>Bennigsen</u> L'Estocq Prussians	<u>L'Estocq</u> Avantgarde R 4/3/2 HC	<u>L'Estocq</u> von Rembow R 5/4/3	<u>L'Estocq</u> Diericke R 5/4/3	<u>L'Estocq</u> Diericke R 5/4/3 HC	<u>L'Estocq</u> Prittwitz E 2/-/ LC	<u>L'Estocq</u> R Heavy Arty	<u>L'Estocq</u> R Heavy Arty	<u>L'Estocq</u> von Auer R 8/6/4*
XX								

Avantgarde – Auer Dragoon (Nr 6)

von Rembow – Grenadier Battalion “Schlieffin”, IR 11 Schoning

Diericke (Cavalry) – Wagenfeld Cuirassier (Nr 2), Baczko Dragoons (Nr 7)

von Auer – Vyborg Musketeer (Russian), Towarczyrs Hussars (Mixed 5I/3C)

Diericke – Grenadier Battalion “Fabecky”, IR 2 Ruchel

Prittwitz – Prittwitz Hussars (Nr 5)

<u>L'Estocq</u> R Foot Art	<u>L'Estocq</u> R Horse Art

### French

Infantry	163
Cavalry	99
Artillery	26
<b>Total</b>	<b>76,500</b>

### Russian Stands (inc Prussians)

165
86
38
<b>74,880</b>