

For the rules check *VaeVictis* 161

# "The Guard is watching!"

## Eylau 1807: the attack on the cemetery and Lepic's charge

*To my father, to whom I once promised never to abandon his "last square".*  
F.B.

### Specific rules

#### 0.1 - Scale

One strength point corresponds to approximately 200 men, 150 cavalry or two cannons. A hex covers 100 m. A game turn represents 15 minutes of real time.

#### 0.3 - Combat units

##### Abbreviations

The Roman numerals, I to V, indicate the battalions (infantry) or squadrons (cavalry) of each regiment.

Gr: Grenadiers

Chas. : Hunters

Cie : Compagnie

Serv. Service squadron

Ordo. Ordinary officers

Hus. Hussars

Cuir: Cuirassiers

G. and M. Moscow: Moscow Grenadier Regiment and Moscow Musketeer Regiment

Schlissel. Schlisselburg

Elisabeth. : Elisabethgrad

#### 5.1 - Stacking

The stacking of two cavalry, infantry or artillery units is no longer permitted (the other constraints and effects of stacking in 5.1. remain valid). **Exception:** it is possible to stack two cavalry units from the same regiment, if one of them has a value of 1 SP.

#### 11.2 - Demoralisation of formations

This section of the rules is ignored.

#### Fire Table

##### Modifier to artillery fire die roll

In view of the bad weather, the value of the fire modifiers depending on the range are penalised by -1: i.e. 0 for fire at point-blank range, -1 for fire at effective range, and -1, in addition to the -2 for each hex, beyond effective range.

### Victory conditions

#### *Victory at the end of the game:*

Victory is awarded to the side with at least 7 VPs more than the opponent. If the difference between the VPs scored by the two sides is 6 or less, the match is a draw.

VP are allocated as follows:

#### *French and Russian :*

- 1 VP per routed enemy unit still on the map at the end of the game, 2 VP if it is carrying a Grenade and 4 VP if it is carrying an Eagle;
- 2 VP per enemy unit eliminated, 3 VP if it is carrying a Grenade and 5 VP if it is carrying an Eagle.

### "Eylau Cemetery" scenario

*"- Good. Take the whole company with you,  
And get yourself killed - Where? - In the cemetery.  
And I replied: "This is indeed the place."  
Victor Hugo, The Legend of the Centuries*

### Additional specific rules

## 0.2 Map

**Villages.** The Eylau Village hexes of the front line (0901, 1001, 1002, 1003, 1104 and 1105) are French-occupied hexes. They contain infantry battalions of the IV<sup>th</sup> Corps which are not represented by counters, but by an intrinsic infantry value of 2 4 0, not taken into account in the stacking limits. A French infantry unit or a French artillery unit (**but not cavalry**) can cross these hexes or stop in them. Their intrinsic combat value can only be used in defence. Finally, these village hexes exert a ZOC, with all its effects

A Russian unit cannot move into these hexes or attack one of these hexes if it is not also occupied by a French unit represented by a counter. In this case, the Russian attack is resolved by considering the two stacked French units as the defender: the one represented by the intrinsic value and the one represented by a counter. All the results of the Combat Table are applied normally to the units represented by a counter (attacker and defender). The intrinsic value is eliminated in the event of a 1+D or 1+ Cohesion Table result (place a rout marker in the hex to indicate this). The intrinsic value remains in the hex for all other results. In the event of an advance after combat, the attacking Russian unit may enter the village hex and occupy it, but may not move again for the rest of the game, unless it is later driven out by a French counter-attack.

**Terrain Table.** The church (hex 1107) and the Eylau cemetery (hexes 1007 and 1108) are purely decorative and have no effect on the game; their hexes are considered to be Difficult terrain hexes.

Frozen ponds forming hex edges (e.g. between 0907 and 1006) are treated as streams for terrain effects.

Other frozen pond hexes (e.g. 0708) are Difficult terrain. All the effects of Difficult terrain are applied.

## 0.3 Combat units

### Imperial Guard Infantry

At the start of the game, only the 1st Gr. I counter can be used freely (movement and combat). The other five infantry units in the DORSENNE and SOULES formations cannot move or attack.

From turn 2, the French player can decide to free these infantry units, which can then move and fight normally, at the rate of one group per game turn, at the cost of an order and VPs given to the opponent:

- 1<sup>st</sup> group: 1<sup>st</sup> Gr. II (DORSENNE), 1 order and 3 VP
- 2<sup>nd</sup> group: 1<sup>st</sup> Chas. I and 1<sup>st</sup> Chas. II (SOULES), 1 order and 4 VP
- 3<sup>rd</sup> group: 2<sup>nd</sup> Chas. I and 2<sup>th</sup> Chas. II (SOULES), 1 order and 5 VP

If the Russian player occupies one of the hexes of the village of Eylau, the 1<sup>st</sup> Gr. II (DORSENNE) is immediately liberated, with no VPs awarded.

If one of these units is attacked before being liberated by the French player, it is automatically liberated at a cost of only 1 VP.

**Wounded counter.** The Wounded counter represents the slightly wounded soldiers in Surgeon Larrey's field hospital. This counter has specific characteristics and properties:

- it is treated as an infantry unit for movement, stacking and victory conditions;
- it does not belong to any formation and moves only once per turn, in normal movement, without drawing an AM, during phase E of each turn;
- it has six frontal hexes but no ZOC;
- it defends itself but cannot lead an attack;
- a rout leads to immediate elimination.
- a friendly unit which, during its movement phase, crosses the hex where the Wounded unit is located automatically suffers an additional disorganisation.

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**Larrey counter.** The Larrey counter is a simple immobile marker. The Russian player captures Larrey and obtains the VPs shown on its reverse side if one of his units enters the hex where it is located. It is then removed from the game.

## Additional victory conditions

### Automatic win:

The Russian player wins and the game ends immediately if Napoleon is eliminated or if an infantry unit from the DORSENNE or SOULES formations is eliminated.

### Russians :

- 1 VP for each hex 0901, 1001, 1002, 1003, 1104 and 1105 occupied at the end of the game, for a maximum of 6 VP;
- 4 VPs for controlling each of the cemetery and church hexes (1007, 1107 and 1108) at the end of the game, for a maximum of 12 VPs;
- 2 penalty notices for the capture of Larrey ;
- See the VPs that can be obtained in the specific Imperial Guard infantry rule.

## Map

This scenario is played out on the A3 map.

## Duration

The scenario begins on Turn 1 and lasts for 5 turns, up to and including Turn 5.

## Initiative

The Russian player automatically has the strategic initiative on the first turn.

## Retreat directions

*French:* toward map edge 01xx.

*Russians:* toward map edge 23xx.

## Initial deployment

The Russian player deploys and orients his pieces first.

### Russians:

4 AM available: 2 AM ESSEN III and 2 AM DOKHTOUROV.

### **Dokhturov** in 2003

ESSEN III

G. Moscow I in 1701

G. Moscow II in 1702

G. Moscow III in 1801

Schlissel. I in 1802

Schlissel. II in 1903

Schlissel. III in 2002

DOKHTOUROV

Mr Moscow I in 1904

Mr Moscow II in 1905

Mr Moscow III in 2004

Vladimir I in 2005

Vladimir II in 2006

Vladimir III in 2205

### French:

7 AM available: 2 AM DORSENNE, 2 AM SOULES, 2 AM DAHLMANN and 1 AM BRUYERES

### **Napoleon in 1006**

Wounded in 1107 with the Larrey marker

DORSENNE

1<sup>st</sup> Gr I. in 0908

1<sup>st</sup> Gr. II in 0706

1<sup>st</sup> Cie in 1208

3<sup>rd</sup> Cie in 1105

SOULES

1<sup>st</sup> Chas. I in 0707

1<sup>st</sup> Chas. II in 0606

2<sup>nd</sup> Chas. I in 0605

2<sup>nd</sup> Chas. II in 0505

2<sup>nd</sup> Company in 0603

4<sup>th</sup> Company in 0704

DAHLMANN

Serv. in 1106

Ordo. in 1006

BRUYERES

1<sup>st</sup> Hus. I in 1110

1<sup>st</sup> Hus. II in 1210

1<sup>st</sup> Hus. III in 1311

13<sup>th</sup> Chas. I in 1010

13<sup>th</sup> Chas. II in 1111

13th Chas. III in 1211

*Reinforcements:* Tower 2, 2nd AM BRUYERES

## Variant

During the Battle of Eylau, only 1st Gr. I was actually engaged

- the 1<sup>st</sup> Gr. II, 1<sup>st</sup> Chas. I and II and 2nd Chas. I and II are not deployed on the map;
- the scenario is limited to 4 turns, with no other changes.

## “The Charge of the Mounted Grenadiers” scenario

*Heads up! They're bullets, not turds!*

Colonel Lepic at Eylau

### Additional specific rules

#### 2.1 Activation markers

In addition to the usual AMs (O and C), the AMs marked with an R indicate formations whose battlegroups are automatically on *Received Orders*.

#### 2.2 Using AMs

All the AMs are played alternately without being placed in a bowl. The player with the initiative plays first, then his opponent plays an AM, the first player takes over again for his second AM and the second player ends the turn with his second AM.

#### 2.5 Chief generals

There are no generals-in-chief in this scenario.

#### 9.2 Effects of a charge and 9.5.2 Pursuit constraints

A penalty of + 1 is applied to the Cohesion Table at the end of the charge and an additional penalty of -1 is added to the existing -1 modifier, which is applied cumulatively from the 2nd charge onwards (i.e. -2, -3, -4 etc.).

### Map

This scenario is played on the A4 map.

### Duration

The scenario begins on Turn 1 and lasts for 4 turns, up to and including Turn 4.

### Initiative

The French player automatically has the initiative on Turn 1.

On subsequent turns, the French player has the initiative, unless the SOMOV Formation was activated under *Received Orders* on the previous turn (in which case the Russian player has the initiative).

### Retreat directions

*French:* toward map edge 01xx or toward map edge xx09/xx10, whichever is closer

*Russians:* to map edge 14xx or to map edge xx01, whichever is closer

### Initial deployment

#### French

LEPIC

5th Cuir I and 5th Cuir II in 0308

5<sup>th</sup> Cuir. III and 5th Cuir. IV in 0409

Gr. I and Gr V in 0108

Gr. II in 0209

Gr. III in 0309

Gr. IV in 0410

#### Russians

## SACKEN

Old Ingria I in 0304  
Old Ingria II in 0505  
Old Ingria III in 0503  
Kopolinski in 0604  
Arkhangelsk I in  
Arkhangelsk II in 0807  
Arkhangelsk III in 0805  
Nepeytsin in 0905  
SOMOV  
Elisabeth. I in 0501  
Elisabeth. II in 0602  
Pavlograd in 1104  
Kisselev in 1205  
Toula I in 0802  
Novak in 0902  
Toula II in 1003  
Stavitski in 1204  
Toula III in 1304

## **The Guard is watching!**

Rules and scenarios: *Frédéric Bey*

Testing and development: *Daniel Hestault, Fabien Masson, Dominique Pitaud, Philippe Pitaud, Thierry Volpi*

Graphics: *Pascal da Silva*

## **Errata for La Garde Avance!**

The five corrected counters are provided only to correct the drawing of the figure illustrating them, as the uniforms were incorrect on the card in VaeVictis no. 161.