

These for those who, like myself, want to play Borodino using [Four Lost Battles](#).

Unit Initiative Ratings

French:

OG: 4

All Other Guard, 2nd Division of I: 3

I, III, IV, V, VIII, IC: 2

IIC, IIIC, IVC: 1

Russian:

III, V, VIII: 3

All Other: 2

Cossacks: 1

All artillery have an initiative of 1. Cavalry with 8 MP are light. Cavalry with 7 MP are heavy.

Leader Ratings

French:

Napoleon: [3/2] (On a roll of 1-5 he is 3)

Murat: [2]

Davout: [2]

Ney, Grouchy, Montbrun, Nansouty, Latourmaubourg: (4)

Pontiatowski, Eugene: (3)

Junot: (2)

Mortier: Must be first activated each day by Napoleon before he can move. Napoleon must use 2 command to do this. Then Mortier is a (3) and eligible to move.

Russian:

Kutuzov: [1] (He chooses whether to activate first or second army. The unactivated army is then activated on a 1-2)

Bagration, Barclay: [2] (On a 1 they are a 3. Each roll is made separate)

Miloradovich: [1]

Tuchkov, Korff, Kreutz, Sievers: (4)

Docturov, Raevsky, Borosdin, Ouvarov, Platov, Karpov: (3)

Constantine, Baggavout, Tolstoy: (2)

Replacement Officers:

Tolly (Kutuzov): [3] (If Bagration is alive his command is reduced to 2)

Gorchakov (Tolly and Bagration): [1]

Grouchy (Murat): [2]

Ney (Davout): [1]

French Corps: (2)

Russian Corps: (1)

Leaders who give a -1 DRM when attacking and a +1 DRM when defending:

French: Napoleon, Ney, Pontiatowski, Murat, Montbrun

Russian: Bagration, Barclay, Miloradovich, Raevsky, Platov

Cards

4LB cards: Play for text (and take VP penalty or bonus) or play for phase (weather, reorganization). If card has no phase, then it can be played for just movement. Use movement allotments regardless. French get 3 bonus cards. The Russians receive 2. No cards are drawn during night turns. Cards played for text do not return to play during night turns.

French exclude these cards:

Secure Column, Replacements, Late Start, General Retreat, New Chief of Staff, Alternate Reinforcements, Commander Enters the Map, In Bivouac.

Take out 2 Delay – March Confusion and 1 Cancel One Formation and Second Day of battle card.

Russians exclude these cards:

Secure Column, Replacements, Last Start, Hesitant Advance, Second Day of Battle, Alternate Reinforcements, Commander Enters the Map, In Bivouac.

Take out 2 Delay – March Confusion and 1 Cancel One Formation card

Mode Cards:

French: 1-4 none, 5 one, 6 two.

Russia: 1-3 none, 4-5 one, 6 two.

Victory Points

Each hex of Borodino is worth 1 VP

Each fortified hex is worth 1 VP

Utitisa, Semenovskaya, Gorki, and Psarevo are worth 1 VP

French gain a VP for every 5 SP they exit off the eastern map edge.

Each Officer is worth 1 VP. Each Commander is worth VP equal to their highest possible rating.

If Napoleon is lost, the Russians win.

Do not tally VP until the end of the scenario.

Special Rules

Use the special rules for Defeat of the Guards, Artillery extended range, Transferring units between Davout and Eugene, and Davout's flanking maneuver. Redoubts double infantry combat strength, and holding the Shevardino Redoubt by 2100 on Sept. 5 boosts all Russian corps by 1 point.

Scale

600 infantry per SP

350 for cavalry, and

8 cannons per SP