

MORAG, 25 I 1807

When General Markov received the order to pursue the French forces, he was agape with amazement. Where was the enemy supposed to retreat? After all, they were the ones who keep falling backwards, pounded by Napoleon’s armies. But an order is an order – at least it did not say “not a step back”.

Markov immediately set off towards Morag, where the French were reportedly preparing for a hasty withdrawal. To his surprise, his hussars brought back prisoners of war and even managed to seize the 9th Infantry Regiment’s Eagle. The jubilation was boundless – maybe this battle is winnable after all and the French can be defeated?

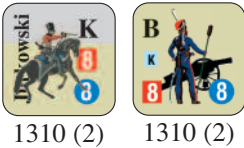
Meanwhile, more French regiments arrived on the battlefield. The moment of weakness had passed and Bernadotte launched a counterattack. It soon became apparent that the French had numerical superiority and started to encircle the Russians and attack their flanks.

The outcome was dramatic for the Russians – most of the soldiers were killed, while some managed to flee. One of their generals, von Anrep, perished in the battle.

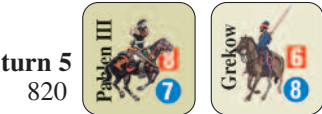
Markov himself ran away with a regiment of hussars. What was supposed to be an easy victory became a testament to the weakness of the Russian planning, showing how a temporary success turns into a total defeat.

INITIAL SET UP:

RUSSIA:



REINFORCEMENTS:



FRANCE:



REINFORCEMENTS:



Markow															
Markow 1	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Markow 2	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Pahlen III											5	4	3	2	1
Grekow													3	2	1
Jurkowski											4	3	2	1	
Art. B															1

Bernadotte															
1 ID (Dupont)															
Labruyere											6	5	4	3	2
Legendre	11	10	9	8	7	6	5	4	3	2	1				
Art.															1
2 ID (Rivaud)															
Pachthod											5	4	3	2	1
3 ID (Drouet)															
Werle	11	10	9	8	7	6	5	4	3	2	1				
Frere							6	5	4	3	2	1			
Art.														2	1
Laplanche											6	5	4	3	2

FOOTNOTES:

- Scenario length: turns 6–10. Turn 10 is a night-time turn.
- Initiative in turn 1: the French.
- Pahlen III and Grekow are treated as under command.

VICTORY POINTS:

1405, 1406, 1407,
717, 718, 618



LIDZBARK, 10 VI 1807

The Russian spring offensive proved to be an even greater blunder than the winter effort, with the French forcing the Russians to retreat in a number of engagements. Bennigsen gathered his troops in a fortified camp near Lidzbark Warmiński (Heilsberg), expecting the French forces to arrive – and another battle to take place there.

The French army approached Lidzbark from the west, and immediately began reconnaissance in force. Napoleon was more concerned with another Russian retreat than fighting a battle. Therefore, he gave the order for an attack in the centre. His main objective was Lidzbark, since capturing the town would make it impossible for the

Russians to retreat in an organised manner.

The Russians, however, accepted the battle and proceeded to counterattack. They drew reinforcements from the south bank of the Łyna River and immediately sent them into battle.

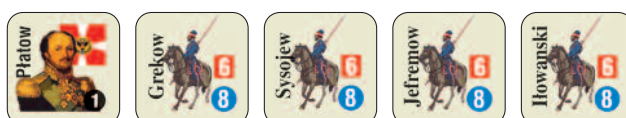
Fortifications armed with artillery played an important role in the battle –the Russians based their entire plan on them. They were quite successful in bombarding the approaching French units, which prompted Napoleon to form a unit equipped with 36 guns to subdue the enemy. The French did so and, after a while, started to take down the Russian batteries one after another.

INITIAL SET UP:

RUSSIA:

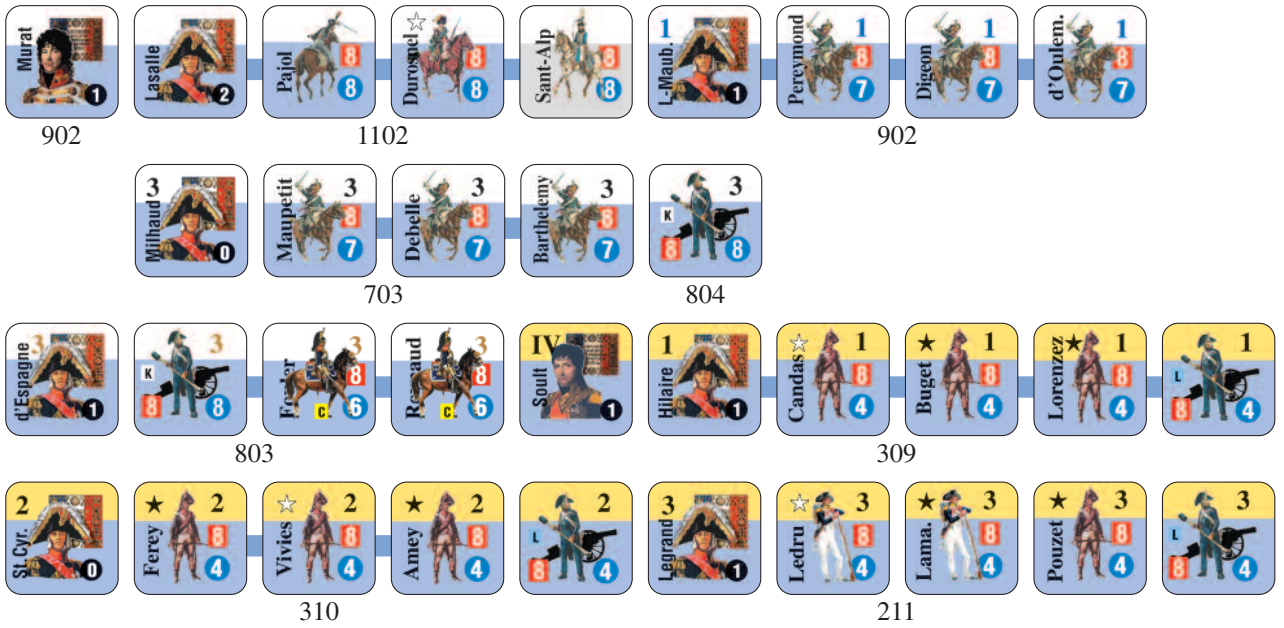


REINFORCEMENTS:



Any own move phase 1800 i 1900

FRANCE:



REINFORCEMENTS:



FOOTNOTES:

- Scenario length: turns 1–10.
- Initiative in turn 1: the French.
- The Łyna River can only be crossed at bridges.
- Turns 10, 11 and 12 are daytime turns.
- Flèches have a modifier of 3.

VICTORY POINTS:

1306, 1206, 1604, 2202,
2004, 2006, 2007



FRIEDLAND, 14 VI 1807

Benningsen's forces were being steadily beaten. The Tsar was becoming more and more dissatisfied with the campaign, but decided against a change in command at such a difficult moment. Benningsen was yearning for a victory, which is why he ordered his forces to attack the French advance guard as it approached. However, it soon turned out the main forces of the French army were on their way to the battlefield, and the Russians committed

a grave mistake by engaging the Lannes' corps.

The French immediately seized the opportunity and brought additional divisions to exert pressure on the Russians along the entire front line. Inch by inch, they pushed the enemy towards the only three bridges in Friedland. By the evening, the Russians were gone from the battlefield.

INITIAL SET UP:

RUSSIA:

 3623 (1)	 3321 (2)	 3321 (2)	 4211	 3623 (1)	 7	 7	 7	 7	 7
					4623 (1) on road				
 3321	 2	 2	 2	 2	 2	 8	 8	 8	 8
4421 (1) on road					3908 (1)				
 3	 3	 3	 3	 3	 3	 1	 1	 1	 1
4216, 4217					3711, 3711 (1)				
 6	 6	 6	 6	 6	 6	 6	 6	 6	 6
5019 (1) na drodze					4211, 3606, 3710, 3711 (1)				
 14	 14	 14	 14	 14	 14	 14	 14	 14	 14
4427 (1) na drodze					3117 (1)				
 K	 K	 K	 K	 K	 K	 K	 K	 K	 K
3705 (1)					4406, 3606 (1)				
 1	 6	 6	 6	 6	 6	 6	 6	 6	 6
On the front own units									
 2	 2	 2	 2	 2	 2	 2	 2	 2	 2
3710, 3711 (1)									

REINFORCEMENTS:

 Markow 1	 Markow 2	 Markow
tura 2 4427		

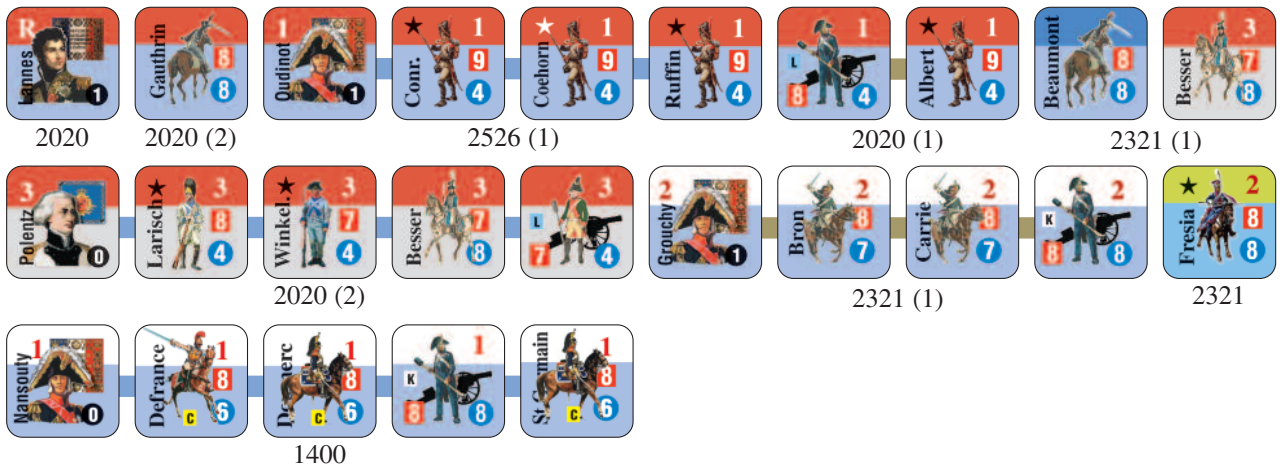
FOOTNOTES:

- Scenario length: turns 1–15.
- Initiative in turn 1: the Russians.
- The Łyna River can only be crossed at bridges and fords (4109–4208 and 3926–3826).
- Turn 13 is a daytime turn.

VICTORY POINTS:

2203, 2204, 2505, 2506, 2019, 2022, 2420, 3216, 3208, 3511, 3322

FRANCE:



REINFORCEMENTS:

