

The Battle of BORODINO

Borodino Dismembered by Rob Gibson

Part 2



Anyone playing 'Borodino' for the first time after a diet of 'War and Peace' and the numerous histories of the Russian campaign of 1812 might feel a trifle disappointed. The cavalry are, to all intents and purposes, a collection of 'Suicide Squads'. Lacking the strength to successfully attack anything but other cavalry. To say the least, this is a distortion of history — heavy cavalry played a considerable part in capturing the Raevsky redoubt, over-running entrenched infantry and artillery.

So, with this and the shortened ranges of the artillery in mind, I have developed a modification to the movement and combat rules which allows cavalry to charge, infantry to form square, and artillery to fire at extended range and counter cavalry charges.

A. Cavalry Charges

1. The phasing player nominates which of his cavalry units will execute charges at the start of his movement phase. Charging cavalry are doubled in strength.

1.1 In order to execute a charge, a cavalry unit must be within half of its movement allowance from the enemy unit to be charged i.e. within 2 hexes for a M.A. of 5 or 3 hexes for a M.A. of 6.

1.2 The unit charging is moved adjacent to the enemy unit. At this point, the non-phasing player may throw one dice for:

- each infantry unit charged
- each artillery unit charged

1.3 For each infantry unit charged, a throw of 5 or 6 (for units whose strength is greater than 3) or a throw of 4, 5 or 6 (for units of strength of 3 or less) will secure the option to form square.

1.4 Infantry units in square attacked by:

- artillery are halved in strength and rounded down (i.e. a 5 becomes 2).
- charging cavalry are doubled in strength (thus countering the advantage of the charge).
- infantry are halved and rounded down for French infantry, rounded up for Russian infantry (thus reflecting their unique ability to form solid columns which had to be *mown* down).

1.5 The option to go into square may be declined. Infantry units in line attacked by:

- charging cavalry are halved and rounded down for French infantry, rounded up for Russian infantry (again, reflecting the solid impenetrable column).
- artillery defend at normal strength
- infantry defend at normal strength.

1.6 For each artillery unit charged, a dice is thrown and a result obtained on the 1:1 odds column and applied immediately. This covers the ability of massed artillery to counter a cavalry charge with grape and canister. An AR result effectively stops the charge: a DR result will effect the result of the charge (see Table B.2.2).

B. Combined Arms Attacks

1. The cavalry charges may be combined with adjacent infantry or artillery units to achieve maximum effect. For example, cavalry may charge with close artillery support — artillery against infantry in square is doubled, cavalry charging against infantry in line is doubled, so we have the best of both worlds.

2. In order to make use of the cavalry charge and regular movement attack, the phasing player's Combat Phase is split into:

- Cavalry charges.
- Regular combat.

2.1 Each cavalry charge is resolved, then any supporting combat aimed at the same enemy unit. Using the Table below (2.2) select the charge result on the top line, then the regular result on the vertical column, and cross-refer to get the combined result.

2.2

		First Result				
		AR	DR	EX	DE	AE
Second Result	AR	AE	DR	EX	EX	AE
	DR	DR	DE	EX	DE	AE
	EX	EX	EX	EX	EX	EX
	DE	EX	DE	EX	DE	EX
	AE	AE	EX	EX	EX	AE

2.3 Thus, a cavalry charge obtaining a DR result, supported by other units obtaining a DR result, would by cross-reference obtain a DE result.

2.4 Where an artillery unit is attacked by a charging cavalry unit (as in section A, 1.6) the dice throw result on the 1:1 odds column is first examined. An AR result ends the charge and is applied immediately: supporting units may attack as normal, *if not displaced by retreating units*. A DR result is cross-referenced with the result of the charge, and the result applied at once.

2.5 Advances after combat occur as normal under the standard rules.

C. Extended Artillery Ranges

1. All artillery units may fire at twice the stated range, i.e. up to four hexes, at half combat strength, rounded down, i.e. 7, 6 at 3; 4, 5 at 2; 3 at 1.

