



Tactiques Napoléon 1812 - Shevardino



Empéror Napoléon vs. Prince Bagration
5 September 1812



Scenario

First Turn: 15:30

Last Turn: 20:30

Turns: 11

- The Russian player deploys first. The French player activates first every Turn.
- TN 9.2 exception: Army Leaders may only issue up to their Command Rating/2, rounding up, during the Order Issue Segment.
- Only the South West Moscova map is used.

Terrain

- Earthworks:** These hexes are considered Strongpoints and Fortifications.
 - The cover modifier only applies to Earthwork hexsides.
 - Cavalry may Charge an Earthwork hex and Advance After Combat after a successful Charge but may not enter an Earthwork hex during Movement or Pursue into during Melee Resolution.
 - Cavalry which Advances After Combat into an Earthwork hex gain *Disruption*.
- Kalocha:** The three bridges crossing the Kalocha north of Aleksinki do not exist in this scenario.
- Semenovskoye:** This village was razed prior to the battle. Treat all hexes as Cultivated Ground hexes.
- Streams:** This terrain type has no effect on play.

Victory Conditions

- French Decisive Victory:** Accumulate + 7 VPs at end of any Turn.
- French Tactical Victory:** Accumulate + 3 VPs at game end.
- Draw:** Any other result.
- Russian Tactical Victory:** Accumulate + 2 VPs more at game end.
- Russian Decisive Victory:** Accumulate + 9 VPs at end of any Turn.

VP	Condition
+ 5	Control of Shevardino Redoubt
+ 1	Control of Shevardino
+ 1	Control of Doronino
+ 2	"Russians Fall Back" Event" (Russians only)
+ 1	Per 4 enemy artillery increments eliminated
+ X	Per RR of Shattered enemy Brigade Command

January 30, 2025

Original published Game Design by Terry Doherty
Tactiques Napoléon module by Jean Tessier

Terrain Chart

Terrain	Infantry	Cavalry	Artillery	Leaders	Stacking	LoS	Cover	Broken	Rally	Notes
Open Ground	1	1	1	1	24 incr.	Clear	0	Clear	Yes	~
Cultivated Ground	1	2	2	1	18 incr.	Clear	- 1	Clear	Yes	~
Brush	1	3	5	1	18 incr.	- 1 Hinder	- 1	Broken	Yes	~
Orchard	1	2	2	1	18 incr.	Blocking	- 1	Broken	Yes	~
Woods/Forest	2	4	Impassable	1	12 incr.	Blocking	- 2	Broken	No	General Terrain
Village	1	2	2	1	18 incr.	Blocking	- 2	Broken	No	General Terrain
Earthwork	+ 1	Charge	Impassable	1	6 inf. + art	- 1 Hinder	- 2	Clear	Yes	Strongpoint and Fortification hex
Slope	+ 0	+ 1	+ 2	+ 0	~	Sloping	0	Clear	~	~
Steep Slope	+ 3	+ 8	Impassable	+ 2	~	Sloping	0	Broken	~	- 2 Fire across adjacent hexes
Road	1/2	1/2	1/2	1/2	March	See OT	See OT	See OT	~	~
Trail	3/4	3/4	1/2	1/2	March	See OT	See OT	See OT	~	~
Kalocha River (Ford)	+ 2 (+ 1)	+ 4 (+ 1)	Imp (+ 2)	+ 1 (+ 0)	~	Clear	0	Broken	~	Units meleeing across <i>Disrupt</i>
Marsh	3	7	Impassable	2	12 incr.	Clear	0	Broken	No	Units entering <i>Disrupt</i>



The New Smolensk road hex leading off the western map edge is the French Depot hex.



Any trail hex leading off the eastern map edge is a Russian Depot hex.

Event Table

Roll	Event	Results
1 ~ 3	Rally to the Colors	Each player may return any two <i>Routed</i> unit to the map or erase up to two Low Ammo circles from any artillery unit that is In Command.
4 ~ 5	Tenacity	Roll 1d10 after every Melee Resolution. If the result is odd, the attacker suffers 1 increment loss. If the result is even, the defender suffers 1 increment loss.
6	Élan (Once per Leader)	Roll 1d10 (odd = Russian/even = French) to determine winning player. Winner may assign the Grand Assault or Grand Charge ability to any one Leader.
7	Minor Engagement	Roll 1d10 (odd = Russian/even = French) to determine winning player. Winner may choose any one enemy Brigade to immediately change their Accepted Orders to Maneuver Orders.
8	Friend or Foe (Once per Game)	French infantry may not Form Up during the Reaction Phase if adjacent to Russian Cuirassiers, mistaking them for Saxons. If Russian Cuirassiers do not Charge this Turn, this Event is lost.
9	Russians Fall Back (Once per Game)	Kutuzov orders a withdrawal. The Russians no longer apply a + 3 Commitment Check modifier. (See Russian Special Rules). Award the Russian player 2 VPs.
10	Bagration Commits	The Russian player must issue an Engage Order to any one Brigade Command which currently has a Reserve Order (if any). This Event may occur even if Bagration is not on the map.

National Modifiers



- Polish cavalry apply a + 1 modifier to Counter Charge TCs



- Russian infantry battalions (not Jaegers) apply a + 1 Melee modifier when defending



- Russian Position batteries apply a - 2 modifier to Limber TCs



- Cossack cavalry apply a - 2 modifier to Form Up TCs and a + 2 modifier to Fall Back TCs

Advance Guard/La Grande d'Armée



5e Division/I Corps

Général de Division Compans : 3/~1	Command Range: 8 MPs
16e Cie./7e Artillerie à Pied +6 x 3/9	x 3 (□□) ○○○
2e Cie./6e Artillerie à Cheval +6 x 2/9	x 2 (□□) ○○
1ere Brigade	○○○○○○○○○ RR: 1
Général de Brigade Dupellin : 3/~0	□□□◆□□
1er Bn./25e Rég. de Ligne +5 (x 1)	x 2 □□◆□□Δ
2e Bn./25e Rég. de Ligne +5 (x 1)	x 2 □□◆□□Δ
3e Bn./25e Rég. de Ligne +5 (x 1)	x 2 □□◆□□Δ
4e Bn./25e Rég. de Ligne +4 (x 1)	x 2 □□◆□□Δ
6e Bn./25e Rég. de Ligne +4 (x 1)	x 2 □□◆□□Δ
2e Brigade	○○○○○○○○○ RR: 1
Général de Brigade Teste : 3/~0	□□□◆□□
1er Bn./57e Rég. de Ligne +6 (x 1)	x 2 □□□◆□□Δ
2e Bn./57e Rég. de Ligne +6 (x 1)	x 2 □□□◆□□Δ
3e Bn./57e Rég. de Ligne +6 (x 1)	x 2 □□□◆□□Δ
4e Bn./57e Rég. de Ligne +5 (x 1)	x 2 □□□◆□□Δ
6e Bn./57e Rég. de Ligne +5 (x 1)	x 2 □□□◆□□Δ
3e Brigade	○○○○○○○○○ RR: 1
Général de Brigade Guyardet : 3/~0	□□□◆□□
1er Bn./61e Rég. de Ligne +5 (x 1)	x 2 □□◆□□Δ
2e Bn./61e Rég. de Ligne +5 (x 1)	x 2 □□◆□□Δ
3e Bn./61e Rég. de Ligne +5 (x 1)	x 2 □□◆□□Δ
4e Bn./61e Rég. de Ligne +4 (x 1)	x 2 □□◆□□Δ
6e Bn./61e Rég. de Ligne +4 (x 1)	x 2 □□◆□□Δ
4e Brigade	○○○○○○○○○ RR: 1
Général de Brigade Lonchan : 3/~0	□□□◆□□
1er Bn./111e Rég. de Ligne +5 (x 1)	x 2 □□□◆□□Δ
2e Bn./111e Rég. de Ligne +5 (x 1)	x 2 □□□◆□□Δ
3e Bn./111e Rég. de Ligne +5 (x 1)	x 2 □□□◆□□Δ
4e Bn./111e Rég. de Ligne +4 (x 1)	x 2 □□◆□□Δ
6e Bn./111e Rég. de Ligne +4 (x 1)	x 2 □□◆□□Δ

16e Division/V Corps

Général de Brigade Krasinski : 3/~1	Command Range: 8 MPs
3e Artillerie à Pied Polonais +6 x 3/9	x 3 (□□) ○○○
12e Artillerie à Pied Polonais +6 x 3/9	x 3 (□□) ○○○
1ere Brigade	○○○○○○○○○ RR: 1
Colonel Blumer : 2/~0	□□□◆□□
1er Bn./3e Rég. Polonais +5 (x 1)	x 2 □□□◆□□Δ
2e Bn./3e Rég. Polonais +5 (x 1)	x 2 □□□◆□□Δ
3e Bn./3e Rég. Polonais +5 (x 1)	x 2 □□□◆□□Δ
1er Bn./15e Rég. Polonais +5 (x 1)	x 2 □□□◆□□Δ
2e Bn./15e Rég. Polonais +5 (x 1)	x 2 □□□◆□□Δ
3e Bn./15e Rég. Polonais +5 (x 1)	x 2 □□□◆□□Δ
2e Brigade	○○○○○○○○○ RR: ½
Général de Brigade Paszkowski : 3/~0	□□◆□
1er Bn./16e Rég. Polonais +5 (x 1)	x 2 □□□◆□□Δ
2e Bn./16e Rég. Polonais +5 (x 1)	x 2 □□□◆□□Δ
3e Bn./16e Rég. Polonais +5 (x 1)	x 2 □□◆□□Δ

	<u>RR</u>	<u>Infantry</u>	<u>Cavalry</u>	<u>Artillery</u>	<u>Total</u>
1er Division/I Corps	3	7.000	0	14	7.280
2e Division/I Corps	2,5	6.700	0	14	6.980
5e Division/I Corps	4	8.400	0	14	8.680
Cavalerie/I Corps	2	0	1.000	0	1.000
16e Division/V Corps	1,5	4.500	0	14	4.780
1ere Div. de Cavalerie	3	0	2.050	6	2.170
2e Div. de Cavalerie	3	0	1.400	6	1.520
	19	26.600	4.450	68	32.410

1ere Division/I Corps

Général de Division Morand : 4/~1		Command Range: 8 MPs	
1er Cie./7e Artillerie à Pied	+ 6 x 3/9	x 3 (□□)	○○○
7e Cie./1er Artillerie à Cheval	+ 6 x 2/9	x 2 (□□)	○○
1ere Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade D'Alton</i> : 3/~0		□□□◆□□	
1er Bn./13e Rég. Légère	+ 5 (x 1)	x 2	□□◆□△
2e Bn./13e Rég. Légère	+ 5 (x 1)	x 2	□□◆□△
3e Bn./13e Rég. Légère	+ 5 (x 1)	x 2	□□◆□△
4e Bn./13e Rég. Légère	+ 4 (x 1)	x 2	□□◆□△
6e Bn./13e Rég. Légère	+ 4 (x 1)	x 2	□□◆□△
2e Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Gratien</i> : 3/~0		□□□◆□□	
1er Bn./17e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□△
2e Bn./17e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□△
3e Bn./17e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□△
4e Bn./17e Rég. de Ligne	+ 4 (x 1)	x 2	□□□◆□□△
6e Bn./17e Rég. de Ligne	+ 4 (x 1)	x 2	□□◆□□△
3e Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Bonnamy</i> : 3/~0		□□□◆□□	
1er Bn./30e Rég. de Ligne	+ 5 (x 1)	x 2	□□□□◆□□□△
2e Bn./30e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□□△
3e Bn./30e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□□△
4e Bn./30e Rég. de Ligne	+ 4 (x 1)	x 2	□□□◆□□□△
6e Bn./30e Rég. de Ligne	+ 4 (x 1)	x 2	□□□◆□□□△

2e Division/I Corps

Général de Division Friant : 4/~1		Command Range: 8 MPs	
2e Cie./7e Artillerie à Pied	+ 6 x 3/9	x 3 (□□)	○○○
5e Cie./3e Artillerie à Cheval	+ 6 x 2/9	x 2 (□□)	○○
1ere Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Dufour</i> : 3/~0		□□□◆□□	
1er Bn./15e Rég. Légère	+ 5 (x 1)	x 2	□□□◆□□△
2e Bn./15e Rég. Légère	+ 5 (x 1)	x 2	□□□◆□□△
3e Bn./15e Rég. Légère	+ 5 (x 1)	x 2	□□□◆□□△
4e Bn./15e Rég. Légère	+ 4 (x 1)	x 2	□□□◆□□△
6e Bn./15e Rég. Légère	+ 4 (x 1)	x 2	□□◆□□△
2e Brigade		○○○○○○○○○	RR: ½
<i>Général de Brigade v. Dedeem</i> : 2/~0		□□◆	
1er Bn./33e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□△
2e Bn./33e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□△
3e Brigade		○○○○○○○○○	RR: 1
<i>Colonel Groisne</i> : 2/~0		□□□◆□□	
1er Bn./48e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□△
2e Bn./48e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□△
3e Bn./48e Rég. de Ligne	+ 5 (x 1)	x 2	□□□◆□□△
4e Bn./48e Rég. de Ligne	+ 4 (x 1)	x 2	□□□◆□□△
6e Bn./48e Rég. de Ligne	+ 4 (x 1)	x 2	□□◆□□△
2e Bn./Rég. Joseph Napoléon	+ 5 (x 1)	x 2	□□□◆□□△
3e Bn./Rég. Joseph Napoléon	+ 5 (x 1)	x 2	□□◆□□△

Cavalerie Légère du I Corps

Général de Brigade Girardin : 3/~1		Command Range: 8 MPs	
1ere Brigade		○○○○○○○○○	RR: 1
<i>Colonel Mathis</i> : 2/~0		□◆□	
2e Rég. de Chasseurs à Cheval	+ 5 (x .5)	x 2	□□□◆□□□
9e Rég. de Uhlans Polonais	+ 5 (x 0)	x 2+1	□□◆□□
2e Brigade		○○○○○○○○○	RR: 1
<i>Général de Brigade Bordessoulle</i> : 3/~0		□◆□	
1er Rég. de Chasseurs à Cheval	+ 5 (x .5)	x 2	□□□◆□□□
3e Rég. de Chasseurs à Cheval	+ 5 (x .5)	x 2	□□□◆□□□

1ere Division de Cavalerie/I Corps de Cavalerie

Général de Division Bruyères : 3/~ /1 Command Range: 8 MPs

7e Cie./6e Artillerie à Cheval +6 x 2/9 x 2 (□□) ○○

3e Brigade ○○○○○○○○ RR: 1

Général de Brigade Jacquinet : 4/~ /0 □♦□

7e Rég. de Hussards +6 (x .5) x 2 □□□□♦□□□

9e Rég. de Cheval-légers Lanciers +5 (x 0) x 2+1 □□♦□□

4e Brigade ○○○○○○○○ RR: 1

Général de Brigade Piré : 4/~ /0 □♦□

8e Rég. de Hussards +6 (x .5) x 2 □□□□♦□□□

16e Rég. de Chasseurs à Cheval +5 (x .5) x 2 □□□♦□□□

15e Brigade ○○○○○○○○ RR: 1

Général de Brigade Nienwieski : 3/~ /0 □♦□

2. Preussisch Husaren-Regiment +4 (x .5) x 2 □□□♦□□□

6e Rég. de Uhlans Polonais +5 (x 0) x 2+1 □□□♦□□□

8e Rég. de Uhlans Polonais +5 (x 0) x 2+1 □□□♦□□□

2e Division de Cavalerie/II Corps de Cavalerie

Général de Division Pajol : 4/C/1 Command Range: 8 MPs

1er Cie./4e Artillerie à Cheval +6 x 2/9 x 2 (□□) ○○

7e Brigade ○○○○○○○○ RR: 1

Colonel Désirat : 2/~ /0 □♦□

11e Rég. de Chasseurs à Cheval +5 (x .5) x 2 □□□♦□□□

12e Rég. de Chasseurs à Cheval +5 (x .5) x 2 □□□♦□□□

8e Brigade ○○○○○○○○ RR: 1

Général de Brigade Burthe : 3/~ /0 □♦□

5e Rég. de Hussards +6 (x .5) x 2 □□□♦□□□

9e Rég. de Hussards +6 (x .5) x 2 □♦□

16e Brigade ○○○○○○○○ RR: 1

Général de Brigade Subervie : 3/~ /0 □♦□

3. Württemberg Jäger-Regiment +5 (x .5) x 2 □□♦□□

10e Rég. de Hussards Polonais +5 (x .5) x 2 □□□♦□□□

1. Preussische Ulanen-Regiment +4 (x 0) x 2+1 □♦□

French Special Rules

- French replacement Leaders have 2/~ /0 Leader Values.
- There is no French Army Leader. All Orders must be issued by Echelon Leaders using Leader Initiative.
- French Echelon Leaders are always considered In Command.
- Due to the presence of the main army just off map the French player applies a + 3 RR modifier to all Commitment Checks at game start. See Reinforcements for RR reduction as Groups enter.
- The Cavalerie Légère du I Corps may activate with any Division of that Corps.
- **Battalion Guns:** French infantry units with a Δ symbol benefits from a +1 fire modifier when in Closed formation and firing Defensive Fire.
 - A unit that Shatters or Routs loses its Battalion Guns. Cross out Δ on the Roster.

French Deployment

- Within 4 hexes of the west map edge trail hexes leading to Fomkino:
 - 5e Division

French Reinforcements

Group A (+ 6) enters on the New Smolensk road hex (west edge).

- **16:30** - 2e Division (*French RR modifier reduced to + 2*)

Group B (+ 6) enters on the Elnia trail hex (south edge).

- **16:30** - 16e Division

Group C (+ 6) enters on the New Smolensk road hex (west edge).

- **17:00** - 1er Division (*French RR modifier reduced to + 1*)

Group D (+ 6) enters on the New Smolensk road hex (west edge).

- **17:30** - Cavalerie du I Corps

Group E (+ 6) enters within 5 hexes of the New Smolensk road hex (west edge).

- **18:00** - 1er Division de Cavalerie/I Corps de Cavalerie

Group F (+ 4) enters within 5 hexes of the New Smolensk road hex (west edge).

- **19:00** - 2e Division de Cavalerie/II Corps de Cavalerie

The Russian 2nd Western Army



Prince Bagration : 4/A/2

Command Range: 13 MPs

Major General St. Priest : 2/~ /1

Chief of Staff: + 1 MP

Prince Gorchakov II : 3/~ /1

Adv Gd Com.Range: 11 MPs

Prince Golitsyn V : 4/C/2

Cavalry Com. Range: 9 MPs

Major General Löwenstern : 2/B/1

Reserve Artillery

3rd Bug Cossacks + 3 (x 0) x 2+1 (□□□□♦□□□□)

Position Battery #12 + 6 x 4/12 x 4 (□□□) ○○○

Light Battery #23 + 5 x 2/9 x 2 (□□□) ○○○

Light Battery #48 + 5 x 2/9 x 2 (□□□) ○○○

12th Div./3rd Brigade ○○○○○○○○○○ RR: 1

Colonel Glebov : 2/~ /0

1st Bn./6th Jaeger Regt. + 4 (x 1) x 2 ♦

3rd Bn./6th Jaeger Regt. + 4 (x 1) x 2 ♦

1st Bn./41st Jaeger Regt. + 4 (x 1) x 2 ♦

3rd Bn./41st Jaeger Regt. + 4 (x 1) x 2 ♦

26th Div./3rd Brigade ○○○○○○○○○○ RR: 1

Colonel Gogel I : 2/~ /0

1st Bn./5th Jaeger Regt. + 4 (x 1) x 2 ♦

3rd Bn./5th Jaeger Regt. + 4 (x 1) x 2 ♦

1st Bn./42nd Jaeger Regt. + 4 (x 1) x 2 ♦

3rd Bn./42nd Jaeger Regt. + 4 (x 1) x 2 ♦

Russian Special Rules

- Russian replacement Leaders have 2/~ /0 Leader Values.
- Prince Gorchakov II may issue Orders to any Russian Command as the Army Leader until such time as Bagration enters the map when he becomes an Echelon Leader.
- The 2nd Converged Grenadier Brigade may Activate along with any other VIII Corps Formation.
- The two Jaeger Brigades may only Activate when Gorchakov activates.
- Due to the presence of the main army just off map apply a + 3 RR modifier to all Commitment Checks.

2nd Cuirassier Division

Major General Duka II : 3/~ /1 Command Range: 7 MPs

1st Brigade ○○○○○○○○○○ RR: 2

Major General Kretov : 3/~ /0

Ekaterinoslav Cuirassier Regt. + 6 ~ x 4 ♦

Military Order Cuirassier Regt. + 6 ~ x 4 ♦

2nd Brigade ○○○○○○○○○○ RR: 2

Colonel Tolbuzin I : 2/~ /0

Glukhov Cuirassier Regt. + 6 ~ x 4 ♦

Little Russia Cuirassier Regt. + 6 ~ x 4 ♦

Novgorod Cuirassier Regt. + 6 ~ x 4 ♦

IV Reserve Cavalry Corps

Major General Sievers I : 3/~ /1 Command Range: 7 MPs

12th Brigade ○○○○○○○○○○ RR: 2

Major General Panchulidzev I : 2/~ /0

Kharkov Dragoon Regt. + 5 ~ x 3 ♦

Chernigov Dragoon Regt. + 5 ~ x 3 ♦

13th Brigade ○○○○○○○○○○ RR: 2

Colonel Emmanuel : 2/~ /0

Kiev Dragoon Regt. + 5 ~ x 3 ♦

New Russia Dragoon Regt. + 5 ~ x 3 ♦

	RR	Infantry	Cavalry	Artillery	Total
27th Division	3	4.800	0	0	4.800
2nd Grenadier Division	3	5.500	0	12	5.740
2nd Conv. Gren. Division	1	2.000	0	0	2.000
2nd Cuirassier Division	4	0	2.750	0	2.750
IV Res. Cavalry Corps	4	0	2.400	0	2.400
Misc. Echelon Troops	3	3.700	400	36	4.820
	18	16.000	5.550	48	17.690

VIII Corps

Lt. General Borodzin I : 2/~1

Command Range: 9 MPs

27th Division

Major General Neverovsky : 2/~1 Command Range: 7 MPs

1st Brigade  ○○○○○○○○○○ RR: 1

Colonel Stavisky II : 2/~0 

1st Bn./Odessa Inf. Regt. + 5 x .5 x 2 

3rd Bn./Odessa Inf. Regt. + 5 x .5 x 2 

1st Bn./Ternapol Inf. Regt. + 5 x .5 x 2 

3rd Bn./Ternapol Inf. Regt. + 5 x .5 x 2 

2nd Brigade  ○○○○○○○○○○ RR: 1

Colonel Kniaznin : 2/~0 

1st Bn./Simbirsk Inf. Regt. + 5 x .5 x 2 

3rd Bn./Simbirsk Inf. Regt. + 5 x .5 x 2 

1st Bn./Vilna Inf. Regt. + 5 x .5 x 2 

3rd Bn./Vilna Inf. Regt. + 5 x .5 x 2 

3rd Brigade  ○○○○○○○○○○ RR: 1

Colonel Voyeikov : 2/~0 

1st Bn./49th Jaeger Regt. + 4 (x 1) x 2 

3rd Bn./49th Jaeger Regt. + 4 (x 1) x 2 

1st Bn./50th Jaeger Regt. + 4 (x 1) x 2 

3rd Bn./50th Jaeger Regt. + 4 (x 1) x 2 

2nd Conv. Gren. Div./2nd Brigade  ○○○○○○○○○○ RR: 1

Major General Vorontsov : 2/~0 

1st Converged Gren. Bn./2nd Div. + 6 x .5 x 2.5 

2nd Converged Gren. Bn./2nd Div. + 6 x .5 x 2.5 

1st Converged Gren. Bn./27th Div. + 6 x .5 x 2.5 

2nd Converged Gren. Bn./27th Div. + 6 x .5 x 2.5 

Russian Reinforcements

Group A (+ 6) enters adjacent to any Kamenka Stream hexside (east edge).

- 19:00 - Prince Bagration
 - Major General St. Priest
 - Lt. General Golitsyn V
 - Major General Löwenstern
 - 3rd Bug Cossacks
 - 2nd Converged Grenadier Division

2nd Grenadier Division

Prinz v. Mecklenburg-Schwerin : 2/~1 Command Range: 7 MPs

Position Battery #11 + 6 x 4/12 x 4 (□□□) ○○○○

1st Brigade  ○○○○○○○○○○ RR: 1

Colonel Shatilov : 2/~0 

1st Bn./Kiev Gren. Regt. + 6 x .5 x 2.5 

3rd Bn./Kiev Gren. Regt. + 6 x .5 x 2.5 

1st Bn./Moscow Gren. Regt. + 6 x .5 x 2.5 

3rd Bn./Moscow Gren. Regt. + 6 x .5 x 2.5 

2nd Brigade  ○○○○○○○○○○ RR: 1

Colonel Buxhöwden : 2/~0 

1st Bn./Astrakhan Gren. Regt. + 6 x .5 x 2.5 

3rd Bn./Astrakhan Gren. Regt. + 6 x .5 x 2.5 

1st Bn./Fangoria Gren. Regt. + 6 x .5 x 2.5 

3rd Bn./Fangoria Gren. Regt. + 6 x .5 x 2.5 

3rd Brigade  ○○○○○○○○○○ RR: 1

Colonel Levin : 2/~0 

1st Bn./Siberia Gren. Regt. + 6 x .5 x 2.5 

3rd Bn./Siberia Gren. Regt. + 6 x .5 x 2.5 

1st Bn./Little Russia Gren. Regt. + 6 x .5 x 2.5 

3rd Bn./Little Russia Gren. Regt. + 6 x .5 x 2.5 

Russian Deployment

- Within 15 hexes of the Shervardino Redoubt:
 - Prince Gorchakov II and Army Echelon artillery units
 - 3rd Brigade/12th Division
 - 3rd Brigade/26th Division
 - LtG Borodzin I
 - 27th Division
 - 4th Reserve Cavalry Corps
- Within 4 hexes of the Kamenka Stream.
 - 2nd Grenadier Division
 - 2nd Cuirassier Division