

Campaign Eylau-Friedland Design Notes

Introduction

I assumed the role of Scenario Design for Campaign Eylau-Friedland (henceforth “CEF”), the third of the “Glory Years” games I have worked on, in October of 2017 just after finishing up with the “Republican Bayonets on the Rhine” project. I did a survey of the materials that had been completed by the past teams and immediately came up with several divisions of work that I needed to do in order to get the project ready for playtesting.

Initial Inventory

I looked over the maps and OB files that had been produced by past teams and determined right off that a lot of the map files were going to be of great help. As most of the maps had been completed at first I thought that my task in this regard would be easy. I was mistaken as there was still a lot of work that needed to be done. Here is a list of items that either had to be corrected or added on to the maps:

1. Map tags – they were too small or were missing entirely.
2. Roads – these needed some re-routing so that they were more level. I also changed the major roads from “Road” to “Pike” to facilitate faster play.
3. Streams – missing stream sections had to be fixed.
4. Village and building terrain – in some cases I had to switch these.
5. Embankments – most of the maps lacked embankment hexsides.
6. Detail – adding in buildings, orchards and other detailed terrain to make the maps more realistic. However, a lot of the open ground was grazing land for livestock and not farmland.

Through all of this I was helped by Cezary Pluskwa, who lives in Poland and who had worked on the Silesian map upgrade for Campaign Leipzig. Cezary edited several of the maps most notably the Pultusk-Golymin map.

Despite having to do a lot of editing on the maps I still was fortunate in having so much work already completed. I am not sure of the sources for the maps so I assume responsibility for their historical accuracy. I tried to re-route the rivers to be as historical as possible but in the end there was just only so much I could do in this regard.

The large “e-f-b-h-l” map is a “player’s map” and lacks some of the historical detail of the Eylau, Friedland and Heislberg maps. I saw the opportunity to use the map and create large operational level scenarios for the Spring Campaign of 1807. Pikes were added to facilitate

faster movement of the troops. I felt this was necessary because in the past customer feedback about the slow rate of movement on the "Road" terrain had to be addressed for this map.

I added in a new map for Czarnowo as well as one for Braunsberg. Again, massive changes were done to the other maps but I was grateful for the work already completed by the past teams.

Order of battle Files

I reviewed the OB files but felt that I needed to start from scratch. I was not sure of the source for these so instead of trying to change them I made a list of books and materials I need to obtain to finish the work. I was helped greatly by Rich Hamilton who sent me three of the books for the campaign, most notably the first volume on the 1806-07 campaign by James Arnold called "Crisis in the Snows." Paco Palomo purchased the second volume by James Arnold on the campaign for me entitled "Napoleon's Triumph." I already owned the four volumes by Kevin Zucker on the campaigns. See the Bibliography at the end of the notes for more detail.

In looking over the order of battle listing I immediately noticed that no two OB listings were the same especially where it regarded the Russian army. I agonized over this at first and then just had to choose based on the narrative and common sense which organizations for the commands to go with.

For instance: in looking over the Eylau OB in Zucker's work I noted that the French strengths were very low. Arnold's book didn't really have strengths in the Appendix but he did list them in his text. The Russians had lost a lot of men at Pultusk and Golymin and also through the attrition that was all part of campaigning during winter in countryside devoid of food supplies.

In the end I had to strike a compromise and accept most of what Zucker was advocating while at the same time creating units (especially for the Russians) that were playable. I had to combine battalions together on many instances for the Musketeer and "Eger" (Jager) regiments.

I also used a new strategy for the cavalry whereby I combined two squadrons into one unit for most of the Allied cavalry. The Cossacks were organized into regiments of five "Sotnias" so I used three units for these. Usually I chose to go with two of the units being the 1st through 4th "Sotnias" while the 5th Sotnia had its own unit. In some cases I only used two units for the Cossack regiments. This greatly reduced the road column length that usually results when using the squadron as the base unit for the cavalry which I had done since Campaign Jena-Auerstaedt.

There are four campaign order of battle files to cover the initial December 1806 OB where the Russian army was split into two "armies," a January to February 1807 to cover the period of the Battle of Eylau and then two files for the Spring of 1807. The second of the Spring OB files covers the possibility that the Russians would have stayed in winter quarters rather than risking

a campaign in the middle of winter. As a result formations like the French VII Corps which was devastated at the Battle of Eylau are intact.

The other OB files cover the historical battles. As usual I have three OB files that cover the 3D, Units and Leader artwork.

There is an "OB_View" folder which includes an OB view scenario for each of the OBs in the game.

I had difficulty in finding the names of the leaders for many of the Russian brigades so I resorted to using regimental commander names which I felt was better than just using "Unknown" or "Phantom." Several times I used the term "Staff" to denote a leader when I absolutely was not able to find a unique name for an organization.

For "CEF" we used a new format for the leader image numbering: instead of using the same leader number for several leaders which each leader has its own unique leader image number so that later if we wish to add in an accurate leader image for any of the leaders that use a generic image we can do so. Similar generic images are used for a group of leaders but can be replaced easily if the correct image is found.

Parameter Data Files

As usual I went with my standard ten minute turn format for CEF. We also use the squadron for the base cavalry unit. Each OB file in CEF has a French, Russian and Prussian NATION listed in that order. This is to reduce the amount of PDT files needed in the game. Since all three are present in each OB file that means that I could create a standard PDT file set of values and never have to change from a three to two NATION set of data entries. CEF is the simplest of the games I have worked on in that sense. It also means that the correct routed images will properly show up for the 3D view and any other 3D image that is based on the NATIONS being in a certain order.

The French and Russians have unique weapons. The "Allied" weapons are shared by the Prussians and French-Allied forces. This helps keep the amount of weapon types down to a minimum.

The command ranges can be checked in the CR CEF-CRC.pdf file. I added in a chart for the Jena and Austerlitz games as well. All three games are very close in values so I don't see that its necessary to update the older games just to have them comply with the CEF values.

The weather lines are based on existing values. The players will be frustrated at times with the poor movement during the December 1806 scenarios but they accurately portray what really happened. Movement during the early part of the campaign was difficult at best.

Scope of Work

The 1806-07 Polish Campaign had many dynamics to it one of which was the siege of Danzig, the intervention of Sweden in Swedish Pomerania, and the possibility that had Danzig held out an Austrian army to the south and southwest could have intervened. I chose to stick to the historical battles in Poland, leave out the siege situations, pass on the small actions in Swedish Pomerania, and avoid including the Austrians and adding in the additional fifty to seventy images as a result. The last project we had worked on (Republican Bayonets on the Rhine) had severely taxed our artwork resources. I chose for this project to go “light” on the artwork. The number of images is similar to Campaign Marengo as a result and more within the budget for these titles.

Thus customers looking for a more comprehensive treatment of the 1806-07 campaign may be slightly disappointed but in my experience it is best to concentrate on the main battles of a title and cut out what is really not necessary. More time was spent playtesting Eylau, Heilsberg and Friedland, the three key battles, because those are the battles that most of the customers will play. We did two rounds of Eylau testing because major changes after the first round prompted me to make notable changes to victory conditions and other values in the scenarios.

The units included in the game are what I found in Arnold or Zucker’s works. While I did not build the entire Polish army in the OBs there are plenty of second line formations of Polish troops in the two spring campaign OBs.

Other French-Allied nations included are Baden, Bavaria, Berg, Dutch, Hesse-Darmstadt, Northern Italy, Saxon Ducal Houses, Saxony, Poland and Wurttemberg. I am indebted to Bill Rawkins who has been re-releasing his works on the various Napoleonic nations. In particular his books on the Confederation of the Rhine nations were invaluable. Others also helped me with some details on the uniforms to include Paco Palomo, Mike Verity, Mark Adams, Cezary Pluskwa and Alexandr Zaytzev. Various websites also had good uniform images with which I used for the source images. I want to note that even though the site is like a jungle to navigate I was able to find several good images on Pinterest. The folks at “The Miniatures Page” Napoleonic forum were also very helpful.

So while the title does not include a treatment of every action that was part of the Polish campaign of 1806-07 it includes a wealth of battles and actions. And I also was loyal to my goal of seeing this title be completed within a short period of time without sacrificing on historical accuracy. This title has been highly anticipated for years and now it’s available!

Project Design and Work Divisions

I took a simple approach to the division of effort on the title and started with the December 1806 winter campaign. As has stated before the maps for the game needed updating and in this regard Cezary Pluskwa helped out by adding in a lot of good detail for the large Pultusk-Golymin map. I then took the finished work and created the Pultusk-Golymin_Split-map file so that the players could play both battles on one smaller, divided map rather than on the larger map. An operational level battle lasting one to two days would have featured very slow movement due to the terrible weather. During the period following the crossing of the Wkra River to the Battles of Pultusk and Golymin the roads were turned into a muddy quagmire. Guns and wagons were abandoned. Movement would have been tedious at best. I chose to forgo the large map scenario and concentrate on the battles. Variants of these are included to give some more balanced scenarios.

Once I finished with the two battles of Pultusk and Golymin I then worked on the smaller Wkra River actions to include battles such as Czarnowo, Borokowo and Biezun.

Following this initial period I then tackled the larger January to February 1807 Winter Campaign. Again the initial actions were included such as Hof, Bergfried and Mohrunge followed by the larger Battle of Eylau. Playtesting on Eylau showed that we needed to “freeze” the Russians in the center and on the left flank a bit longer to allow for Davout’s flank attack to develop. Trying to recreate the attack by the VII Corps into the jaws of death (Russian grand battery) was difficult at best. No game system can 100% depict what actually happened in history and the heroic efforts of both sides during the blizzard that started sometime near the mid point of the 10th hour are depicted to the best of the game system.

The arrival of the Prussians early in the afternoon is countered by the terrible march rates due to the mud and snow and visibility. As mentioned earlier the roads were pathetic in Poland and once the weather set in were even worse. L’Estocq’s arrival was a great feat of determination on the part of commander and his troops alike.

The two battles of Ostroleka are included even if they do not directly impact the campaigns in the game because I felt that their addition would give some diversity to the title. The first battle was a one day action with the French going off in pursuit of a small Prussian force while their rearguard would have to hold out heroically against the might of Essen’s Corps of two divisions. I include a scenario that includes the Russian Sixth Division sticking around to attack the French.

The second of the Ostroleka battles occurred in June and was a two day affair. On the first day the Russians won out but on the second day Massena arrived with the bulk of his V Corps and drove the Russians back on Ostroleka and causing them to retreat from the battlefield.

For the June campaign I started right off with the Battle of Friedland and worked on the others as I found the information I needed. Friedland playtesting was thorough. I had a part of the playtest team devoted to Friedland while another half worked on Heilsberg. Others helped out with Guttstadt and the other battles.

Once the work on the historical battles was done I created the remaining variant scenarios for the game, renumbered all of the scenarios and created the scenario and campaign lists. After that I worked on the campaign files. Once finished with those I then knew that the goal of providing a quality game on the Polish Campaign of 1806-07 had been completed. The rest of the work would just be the final items that I usually add into a project.

The Bonus Documents

For this title I included my usual Bonus documents such as the Terrain Effects Chart but added in the newer type of “Bonus Document” such as the Battle Compendium and OB Compendium as found in the latest Napoleonic Battles series release Republican Bayonets on the Rhine (RBR) title. The OB Compendium was assembled using the invaluable OB Editor that Dominik Derwinski created. Using the PDF Report feature in the editor I was then able to open the resulting HTML files in a web browser, copy all of the text and paste it into MS Excel. From there I resized the text and moved on to the next OB report.

The Battle Compendium was created using the Jump Map view for each battle along with the Scenario Description text from the scenario files.

The “Armies of Campaign Eylau-Friedland” includes most but not all of the original images that Joe Amoral created. I just did not have the time to build a larger document as I have in the past due to time constraints. The customer will still get to see many of the lovely original source artwork.

Conclusion

At first I was reluctant to assume the responsibility for this game because I knew so little about the campaign other than the major battles and what little I could remember from my reading of the book by F. Lorraine Petre (see Bibliography) back in my days while in the US Air Force in 1979-83. The Polish campaign had never been my favorite. After having read about the campaign in much more depth my conclusion is that this was not Napoleon’s finest hour. Many times the Russians had the superior numbers. This was not “Napoleon showing up the firstest with the mostest.” The French commanders were careless with forces. The sad loss of over 150,000 French casualties in the Winter Campaign of 1806-07 should have been a good lesson for Napoleon for 1812. Instead he just seemed to think in the latter campaign that his army

would march on Moscow and with the capture of the Russian capital force Alexander to the bargaining table.

In short, a campaign in winter, during the Napoleonic Wars, is difficult at best. Napoleon would have been smarter to have waited for spring, commit to the siege of Danzig but avoided a prolonged campaign with the Russians early on. Had the latter attacked then he would have been forced to deal with them. The lesson learned here was that pride on both sides flung the men of both sides into a bloody, unmerciful campaign one which devoured many of Napoleon's finest troops as well as many a good Russian soldier as well.

Wargame clubs you can join are listed below:

Napoleonic Wargame Club - <http://www.wargame.ch/wc/nwc/Napann1.htm>

The Blitz (join the Blackpowder Ladder) - <http://www.theblitz.org/index.php>

The Wargaming Society (Age of Napoleon section) - <http://www.wargamingsociety.com/>

The Wargaming Club - <https://thewargamingclub.com/>

Bibliography

Campaign Research:

Arnold, James/Reinertsen, Ralph – Crisis in the Snows (Winter 1806-07)

Arnold, James/Reinertsen, Ralph – Napoleon's Triumph (Spring 1807)

Zucker, Kevin – The Autumn of No Return (Winter 1806)

Zucker, Kevin – Stalemate in the Snow (Winter 1807)

Zucker, Kevin – Triumph Without Victory (Spring 1807)

Army/Uniform Research:

Jouineau, Andre/Mongin, Jean-Marie – The French Imperial Guard V. 2 – The Cavalry - Part One

Jouineau, Andre/Mongin, Jean-Marie – The French Imperial Guard V. 4 – The Cavalry - Part Three

Jouineau, Andre/Mongin, Jean-Marie – The Hussars

Rawkins, Bill – Foreign Regiments in French Service 1795-1814 – The Polish Legions (CB28)

Rawkins, Bill – The Army of Baden 1806-1814 (CB17)

Rawkins, Bill – The Army of Berg 1806-1813 (CB27)

Rawkins, Bill – The Army of Hesse-Darmstadt 1806-1814 (CB13)

Rawkins, Bill – The Army of the Duchy of Warsaw 1807-1814 (CB14)

Rawkins, Bill – The Army of Wurttemberg 1806-1814 (CB19)

Rawkins, Bill – The Austro-Hungarian Army 1792-1814 (CB2)

Rawkins, Bill – The Rhinebund Contingents 1806-1813 (CB5)

Rawkins, Bill – The Royal Saxon Army 1792-1814 (CB11)

Website Resources:

The White Uniforms of the French army, 1806-1807 – Guy Dempsey Jr./R.J. Marrion

<http://greatestbattles.iblogger.org/GB/Jena/FrenchWhiteUniforms1806-7.htm?i=2>

Lessons on 1807: Maneuvers of Eylau and Friedland – Greg Gorsuch

http://www.napoleon-series.org/military/battles/1807/PolishCampaign/CavalryLessons/c_CavalryLessons1.html

Russian Order of Battle at Eylau: 8 February 1807 – Stephen Millar

http://www.napoleon-series.org/military/battles/eylau1/c_eylauoob.html

Napoleon's Polish Campaign: General Peter Bagration during January-February 1807 – Alexander Mikaberidze

http://www.napoleon-series.org/military/battles/c_winter.html

The Spring Campaign of 1807 – Combats at Launau, Bewernick, Langwiese and Lawdon. The Battle of Heilsberg – and Order of Battle

http://mapswar2.x10host.com/Battle_of_Heilsberg_1807.htm

http://mapswar2.x10host.com/French_and_Russian_Prussian_order_of_battle_of_Heilsberg_1807.htm

Russian Regimental Names

<http://www.twcenter.net/forums/showthread.php?402583-Russian-Regimental-Names>

Combat of Spanden – 4 June 1807

<http://laiglewargames.com/NapoleonSpringCampaignRussiaSpanden.html>

Action at Borokowo, 24 December 1806 – Robert Goetz

http://www.napoleon-series.org/military/battles/c_borkowo.html

Operational Studies Group – Special Studies Series – Kevin Zucker

<https://www.napoleongames.com/special-studies>