

Eagles of the Empire – Eylau

2nd Edition Eagles of the Empire Errata and Frequently Asked Questions

(12.4) Change 1st sentence to: "If the defending units lose more than half of their current strength points to the cavalry charge, all units in the area must retreat (15.1) one area.

(12.5) Replace "any unit" with "the defenders". Change verbs accordingly.

(13.1) Change 2nd sentence to: "Unattached artillery may bombard, and defend against a charge or assault, but may not conduct offensive assault combat."

(13.7) Limitations

Artillery that attacked during the Bombardment Segment may not move during the Movement Segment or attack during the Assault Segment.

(14.2) The combined arms bonus (second bullet) should read: "Attacker or defender includes infantry, cavalry and attached artillery from the same formation."

(14.3) Delete "The owning player chooses which unit loses a step,"

Add "The first step loss must be taken from a long counter, if available,"

Eylau Scenarios

Opening Shots - Russian: 25th Jaeger Battalion sets up in area 058. De Tolley doubles as Field Commander and Formation Commander.

Historical Note: 20th and 25th Battalions are not in 'The Battle' since they were combined to create the infantry component of Detachment Schloditten.

The Battle - French:

- III Corps Artillery 3 enters with Morand's III/1 Division.

- III Corps Artillery 4 enters with Gudin's III/3 Division and III Corps Artillery 2.

Frequently Asked Questions

Q: Is there any negative effect on leaders in a squall? (Granted that their units won't be able to move right, but HQ's have their range diminished as well.)

A: Nothing in addition to the above (S2).

Q: Can units assault out from a squall?

A: No, #2 under the special rule should have specified that no units may fire. Can't bombard, charge, or assault.

Q: The French get more bad weather since they have more leaders. Is that intentional?

A: Having rejected religion, defiled church property and assaulted the religious estate, the godless French get worse weather because they DESERVE it. On the other hand, the French were more dependent on a smooth command system, hence more vulnerable to weather.

Q: Are 018 and 019 both village/hamlet zones that completely block line of sight and have village/hamlet terrain effects, even though Schloditten is only a small spot on the border?

A: No, the village itself blocks LOS, but not the entire area.

Q: Rule (12.0) says charging cavalry cannot enter village/town, but the terrain effects chart lists -50% and -75% effects. Does "cannot enter" only refer to the first area entered, i.e., a charge cannot pass through such terrain?

A: Correct. The TARGET area may have a village/town, in which case the combat modifiers apply. The cavalry are adjacent to that area when resolving the charge. Note that they would not be able to conduct pursuit (12.8) against units in such an area, since it would require entering the area.

Q: Do towns per special rule S10 absorb step losses for the defender only?

A: Yes, defender. Attackers are in adjacent areas (or further for bombardment) so do not get the benefit.

Q: Does cavalry charge individually by "launch" area? Or can all cavalry (from one activation) that can charge to a particular area be resolved as a single overall charge? (The reason for the question is that I note it's specifically allowed for Murat to use adjacent units in a Grand Charge - the Grand Charge by default involves only units from one area. But no such restriction is given for charges in general.)

A: Yes, charges (except for Murat's Grand charge) start in a single area. Also, unless specified by Special Rule (as this one was), other Grand Charges must start in a single area as well.

Q: What are the numbers on the HQ's? I understand that the larger numbers are for one circumstance and the smaller numbers for another, but there are four numbers on the counter.

A: The numbers are the command radius of the HQ. A diagram should have been included for what four numbers corresponded to what, but it disappeared sometime between final proofing and printing.

- Upper Left: Range with Chief of Staff present.
- Lower Left: Range with Chief of Staff absent.
- Upper Right: Range in snow squalls, Chief of Staff present.
- Lower Right: Range in snow squalls, Chief of Staff not in area.

Q: MAP: Do the arrowhead symbols indicate slopes?

A: Yes, the arrowhead symbols indicate slopes. This is the other item that disappeared from the chart.

Q: FRENCH - Opening Shots: 2nd Dragoons (and others) are unassigned on the 7th. Soult is in command with no HQ. Per rules [4.4], [6.1] and [S4] it would appear that a HQ is required to assign unassigned units. How is this resolved before the French HQ arrives?

A: Note that those rules refer to the HQ Formation, not just the HQ counter. Even if the HQ counter is eliminated, the HQ Formation is still there (unless all of the units are eliminated). For Opening Shots, there is no HQ formation until 5pm. The 2nd Dragoons are assigned to IV Corps (they are under IV Corps in the set-up). 3rd Dragoons are assigned to VII Corps. Once the HQ Formation is in play, these may be re-assigned.

Q: FRENCH - Opening Shots: Soult's command radius is -1 because of no HQ, correct? Also, he suffers a -1 to the Activation roll, correct?

A: Soult's command radius (4.16) and activation roll (4.3) are reduced by one because he does not occupy the same area as the French HQ (Same for De Tolley).

Q: RUSSIAN - Opening Shots: Do leaders Markov and Baggovout set up with their detachments?

A: Markov and Baggovout do not set up with their detachments in 'Opening Shots'. They do (along with the artillery) in 'The Battle'.

Q: What is Bagration's function on the 7th?

A: He is simply another leader for tactical purposes (unless he replaces De Tolley under 6.4).

Q: What is Docturovs function?

A: Docturov is a Formation Commander on the 7th (4th Division), and an extra leader for tactical purposes on the 8th, since General Sacken is his Formation Commander.

Q: Why are there 2 de Tolley counters?

A: There are two de Tolley counters since one is the Field Commander for the 7th, and the other is a Staff Officer under Bennigsen on the 8th.

Q: RUSSIAN - Opening Shots: Since Osterman-Tolstoi, Sacken and Tutchkov are not present on the 7th how are the Russians activated?

A: On the 7th, there are no Right, Left, or Center formations, so those formation leaders are n/a. The Russians have two formations: 'Advanced Force' under De Tolley and '4th Division' under Doctorov.

Q: I soloed "Opening Moves" twice. I think Soult must have a drinking problem. I could barely get him to activate formations by initiative in either of my games.

A: You're treating Soult as a subordinate commander . Take a look at his set up. He is the Field Commander until Napoleon comes on and takes over. With Soult as Field Commander, he is always in range of himself and always in command. He must still roll to activate formations.

Q: Should Grouchy's counter be in the stack w/the Dragoons?

A: Yes, the Independent Squadron commanders always enter with their divisions.

Q: Just what constitutes a formation -- the groupings on the OOB cards, the groupings on the scenario cards, or both? For example: the "Opening Shot" scenario card has Murat and Soult in the same formation -- so who commands what? I'm particularly puzzled by all those stray cavalry units?

A: For command, you go with what is in the scenario card. If a unit is listed under a certain formation, it means it is assigned to that formation. This means for 'Opening Shots', Soult is the only Formation Commander until Augereau comes on the map. He also doubles as the Field Commander. Murat is only a subordinate commander under Soult (and later Napoleon). The Army Cards are geared towards 'The Battle' and the 2nd day of 'Two Days'. In those, Murat is a Formation Commander in his own right. The cards are intended to be a guide and a handy spot to place those replacement counters until they're needed. Go with the scenario instructions for exact command relationships.

Q: Is this correct : The only LEADERS that influence command and activation are the army commander, the chief of staff (if in HQ) and the formation leaders; all the other leaders are present only for their tactical modifiers.

A: You are also correct. The other leaders are only in it for tactical purposes, though note artillery leaders can also assist with movement.

Q: What is the MP cost to move into a clear area (w/o road)? I assume it's 1.

A: Yes, its 1.

Q: 4.1 Does this mean that on the same turn, some formation leaders can trace command to the Army Commander while others trace command through the HQ?

A: Yes, command may be traced from either the Army Commander or the Headquarters to the formation commanders.

Q: Does the HQ automatically activate, or must it either be in command range of the Army Commander or use the chief of staff's initiative rating in order to activate?

A: A note on terminology. ANY formation may activate. It just might not be 'in command'. The Chief of Staff is the Formation Commander for the HQ Formation (4.38). The formation may even activate if the HQ counter itself has been eliminated (in which case you use the Chief of Staff's range. Nor does it have to be in range of the Army Commander since its always in range of itself.

Q: Reinforcements that cannot enter due to overstacking: Is it correct to say they can enter in the nearest area of choice (by extending rule 17)?

A: Yes.

Q: Do roads and trails negate the penalties for villages and towns?

A: No, they don't. The Terrain Effects Chart specifies when a road negates a penalty. In this case it doesn't.

Q: How are the individual cavalry types identified ? apart from where the name helps?

A: Lancers have the lance icon across the counter. See the Prussian Towaczy Uhlans, and the Russian Polish Uhlans. Irregular cavalry have the blue & white banner (15.2).

Q: May an artillery unit bombard and then change facing in the movement phase?

A: No. Facing may only be changed during movement, advance, or retreat (7.0), and a bombarding unit may not conduct movement.

Q: What does the red capital letter N mean? (It appears on some French cavalry.)

A: It signifies that these two units belong to Napoleon's Headquarters Formation.

Q: Are the lead elements of the French III corps in command when they arrive on the board? Their leader arrives at 10:00 AM.

A: Yes.

Q: Are the lead elements of the French III corps on the board at game start as shown in the map picture of The Battle, or do they arrive at 9:00 as specified in the order of battle?

A: They arrive at 9am as per (4.0) Reinforcements.

Q: The Russian player starts with several long divisions with non-heavy artillery in the same spaces. Can the Russian player specify that those artillery are attached to the long divisions, or do I have to wait until the formation is activated to attach them?

A: They may begin the game attached.

Q: The rules specifically disallow assaults through diagonals (where areas meet only at a point). Am I correct that this implies that other activities are allowed through the diagonals, such as artillery bombardments, movement and cavalry charges?

A: Yes.