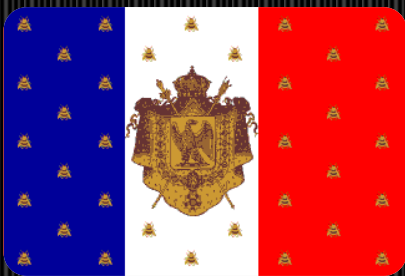
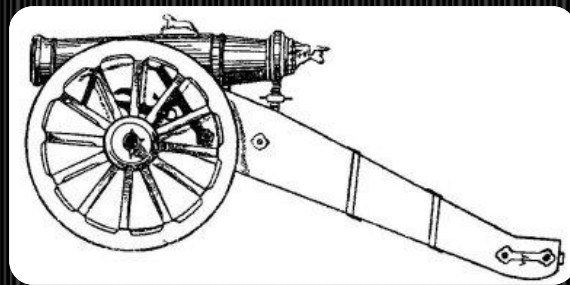


La Bataille d'Heilsberg 1807

by Marshal Enterprises



These scenarios represent
Benningesen's plan to lure the
French Army into a prepared
Russian position and inflict a
major defeat on Napoleon



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14. Scenarios / Games Descriptions

Scenario One - The French Advance

A one map scenario of only 11 turns with a small number of forces on both sides. The Russians, commanded by Borozdin, are retreating from the West edge of the Western mapboard towards Bewernick. They have a lot of Cossacks; Jaegers; and three excellent large cavalry regiments. The Murat's Reserve Cavalry is racing pell-mell to the east. LaSalle's nine various light cavalry regiments and Latour-Maubourg's five dragoon regiments and a battery of horse guns are expected to take Bewernick. Bagration is rushing from the east with Jaegers, Cossacks and a horse battery to assist Borozdin. Russians take advantage of the terrain. As might be expected, Murat was too impatient to wait for Soult's infantry, and rashly moved forward without proper support. In the playtests, Russians tend to be a little stronger. Can easily be played in one sitting..

Scenario Two – Uvarov Forward... aka Murat's Boot...

This also a one map (West Map) game as the Russian Cavalry attempts to slow the French from approaching the extensive Russian defenses just west Heilsberg.

Both LaSalle and Latour-Maubourg have been bloodied, but the French Cavalry will be joined by reinforcements (d'Espagne's Cuirassier Division). Also, Soult's large infantry corps is starting to arrive on the map and the small and outnumbered Russian infantry find it difficult to slow the French. Lurking in the Russian rear is the Cavalry, which consists of 14 large regiments supported by lots of Cossacks, horse guns, and from south of the Alle, the Russian Guard artillery providing blistering support. Russian cavalry charges almost capture Murat before he is personally rescued by LaSalle. Napoleon sends Savary and the Fusilier Guard Brigade to restore Murat's desperate position. Soult becomes fully engaged. Now Napoleon finds himself in a battle he neither wants nor is prepared for due to Murat's and Soult's lack of restraint. The French have the numbers in the end, but Murat could be captured. Due to the cavalry charges, this scenario, which is 10 turns, runs a little longer than Scenario One.



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Scenario Three -The Final Attack

When, and if La Bat folks think of La Bataille d'Heilsberg, this is what they think of...the Russians have heavily fortified and gunned redoubts, surrounded by abbatissis, supported by guns of the Russian Guard firing from south of the Alle, and backed up by endless streams of Russian and Prussian cavalry, protecting the old Teutonic Knights Castle at Heilsberg. They are facing Soult's large IV Corps and Lannes Reserve Corps. Both Corps have excellent infantry with strong leaders. They are backed up by Murat's battered and worn out cavalry which are recuperating from their battles in the first two scenarios...The French must approach gingerly but emphatically to try to take out the redoubts and the multiple Russian batteries. There will be multiple cavalry charges in this scenario if either side hopes to prevail. There are 8 daylight turns. Regular Dusk and darkness rules highlight the last 10 turns of the game as Lannes attempts a night attack at 22:30.

Generally, the French infantry and leaders are superior to the Russians, while Russian Guns and Russian cavalry will dominate the scene. The French and Russian Guards are generally withheld from the battle. There is a plethora of superior French Aides that Napoleon can commit to provide on the spot superior leadership. If the French are persistent, they should prevail, but not for the faint of heart.



Scenario Four -Ney's Attack

Ney tries to grab the permanent crossing of the Alle and cause the Russians to remove their batteries pounding Soult. Benningsen has some of the best troops sitting in Fleches. All the action is south of the Alle River.

Scenario Five - Benningsen's Defense Tested

This scenario is the granddaddy of them all. It combines the very large Scenario Three (the actual big battle north of the Alle) with the theoretical Scenario Four where Ney wades into the dense swampy woods and tries to turn the Russian flank. Each side of the river is played somewhat independently, though the Russians can move back and forth between each side of the river. The French are unable to do so. This is a large scenario requiring three players per side. The Russians have the advantage as their reserves and guard can go back and forth across the Alle.



15. Game / Scenario Map Configurations

- a. Redoubt and Fleche Layouts are shown in the scenarios

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16. *Premier Rules* (Updated July 14, 2021) see Marshal Enterprises website

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Rules for Napoleonic Grand Tactical Warfare 1792-1815

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Citizens of the Gaming World”*



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17. A brief History of Marshal Sout

Bennigsen Seeks Offensive

The Strategic Situation In Poland and East Prussia 1807

Even though the victories seemed dramatic enough, the results of Napoleon's war against Prussia at the end of 1806 were confusing. Poland was about to be restored. The French army seemed triumphant, but there was doubt and apprehension in the air.

Despite having blown through Saxony and Brandenburg in October and November of 1806 and destroying the major part of the Prussian and Saxon armies; Napoleon had found that the months of December; January and February in late 1806 and early 1807 in Pomerania; Poland and East Prussia had been far less hospitable to La Grand [Armée](#).

As soon as the French crossed the Oder River in force, then the pace of their advance slowed down. French logistical problems became magnified and their inability to effectively use a much worse road net became apparent. The concern was heightened by the increasingly wintry weather; bad roads and an army foraging in a relatively bare landscape, which was already stripped bare by Russian soldiers trying to feed themselves hundreds of miles from Russia.

This misery was compounded by a series of inconclusive battles which reached its nadir when the two-day battle at Eylau (February 7 & 8) left the French barely masters of the field. Despite some moments of glory, Eylau was an empty vessel symbolic of Napoleon's bitter fruit of strategic emptiness. Napoleon went into Winter Quarters for a second time in 1807 with his army flung throughout Poland and Prussia with certain key cities still in Coalition control. The French had one stroke of good fortune after Eylau. General Savary, who was temporarily commanding Lannes corps, sharply defeated the Russian Essen at Ostrolenka and gave the French some optimism as both armies settled into their snowy respite.

Like A Dagger In The French Strategic Flank

The most strategic of these key Coalition cities was Danzig. Danzig, the old Hanseatic port on the Baltic at the mouth of the Vistula River, was like a dagger in the French strategic flank, and it needed to be neutralized if Napoleon's corps could move freely throughout Poland and Prussia. Shortly after Eylau, Napoleon summoned Marshal Joseph Lefebvre and instructed him to take Danzig.

Lefebvre, aided by some of the best artillery and engineering specialists as well as a cosmopolitan group of troops (French; Saxons; Italians; Badenians and Poles), began his siege of Danzig on March 19, 1807. After much activity against Prussians; Russians; Swedes; and even British ships; Lefebvre was able to take Danzig on May 24. Napoleon made him the Duke of Danzig for his efforts. Now Napoleon would be ready to commence his Spring campaign.

The Emperor had used his interlude between Eylau and the fall of Danzig wisely. In addition to successfully besieging Danzig, Napoleon had overhauled his supply system; gotten new Prussian mounts for his cavalry and artillery; and was able to beef up his army bringing in new troops from Italy; drawing upon an enthusiastic Polish populace for recruits; and using a whole new class of recruits. In Poland and East Prussia alone, Napoleon's army totaled over 200,000 by the time the Danzig had fallen to Lefebvre.



August von Bennigsen by George Dawe

Bennigsen saw the growing French army. He became worried that he must strike Napoleon before he finished gathering his new forces. Bennigsen decided he must go on the offensive by the beginning of June to forestall an impending French blow. Unfortunately, Bennigsen had tendency to develop extremely complicated offensive plans which would require everything to

follow a strict and exact plan. Bennigsen wanted to destroy Marshal Ney's command about 15 miles west of Heilsberg.

Bennigsen designed a six-pronged attack to start on June 4, 1807, which would attempt to isolate and dismantle Ney's corps by keeping other French commands away from Ney. However, the plan fell apart quickly. The Prussian general L'Estocq was assigned to keep Marshal Bernadotte's corps away from Ney. However, the Prussians did not get all the up-to-date instructions, and the Prussians started their attack a day early on June 4 at Spanden. The French repulsed the Prussian attack. Bernadotte suffered a head wound and was replaced as I Corps commander by General Victor. On June 5, Soult's IV corps, from a heavily fortified position, blunted General Dooktorov's large assault at Lomitten. The key regiment in the battle was the "Fighting" 57eme which led the French to at least a draw in an eight-hour battle.

Disappointing Encounters With The French

Finally, on June 5, the 63,000 main body of Russians, led by Bagration and his Advance Guard, would start to attack Ney at Guttstadt-Deppen. The first day, the Russians were mainly stifled by French skirmishers. The second day saw Ney make a masterfully withdrawal from the whole of the Russian command aided by Russian General Gorchakov's decision to withdraw his command from the battle for several hours. Ney withdrew his command across a bridge at Deppen. By the end of the second day, the Russian offensive had petered out. On the evening June 7, Bennigsen ordered his army to withdraw his army back to the Heilsberg defenses after completing a series of what could only be called disappointing encounters with the French. Napoleon was already thinking of a counter offensive.

Napoleon had wanted to pursue what he thought was the Russian rear guard just west of Heilsberg. On the morning of June 10, Napoleon had given instructions to both Marshal Soult and to Marshal Murat not to engage in a major engagement. Murat marched with two Reserve Cavalry Corps to seize the town of Beverick, just a half-dozen miles west of Heilsberg.

Unbeknownst to both Murat and Marshal Soult, whose corps was marching closely behind him, they were about to clash with the Russians in one of the largest chance engagements of the Napoleonic wars...it was the battle that Napoleon never wanted.

La Bataille d'Heilsberg 1807



Special Rules

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La Bataille d'Heilsberg 1807

TERRAIN EFFECTS

MOVEMENT

Clear	1
Hamlet /Village / Town*	3
Bischof Schloss*	4
Pine Forest*	2 Inf / 5 Cav / 3 Cossacks / Artillery Prohibited
Garten*	2 Inf / 2 Cav / 4 Art
Slope	Inf +2/ Cav +3/ Art +4
Swamp***	4 Light Inf (sk)/ Inf. /Artillery and Cav. Prohibited.
Road	1/2
Fixed Bridge (Heilsberg / Alle) **	1
<i>Alle Fluß</i>	Prohibited to cross without bridge or pontoon - see special rules
Stream	Inf +3 / Cav +5 / Art +4
Pontoon Bridge**	2 Inf /4 Cav
Redoubt Front Hexside	All movement Prohibited (see rules)
Fleches Hexside	5 Inf, 12 Cav / Art prohibited (see rules)
Abatis Hex	4 Inf, Cav and Art prohibited (see rules)

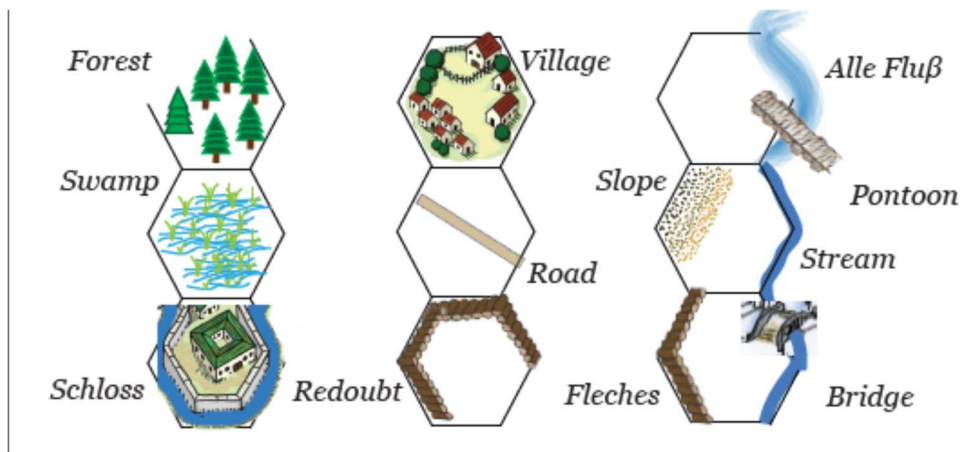
*Infantry / Cavalry forms general order in this terrain.

Units with a Skirmish Ability may Skirmish in these hexes if they so elect.

*Road March through a Hamlet, Village or Town is 2 mp per hex

**Combat Formations must be in road order to cross a bridge

***Only Infantry in Skirmish Order may enter a Swamp Hex Type



La Bataille d'Heilsberg 1807

STACKING

Clear	1 Infantry Regiment or 18 Infantry Increments or 1 Cavalry Regiment or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Hamlet /Village / Town	1 Infantry Battalion or 1 Cavalry Regiment or 1 Battery or 1 Infantry Battalion & 1 Battery
Bischof Schloss (exception)	1 Battalion per hex and/or 1 Artillery Battery, Cavalry Road March Only 2 Battalions of Rus. Jaeger, Prus. Fusilier and/or Militia Marksmen per hex
Pine Forest	1 Infantry Battalion or 1 Cavalry Regiment
Road / Bridge / Bridge	4 Increments in Road March
Redoubt	2 Inf. battalions or 1 Art Battery and 1 Infantry Battalion Or 1 Licorne Battery No cavalry
Fleche	1 inf. Battalion and 1 Artillery Battery Or six increments of Cavalry
Abatis	1 infantry battalion, Cavalry and Artillery Prohibited
Swamp	1 Battalion Light Infantry – Skirmish only

In Clear terrain no more than 3 Infantry Battalions may be stacked together regardless of total
In Clear terrain no more than 3 Cavalry Regiments may be stacked together regardless of total
(This means you may stack 3 x 6 increment Cavalry Regiments in a clear hex but not 4 x 4
increment Regiments)

No combat formation may cross a hexside of the *Alle Fluss* unless there is a bridge or pontoon
in place.

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INFANTRY UNIT FIRE VALUES

French

	Ligne	Légère	Oudinot Gren/Volt	Guard (FC/FG)
Column	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 3	X4
<i>Carre</i>	X 3	X 4	X 4	X5
General Order	Printed	Printed	Printed	Printed
Skirmish		X 3	X 3	X 4
Disordered formations fire at half strength				
Corse and Po are treated as Légère				

Sassen

Prussian

	Infantry	Grenadier	Fusilier
Column	Printed	Printed	
Line	X 3	X 3	X3
<i>Carre</i>	X 3	X 3	X3
General Order	Printed	Printed	
Skirmish			X3
Disordered formations fire at half strength			

Russian

	Musketeer	Grenadier	Gd Jäger	Guard
Column	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 3	X 4
<i>Carre</i>	X 3	X 3	X 3	X 4
General Order	Printed	Printed	Printed	Printed
Skirmish			X4	
Disordered formations fire at half strength				

Militia Mark. Jaeger

Column	Printed	Printed
Line	X 3	X 3
<i>Carre</i>	X 2	X 2
General Order	Printed	Printed
Skirmish	X3	
Two Hexes	X 2	
Disordered formations fire at half strength		

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TERRAIN FIRE DEFENCE VALUES

	Column	Line	Carre	General	Skirmish	Disorder/Rout	Artillery
Clear	6	9	4		12	14	6/8*
Pine Forest				10	14	16	N/A
Hamlet				10	12	16	6/8*
Village				10	12	16	7/9*
Town				12	14	16	8/10*
Bischof Schloss				14	16	16	9/12*
Pontoon Bridge	6					12	
Redoubt	8	11					8/11
Fleche	7	10					7/10
Abatis	6	9			12	14	
Swamp					14		

*Artillery Fire Defenses are Limbered / Unlimbered

If a hex has infantry and artillery present, the Fire Defense is 2 less than for infantry alone unless the infantry formation is in *Carre*

Formations fired upon thru the flank have a fire defense of 6

Formations add 1 to the Fire Attack die roll for every increment in a target hex, over 9.

Formations in Road March have a fire defense of 4.

Formations fired upon thru a rear are normal

Any unit on any type of bridge has a fire defense of 4

FIRE ATTACK MORALE CHECKS

French

Ligne Infanterie will check with every even numbered increment loss

Légère Infanterie will check with every even numbered increment loss

Oudinot's Grenadier / Voltiguer Infanterie will check with every even increment loss

Guard Infanterie will check with every even numbered increment loss

Cavalerie Formations will check with every increment loss

Artillerie Formations will check with every increment loss

French Confederation

Sassen Allies will check with every odd increment loss

Russian

Musketeers will check with every loss beginning with the 2nd suffered

Jaegers will check with every even increment lost.

Grenadiers check morale with every even increment loss

Guard Infanterie check morale with every odd loss beginning with the 3rd suffered

Cavalry Formations will check morale with every increment loss

Artillery Formations will check morale with every increment loss

Prussians

Prussian Fusiliers will check with every odd increment loss starting with the 3rd

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All Cavalrie or Artillerie will check with every loss

CARRE REALIZATION TABLE

French CARRE DISORDER ROUT

When forming from Column

4 Movement Points	11-66		
3 Movement Points	11-66		
2 Movement Points	11-43	44-61	62-66
1 Movement Point	11-31	32-54	55-66

When forming from Line

4 Movement Points	11-64	65-66	
3 Movement Points	11-45	46-61	62-66
2 Movement Points	11-32	33-55	56-66
1 Movement Point	11-22	23-53	54-66

Russians CARRE DISORDER ROUT

When forming from Column

4 Movement Points	11-55	56-64	65-66
3 Movement Points	11-42	43-56	61-66
2 Movement Points	11-26	31-46	51-66
1 Movement Point	11-22	23-52	53-66

When forming from Line

4 Movement Points	11-66		
3 Movement Points	11-66		
2 Movement Points	11-34	35-55	56-66
1 Movement Point	11-31	32-46	51-66

Prussians CARRE DISORDER ROUT

When forming from Column

4 Hexes	11-54	55-63	64-66
3 Hexes	11-42	43-55	56-66
2 Hexes	11-33	34-51	52-65
1 Hexes	11-25	26-44	45-64

When forming from Line

4 Movement Points	11-66		
3 Movement Points	11-56	61-64	65-66
2 Movement Points	11-35	36-56	61-66
1 Movement Point	11-25	26-54	55-66

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Saxons (Sassen)

	CARRE	DISORDER	ROUT
When forming from Column			
4 Movement Points	11-63	64-66	
3 Movement Points	11-56	61-63	64-66
2 Movement Points	11-33	34-56	61-66
1 Movement Point	11-24	25-51	52-66

When forming from Line

4 Movement Points	11-53	54-63	64-66
3 Movement Points	11-36	41-51	52-66
2 Movement Points	11-25	26-52	53-66
1 Movement Point	11-15	16-44	45-66

Modifications to the die roll

Personalities subtract 6 from the die roll if present in the hex
Jaegers, Légère, Fusiliers and Grenadiers MINUS 3 from the die roll
Oudinot's Grenadier & Voltiguer MINUS 3 from the die roll
Guard / Life Guard Battalions MINUS 6 from the die roll
French Allies ADD 3 to the die roll
If Cavalry is Light ADD 3 to the die roll
If Cavalry is Lance Armed ADD 6 to die roll
If defender is on morale level ADD to the die roll 3 for each level

CAVALRY RECALL

FRENCH	2-6 successfully recalls
FRENCH ALLIES	3-6 successfully recalls
RUSSIAN Light Cavalry	3-6 successfully recalls
RUSSIAN Heavy Cavalry	2-6 successfully recall
PRUSSIAN	3-6 successfully recalls

Personalities who have a cavalry modifier add 1 to the die roll

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CAVALRY CHARGE MORALE MODIFIERS

Condition	Defending Infantry/Artillery
Charged in flank	minus 12 to die roll
Charged in rear	minus 6 to die roll
In skirmish order	minus 12 to die roll
Defender in Line	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state	unit suffers pursuit loss
In square	plus 12 to die roll
Across a steam hexside	plus 6 to die roll
If charged by Lancers	minus 6 to die roll
If charged by Heavy Cavalry	minus 3 to die roll
Charge into town, woods or swamp	not allowed

PRE MELEE MORALE CHECK MODIFIERS

Odds	Attacker	Defender
1/2	minus 6	plus 6
1/1	minus 3	plus 3
2/1		
3/1	plus 3	minus 3
4/1	plus 6	minus 6
5/1 & over	plus 9	minus 9

INFANTRY PRE MELEE MORALE MODIFIERS:

Condition	Modification to the Die Roll:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank	Plus 12	Minus 12
Defender is assaulted in rear	Plus 6	Minus 6
Defender is in Skirmish order	No check	Minus 6
Defender is in Line		Minus 3
Prussians /Sassen Defenders in Line		Plus 3
Defender is in Square	Plus 6	
Defender is Disordered	Plus 3	Minus 3
Defender is Routed	Plus 6	Minus 6
Attacker is assaulting up a slope	Minus 3	Plus 3
Attacker is assaulting across a stream	Minus 3	Plus 3
Attacker lost an increment due to defensive fire	Minus 3 for each	
Elite Infantry inflicts a greater reduction for each loss (see special unit types)		

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INFANTRY MELEE VALUE MODIFIERS:

Condition	Modification to the Value:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank	X 2	
Defender is assaulted in rear	X 1.5	
Defender is in Skirmish order		X .5
Defender is Disordered		X .5
Defender is Routed		X .33
Cavalry Charge 3 hexes straight	X 2	
Heavy Cavalry attacks Light Cavalry	X 2	
Cavalry Attacker is Tired	X .5	
Cavalry Attacker is Exhausted	X .33	
Cavalry Defender is Tired		X .5
Cavalry Defender is Exhausted		X .33
Cavalry Attacker vs Carre	X .5	
Cavalry Attacker across a stream hexside	X .66	
Infantry Attackers vs Defender in Carre	X 1.5	
Infantry attacking across a stream hexside	X .66	



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MORALE LEVELS

Consult the *Morale Levels* contained below. This chart sets a threshold, at the hour, to check the condition of the organization based on the number of battalions PGD or eliminated. Cavalry and Artillery don't count against this total and are not affected. Usually those affected by morale levels are corps or wing sized organizations

The French are well defined corps and their battalions are listed.

French Imperial Guard	4 Battalions	
Level 1	1 battalions lost or routed	minus 0 to all morale rolls
Level 2	3 battalions lost or routed	minus 3 to all morale rolls
French IV Corps Soult	32 battalions	
Level 1	6 battalions lost or routed	minus 3 to all morale rolls
Level 2	13 battalions lost or routed	minus 6 to all morale rolls
Level 3	19 battalions lost or routed	minus 9 to all morale rolls
French VI Corps Ney	16 battalions	
Level 1	3 battalions lost or routed	minus 3 to all morale rolls
Level 2	7 battalions lost or routed	minus 6 to all morale rolls
Level 3	10 battalions lost or routed	minus 9 to all morale rolls
French Reserve Corps Lannes	27 battalions	
Level 1	5 battalions lost or routed	minus 2 to all morale rolls
Level 2	11 battalions lost or routed	minus 4 to all morale rolls
Level 3	16 battalions lost or routed	minus 6 to all morale rolls

The Russians divisions are divided up and relocated within command structures. Thus, the scenario morale levels are based on the following tables

Scenario Three (Russians)		
Level 1	16 battalions lost or routed	minus 4 to all morale rolls
Level 2	31 battalions lost or routed	minus 6 to all morale rolls
Level 3	47 battalions lost or routed	minus 9 to all morale rolls

Scenario Four (Russians)		
Level 1	10 battalions lost or routed	minus 4 to all morale rolls
Level 2	20 battalions lost or routed	minus 6 to all morale rolls
Level 3	30 battalions lost or routed	minus 8 to all morale rolls

Scenario Five

The Russian Guard is not effected by the army morale levels and has its own morale level

Reserve (Kaminski / Life Guard)	24 battalions	
Level 1	5 battalions lost or routed	minus 2 to all morale rolls
Level 2	11 battalions lost or routed	minus 4 to all morale rolls
Level 3	16 battalions lost or routed	minus 6 to all morale rolls

Use Scenario Three and Scenario Four unit counts for troops north or south of the Alle River

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Dusk and Night Operations

The battle of Heilsberg continued into the night. There was considerable activity by the French as the darkness closed in.

Dusk Operations– 20:40 until 22:00

Artillery medium and long range, is reduced by 2 hexes

Infantry's ability to form *Carre* is reduced to three hexes

Night Operations – 22:20 until 24:00

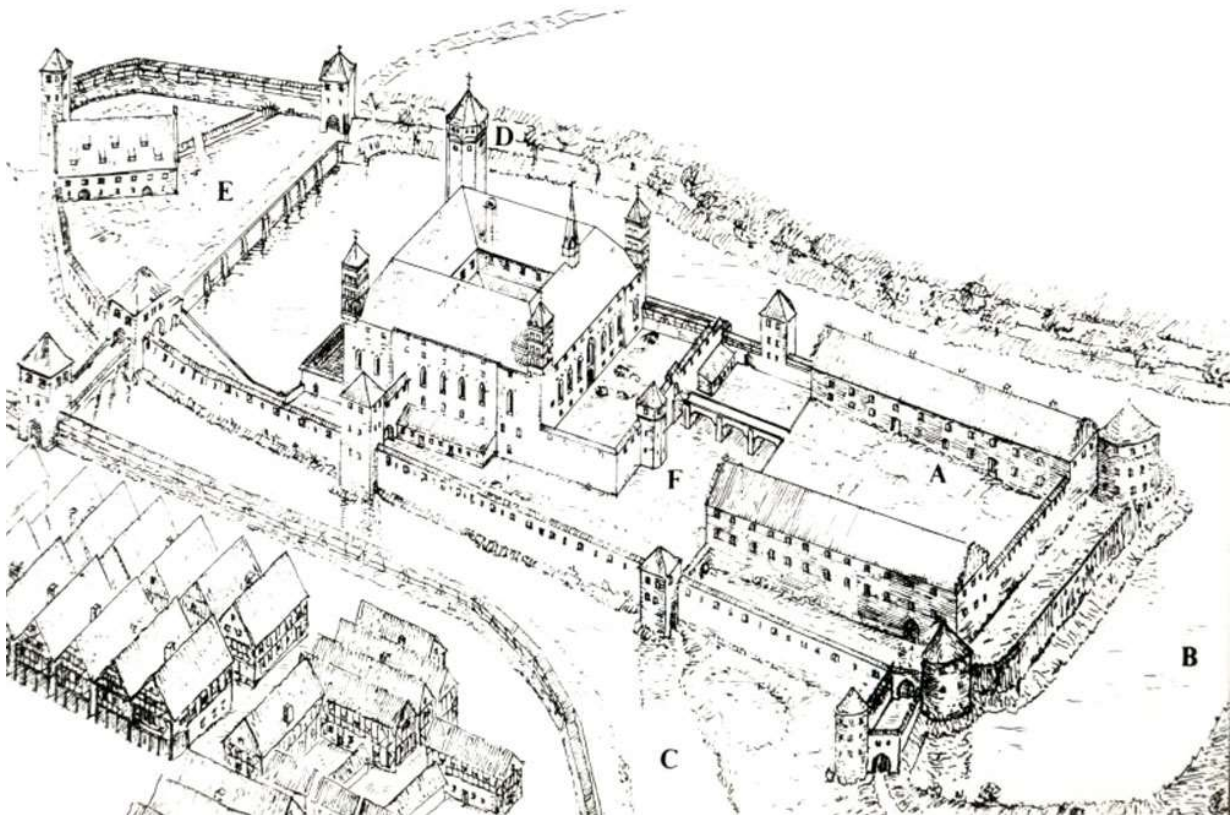
Infantry offensive fire odds are reduced by one column, 2 to 1 becomes 1 to 1

Infantry movement reduced by 2 hexes.

Artillery only may fire medium and short range. Medium fire odds are reduced by one column

No cavalry charges or opportunity charges and their movement is reduced by 5 hexes

Bishop's Castle (Schloss)



In Prussian times, the residence was used for barracks, a hospital and warehouse.

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Special Unit Types and Formations

Elite Infantry Troops- Well trained and experienced infantry troops were able to refrain from firing until it had its most devastating impact. This rule reflects the discipline of elite troops and their ability to hold fire to the critical moment of an assault.

Elite infantry troops are defined as those with a printed morale, without modification, of **11 through 16**. When an elite unit fires defensively against any attacking hex and the attacker suffers a loss, the pre-melee morale check of all units participating in that attack, are impacted.

The effect is that all the attacking units in this case suffer a minus to the pre-melee morale check. The exact minus is determined based on the morale of the defending unit. A 15 or 16 morale is minus 6, a 13 or 14 minus 9, a 11 or 12 is a minus 12. These minus values are applied as modifiers to the attacker's morale for each increment the attacker lost due to the Defensive Fire Attack.

When an elite unit attacks, the opposite is true. If the attacker inflicts a loss the pre-melee morale check of the defender all the defending units are impacted utilizing the relationship identified above.

When an elite unit is the attacker against an elite unit, this rule does not apply. In the event of an elite vs an elite, the attacker has the standard modifier of minus 3 for each fire increment loss.

Cavalry Recovery of Readiness

Cavalry may not recover a level of readiness if it is in an enemy zone of influence or is under fire as a target of an offensive or defensive attack (feu).

Russian Dragoon's Ability- the Russian Dragoons had a demonstrated ability to fight as more than a mounted wave of assault troops. The Russian Dragoons have a "Sk" on the top of the specific side of their counter. This value permits them to adopt an infantry type skirmish mode in 2 hexes. When they are sitting on a hex side with their specific side facing up, a Dragoon regiment of 6 increments or less will assume to have 2 increments in each of the two hexes. A Dragoon regiment of 7 increments or larger will assume to have 3 increments in each of the two hexes. The Dragoon has a fire value equal to 2 factors per increment. Combine all factors which are firing on a single target hex.

This is not a "cavalry skirmisher" formation as defined in the Cavalry Tirailleurs (20).

For all fire aspects the unit is assumed to be infantry in skirmish order. The dragoon unit may not charge, reaction charge, opportunity charge, or melee in any fashion. If an enemy cavalry unit charges the dragoon, or attempts to melee the dragoon, the Russian checks his morale, at the moment of contact. If successful, the Russian Dragoon then may retreat up to his movement value away from the enemy, and at the end of this movement assumes a column formation. If unsuccessful the Russian Dragoon will rout it full movement away from the enemy.

This special ability may only be used when the Dragoon is in either clear or pine forest terrain.

La Bataille d'Heilsberg 1807

Russian Jaegers- deployed into the buildings unlike their infantry counterparts. Therefore Russian Jaegers in a village hex must be in Skirmish Order, never General Order. The entire unit deploys into the number of built-up hexes detailed by the phasing player. They have no rear or flank hexsides while in the village or town. The Jaegers however do count for stacking if a unit stops in the hex. Units that move through the town or village will not be over stacked as a result of the Jaegers.

Russian Cossagues- the Russian Cossaque Regiments present in the game are irregular cavalry. Based upon that premise, please apply the following series of adjustments to their use and interaction with other units within the structure of the game.

The Cossagues will check morale whenever an infantry formation which is not disordered, or an artillery unit, fires at the Cossaque. It does not require the result of a casualty to force the morale check. In addition, if the Cossaque suffers a casualty due to the fire it automatically routs.

The Cossaque in the woods would have to receive a casualty in order to check for morale. This is because the woods are much denser in this area.

Cossagues have a different movement rate in the Forest than other Cavalry types.

Cossagues may not charge infantry that is in good order from any orientation, or unlimbered artillery into a front hexside of the enemy. They may charge other cavalry

French Grenadiers / Voltiguers (combined elite companies) - The French combined elite companies which form the 1st Grenadier Division of the Reserve Corps, have been assembled by combining 4 elite companies from different regiments into ad hoc battalions for the campaign. General of Division Oudinot leads these battalions. Many of the battalions have the ability to skirmish and many are elite infantry.

Foreign Confederation in French Service

Sassen Infantry

The Allied state of Saxony (Sassen) have embraced the cause of liberty, joining with the French Army to secure their sovereignty against their aggressive neighbors.

These troops have been trained and have fought under the Prussian system for several generations. Their Officers and NCO know of no other way. It was only last year they were fighting in the Prussian Army. They are most comfortable in line formation and as such their printed morale values are improved by 3 in all regards for morale checks when they are in line.

Italian Infantry – Po and Corse

The Italian troops are fighting to maintain their independence from the Pope. For purposes of the game, these units are all considered as in the French Service.

Confederation Cavalry

Cavalry regiments are available from Bavaria, Württemberg, and Sassen.



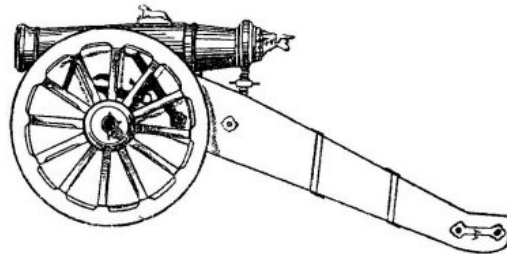
La Bataille d'Heilsberg 1807

Special Terrain

Russian Redoubt Batteries

The Russian redoubts were constructed with local volunteer labor and were placed on elevated hills. Additionally 10 feet of earth was added to the natural elevation to provide a clear, unobstructed view of the approaches. The special static batteries in place have the flexibility to be used for either direct or indirect fire.

- Position Batteries – Position batteries are not screened at long range by units or terrain except forests. One unit may not screen another (line of sight) from being a target of a fire attack,
- 20 Pound Licorne Howitzers - The batteries with zero movement, fixed in the redoubts are not screened at long or medium range by units or terrain except forests. Licorne artillery start the game unlimbered and may not shift their orientation or limber
- Artillery in the redoubt may not target an enemy unit that is in the zdf of a friendly unit unless the unit is adjacent to the artillery. Their accuracy is not that great.



Redoubts may not be assaulted from the front hexsides. They may be assaulted from the rear by:

- Attacking French Infantry that receives a DD Result may occupy the hex containing the artillery. The Russians must recapture the hex (enter) as a result of combat a' la meele or the Russian artillery is eliminated. French units would suffer the usual combat table result definitions. The Russians have one turn to do so.
- Cavalry may assault the rear of the redoubt hexside but may not enter the hex. Cavalry would be at 25% strength theoretically representing a squadron or smaller unit. Cavalry may not charge into the rear hexside of a redoubt. The defending units would suffer DD, DR, DS results but cavalry would not occupy the defending hex. DR and DS results would eliminate the artillerie.
- Artillery in redoubts may not combine fire with artillery outside of the redoubt

Russian Fleche

Not as carefully prepared as a redoubt, this improved position provides additional cover for artillery, cavalry and infantry.

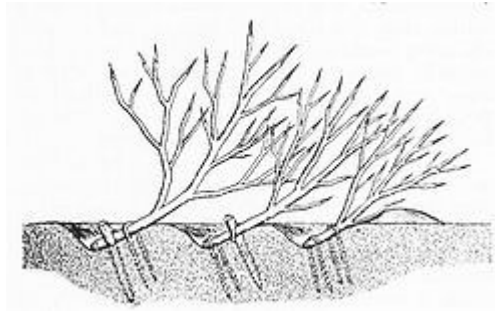
- One infantry battalion and one artillery unit may be stacked together in this hex.
- Or one cavalry unit may be in the hex if it does not exceed 6 increments
- Consult the Fire Defense and Movement Charts
- Regular Line of sight and combat rules apply
- Cavalry may assault the rear of this hex and occupy the hex. Only six increments would count for combat
- Cavalry may not charge a Fleche

La Bataille d'Heilsberg 1807

Russian Abatis

This is a hastily constructed barrier for impairing movement for all arms but not providing any fire defensive advantage.

- Built by the division assigned to a redoubt – see scenarios
- Cavalry and artillery may not enter this hex
- Infantry may enter an abatis hex expending 4 movement points.
- Infantry attacking into an abatis hex is minus 3 from the pre-melee morale roll. The defender has no advantage.



Pontoon Bridges

The Russians placed pontoon bridges over the Alle Fluß to facilitate the transfer of troops across the river. These bridges may only be used by infantry, cavalry or personalities. The movement costs are on the movement chart. Artillery must use the Heilsberg bridges to cross the river.

If a combat unit is on a pontoon bridge and is the target of a fire attack, a step loss by the Infantry will also result in an increment of damage on the pontoon bridge. When the bridge takes 3 increments of damage it is removed from play. If a unit is on the bridge when it is removed from play, the unit is considered to be eliminated as well.

Pontoon bridges may be destroyed by either side if they are adjacent to them. During a player's movement phase, simply make the statement "I am eliminating this bridge" and pick it up off the map.

When playing the scenario with combine the battles north and south of the Alle, these crossing could be of great importance.

Fixed bridges are constructed of stone and may not be destroyed

Towns, Villages and Hamlets

The following is designated as a town: Heilsberg. All other hexes which contain buildings are considered Villages. A single hex by itself is considered a Hamlet.

Assaulting and Occupying the Bischof Schloss (Bishop's Castle)

All hexes of Heilsberg's Bischof Schloss have the following modification of the basic rules. The Prussian Fusiliers are garrisoned there and know all of the passage ways of this medieval castle.

- When the Prussian Fusilier is defending, it does not make a pre-melee morale check if attacked.

La Bataille d'Heilsberg 1807

- Prussian Fusiliers may freely move from one enemy zone of influence to another if they have the movement points to do so. The movement will provoke an opportunity fire attack, by the non-phasing player.
- Prussian Fusiliers do not have to stop movement when they enter an enemy zone of influence.

Artillery Special Rules

All batteries which wish to limber must roll one die to do so.

A Russian Light Battery may limber with a roll of 5 or 6

A Russian Horse Battery may limber with a roll of 4, 5 or 6

A Russian Position Battery may limber with a roll of 6

A Russian Guard Battery may limber with a roll of 3, 4, 5 or 6.

A Russian 20 pound licorne may not limber. (Redoubt)

A Prussian Battery may limber with a roll of 5 or 6

A French Batteries á Pied may limber with a roll of 4, 5 or 6.

A French Batterie á Cheval may limber with a roll of 2, 3, 4, 5 or 6.

A French Batterie de la Guard does not have to roll to limber.

A French Allied Batterie may limber with a roll of 5 or 6.

Leaders with an artillery bonus add **one** to the die roll for attempting to limber.

French Marechals, Bagration, Docturov and Kamenski add **one** to the limber roll.

Artillery Leaders; Labroissiere and Koutaissov add **two** to the die roll.

Napoleon adds **three** to the die roll

Artillery Leaders of "Special" Ability

Adjacent batteries may fire upon the same target hex only if there is a leader in one of the firing hexes, *and* the leader has an artillery bonus. If three hexes of artillery are to fire at the same target, then a leader of special ability must be present and adjacent to all three firing hexes.

Leaders of Special Ability: Napoleon, Labroissiere and Koutaissov

Artillery in the redoubts may not combine fire.

PGD Direction

All units rout in the direction of their entry. Primarily the French are moving from west to east. The Russian are defending Heilsberg from the eastern edge of the map and would rout to the east.



La Bataille d'Heilsberg 1807

Troops Entering the Map

French and Russian units entering the map for the first time may use *Road March* if there are no enemy cavalry within 10 hexes. Units that have recovered morale off-board may not use *Road March* to re-enter the map.

Just a Note:

These simulations are designed to investigate history and the enjoyment for the players. With systems this complex there will always be special cases or different interpretations of words. It is up to the players to review a situation and resolve it to a reasonable outcome. It is preferable to discuss a situation before taking advantage of it. "Pearl Harbors" to one side or another typically lead to escalated rules arguments and later vendettas. If both sides clearly understand and mutually adjudicate situations, the game will flow to a conclusion and you won't lose a friend

If you are playing a less experienced person, point out significant errors by asking such things as "Are you sure you really want to do this?" or providing a review of possibilities that less experienced person might want to decide upon.

We all forget parts of the rules, even the designers, so when in doubt look things up. It is easiest to have the rules on a tablet and then use a word search.

Marshal Enterprises Household

Monte D. Mattson. James G. Soto and Dennis A. Spors

Marshal Enterprises Curriculum Vitae

Marshal Enterprises (ME) is a creative consortium of game designers and cultural commentators. They are the surviving designers of the original La Bataille system and are dedicated to the study and celebration of the Age of Napoleon and the Age of Revolution. Marshal Enterprises consists of Monte D. Mattson; Dennis A. Spors and James G. Soto.

In addition to designing **La Bataille d'Heilsberg 1807** in 2022, **La Bataille de Berlin 1813** in 2021, **La Bataille de Bautzen 1813** in 2019, **La Bataille de Deutsch-Wagram 1809** in 2018, **La Bataille pour la Prusse 1806** in 2017, ME published **La Bataille d'Austerlitz 1805 in 2016**, **La Bataille d'Aspern-Essling 1809** and **La Bataille de Neumarkt 1809 in 2015**, **La Bataille de Friedland 1807** and **Le Siege de Danzig 1807** in 2014, **Le Bataille de Leipzig 1813** in 2013. ME also designed La Bataille de Vauchamps for *Against The Odds Magazine*. That game was published in *ATO's 2013 Annual Review* issue.

ME received the Charles S. Roberts award for Best Print & Play Game for 2011 for **The Battle of Halle (aka La Bataille d'Halle)**. ME has been nominated several other times for its publications.

Thank you. We hope you value our talent as much as we value your patronage

The ME website is at labataille.me. Please review this site for updates, historical articles and tactical opinions.

Napoleon's Road to La Bataille d'Heilsberg

- September 25, 1806...Napoleon leaves St. Cloud in France
October 9, 1806...Prussia Declares War on France
October 9, 1806...Napoleon Invades Saxony—Battle of Scheiz
October 10, 1806...Battle of Saalfeld(ME)—Prince Louis Dies
October 14,1806...Battles of Jena and Auerstadt (3XME)
October 17, 1806...Bernadotte Defeats Duke of Württemberg at Halle(ME)
October 27, 1806...Napoleon Enters Berlin
October 30, 1806...LaSalle Captures Stettin from Romberg
November 6, 1806...Bernadotte Accepts Surrender of Blucher & Swedes at Lubeck
End of November 1806...French Clear Out Remaining Prussians from West of Oder River
November 21, 1806...Napoleon Issues Decree of Berlin: Bans all Trade with Britain
November 27, 1806...Napoleon Enters Posen
December 16, 1806...Napoleon Enters Poland & Starts Winter Campaign
December 19,1806...Twin Battles of Pultusk & Golymin
January 1, 1807...Napoleon Meets Maria Walewska in Warsaw and Spends the Month
February 7-8, 1807...Battle of Eylau(ME)
February 16, 1807...Savary Defeats Essen at Ostroleka
February 20, 1807...French Army Goes into Winter Quarters
March 18, 1807...Lefebvre Begins Siege of Danzig(ME)
May 27, 1807...Danzig Falls to French
June 4, 1807...Bennigsen Starts Six-Pronged Offensive in Guttstadt Area
June 7, 1807 Bennigsen's Offensive Peters Out and French Start Counterattack
June 10, 1807...Battle of Heilsberg(ME) in 14 Hour Battle
June 11, 1807...Napoleon Enters Heilsberg After Russian Withdrawal
June 14, 1807...Battle of Friedland(ME)
July 5, 1807...British Lose Second Battle of Buenos Aires
July 8, 1807...Peace of Tilsit
July 27,1807 Napoleon Returns to St. Cloud



(ME) Next To Battle Denotes Marshal Enterprise Designed Game
With The Three Jena-Auerstadt Games, ME Has Nine Fourth Coalition Games

L'Ancien Regime (1745) to Second Empire (1860)

Heilsberg Survivors Connect Generations

We were struck on the stark contrasts of age at the recent Consim convention in Tempe when we played *La Bataille d'Heilsberg 1807* at the annual *Duel in the Desert*. Marshal Enterprises has hosted *Duel in the Desert* effectively, since it came back from the dead in 2011 (There is a list of all of the *Duel in the Desert* contests in Tempe at the end of this piece). While most of the Consim attendees were not unlike Monte and myself in Tempe: the grey has overwhelmed our temples, or, in many cases for our colleagues, the follicles had long disappeared into an acute sense of baldness. And many of us had fallen into a medical decline not at all unusual for those who have entered the sunset years.

Yet there is some glimmer of hope that all is not decline. Credit to Mr. Kranz at Consim that, while the overwhelming majority of those attending the recent Dallas and Tempe Consims, there was a significant growth in those attending whose 10-year high school anniversaries has not yet occurred. Whether the current younger generations, who face an entirely different set of social constructs, are wired to recreate battles and wars which even the late Queen Elizabeth II was almost too young to have participated in (remember, she was a truck mechanic in the United Kingdom serving in her father's (George VI), Royal Army as a teenager as World War II was ending), is unknown. But we suspect that will be determined in the next generation, hopefully before all of us silver-haired (or absent-haired) have all passed over the horizon.

The years that have passed since we first formed Marshal Enterprises nearly 50 years ago have seen us battle with time—marriages, then children and then for some grandchildren; jobs--then careers, trials and tribulations and then retirements. The passing of many colleagues, family and friends. Then for Marshal Enterprises at least, a renewal. We know that for many people at Consim, both in Tempe and in Dallas, the story is not significantly different.

Our own lives, and those of our friends and colleagues, finds a series of similarities with *La Bataille d'Heilsberg 1807*. The French Empire would reach the zenith of its power and prestige shortly after Heilsberg with the great victory at Friedland just a few days later. Just less than seven years later, the Imperial dream would be all ashes (save for a brief respite of a Hundred Days) and Europe would be tossed into the great cauldron of reaction for more than 30 years—and for some states, more than a century.

The actors in *La Bataille d'Heilsberg* would represent both the end of an era and the beginning of the next age. First, the Coalition had many participants who represented *L'Ancien Regime*. Bennigsen himself, overall commander of the Russian forces at Eylau, Heilsberg and Friedland, was born in 1745 in Brunswick to a Hannoverian family. He served in the final campaign of the Seven Years War in the Hanoverian army. After the war, he went into Russian service in the 1770's, mainly fighting in the Russian wars against the Ottomans; but also in Persia and Poland. His complicated machinations in Russian court intrigues would take him both to the bottom and top of the Tsarist theatre of psychodrama of his time. His apparent embrace of the new Tsar, Alexander I, would make him commander of the Russian First Army in Pultusk before assuming overall command in the winter of 1807.

Engaging In Tsarist Intrigues

The Russian Cossack leader Platov was born in 1753. While he was too young to be in the Seven Years War, he entered Cossack service in 1766. From there, it seemed he was constantly at war with the Ottomans, Tatars and Persians. While seeming to fail at intrigues during Tsar Paul's reign, his career was revived under Alexander I, and this old Cossack would accompany Tsar Alexander in his triumphant journey to Paris and then London, where Platov received an honorary degree from Oxford after Napoleon's exodus to St. Helena.



Ataman Platov painted by George Dawe in London (1814)

Ludwig August von Stutterheim was a reminder of Prussia's Frederickian past at Heilsberg. He was born of a prominent Prussian military family in 1750. He would first serve Frederick in the War of Bavarian Succession in 1778. Later, he would fight in Poland in 1794 in the Kosciuszko Uprising. Von Stutterheim commanded the 21st Fusiliers at Eylau and was promoted to Major General shortly afterwards. His Fusiliers were the core of the Heilsberg garrison. He shortly took over at Konigsberg and its defense. Once the War of the Fourth Coalition was over, von Stutterheim was an important member of the pro-war Prussian cabal which would continue its anti-Napoleonic activity till the French defeat in 1814.

Finally, for the French, there was one important link to *L'Ancien Regime*, and that was Marshal Louis-Alexandre Berthier. Marshal Berthier was born in 1753 and entered French service and fought in the American Revolutionary War, where he was noted as an excellent mapmaker serving of the staff of the French Commander Rochambeau in the Yorktown campaign. He served Napoleon with distinction before dying mysteriously via defenestration shortly before the Waterloo campaign.

But the French would have a host of military commanders born in the decade surrounding 1770 and who would serve long after the end of the Napoleonic Era to carry the legend into the second French empire. The most noteworthy of these individuals was Marshal Jean de Dieu Soult. A long and storied career under Napoleon was followed by an even longer career post Empire. He was Prime Minister of France three times, serving over 10 years intermittently. He was also Minister of War three different times, also serving 10 years intermittently. While during one of his stints as Minister of War, he founded the French Foreign Legion. He died in 1851, active almost to the end.

While most cavalry leaders had a short life span, one of the combatants of Heilsberg more than exceeded his life-expectancy. General Victor de Fay de La Tour-Maubourg, commander of the First Dragoon Division had been born in 1768. He served with distinction at Heilsberg and was wounded at Friedland. He would later become a cavalry corps commander and served at Borodino and suffered a leg amputation at Leipzig. Despite his major wounds, he would become Minister of War for two years and Governor of Les Invalides for eight years. He would live to 82 and die in 1850.

Reille Served Napoleon III In Second Empire Senate

But the longest survivor amongst prominent Napoleonic figures was General Honoré Reille, who was one of Napoleon's aides-de camp at Heilsberg. He served throughout Europe both before and after Heilsberg. Much of his work was in Spain, but he is best known as a corps commander in 1815. He was Marshal

Massena's son-in-law. His modest deportment was key to his success in a post-Napoleonic France. He became a marshal in 1847; a senator in 1852; and died and buried with his father-in-law Massena in 1860 at age 84.

Soult, Latour-Maubourg and Reille were truly survivors in the Age of Napoleon; but they were preceded by a survivor generation led by Bennigsen; Platov; Berthier and von Stutterheim. There were 115 years between the birth of Bennigsen in 1745 and the death of Reille in 1860.

Duel In The Desert: The Contests 2011-2022

2011-La Bataille de la Moscowa
2012-La Bataille de Friedland 1807
2013-La Bataille de Leipzig 1813
2014-La Bataille de Dresde
2015-Les Batailles de Juin 16 1815
2016-La Bataille d'Austerlitz 1805 (Napoleon Captured!)
2017-La Bataille Pour Prusse 1806
2018-La Bataille de Deutsch-Wagram 1809
2019-La Bataille de Bautzen 1813
2020-La Bataille de la Peste 2020
2021-La Bataille de Berlin 1813
2022-La Bataille d'Heilsberg 1807

Remiercments

***Many Thanks In 2022 To Those Who Played Our Games
In Dallas & Tempe***

John Bicknell/Dallas...General Lowenstern
Mark Kaczmarek/Dallas & Tempe ...General Dombrowski
Eric Holgrem/Dallas...General Latour-Maubourg
Todd Honkala/Tempe...Grand Duke Constantine
Brennan Klose/Tempe...General Uvarov
John Minnich/Dallas...Ataman Platov
David Plock/Dallas...Prince Gorchakov
Alan Smith/Tempe...Prince Golitsin
Albert Smith...Prince Bagration



*The Grand Pasha of Rosetta visited Tempe in 2015 and played a Prussian
Is this a clue to the next game in 2023?*

La Bataille d'Heilsberg 1807

Russian Army of the Fourth Coalition

General of Cavalrie Freiherr von Beningsen
Quartermaster General Generalmajor Steinheil
Artillerie Generalmajor Koutaissov

North Wing Cossagues

Ataman Platov

Denisov #6 Cossaque
Isaev #2 Cossaque
Efremov #3 Cossaque
Kieselev #2 Cossaque
Astrakov #4 Cossaque
Ilovaysky #2 Cossaque
Ilovaysky #9 Cossaque
Sulin #7 Cossaque

South Wing Cossagues

General of Cavalrie Pahlen

Ataman Balabin II
Grekov #18 Cossaque
Ilovaysky #5 Cossaque
Ilovaysky #8 Cossaque
Ilovaysky #10 Cossaque
Pavlograd Hussaren Regiment
1st Jaeger Regiment
Yaroslavsky Militia Marksman Battalion
Don Cossaque Horse Battery #1

Rear Guard of the Army

Generalmajor Borozdin
Nizov Musketeer Regiment
Reval Musketeer Regiment
Selivanov #2 Cossaque

Advanced Guard of the Army

Generallieutenant Prince Bagration
Aide de Camp General Prince Shakhovski

Ilovaysky #4 Cossaque
Belgorodtsev Cossaque
Grekov #9 Cossaque
Grodno Hussaren Regiment



La Bataille d'Heilsberg 1807

Advanced Guard Division Baggavout

Generalmajor Baggavout
Life Guard Jaeger Battalion #2
3rd Jaeger Regiment
4th Jaeger Regiment
7th Jaeger Regiment
24th Jaeger Regiment



Advanced Guard Division Raevsky

Generalmajor Raevsky
Life Guard Militia Battalion #1
5th Jaeger Regiment
20th Jaeger Regiment
25th Jaeger Regiment
26th Jaeger Regiment

Attached to the Advance Guard

Generalmajor Markov I
Moscow Grenadier Regiment
Pskov Musketeer Regiment
Tenginsk Musketeer Regiment
Kostroma Musketeer Regiment
Staroskol Musketeer Regiment

Attached to the Advanced Guard

Olonetsky Militia Marksman Battalion
Novgorod Militia Marksman Battalion
Tverskoy Militia Marksman Battalion
Pskov Militia Marksman Battalion

Horse Batterie #1
Horse Batterie #2

Cavalrie of the North Wing

Generalmajor Uvarov
Aide de Camp General Major Loewenstern

Cavalrie of the Right

Lithuania Uhlan Regiment
Elizavetgrad Hussaren Regiment
Sumsk Hussaren Regiment

General of Cavalrie Dolgorukov
Courland Dragoon Regiment
Riga Dragoon Regiment
Kazan Dragoon Regiment
Lifland Dragoon Regiment
Mitau Dragoon Regiment

Horse Batterie #3

La Bataille d'Heilsberg 1807

Horse Batterie #4

Cavalerie of the Left

Prince Golitsyn V

Aide de Camp Colonel Trubetskoi

Aide de Camp Colonel Bezobrazov

General of Cavalerie Lambert

Polska Uhlan Regiment

Aleksandria Hussaren Regiment

Izum Hussaren Regiment

Oliviopol Hussaren Regiment

General of Cavalerie Korf

Pskov Dragoon Regiment

Moscova Dragoon Regiment

Kargopol Dragoon Regiment

Ingermanland Dragoon Regiment

St Petersberg Dragoon Regiment

General of Cavalerie Kozhin

Little Russia Cuirassier Regiment

Leib Cuirassier Regiment

Military Order Cuirassier Regiment

Horse Batterie #5

Horse Batterie #6

Kamenski Corps

Generalmajor Kamenski

Aide de Camp Generalmajor von Chilebowski

Papusin Cossaque

Sulin #9 Cossaque

Division Rembow

Generalmajor Rembow (P)

Sevsk Musketeer Regiment

Permsk Musketeer Regiment

Kaluga Musketeer Regiment

v. Baczko Dragoon Regiment (P)

v. Ziethen Dragoon Regiment (P)

Batterie zu pferde v. Rentzel (P)



La Bataille d'Heilsberg 1807

Reserve Division Kamenski II

Generalmajor Kamenski II

Archangelogorod Musketeer Regiment
Navaginsk Musketeer Regiment
Mohilev Musketeer Regiment
21st Jaeger Regiment
Towarczys Cavalrie Regiment (P)

Batterie zu pferde v. Hartmann (P)
Batterie Schwer v. Steinwehr (P)

Right Wing of the Army North of the Alle

Second Division

Generalmajor Knorring

Pavlov Grenadier Regiment
Rostov Musketeer Regiment
St. Petersburg Grenadier Regiment
Yeletsk Musketeer Regiment

Position Batterie #1
Position Batterie #2
Horse Batterie #7

Sixth Division

Generalmajor Lvov

Vilna Musketeer Regiment
Belosersk Musketeer Regiment
Ekaterinoslav Cuirassier Regiment
Kiev Dragoon Regiment
Tartar Uhlan Regiment

Position Batterie #3
Position Batterie #4

Eighth Division

Generalmajor Essen III

Schlusselfeld Musketeer Regiment
Old-Ingermanland Musketeer Regiment
Podolsk Musketeer Regiment

Position Batterie #5
Position Batterie #6
Horse Batterie #8



La Bataille d'Heilsberg 1807

3 ea Licorne Batteries assigned to the Redoubts (A, B, C)

Left Wing of the Army South of the Alle

Grand-Duke Constantine
Aide de Camp Generalmajor Essen I

Third Division Generalmajor Titov II

Tavrida Grenadier Regiment
Mourom Musketeer Regiment
Tchernigov Musketeer Regiment
Lithuania Musketeer Regiment
Dnepr Musketeer Regiment
Kopor Musketeer Regiment

Position Batterie #7
Position Batterie #8

Seventh Division Generalmajor Docturov

Iekaterinoslav Grenadier Regiment
Moscow Musketeer Regiment
Vladimir Musketeer Regiment
Voron Musketeer Regiment
23rd Jaeger Regiment

Position Batterie #9
Position Batterie #10

Fourteen Division Generalmajor Somov

Ryazan Musketeer Regiment
Ouglich Musketeer Regiment
Sophia Musketeer Regiment
Tula Musketeer Regiment
Volhynia Musketeer Regiment

Position Batterie #11
Position Batterie #12



La Bataille d'Heilsberg 1807

First Lifeguard Division

Generallieutenant Mallutin

2nd Jaeger Regiment

Life Guard Preobrazhenskoi Regiment

Semenovsky Life Guard Regiment

Velikaluka Musketeer Regiment

Pernau Musketeer Regiment

Ismailov Life Guard Regiment

Life Guard Grenadier Regiment

Kexholm Musketeer Regiment

Life Guard Jaeger Battalions #1 and #3

Generallieutenant Kasperski

Life Guard Position Batterie #1

Life Guard Position Batterie #2

Life Guard Horse Batterie #2

Position Batterie#13

Imperial Life Guard Cavalry Division

Generallieutenant Kollogirvov

Gardes à Cheval Regiment

Chevalier Guard Regiment

Life Guard Hussar Regiment

Life Guard Cossaque Regiment

Life Guard Horse Batterie #1

Note: Light Batteries have been distributed to the Musketeer Regiments

Designer's Note: The spelling of Russian Generals varies due to the translation of a different Alphabet.



La Bataille d'Heilsberg 1807

La Grande Armée

Napoleon I, Emperor of the French, King of Italy

Grand-Marechal du Palais Général de division Duroc

Marechal d'Empire Berthier, Prince de Neuchâtel

Général de division Savary

Général de division Reille

Général de brigade Mouton

Général de brigade Bertrand



Imperial Garde

Marechal d'Empire Jean-Baptiste Bessieres, duc d'Istrie

Aide de Camp Général de brigade Roussel

Infanterie de la Garde

Général de brigade Hulin

1ere et 2e Grenadiers a Pied Régiment

1ere et 2e Chasseurs a Pied Régiment

Fusilier Chasseur Régiment

Fusilier Grenadier Régiment

Cavalerie de la Garde

Général de division Walthier

Grenadiers à Cheval de la Garde Régiment

Chasseur à Cheval de la Garde Régiment

Mameloucks

Artillerie de la Garde

Général de brigade Laiboissiere

1ere Co / Artillerie à Cheval de la Garde

2e Co / Artillerie à Cheval de la Garde

3e Co / Artillerie à Cheval de la Garde

4e Co / Artillerie à Cheval de la Garde

5e Co / Artillerie à Cheval de la Garde

6e Co / Artillerie à Cheval de la Garde

IV Corps de Armee

Marechal d'Empire Jean de Dieu Soult

Aide de Camp

1ere Division

Général de division Saint Hillaire

10e Legere Régiment

14e Ligne Régiment

22e Ligne Régiment

36e Ligne Régiment

43e Ligne Régiment

55e Ligne Régiment

La Bataille d'Heilsberg 1807

2e Division

Général de division Carra St Cyr

24e Legere Régiment

4e Ligne Régiment

28e Ligne Régiment

46e Ligne Régiment

57e Ligne Régiment

3e Division

Général de brigade Legrand

26e Legere Régiment

18e Ligne Régiment

75e Ligne Régiment

105e Ligne Régiment

Tirailleurs Corse Battalion

Tirailleurs de Po Battalion

IV Corps de Armee Artillerie Reserve

12e Co / 5e Artillerie a Pied

13e Co / 5e Artillerie a Pied

14e Co / 1ere Artillerie a Pied

15e Co / 1ere Artillerie a Pied

16e Co / 1ere Artillerie a Pied

4e Co / 5e Artillerie a Cheval

IV Corps de Armee Legere Cavalerie Brigade

Col Sault

8e Hussar Regiment

16e Chasseur à Cheval Regiment

22e Chasseur à Cheval Regiment

VI Corps de Armee

Marechal d'Empire Michel Ney

Aide de Camp Général de Brigade Du Taillas

1ere Division

Général de division Marchand

6e Legere Régiment

69e Ligne Régiment

39e Ligne Régiment

76e Ligne Régiment

2e Division

Général de division Bisson

25e Legere Régiment

27e Ligne Régiment

50e Ligne Régiment

59e Ligne Régiment



La Bataille d'Heilsberg 1807

VI Corps de Armee Artillerie Reserve
9e Co / 1ere Artillerie a Pied
10e Co / 1ere Artillerie a Pied
12e Co / 1ere Artillerie a Pied
1ere Co / 2e Artillerie a Cheval

VI Corps de Armee Legere Cavalerie Brigade
Général de brigade Colbert
3e Hussar Regiment
10e Chasseur à Cheval Regiment
15e Chasseur à Cheval Regiment

Reserve Corps de Armee

Marechal d'Empire Lannes
Aide de Camp Général de Division Drouet

1ere Provisoire Grenadier Division
Général de division Oudinot
1ere Provisoire Grenadier Battalion
2e Provisoire Grenadier Battalion
3e Provisoire Grenadier Battalion
4e Provisoire Grenadier Battalion
5e Provisoire Grenadier Battalion
6e Provisoire Grenadier Battalion
7e Provisoire Grenadier Battalion
8e Provisoire Grenadier Battalion
9e Hussar Regiment

2e Division
Général of Division Verdier
2e Legere Regiment
12e Legere Regiment
3e Ligne Regiment
72e Ligne Regiment

3. Saxe Division
Lt Général Polenz
Bevilaqua Saxe Infanterie Battalion
Prinz Anton Infanterie Battalion
Sanger Infanterie Battalion
Cerrini Saxe Grenadier Battalion
Winkelmann Saxe Grenadier Battalion
Konig Saxe Kurassier Regiment
Prinz Johann Saxe Chevauleger Regiment

Corps Artillerie Reserve
1ere Co / 1ere Artillerie a Pied
5e Co / 1ere Artillerie a Pied
2. Saxe Batterie a Pied
3. Saxe Batterie a Pied



La Bataille d'Heilsberg 1807

Cavalerie de la Reserve

4e Division de Cavalerie Legere
Général de division LaSalle
5e Hussar Regiment
7e Hussar Regiment
3e Chasseur à Cheval Regiment
11e Chasseur à Cheval Regiment
Bavarian 1e Chevaux-Legers Kronprinz Regiment
Wurtemberg Lieb Chevaux-Legers Regiment
1ere Hussar Regiment
13e Chasseur à Cheval Regiment
24e Chasseur à Cheval Regiment



1ere Dragoon Division
Général de division Latour-Maubourg
1ere Dragoon Regiment
2e Dragoon Regiment
4e Dragoon Regiment
14e Dragoon Regiment
20e Dragoon Regiment
26e Dragoon Regiment
2e Co / 2e Artillerie a Cheval

3e Dragoon Division
Général de division Milhaud
5e Dragoon Regiment
8e Dragoon Regiment
9e Dragoon Regiment
12e Dragoon Regiment
16e Dragoon Regiment
21e Dragoon Regiment
3e Co / 2e Artillerie a Cheval



2e Grosse Cavalerie Division
Général de division Saint Sulpice
1e Cuirassier Regiment
5e Cuirassier Regiment
10e Cuirassier Regiment
11e Cuirassier Regiment
4e Co / 2e Artillerie a Cheval

3e Grosse Cavalerie Division
Général de division d'Espagne
4e Cuirassier Regiment
6e Cuirassier Regiment
7e Cuirassier Regiment
8e Cuirassier Regiment
5e Co / 2e Artillerie a Cheval

Heilsberg Battlefield Dates Back To The Time Of Teutonic Knights

To visit Heilsberg is like taking a slice of an old tree trunk and then study its tree-rings—there is a story for every ring and each story might be in a different language. The history of Upper Central Europe is well represented when a visit to Heilsberg is made. Today Heilsberg is called Lidzbark Warminski, and it is part of Poland. It is a town proud of its rich historical heritage, which dates back a thousand years.

Heilsberg was originally settled by the old, pagan Prussians, who had very little in common with the more recent Prussians of modern times and had successfully resisted Christian conversion for more than 200 years. The Old Prussians, speaking a now extinct language, founded the town of Lecbarq in the 10th or 11th Century. Despite the efforts of the Christian Poles in the area to evangelize Prussians, that task had been turned over to the Teutonic Knights, who were able to conquer and Christianize the area in 1240 and renamed the town Heilsberg. Heilsberg became the seat for the Bishopric of Warmia for the next 500 years. The Knights built the Warmian Castle, which remains there today, in the 1350's. The Poles took over the town in the 1450's and the Teutonic Knights left the area. The Polish astronomer Nicholas Copernicus moved to the town and lived in the castle. He did much his work there just after 1500.



The Warmian Castle Today—the Towers Are 14 Storeys High

Swedish King, Charles XII spent a winter in Heilsberg (1703) during the Great Northern War with his Polish allies. In the 1750's Warmia Bishop Stanislaw Grabowski, among other accomplishments, arranged for the printing of the great medieval Polish documents discovered in the Heilsberg castle which memorialize the Great Polish Enlightenment. However, the Poles had become exhausted in century of warfare and the Kingdom of Prussia annexed Heilsberg and its surrounding area in the First Partition of Poland in 1772. The Bishopric of Warmia was dis-established in 1795 and Heilsberg lost its cultural standing.

Heilsberg quickly became acclimated to the Prussian way of life. Heilsberg was the home of the Prussian 21st Fusiliers, which in the Battle of Heilsberg, functioned as the garrison for the town, and did not leave the town till after the battle. The town returned to Prussian control after the

War of the Fourth Coalition, and would remain in Prussian, then German hands, till 1945. During the Nazi era there, was a large radio transmitter in Heilsberg, which was destroyed by the retreating German army.

After the end of the Second World War, the Heilsberg area was annexed by Poland and resettled mainly by Poles from the eastern part of pre-war Poland pushed out by Soviet forces. Heilsberg became Lidzbark Warminski. The town has become a center of a Polish cultural and literary renaissance.



The Restored Krasicki Orangerie in Lidzbark Warminski

Lidzbark Warminski has, for a number of years (the last being in 2022), done a reenactment of the Battle of Heilsberg. The town has its Regional Chamber of Tradition, housing one of the better military museums in Central Europe. Lidzbark-Warminski is a member of the European Federation of Napoleonic Cities.



The Deutscher Orden today

Reflections on Savary and the Guard Fusiliers at Heilsberg

We have commented previously on the stories of several of Napoleon's Aides-de-Camp. Almost all of them were multi-talented and would be used in a plethora of non-military roles. One of the most multi-talented of these was General de Division Anne Jean Marie René Savary, whom Napoleon would later name the Duke of Rovigo.



Savary, Duke of Rovigo; Aide, Actor, General & Minister of Police

While not as well-known militarily as other aides such as Mouton or Rapp; Savary would have one of his best military moments at the Battle of Heilsberg on June 10, 1807.

Prince Murat, leading the several divisions of the French Reserve cavalry, had initiated what was to be a 14-hour battle, when he aggressively attempted to seize the villages of Bewerwick and Langweisse, which lie due west of Heilsberg. His efforts to grab these outlying defensive positions from the Russians were done without the benefit of any infantry, and with only a few horse guns. By the early afternoon, the Russians, after a series of furious charges by both sides, were starting to gain ascendancy over Murat's cavalry. In fact, Murat had been surrounded at one point, only to be rescued by the personal intervention of General LaSalle, but not before Murat lost his boot. Bennigsen's attacks, led by Prince Bagration, were pushing the French towards collapse.

Savary Sent to Rescue Murat

Napoleon, noting Murat's distressed position, passively sent his aide, General Savary, with orders to gather up the Fusilier Brigade of the Imperial Guard and rescue the beleaguered Cavalry general. Savary and his command moved quickly forward. Upon reaching the battlefield, Savary had a confrontation with Murat, who wanted the Guard to press the attack with bayonet. Savary was reputed to have said, "It would be better for us if he (Murat) was less brave and had a little more common sense."

Then, Savary and Guard generals Roussel and Curial, marched-up with the four guard battalions, which in later years would be called the Middle Guard, and 12 horse guns, and calmly got ready to fire at the Russian horsemen. The Guard was almost carried away by fleeing French Cuirassiers. However, the Guard held their ground. Savary had his Fusiliers and horse guns unleash a well-aimed volley at close range which killed the Russian Cuirassier General Kozhin and quickly disrupted the remaining Russians and Prussians. However, Russian artillery would fire into the Guard brigade and General Roussel would be killed and General Curial would be seriously wounded as the Fusilier Brigade supported Saint-Hilaire's division for the rest of that portion of the battle; most importantly, Murat and his Reserve Cavalry would survive.



The Fusilier Brigade of the Guard was a relatively new formation. It had only been formed in the fall of 1806. There was one regiment of Grenadiers and one regiment of Chasseurs—about 3000 men total. Heilsberg would be its first engagement. However, its steadfast performance in that battle would lead them to be used again and again, probably more so than the Old Guard Grenadiers and Chasseurs would be during the course of the Napoleonic Wars. Although not described so at Heilsberg, the Fusiliers would be considered the core of what would be considered the Middle Guard.

Savary would have other military highlights in his career including: Jena; Wismer; the seizure of Rostock; the siege of Hamelin; the victory in 1807 at Ostrolenka; and the command of the Fusiliers again at Friedland.

However, it was his non-military work in which he achieved even greater successes. This son of a soldier was born in a small town in the Ardennes in 1774. He was in the Wars of the Revolution at age 18 in 1792. He was Desaix's aide-de-camp in Egypt and fought at the Pyramids. He accompanied Desaix back to Italy and at Marengo, where he recovered the body of the slain Desaix, and delivered the news to Bonaparte, who made Savary his aide.

Ability to Use Disguises

Savary was made commander of the Consular Guard Gendarmerie protecting Bonaparte in 1801. He became close to Napoleon and would visit Josephine's estate at Malmaison, where he would participate in private theatrical productions. Perhaps that is where he developed his ability to use disguises, which he would use later in some of his official functions, notably during intelligence operations in the Vendee, and then later when escaping Spain after engaging in the overthrow of the Spanish monarchy in 1807. In 1802, he married a classmate of Hortense Beuharnais, Marie-Charlotte-Félicité de Faudoas-Barbazan de Segnanville, with whom he would have seven children.

He was made a General de Brigade in 1803 and developed his knack for intelligence and espionage as well as intrigue. He broke up several assassination plots against Napoleon. He also was deeply involved in the proceedings against the Duke of Enghien, and Savary supervised his execution—with history rightly or wrongly painting Savary as one of the heavies of the Napoleonic period.

Promoted to General de Division in 1805, Savary's primary contribution to the Austerlitz campaign was his role as Napoleon's chief negotiator in peace talks with Tsar Alexander in late November, during which Savary convinced the Russians that the French were far weaker than truly was the case. Savary was successful in his performance and the French would then surprise the Coalition forces at Austerlitz.

After Friedland, Savary was sent to St. Petersburg for negotiations. He was then sent to Spain and was involved in the intrigues that led to the fall of the Spanish monarchy. He was named Duke of Rovigo that same year. He also assisted Napoleon at Erfurt in 1808. The 1809 campaign along the Danube was Savary's last military role. In 1810, he replaced Fouché as Minister of Police. Savary was noted for his rigorous, even harsh administration. However, compared to his predecessor, Savary was loyal and generally was successful. He was embarrassed by the Malet conspiracy in 1812 while Napoleon was in Russia; but Savary stood by Napoleon till his first abdication in 1814. When Napoleon returned to France in 1815, Savary returned to his service.

After Waterloo, Savary joined Napoleon on the HMS Bellerophon and was going to travel with the Emperor in exile on St. Helena; but the British instead arrested Savary and imprisoned him on Malta. He had been tried in France for treason and sentence to death. He escaped to Smyrna in the Ottoman Empire and became a merchant for several years before returning to France to stand trial.



He was acquitted and released; but his role in the Duke of Enghien affair would proscribe any normal life in France while the Bourbons remained in power. He did write his decidedly Bonapartist memoirs of his career in several volumes in 1828-1829. After the 1830 Revolution, he returned to full participation in French life. King Louis-Philippe appointed him Governor of Algeria in 1831. His rule was harsh, and he is considered responsible for a massacre of an Algerian tribe in 1832.

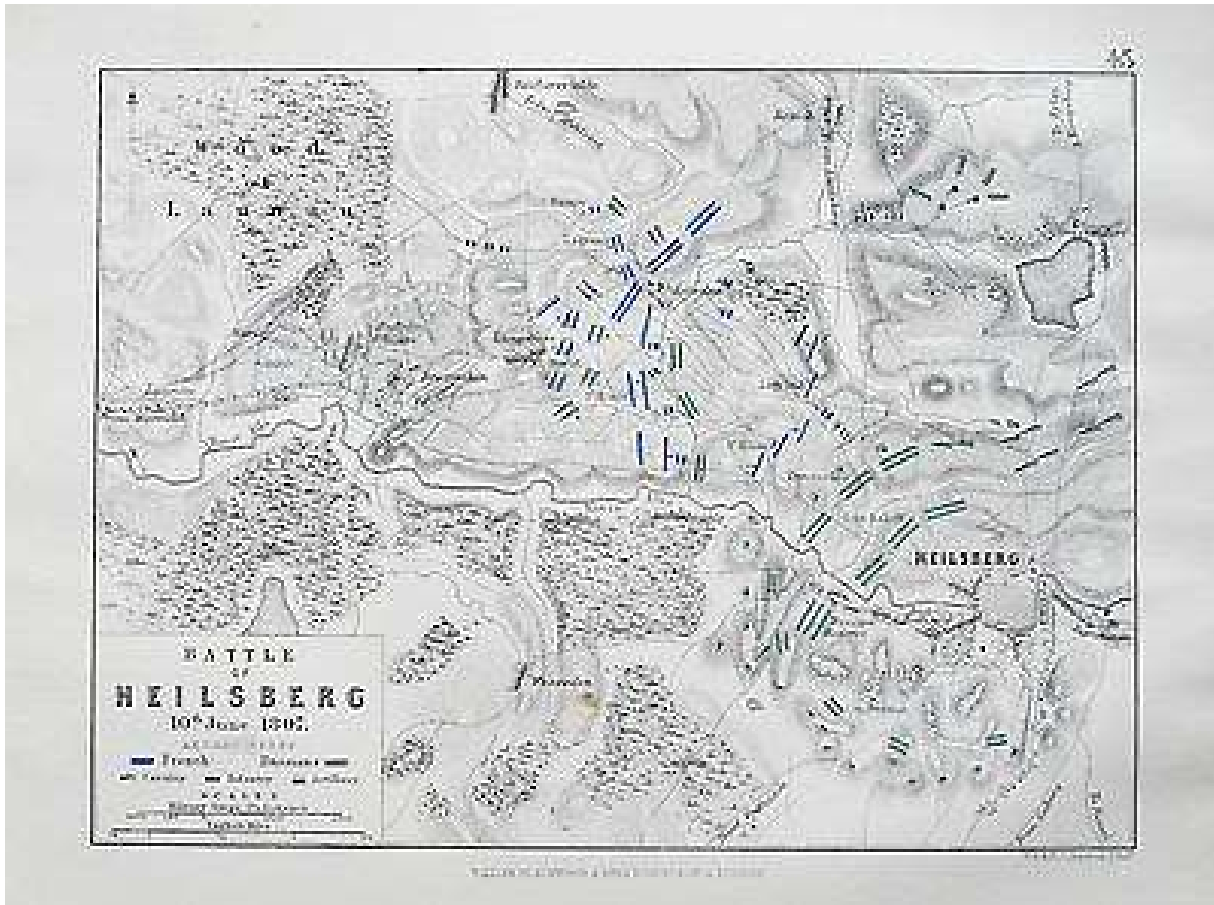
He returned to France, but his last days were cancer-ridden and he died in 1833. He is buried at the Pere Lachaise cemetery in Paris.



Anne Jean Marie René Savary

Real Story Is Hard To Determine

Heilsberg 1807: The Game As An Accurate History



We had a brief discussion with one of our colleagues about whether this or that division had made an appearance in the Battle of Heilsberg. He had argued it had not, while we had consulted a reputable volume which was able to pinpoint extensive officer casualties which strongly suggested the division was at Heilsberg. The truth is that Heilsberg was perhaps one of the more difficult battles to research, because there was such a wide range of stories presented by the literature. Read a half-dozen histories and you will have six different versions on what happened.

One reason might have been that Heilsberg appears to be a relatively obscure battle, despite the 35,000 to 45,000 casualties. The battle was just four days prior to one of the

most famous of Napoleonic victories at Friedland. Though considered a French victory, its victory status appears to be only because the Russians decided to withdraw from their fortified positions just outside of Heilsberg on the June 11, after surviving Lannes night assault on June 10.

Napoleon's involvement appears to have been minimal. Other than ordering Savary and the Fusilier Guards to rescue the reckless Murat, Napoleon's behavior was strangely passive for most of June 10. Murat; Soult; and then Lannes appear to have violated direct orders from Napoleon not to get too engaged. Yet they did at great cost. Soult and Murat's commands took heavy casualties and were not at Friedland just four days later.

Whatever the reason, the literature on Heilsberg is hazy and minimal and ultimately the record is unclear.

Here is our review of the history of the battle using our game for the reference points. The history put into convenient using the first three scenarios to outline the events. Our review of the strategic situation took us to the failure of Bennigsen's June offensive with its overly convoluted six-pronged offensive against Marshal Ney. Bennigsen's offensive petered out about 12 miles east of Heilsberg, at Guttstadt on June 7. Napoleon's army enters that town on June 9 and decides to seek out the Russian rear guard.

Scenario One-The French Advance

This is a one map scenario of only 11 turns with a small number of forces on both sides. Marshal Murat starts his day at dawn by pursuing Borozdin with the Russian Advance Guard. At 10:00 (turn one) Borozdin enters the map in *road order* on the Road to Launau retreating towards Bewernick. Bewernick has a small garrison of mainly infantry under Prince Lvov. Langweisse also has a small garrison from the Advance Guard just north of Bewernick. About nine hexes east of Bewernick, Bagration is racing to reinforce the area. At 10:20 start arriving. General Latour-Maubourg comes onto the mapboard with his dragoon division and some horse-guns. Marshal Murat comes onto the mapboard at 11:00 am along with LaSalle's division.



Russians take advantage of the terrain. As might be expected, Murat was too impatient to wait for Soult's infantry, which is marching towards Bewernick. Murat rashly moves forward without proper support. He cannot quickly take Bewernick and Langwiese. In the playtests, Russians tend to be a little stronger due to the favorable position of woods. Can easily be played in one sitting.

Scenario Two Uvarov Forward aka Murat's Boot

We really like Scenario Two. It is chock-filled with action and has considerable room for maneuver, yet it is still compact enough to be on one (West) map. The scenario starts at 14:20

and ends 10 turns later at the end of the 17:20 turn. The Russians still hold Bewernick, but Murat has taken Langweisse when the scenario starts.



General Theodore Uvarov by Thomas Laurence (1818)

Both LaSalle and Latour-Maubourg have been bloodied, but the French Cavalry will be joined by reinforcements (d'Espagne's Cuirassier Division). Also, Soult's large infantry corps is starting to arrive on the map and the small and outnumbered Russian infantry find it difficult to slow the French. Lurking in the Russian rear is Uvarov's cavalry, which consists of 14 large regiments supported by lots of Cossacks, horse guns, and from south of the Alle, the Russian Guard artillery providing blistering support. Russian cavalry charges almost capture Murat before he is personally rescued by LaSalle. Napoleon sends Savary and the Fusilier Guard Brigade to restore Murat's desperate position. Soult becomes fully engaged. Now Napoleon finds himself in a battle he neither wants or is prepared for due to Murat's and Soult's lack of restraint. The French have the numbers in the end, but Murat could be captured. There is a provision that the French cannot win a decisive victory if the vain Grand Duke of Berg misplaces his red Moroccan boot. Due to the cavalry charges, this scenario, which is 10 turns, runs a little longer than Scenario One.

Scenario Three...The Final Attack

This scenario runs from 18:00 to the end of the 24:00 turn. There is regular daylight to the end of the 20:20 turn. Then there are dusk rules from 22:40 to the end of 21:00. There are night operations from 22:20 to the end of 24:00

When, and if La Bat folks think of La Bataille d'Heilsberg, this is what they think of...the Russians have heavily fortified and gunned redoubts, surrounded by abatis, supported by guns of the Russian Guard firing from south of the Alle, and backed up by endless streams of Russian and Prussian cavalry, protecting the old Teutonic Knights Castle at

Heilsberg. Uvarov is now joined by Golitsyn's cavalry, and the Russian horse forces have now grown to 23 regiments plus eight Cossack regiments.

They are facing Soult's large IV Corps and Lannes Reserve Corps. Both Corps have excellent infantry with strong leaders. They are backed up by Murat's battered and worn-out cavalry which are recuperating from their battles in the first two scenarios. Murat is joined by Saint Sulpice's fresh Cuirassier Division.

The French must approach gingerly but emphatically to try to take out the redoubts and the multiple Russian batteries. There will be multiple cavalry charges in this scenario if either side hopes to prevail. There are 8 daylight turns. Regular Dusk and darkness rules highlight the last 10 turns of the game as Lannes attempts a night attack at 22:30.

Generally, the French infantry and leaders are superior to the Russians, while Russian Guns and Russian cavalry will dominate the scene. The French and Russian Guards are generally withheld from the battle. There is a plethora of superior French Aides that Napoleon can commit to provide on the spot superior leadership.



If the French are persistent, they should prevail, but not for the faint of heart. As midnight approaches, the battle dies down. On June 11, Bennigsen, fearing encirclement, decides he must evacuate the Heilsberg positions and quietly leaves the town. The French possess the battlefield, but not much else. The stage is set for Friedland, just two days later

Scenario Four-Ney's Attack

This is a theoretical scenario...it takes place south of the Alle River...Napoleon had Ney's medium-sized corps not committed so the scenario postulates that Ney approaches Heilsberg from south of the Alle and tries to assist Soult by forcing the Russian Guard artillery from its perch on the slopes facing Redoubt A and force it away from assisting the Russians in Redoubt A forcing Soult. The Russian defense is aided by extensive forests and swamps as well as several slopes. The Russians have more units available than the French. The scenario favors the Russians as the French only have three weak cavalry regiments to go along 12 infantry battalions and a few batteries to try to ram their way through woods and swamps...

Scenario Five-Bennigsen's Defense Tested

This scenario is the granddaddy of them all. It combines the very large Scenario Three (the actual big battle north of the Alle) with the theoretical Scenario Four where Ney wades into the dense swampy woods and tries to turn the Russian flank. Each side of the river is played somewhat independently, though the Russians can move back and forth between each side of the river. The French are unable to do so. This is a large scenario requiring three players per side. The Russians have the advantage as their reserves and guard can go back and forth across the Alle.

Players' Notes For La Bataille d'Heilsberg 1807

- As always, La Bataille games feature national armies against national armies and as such each player should understand the strengths and weaknesses of their respective forces. In some cases, there may be two different sets of forces within one army. For example, there is a Saxon Division with Lannes' Reserve corps. Their doctrine is very close to the Prussian doctrines of 1806--especially the use of infantry lines. Playing to the differences will provide an edge.
- French infantry is generally excellent. Most of the time infantry should be in battalion formation due to the size of regiments and their worsened fire defenses against the Russian batteries.
- Russian infantry regiments usually have a strength of 4 increments, so it may be hazardous to keep them in battalions---but sometimes that is the best option...the art will be knowing when a regiment should be broken down. Russians will have a difficult time taking on French regiments in one-on-one fight...so the Russians should learn to support infantry with both cavalry and artillery. Cossacks are best used in the woods--especially in tirailleur a cheval order if available.
- Speaking of tirailleur a cheval, both sides should use this function generously...in fact, in playtests, we were able to use able to use this function when assaulting fortified positions to great effect. The Light Cavalry Division of LaSalle can be very effective...French Corps cavalry is also able to use this function.
- Russians have more artillery, but French artillery can be effective...especially when used with leaders with the artillery bonus...French marshals generally have this bonus. Used with horse batteries, the French can be effective enough. Russian artillery will tend to funnel the French assault to the north end of the map, but that thrust will be muffled due to the extensive forests.
- Remember, Heilsberg will necessarily expose both armies to heavy casualties, so watch the morale levels...

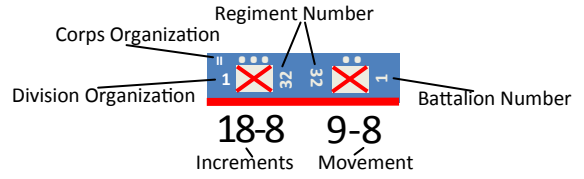
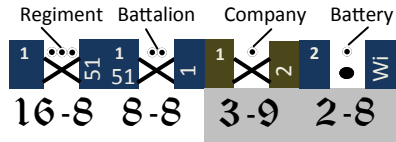


Scenario One is an excellent primer for La Bataille--especially for the tirailleur à cheval rules. It plays quickly and it is just on the West map.

Good luck citizens!

La Bataille Premier

Counter Value Summary



Infantry Combat Unit

1/8 Legere	
9	2
21	
16	

Fire Value
Melee Value
Morale Value

Fire Range

Infantry Combat Unit

1/8 Ligne	
8	
23	
24	

Fire Value
Melee Value
Morale Value

Light Cavalry Combat Unit

5 Hussar	
(4)	
34	
16	

Skirmish Fire Value
Melee Value
Morale Value

Heavy Cavalry Combat Unit

22 Dragoon	
32	
31	

Melee Value
Morale Value

Lance Armed Cavalry Combat Unit

9 Lancer	
35	+4
24	

Melee Value
Morale Value

Lance Bonus

Artillery Combat Unit

1/7 a Pied	
18	9
12	2
6	16

Short Range Value
Medium Range Value
Long Range Value

Fire Range
Melee Value
Morale Value

Leaders

Bernadotte	
5/9	4
2	5

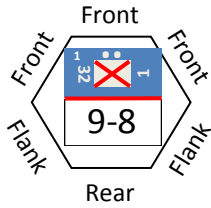
Melee Bonus
Att / Def
Cavalry Bonus

Artillery Bonus
Morale Bonus

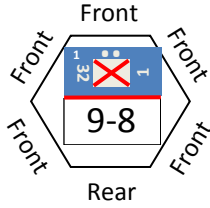
La Bataille Premier

Formation and Orientation

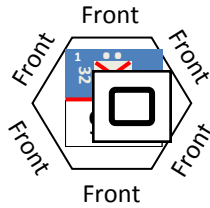
Column



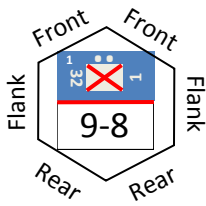
General Order



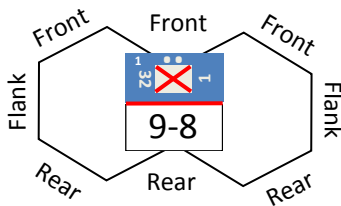
Square



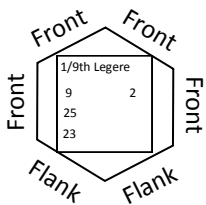
Line



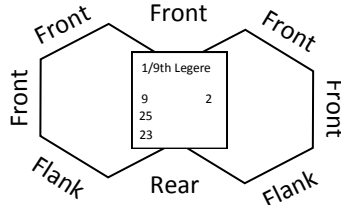
2 Hex Line



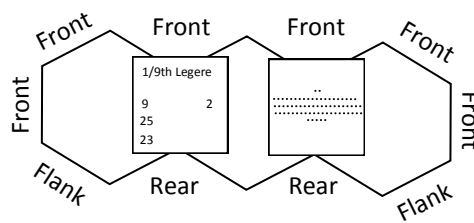
Skirmish



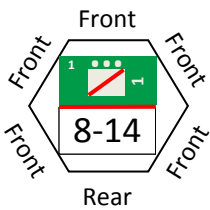
2 Hex Skirmish



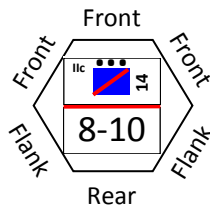
3 Hex Skirmish



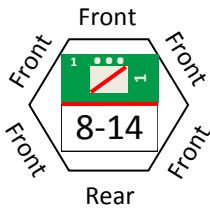
Lt Cav Column



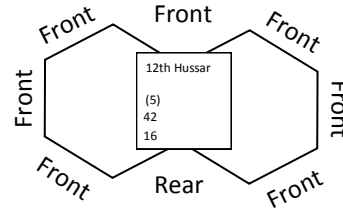
Hy Cav Column



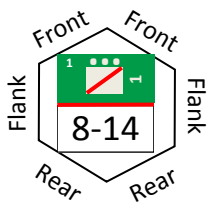
General Order



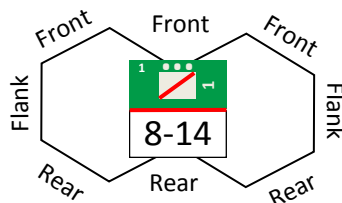
Cavalry Skirmish



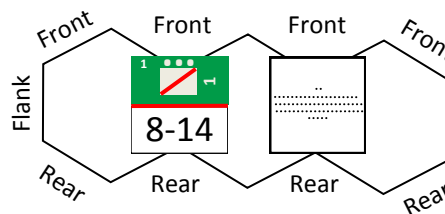
Line



2 Hex Line



3 Hex Line



Infantry Formation Changes +1 to movement cost

Artillery Formation Changes +2 to movement cost

Cavalry Formation Changes +3 to movement cost

Lidzbark-Warminski (Heilsberg) Part Of European Federation of Napoleonic Cities To Promote Historical Activities

Lidzbark-Warminski (Heilsberg) is proud of its Napoleonic heritage and one way it supports its history is its participation in the European Federation of the Napoleonic Cities.



Lidzbark is one of more than 50 different European communities which have joined together to promote their Napoleonic heritage. According to the Federation's website, "Founded in 2004 by Charles Bonaparte, the European Federation of Napoleonic Cities (FECN) brings together more than 50 European cities whose history has been marked by Napoleonic influence."

Lidzbark has a major reenactment of the Battle of Heilsberg every year, and like so many of its sister communities, has a wide range of exhibitions; cultural events and lectures recounting the Age of Napoleon in the member towns. Lidzbark also has a war museum featuring information about the Battle of Heilsberg. The website for the Federation is at: <https://www.destination-napoleon.eu/federation/>



La Bataille d'Heilsberg 1807

Scenarios	Start	End
Scenario One - The French Advance	10:00	13:20
Scenario Two - Uvarov Forward	14:20	17:20
Scenario Three - The Final Attack	18:00	00:00
Scenario Four -Ney's Attack	18:00	00:00
Scenario Five - Bennigsen's Defense Tested	18:00	00:00



La Bataille d'Heilsberg 1807

Scenario One - The French Advance

June 10, 1807

Use West Map Only

Start: 10:00

Finish: at the end of the 13:20 turn



Starts on map
 Enters map at time shown

Description	Debut / Arrivee	Remarques
-------------	-----------------	-----------

Armee Imperiale Russe

Note: Units are assembled from different formations

GM Borozdin	10:00	All Units enter map within two hexes of the Road to Launau, retreating to Bewernick
Nizov Musketeer Regiment	10:00	"
Reval Musketeer Regiment	10:00	"
Selivanov #2 Cossaque	10:00	"
Ingerland (Fin.) Dragoon Regiment	10:00	"
GM Price Lvov	10:00	All units within two hexes of Bewernick
Kostroma Musketeer Regiment	10:00	"
3rd Jaeger Regiment	10:00	"
4th Jaeger Regiment	10:00	"
Kiev Dragoon Regiment	10:00	"
Pskov Militia Marksman Battalion	10:00	"
Gen. Prince Shakhovski	10:00	All units within two hexes of Langwiese
Ilovaysky #4 Cossaque	10:00	"
Greko #9 Cossaque	10:00	"
Grodno Hussaren Regiment	10:00	"
#1 Horse Battery (AG)	10:00	"

Description	Debut / Arrivee	Remarques
GL Prince Bagration	10:00	Nine hexes east of Bewernick, within two of the road
7th Jaeger Regiment	10:00	"
24th Jaeger Regiment	10:00	"
#2 Horse Batterie (AG)	10:00	"
Belogorodtsev Cossaque	10:00	"
Novgorod Militia Marksman Battalion	10:00	"

Le Grande Armee

Cavalerie de la Reserve

1ere Dragoon Division

Enter Rte de Launau, western edge

Général de division Latour-Maubourg
1ere Dragoon Regiment
2e Dragoon Regiment
4e Dragoon Regiment
14e Dragoon Regiment
20e Dragoon Regiment
2e Co/2e Artillerie a Cheval

10:20

"

10:20

"

10:20

"

10:20

"

10:40

"

10:40

"

10:40

"

Marshal Murat, Gran Duc de Berg

11:00

Enter Rte de Launau, western edge

Général de Brigade Belliard

11:00

"

4e Division de Cavalerie Legere

Enter Rte de Launau, western edge

Général de division LaSalle

11:20

"

5e Hussar Regiment

11:00

"

7e Hussar Regiment

11:00

"

3e Chasseur a Cheval Regiment

11:00

"

11e Chasseur a Cheval Regiment

11:00

"

Bavarian 1ere C-L Kron Prinz Regiment

11:20

"

Wurttemberg Lien C-L Regiment

11:20

"

1ere Hussar Regiment

11:20

"

13e Chasseur a' Cheval Regiment

11:20

"

24e Chasseur a' Cheval Regiment

11:20

"



Victory Conditions

French Decisive	Capture any hexes of Bewernick and Langwiese by the end of the scenario.
French Substantial	Capture any hexes of Bewernick by the end of the scenario
French Marginal	Capture or kill Bagration
Coalition Marginal	Hold any hexes of Bewernick until the end of the 12:20 turn
Coalition Substantial	Hold three hexes of Bewernick until the end of the 13:00 turn
Coalition Decisive	Hold all hexes of Bewernick until the end of the 13:20 turn

Special Notes

Game may end if French capture both Bewernick and Landweise before the time limit.
The longer the Coalition can hold Bewernick, then the more their victory means.

(Hold means being the last player to occupy all the hexes of a village before the end of the game.)

La Bataille d'Heilsberg 1807

Scenario Two - Uvarov Forward

June 10, 1807

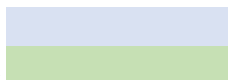
Use West Map Only

Start: 14:20

Finish: at the end of the 17:20 turn



Starts on map
Enters map at time shown



Description	Debut / Arrivee	Remarques
-------------	-----------------	-----------

Armee Imperiale Russe

Note: Units are assembled from different formations

Ataman Platov	14:20	Within 8 hexes of Lauden in the woods.
Denisov #6 Cossaque	14:20	"
Isaev #2 Cossaque	14:20	"
Efremov #3 Cossaque	14:20	"
Kieselev #2 Cossaque	14:20	"

Cavalerie of the Right

Generalmajor Uvarov	14:40	Enter East Edge of the map road to Lauden
Generalmajor Loewenstein	14:40	"
Count Pahlen	14:40	"

Lithuania Uhlan Regiment	14:40	"
Elizavetgrad Hussaren Regiment	14:40	"
Sumsk Hussaren Regiment	14:40	"

General of Cavalerie Dorokhov	15:00	Enter East Edge of the map road to Bewernick
Courland Dragoon Regiment	15:00	"
Riga Dragoon Regiment	15:00	"
Kazan Dragoon Regiment	15:00	"
Lifland Dragoon Regiment	15:00	"
Mitau Dragoon Regiment	15:00	"

20 th Jaeger Regiment	14:20	Within 2 hexes of Lauden
25 th Jaeger Regiment	14:00	"
26 th Jaeger Regiment	14:00	"

Description	Debut / Arrivee	Remarques
v. Baczko Dragoon	14:20	within 2 hexes of Lauden
v. Ziethen Dragoon	14:20	"
Batterie zu pferde v. Rentzel	14:20	"
General of Cavalrie Kozhin	14:20	5 hexes east of Lauden
Little Russia Cuirassier Regiment	14:20	"
Leib Cuirassier Regiment	14:20	"
Military Order Cuirassier Regiment	14:20	"
Horse Batterie #5	14:20	"
Horse Batterie #6	14:20	"
Gen. Prince Shakhovski	14:20	6 to 8 hexes east of Bewernick, minus 5 increments
Ilovaysky #4 Cossaque	14:20	"
Grekov #9 Cossaque	14:20	"
Grodno Hussaren Regiment	14:20	"
#1 Horse Batterie (AG)	14:20	"
GL Prince Bagration	14:20	within 3 hexes of Bewernick minus 5 increments
GM Price Lvov	14:20	"
GM Baggovout	14:20	"
7th Jaeger Regiment	14:20	"
24th Jaeger Regiment	14:20	"
#2 Horse Batterie (AG)	14:20	"
Novgorod Militia Marksman Battalion	14:20	"
3rd Jaeger Regiment	14:20	"
4th Jaeger Regiment	14:20	"
Kostroma Musketeer Regiment	14:20	"
#2 Horse Batterie (AG)	14:20	"
Life Guard Jaeger Battalion #2	14:20	"
Generallieutenant Kasperski	14:20	Anywhere south of the Alle up to where the forest starts
Major General Koutaissov	14:20	"
Life Guard Position Batterie #1	14:20	"
Life Guard Position Batterie #2	14:20	"
Life Guard Horse Batterie #2	14:20	"
Position Batterie#13	14:20	"



Redoubts on eastern map

14:20

All French units advancing to within 5 hexes of the eastern map edge will be subjected to an 8 to 1 fire attack which continues each turn until they retreat from range. There are no line of sight blockages except forests.

Description	Debut / Arrivee	Remarques
-------------	-----------------	-----------

Le Grande Armee

Cavalerie de la Reserve

Marshal Murat, Gran Duc de Berg
Général de brigade Belliard

14:20

Langwiese

14:20

Langwiese

1ere Dragoon Division

Within 2 hexes of Langwiese,
minus 5 increments

Général de division Latour-Maubourg

14:20

"

1ere Dragoon Regiment

14:20

"

2e Dragoon Regiment

14:20

"

4e Dragoon Regiment

14:20

"

14e Dragoon Regiment

14:20

"

20e Dragoon Regiment

14:20

"

2e Co/2e Artillerie a Cheval

14:20

"

4e Division de Cavalerie Legere

4 hexes east of Langwiese,
minus 5 increments, starts
tired

Général de division LaSalle

14:20

"

5e Hussar Regiment

14:20

"

7e Hussar Regiment

14:20

"

3e Chasseur a Cheval Regiment

14:20

"

11e Chasseur a Cheval Regiment

14:20

"

Bavarian 1ere C-L Kron Prinz Regiment

14:20

"

Wurttemberg Lien C-L Regiment

14:20

"

1ere Hussar Regiment

14:20

"

13e Chasseur a' Cheval Regiment

14:20

"

24e Chasseur a' Cheval Regiment

14:20

"



Description	Debut / Arrivee	Remarques
3e Grosse Cavalerie Division		Enter Rte de Wormditt, western edge
Général de division d'Espagne	15:20	"
4e Cuirassier Regiment	15:20	"
6e Cuirassier Regiment	15:20	"
7e Cuirassier Regiment	15:20	"
8e Cuirassier Regiment	15:20	"
5e Co / 2e Artillerie a Cheval	15:20	"
IV Corps de Armee		
Marechal d'Empire Jean de Dieu Sout	14:20	Enter Route de Wormditt
Général de brigade Compans	14:20	"
1ere Division		Enter western map edge between Bewernick and Langwiese
Général de division Saint Hillaire	14:20	"
10e Legere Regiment	14:20	"
14e Ligne Regiment	14:20	"
22e Ligne Regiment	14:20	"
36e Ligne Regiment	14:20	"
43e Ligne Regiment	14:20	"
55e Ligne Regiment	14:20	"
15e Co / 1ere Artillerie a Pied	14:20	"
16e Co / 1ere Artillerie a Pied	14:20	"
2e Division		Enter Rte de Launau, western edge
Général de division Carra St Cyr	14:40	"
24e Legere Regiment	14:40	"
4e Ligne Regiment	14:40	"
28e Ligne Regiment	14:40	"
46e Ligne Regiment	14:40	"
57e Ligne Regiment	14:40	"
12e Co / 5e Artillerie a Pied	14:40	"
13e Co / 5e Artillerie a Pied	14:40	"

Description	Debut / Arrivee	Remarques
3e Division		Enter NW corner of map, any 10 hexes on the western edge from the corner
Général de brigade Legrand	14:20	"
26e Legere Regiment	14:20	"
18e Ligne Regiment	14:20	"
75e Ligne Regiment	14:20	"
105e Ligne Regiment	14:20	"
Tirailleurs Corse Battalion	14:20	"
Tirailleurs du Po Battalion	14:20	"
14e Co / 1ere Artillerie a Pied	14:20	"
IV Corps de Armee Legere Cavalerie Brigade		Enter Rte de Launau, western edge
Col Sout	14:20	"
8e Hussar Regiment	14:20	"
16e Chasseur à Cheval Regiment	14:20	"
22e Chasseur à Cheval Regiment	14:20	"
4e Co / 5e Artillerie a Cheval	14:20	"
Général de division Savary	15:00	Enter Rte de Launau, western edge
Général de brigade Hulin	15:00	Enter Rte de Launau, western edge
Fusilier Chasseur Regiment	15:00	"
Fusilier Grenadier Regiment	15:00	"



Victory Conditions

French Decisive	Capture all hexes of Bewernick, Langwiese and Lauden by the end of the scenario. *
French Substantial	Capture all hexes of Bewernick and Langwiese by the end of the scenario
French Marginal	Capture all hexes of Bewernick by the end of the scenario
Coalition Marginal	Hold Lauden until the end of the Scenario
Coalition Substantial	Hold any hexes of Bewernick and Lauden until the end of the scenario or kill / capture Murat
Coalition Decisive	Hold any hexes of Bewernick, Langwiese and Lauden by the end of the scenario or put Soult's Corps on a Morale Level

Special Notes

(Hold means being the last player to occupy all the hexes of a village before the end of the game.)

*Murat's boot- if Murat's rolls for a leader casualty and is not injured, roll one die. An even roll and he has lost his red boot. The French cannot win decisively!

Napoleon will not allow any French troops to cross over to the eastern map until the next scenario.

However the Russian Redoubts will fire if the French get too close to their position

La Bataille d'Heilsberg 1807

Scenario Three - The Final Attack

June 10, 1807

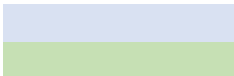
Use Both Maps

Start : 18:00

Finish: at the end of the 24:00 turn



Starts on map
Enters map at time shown



Description	Debut / Arrivee	Remarques
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Armee Imperiale Russe

General of Cavalrie Freiherr von Bennigsen

18:00

Heilsberg

Generalmajor Steinhil

18:00

Heilsberg

von Sutterheim

18:00

Bischof Schloss

21. Fusilier Regiment (Garrison) (P)

18:00

Bischof Schloss

Redoubt "A"

Eighth Division

Generalmajor Essen III

18:00

within 5 hexes of the
Redoubt

Schlusberg Musketeer Regiment

18:00

"

Old-Ingermanland Musketeer Regiment

18:00

"

Podolsk Musketeer Regiment

18:00

"

Position Batterie#5

18:00

"

Position Batterie #6

18:00

"

Horse Batterie #8

18:00

"

Heavy Batterie (Static)

18:00

Assigned to Redoubt. May
not move

2 ea Abatis

18:00

Place within two hexes of
Redoubt



Description	Debut / Arrivee	Remarques
Redoubt "B"		
		within 5 hexes of the Redoubt
Second Division		
Generalmajor Knorring	18:00	"
Pavlov Grenadier Regiment	18:00	"
Rostov (Belosersk) Musketeer Regiment	18:00	"
St. Petersburg Grenadier Regiment	18:00	"
Yeletsk Musketeer Regiment	18:00	"
Position Batterie #1	18:00	"
Position Batterie #2	18:00	"
Horse Batterie #7	18:00	"
Heavy Batterie (static)	18:00	Assigned to Redoubt. May not move
2 ea. Abatis	18:00	Place within two hexes of Redoubt
Redoubt "C"		
		within 5 hexes of the Redoubt
Reserve (резерв) Division		
Generalmajor Kamenski II	18:00	"
Archangelogorod Musketeer Regiment	18:00	"
Navaginsk Musketeer Regiment	18:00	"
Mohilev Musketeer Regiment	18:00	"
21 st Jaeger Regiment	18:00	"
Towarczys Cavalrie Regiment (P)	18:00	"
Batterie zu pferde v. Hartmann (P)	18:00	"
Batterie Schwer v. Steinwehr (P)	18:00	"
Heavy Batterie (static)	18:00	Assigned to Redoubt. May not move
2 ea. Abatis	18:00	Place within two hexes of Redoubt
Ataman Platov	18:00	Within 6 hexes of Grossendorf, minus 6 increments
Denisov #6 Cossaque	18:00	"
Isaev #2 Cossaque	18:00	"
Efremov #3 Cossaque	18:00	"
Kieselev #2 Cossaque	18:00	"
Astrakov #4 Cossaque	18:00	"
Ilovaysky #2 Cossaque	18:00	"
Ilovaysky #9 Cossaque	18:00	"
Sulin #9 Cossaque	18:00	"

Description	Debut / Arrivee	Remarques
Papusin Cossaque		
Olonetsky Militia Marksman Battalion	18:00	"
Tverskoy Militia Marksman Battalion	18:00	"
Horse Batterie #1	18:00	"
Horse Batterie #2	18:00	"
Fourteenth Division		Exits from any hex of Heilsberg
Generalmajor Somov	18:20	"
Ryazan Musketeer Regiment	18:20	"
Ouglich Musketeer Regiment	18:20	"
Sophia Musketeer Regiment	19:00	"
Tula Musketeer Regiment	19:00	"
Volhynia Musketeer Regiment	19:40	"
Position Batterie #11	19:40	"
Position Batterie #12	19:40	"
Cavalerie of the Right		
Generalmajor Uvarov	18:00	within 2 hexes of the line of 5 forest hexes east of Redoubt "C"
General Major Loewenstern		"
Lithuania Uhlan Regiment	18:00	" minus 3 increments
Elizavetgrad Hussaren Regiment	18:00	" minus 2 increments
Sumsk Hussaren Regiment	18:00	" minus 2 increments
General of Cavalerie Dorokhov (Dolgorski)	18:00	Minus 6 increments , within 2 hexes of the line of 5 forest hexes east of Redoubt "C"
Courland Dragoon Regiment	18:00	"
Riga Dragoon Regiment	18:00	"
Kazan Dragoon Regiment	18:00	"
Lifland Dragoon Regiment	18:00	"
Mitau Dragoon Regiment	18:00	"
Horse Batterie #3	18:00	" (No Loses)
Horse Batterie #4	18:00	" (No loses)

Description	Debut / Arrivee	Remarques
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Seventh Division

A part of the division on the North side of the Alle within two hexes of any bridges.

Generalmajor Dolgorukov 18:00

Iekaterinoslav Grenadier Regiment 18:00

Voron Musketeer Regiment 18:00

23rd Jaeger Regiment 18:00

Generalmajor Markov I

North Side of the Alle 5 to 10 hexes northeast of Heilsberg

Moscow Grenadier Regiment 19:20

Pskov Musketeer Regiment 19:20

Tenginsk Musketeer Regiment 19:20

Kostroma Musketeer Regiment 19:20

Staroskol Musketeer Regiment 19:20

Division Rembow

10 hexes from the eastern map edge behind Redoubt

Generalmajor Rembow (P) 18:00

Sevsk Musketeer Regiment 18:00

Permsk Musketeer Regiment 18:00

Kaluga Musketeer Regiment 18:00

v. Baczko Dragoon (P) 18:00

v. Ziethen Dragoon (P) 18:00

Batterie zu pferde v. Rentzel (P) 18:00

" minus 4 increments

" minus 4 increments

" (no loses)

Cavalerie of the Left

North Side of the Alle 5 to 10 hexes northeast of Heilsberg

Prince Golitsyn V 19:00

Aide de Camp Colonel Trubetskoi 18:40

Aide de Camp Colonel Bezobrazov 18:40

Description	Debut / Arrivee	Remarques
General of Cavalrie Lambert	19:00	"
Polska Uhlan Regiment	19:00	"
Aleksandria Hussaren Regiment	19:00	"
Izum Hussaren Regiment	19:00	"
Oliviopol Hussaren Regiment	19:00	"
General of Cavalrie Korf	19:00	North Side of the Alle 5 to 10 hexes northeast of Heilsberg
Pskov Dragoon Regiment	19:00	"
Moscova Dragoon Regiment	19:00	"
Kargopol Dragoon Regiment	19:00	"
Ingermanland Dragoon Regiment	19:00	"
St Petersburg Dragoon Regiment	19:00	"
General of Cavalrie Kozhin	19:00	North Side of the Alle 5 to 10 hexes northeast of Heilsberg, minus 6 increments "
Little Russia Cuirassier Regiment	19:00	"
Leib Cuirassier Regiment	19:00	"
Military Order Cuirassier Regiment	19:00	"
Horse Batterie #5	19:00	" (no loses)
Horse Batterie #6	19:00	" (no loses)
Generallieutenant Kasperski	18:00	Anywhere south and adjacent to the Alle between the forest and the village. They start unlimbered facing north. The position batteries must limber to change facing because of the swampy ground
Major General Koutaissov	18:00	"
Life Guard Position Batterie #1	18:00	"
Life Guard Position Batterie #2	18:00	"
Life Guard Horse Batterie #2	18:00	"
Position Batterie #13	18:00	"



Description	Debut / Arrivee	Remarques
Russian Imperial Guard Response		
First Lifeguard Division (Partial)		"
Generallieutenant Mallutin	Release	Scenario Three or Four
2 nd Jaeger Regiment	Scenario Four	
Life Guard Preobrazhenskoi Regiment (G)	Release	Bridge / Pontoon Hex - south of the Alle
Semenovsky Life Guard Regiment (G)	Release	Bridge / Pontoon Hex - south of the Alle
Velikaluka Musketeer Regiment	Scenario Four	
Pernau Musketeer Regiment	Scenario Four	
Ismailov Life Guard Regiment (G)	Release	Bridge / Pontoon Hex - south of the Alle
Life Guard Grenadier Regiment (G)	Release	Bridge / Pontoon Hex - south of the Alle
Kexholm Musketeer Regiment	Scenario Four	
Life Guard Jaegers Battalions #1 and #3	Scenario Four	
Imperial Life Guard Cavalry Division		"
Generallieutenant Kollogirvov	18:40	East edge of the map, north or south of the Alle
Gardes à Cheval Regiment	18:40	"
Chevalier Guard Regiment	18:40	"
Life Guard Hussar Regiment	19:20	"
Life Guard Cossaque Regiment	19:20	"
Life Guard Horse Batterie #1	19:40	"

Description	Debut / Arrivee	Remarques
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Le Grande Armee

Napoleon I, Emperor of the French, King of Italy	18:00	5 hexes east of Langwiese
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Grand-Marechal du Palais Général de division Duroc	18:00	5 hexes east of Langwiese
--	-------	---------------------------

Marechal d'Empire Berthier, Prince de Neuchatel	18:00	"
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Général de division Savary	18:00	"
----------------------------	-------	---

Général de division Reille	18:00	"
----------------------------	-------	---

Général de brigade Mouton	18:00	"
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Général de brigade Bertrand	18:00	"
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Garde Imperiale

Marechal d'Empire Jean-Baptiste Bessieres	18:00	7 hexes east of Langwiese
---	-------	---------------------------

Aide de Camp Général de brigade Roussel	18:00	"
---	-------	---

Infanterie de la Garde	18:00	
------------------------	-------	--

Général de brigade Hulin	18:00	7 hexes east of Langwiese
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1ere et 2e Grenadiers a Pied (F)	Release	"
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1ere et 2e Chasseurs a Pied (F)	Release	"
---------------------------------	---------	---

Fusilier-Chasseur	18:00	7 hexes east of Langwiese, minus 1 increment
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Fusilier-Grenadier	18:00	7 hexes east of Langwiese, minus 1 increment
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Cavalerie de la Garde	18:00	5 hexes east of Langwiese
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Général de division Walthier	18:00	"
------------------------------	-------	---

Grenadiers à Cheval de la Garde	18:00	"
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Chasseur à Cheval de la Garde	18:00	"
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Mameloucks (F)	Release	"
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Artillerie de la Garde (F)	18:00	7 hexes east of Langwiese
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Général de brigade Laiboissiere	18:00	"
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1ere-3e Co / Artillerie à Cheval de la Garde	Release	"
--	---------	---

4e-6e Co / Artillerie à Cheval de la Garde	Release	"
--	---------	---

Description	Debut / Arrivee	Remarques
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IV Corps de Armee

Marechal d'Empire Jean de Dieu Sout
Général de brigade Compans

18:00

Langwiese

18:00

"

1ere Division

Within 7 hexes of Lauden

Général de division Saint Hillaire

18:00

"

10e Legere Regiment

18:00

"

14e Ligne Regiment

18:00

"

22e Ligne Regiment

18:00

"

36e Ligne Regiment

18:00

"

43e Ligne Regiment

18:00

"

55e Ligne Regiment

18:00

"

16e Co / 1ere Artillerie a Pied

18:00

"

15e Co / 1ere Artillerie a Pied

18:00

"

2e Division

Within 11 hexes of Bewernick

Général de division Carra St Cyr

18:00

"

24e Legere Regiment

18:00

" minus 3 increments

4e Ligne Regiment

18:00

" minus 3 increments

28e Ligne Regiment

18:00

" minus 3 increments

46e Ligne Regiment

18:00

Within 11 hexes of Bewernick

57e Ligne Regiment

18:00

"

12e Co / 5e Artillerie a Pied

18:00

"

13e Co / 5e Artillerie a Pied

18:00

"

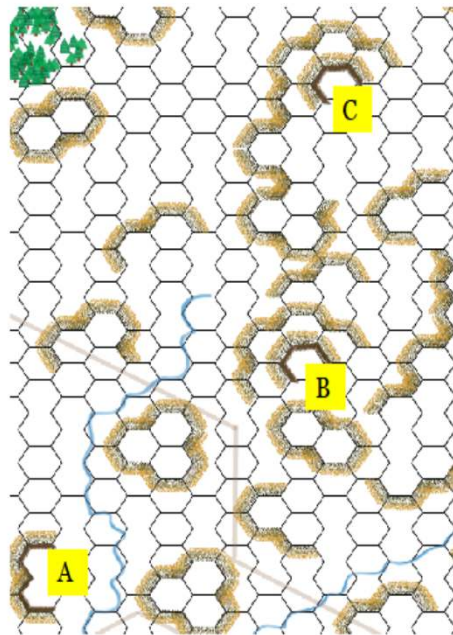
Description	Debut / Arrivee	Remarques
3e Division		
		Within 11 hexes of Langwiese
Général de brigade Legrand	18:00	"
		"
26e Legere Regiment	18:00	"
18e Ligne Regiment	18:00	"
75e Ligne Regiment	18:00	"
105e Ligne Regiment	18:00	"
Tirailleurs Corse Battalion	18:00	"
Tirailleurs du Po Regiment	18:00	"
14e Co / 1ere Artillerie a Pied	18:00	"
IV Corps de Armee Legere Cavalerie Brigade	18:00	Within 11 hexes of Langwiese
Col Sault	18:00	"
8e Hussar Regiment	18:00	"
16e Chasseur à Cheval Regiment	18:00	"
22e Chasseur à Cheval Regiment	18:00	"
4e Co / 5e Artillerie a Cheval	18:00	"
Reserve Corps de Armee		
Marechal d'Empire Lannes	18:00	5 hexes west of Lauden
Aide de Camp Général de Division Drouet	18:00	"
9e Hussar Regiment	18:00	"
1ere Provisoire Grenadier Division		
		Enter Rte de Wormditt
Général de division Oudinot	18:20	
1ere Provisoire Grenadier Battalion	18:20	"
2e Provisoire Grenadier Battalion	18:20	"
3e Provisoire Grenadier Battalion	18:20	"
4e Provisoire Grenadier Battalion	18:20	"
5e Provisoire Grenadier Battalion	18:20	"
6e Provisoire Grenadier Battalion	18:20	"
7e Provisoire Grenadier Battalion	18:20	"
8e Provisoire Grenadier Battalion	18:20	"
1ere Co / 1ere Artillerie a Pied	18:20	"

Description	Debut / Arrivee	Remarques
2e Division		5 hexes west of Lauden
Général of Division Verdier	18:00	"
2e Legere Regiment	18:00	"
12e Legere Regiment	18:00	"
3e Ligne Regiment	18:00	"
72e Ligne Regiment	18:00	"
5e Co / 1ere Artillerie a Pied	18:00	"
3. Saxe Division		10 hexes west of Langwiese
Lt Général Polenz	18:00	"
Bevilaqua Saxe Infanterie Battalion	18:00	"
Prinz Anton Infanterie Battalion	18:00	"
Sanger Infanterie Battalion	18:00	"
Cerrini Saxe Grenadier Battalion	18:00	"
Winkelmann Saxe Grenadier Battalion	18:00	"
Konig Saxe Kurassier Regiment	18:00	" minus 2 increments, tired
Prinz Johann Saxe Chevauleger Regiment	18:00	" minus 2 increments, tired
2. Saxe Batterie a Pied	18:00	"
Cavalerie de la Reserve		
Marshal Murat, Gran Duc de Berg	18:00	Bewernick
Général de brigade Belliard	18:00	Bewernick
4e Division de Cavalerie Legere		9 hexes west of Bewernick, minus 15 increments, starts exhausted
Général de division LaSalle	18:00	9 hexes west of Bewernick
5e Hussar Regiment	18:00	"
7e Hussar Regiment	18:00	"
3e Chasseur a Cheval Regiment	18:00	"
11e Chasseur a Cheval Regiment	18:00	"
Bavarian 1ere C-L Kron Prinz Regiment, 1e	18:00	"
Wurttemberg Lien C-L Regiment, 1e	18:00	"
1ere Hussar Regiment	18:00	"
13e Chasseur a' Cheval Regiment	18:00	"
24e Chasseur a' Cheval Regiment	18:00	"

Description	Debut / Arrivee	Remarques
1ere Dragoon Division		11 hexes west of Bewernick, minus 10 increments, starts exhausted
Général de division Latour-Maubourg	18:00	11 hexes west of Bewernick
1ere Dragoon Regiment	18:00	"
2e Dragoon Regiment	18:00	"
4e Dragoon Regiment	18:00	"
14e Dragoon Regiment	18:00	"
20e Dragoon Regiment	18:00	"
26e Dragoon Regiment	18:00	"
2e Co/2e Artillerie a Cheval	18:00	"
3e Dragoon Division		11 hexes west of Bewernick, starts tired
Général de division Milhaud	18:00	"
5e Dragoon Regiment	18:00	"
8e Dragoon Regiment	18:00	"
9e Dragoon Regiment	18:00	"
12e Dragoon Regiment	18:00	"
16e Dragoon Regiment	18:00	"
21e Dragoon Regiment	18:00	"
3e Co / 2e Artillerie a Cheval	18:00	"
2e Grosse Cavalerie Division		12 hexes west of Bewernick
Général de division Saint Sulpice	18:00	"
1e Cuirassier Regiment	18:00	"
5e Cuirassier Regiment	18:00	"
10e Cuirassier Regiment	18:00	"
11e Cuirassier Regiment	18:00	"
4e Co / 2e Artillerie a Cheval	18:00	"
3e Grosse Cavalerie Division		10 hexes nw of Bewernick, minus 9 increments, starts exhausted
Général de division d'Espagne	18:00	10 hexes nw of Bewernick
4e Cuirassier Regiment	18:00	"
6e Cuirassier Regiment	18:00	"
7e Cuirassier Regiment	18:00	"
8e Cuirassier Regiment	18:00	"
5e Co / 2e Artillerie a Cheval	18:00	"



La Bataille de Heilsberg 1807



Redoubts

Additional Notes

Release of the Russian (G) or French Guard (F)
The formations in questioned are labeled as such.

If the Russian Guard comes onto the North map
before 20:00 add two victory levels to the French.

If the Russian Guard comes onto the North map on or
after 20:00 add one victory level to the French. The
Russians may use any pontoon or bridge to cross the
Alle

If the French guard moves within 20 hexes of any
redoubt or Heilsberg before 20:00 add two victory
levels to the Russians

If the French guard moves within 20 hexes of any
redoubt or Heilsberg on or after 20:00 add one
victory level to the Russians

Of course, if both sides use their guard, the effect is canceled

Set up the Russian Guard (G) on the North and South
side of the Alle

Set up the French Guard (F) in start-up positions
listed



Victory Conditions

French Decisive	Eliminate or pgd 30 battalions and or cav. regiments by the end of the scenario. Or capture all the redoubts at the end of the scenario
French Substantial	Eliminate or pgd 25 inf. battalions and or cav. regiments by the end of the scenario.
French Marginal	Capture redoubt A and Grossendorf at the end of the scenario.
Coalition Marginal	Hold all redoubts by the end of the scenario
Coalition Substantial	Place both Soult's AND Lannes' Corps on Morale Level One at the end of the scenario
Coalition Decisive	Kill or capture Napoleon or place Soult's and Lannes Corps on Morale Level Two at the end of the scenario

Special Notes

(Hold means being the last player to occupy all the hexes of a village before the end of the game.)

The units in this scenario are a mixture of several organizational groups

Increment loses are to be spread through out the units under command, at the player's descretion

Moral Levels for the Russian Army

Level One - 16 battalions routed or eliminated

Level Two - 31 battalions routed or eliminated

Level Three - 47 battalions routed or eliminated

Dusk and Night Operations

The battle of Heilsberg continued into the night.
There was considerable activity by the French as the darkness closed in.

Dusk Operations– 20:40 until 22:00

Artillery medium and long range, is reduced by 2 hexes

Infantry's ability to form *Carre* is reduced to three hexes

Night Operations – 22:20 until 24:00

Infantry offensive fire odds are reduced by one column, 2 to 1 becomes 1 to 1

Infantry movement reduced by 2 hexes.

Artillery only may fire medium and short range.

Medium fire odds are reduced by one column

No cavalry charges or opportunity charges and their movement is reduced by 5 hexes

La Bataille d'Heilsberg 1807

Scenario Four -Ney's Attack

June 10, 1807

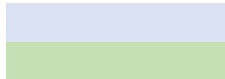
Use Both Maps

Start : 18:00

Finish: at the end of the 24:00 turn



Starts on map
Enters map at time shown



Description	Debut / Arrivee	Remarques
-------------	-----------------	-----------

Armee Imperiale Russe

Left Wing of the Army

South of the Alle

Grand-Duke Constantine

18:00

within 2 hexes of Fleche III

Aide de Camp Generalmajor Essen I

18:00

"

Pavlograd Hussaren Regiment

18:00

"

1st Jaeger Regiment

18:00

"

Yaroslavsky Militia Marksman Battalion

18:00

"

Life Guard Horse Batterie #2

18:00

Fleche III

Third Division

Generalmajor Titov II

18:00

within 2 hexes of Fleche II

18:00

Tavrada Grenadier Regiment

18:00

within 2 hexes of Fleche II

Mourom Musketeer Regiment

18:00

within 2 hexes of Fleche II

Tchernigov Musketeer Regiment

18:00

within 2 hexes of Fleche II

Lithuania Musketeer Regiment

18:00

within 2 hexes of Fleche V

Dnepr Musketeer Regiment

18:00

within 2 hexes of Fleche V

Kopor Musketeer Regiment

18:00

within 2 hexes of Fleche V

Position Batterie #9

18:00

Fleche II

Seventh Division

The other part of the division is north of the Alle

18:00

Within 2 hexes of Fleche I

Moscow Musketeer Regiment

18:00

"

Vladimir Musketeer Regiment

18:00

"

Position Batterie #10

18:00

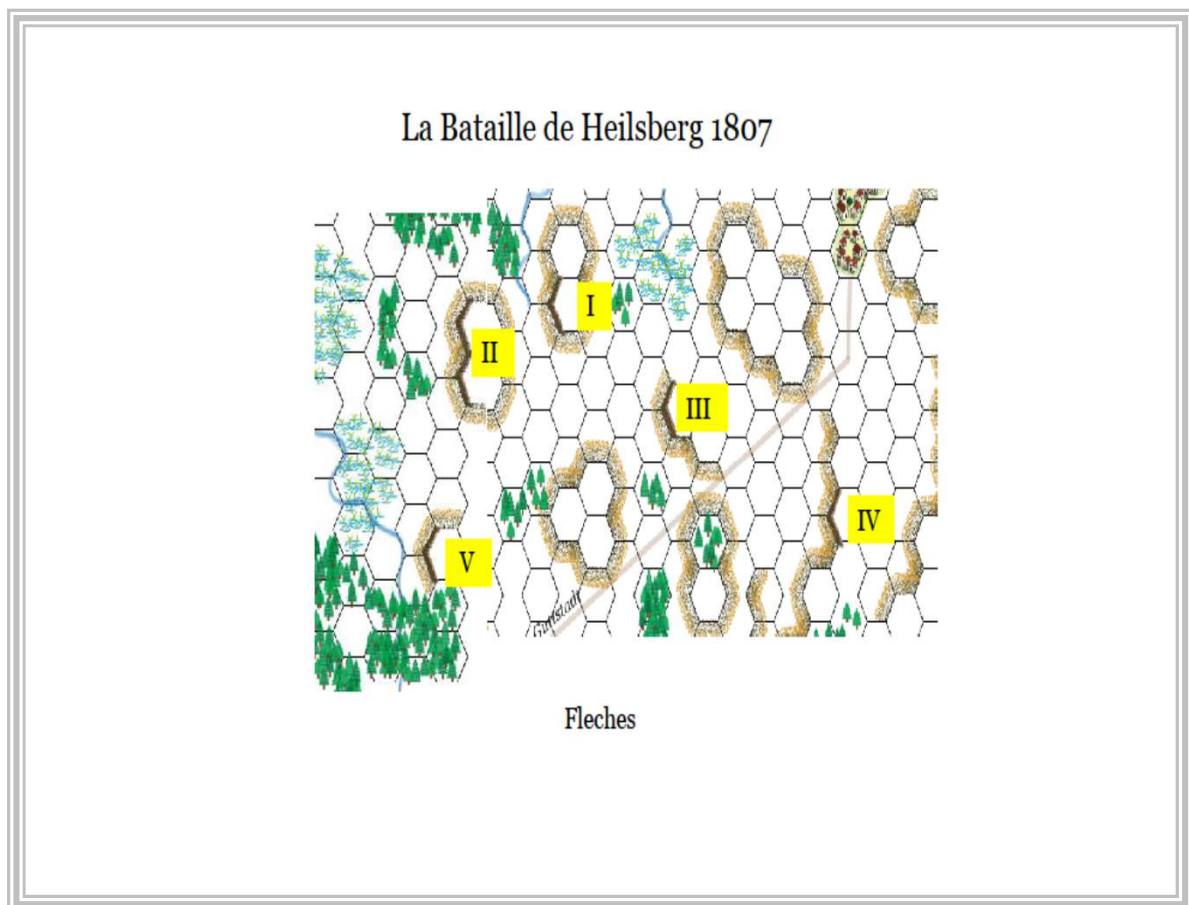
Fleche I

Description	Debut / Arrivee	Remarques
First Lifeguard Division (Partial)	18:00	Within 2 hexes of Fleche IV
Generallieutenant Mallutin - Scenario	18:00	"
Three or Four	18:00	"
2 nd Jaeger Regiment	18:00	"
Velikaluka Musketeer Regiment	18:00	"
Pernau Musketeer Regiment	18:00	"
Kexholm Musketeer Regiment	18:00	"
Ismailov Life Guard Regiment		Scenario Three
Life Guard Grenadier Regiment		Scenario Three
Life Guard Preobrazhenskoi Regiment		Scenario Three
Semenovsky Life Guard Regiment		Scenario Three
Life Guard Jaegers Battalions #1 and #3	18:00	Within 2 hexes of Fleche IV
Generallieutenant Kasperski and Major General Koutaissov	18:00	Anywhere south and adjacent to the Alle between the forest and the village. They start unlimbered facing north. The position batteries must limber to change facing because of the swampy ground
Life Guard Position Batterie #1	18:00	"
Life Guard Position Batterie #2	18:00	"
Life Guard Horse Batterie #2	18:00	"
Imperial Life Guard Cavalry Division		
Generallieutenant Kollogirvov		Scenario Three
Gardes à Cheval Regiment		"
Chevalier Guard Regiment		"
Life Guard Hussar Regiment		"
Life Guard Cossaque Regiment		"
Life Guard Horse Batterie #1		Scenario Three
Position Batterie#13	18:00	Fleche IV

Description	Debut / Arrivee	Remarques
South Wing Cossagues	18:00	Start 5 hexes west of Fleche II or V
General of Cavalrie Pahlen	18:00	"
Ataman Balabin II	18:00	"
Grekov #18 Cossaque	18:00	"
Ilovaysky #5 Cossaque	18:00	"
Ilovaysky #8 Cossaque	18:00	"
Ilovaysky #10 Cossaque	18:00	"
Don Cossaque Horse Battery #1	18:00	Fleche V
von Sutterheim	18:00	Bischof Schloss
21. Fusilier Regiment (Garrison)	18:00	Bischof Schloss
Generalmajor Raevsky		
5 th Jaeger Regiment	18:00	Bischof Schloss
20 th Jaeger Regiment	18:00	"
25 th Jaeger Regiment	18:00	"
26 th Jaeger Regiment	18:00	"
Life Guard Militia Battalion #1	18:00	"

Description	Debut / Arrivee	Remarques
Le Grande Armee		
VI Corps de Armee		
Marechal d 'Empire Michel Ney	18:00	6 hexes west of Fleche II
Aide de Camp Général de Brigade Du Taillas	18:00	"
1ere Division		
Général de division Marchand	18:00	10 hexes west of Fleche II
6e Legere Régiment	18:00	"
69e Ligne Régiment	18:00	"
39e Ligne Régiment	18:00	"
76e Ligne Régiment	18:00	"
9e Co / 1ere Artillerie a Pied	18:00	12 hexes west of Fleche II
10e Co / 1ere Artillerie a Pied	18:00	"

Description	Debut / Arrivee	Remarques
2e Division	18:00	10 hexes west of Fleche V
Général de division Bisson	18:00	"
25e Legere Régiment	18:00	"
27e Ligne Régiment	18:00	"
50e Ligne Régiment	18:00	"
59e Ligne Régiment	18:00	"
12e Co / 1ere Artillerie a Pied	18:00	12 hexes west of Fleche V
1ere Co / 2e Artillerie a Cheval	18:00	"
VI Corps de Armee Legere Cavalerie Brigade	18:00	14 hexes west of Fleche V
Général de brigade Colbert	18:40	"
3e Hussar Regiment	18:40	"
10e Chasseur à Cheval Regiment	18:40	14 hexes west of Fleche V
15e Chasseur à Cheval Regiment	18:40	"



Victory Conditions

French Decisive - Cut off Russian Army Retreat

Eliminate the Russian Guard Artillery and place 20 increments at the Stone bridge

French Substantial - Cut off Russian Wing Retreat

Capture one of the bridges across the Alle

French Marginal

Cause all of the Russian Guard Artillery to relocate from its starting position on the Alle

Coalition Marginal

Hold all the bridges across the Alle and don't destroy them

Coalition Substantial

Place Ney's Corps on Morale Level One by the end of the game

Coalition Decisive

Hold all the bridges across the Alle and place Ney's corps on Morale Level two

Special Notes

(Hold means being the last player to occupy all the hexes of a village before the end of the game.)



Dusk and Night Operations

The battle of Heilsberg continued into the night.
There was considerable activity by the French as the darkness closed in.

Dusk Operations– 20:40 until 22:00

Artillery medium and long range, is reduced by 2 hexes

Infantry's ability to form *Carre* is reduced to three hexes

Night Operations – 22:20 until 24:00

Infantry offensive fire odds are reduced by one column, 2 to 1 becomes 1 to 1

Infantry movement reduced by 2 hexes.

Artillery only may fire medium and short range.

Medium fire odds are reduced by one column

No cavalry charges or opportunity charges and their movement is reduced by 5 hexes

La Bataille d 'Heilsberg 1807

Scenario Five - Bennigsen's Defense Tested

June 10, 1807

Use Both Maps

Start : 18:00

Finish: at the end of the 24:00 turn

This game combines the separate battles north and south of the Alle

into one grand battle. All the troops of the two armies may be committed

Thus the fixed bridges and pontoons take on a heightened significance giving the Russians the ability to transfer troops to the French flank.

The French could also use the bridges

Set-up is as indicated on Scenarios Three and Four with a few minor exceptions listed below



Summary of the Guard Units for easier reference

Description	Debut / Arrivee	Remarques
First Lifeguard Division		South of the Alle
Generallieutenant Mallutin		
2 nd Jaeger Regiment	18:00	Bridge / Pontoon Hex - south of the Alle
Life Guard Preobrazhenskoi Regiment	18:00	Bridge / Pontoon Hex - south of the Alle
Semenovsky Life Guard Regiment	18:00	Bridge / Pontoon Hex - south of the Alle
Velikaluka Musketeer Regiment	18:00	Within 2 hexes of Fleche IV
Pernau Musketeer Regiment	18:00	Within 2 hexes of Fleche IV
Ismailov Life Guard Regiment	18:00	Bridge / Pontoon Hex - south of the Alle
Life Guard Grenadier Regiment	18:00	Bridge / Pontoon Hex - south of the Alle
Kexholm Musketeer Regiment	18:00	Within 2 hexes of Fleche IV
Life Guard Jaegers Battalions #1 and #3	18:00	Within 2 hexes of Fleche IV
Generallieutenant Kasperski	18:00	Anywhere south and adjacent to the Alle between the forest and the village. They start unlimbered facing north. The position batteries must limber to change facing because of the swampy ground
Major General Koutaissov	18:00	"
Life Guard Position Batterie #1	18:00	"
Life Guard Position Batterie #2	18:00	"
Life Guard Horse Batterie #2	18:00	"
Position Batterie#13	18:00	"

Description	Debut / Arrivee	Remarques
Imperial Life Guard Cavalry Division		East edge of the map, north or south of the Alle
Generallieutenant Kollogirvov	18:40	"
Gardes à Cheval Regiment	18:40	"
Chevalier Guard Regiment	18:40	"
Life Guard Hussar Regiment	18:40	"
Life Guard Cossaque Regiment	18:40	"
Life Guard Horse Batterie #1	18:00	"
Garde Imperiale		
Marechal d 'Empire Jean-Baptiste Bessieres	18:00	7 hexes east of Langwiese
Aide de Camp Général de brigade Roussel	18:00	7 hexes east of Langwiese
Infanterie de la Garde	18:00	
Général de brigade Hulin	18:00	7 hexes east of Langwiese
1ere et 2e Grenadiers a Pied (F)	18:00	7 hexes east of Langwiese
1ere et 2e Chasseurs a Pied (F)	18:00	7 hexes east of Langwiese
Fusilier-Chasseur	18:00	7 hexes east of Langwiese, minus 1 increment
Fusilier-Grenadier	18:00	7 hexes east of Langwiese, minus 1 increment
Cavalerie de la Garde	18:00	5 hexes east of Langwiese
Général de division Walthier	18:00	5 hexes east of Langwiese
Grenadiers à Cheval de la Garde	18:00	5 hexes east of Langwiese
Chasseur à Cheval de la Garde	18:00	5 hexes east of Langwiese
Mameloucks (F)	18:00	5 hexes east of Langwiese
Artillerie de la Garde (F)	18:00	7 hexes east of Langwiese
Général de brigade Laiboissiere	18:00	7 hexes east of Langwiese
1ere-3e Co / Artillerie à Cheval de la Garde	18:00	7 hexes east of Langwiese
4e-6e Co / Artillerie à Cheval de la Garde	18:00	7 hexes east of Langwiese





Victory Conditions

Calculate the scenario victories from scenarios three and four to determine the outcome.

It is possible for one side to win north of the Alle and the other side to win south of the Alle.

Dusk and Night Operations

The battle of Heilsberg continued into the night. There was considerable activity by the French as the darkness closed in.

Dusk Operations— 20:40 until 22:00
Artillery medium and long range, is reduced by 2 hexes
Infantry's ability to form *Carre* is reduced to three hexes

Night Operations – 22:20 until 24:00
Infantry offensive fire odds are reduced by one column, 2 to 1 becomes 1 to 1
Infantry movement reduced by 2 hexes.

Artillery only may fire medium and short range.
Medium fire odds are reduced by one column

No cavalry charges or opportunity charges and their movement is reduced by 5 hexes

Bridges

The French may use any bridge to cross the Alle.

The Russians may use any bridge to cross the Alle

The Russians may destroy the pontoon bridges any time they are adjacent to the bridge

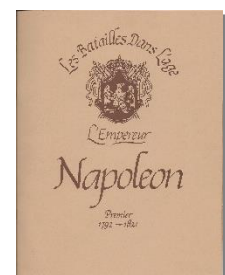
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Rules for Napoleonic Grand Tactical Warfare 1792-1815

“From the Marshal Enterprises Household to the Citizens of the Gaming World”



<https://www.labataille.me>



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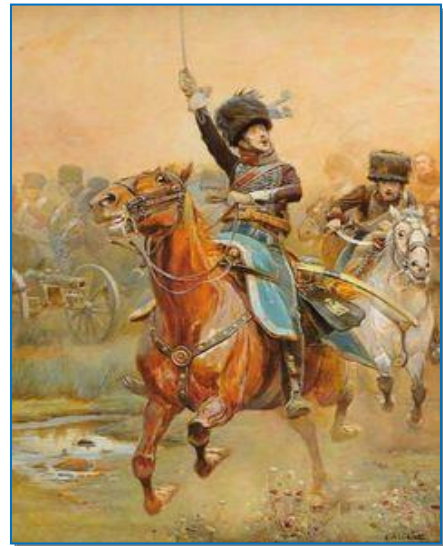
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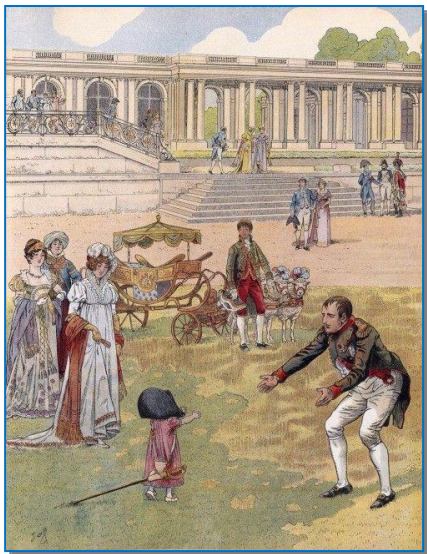
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Introduction (1)



This document has been provided for the use of all players who strive to enjoy the multiplayer effort of participating in the Age of Napoleon. Yet the rules are flexible enough to facilitate one-on-one play for smaller scenarios and battles—especially corps versus corps engagements.

The authors of this script believe this drama can best be played in the recreation of larger battles, like Austerlitz and Eylau, in which there are a number of commanders for each side. If you are playing with just one other player; or just trying to familiarize yourself with the system; or even playing solitaire, then try your hand with one of the smaller engagements like Neumärkt, Salle or Halle. As you gain more confidence with the system, then you may want to escalate to the larger multi-player games where you will be able to experience the intrigue and symphonic dynamics inherent to

La Bataille.

This is your script to become a character in a play and the theater is a battlefield in Europe during the early 19th Century. The emotions of tragedy and comedy; glory and humiliation; envy and self-sacrifice; and jealousy and compassion; are an important part of the politics and wars of the period. The authors passionately believe the interaction of human players is the only way to create this drama.

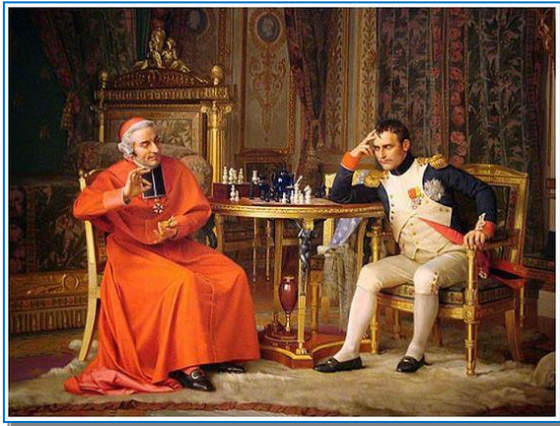
The *Bataille* system has existed and thrived for a period of years that has now exceeded the years that France enjoyed both the First Republic and First Empire. This is not an accident. Nor is it an accident that there are many souls who have differing opinions regarding the tactics of the period and the results caused by each. The system continues to flourish because it works. *La Bataille* is easy to play, and the players can come to a conclusion in a battle in a very reasonable period of time. If you find yourself struggling for hours to complete a turn, you are playing some major aspect of the game incorrectly—like a technician or bureaucrat. We suggest the player review the information again to discover where the error may lie. Perfection is not in

Premier Rules for La Bataille ME (July 2021)

achieving a mirror image of what someone perceives as an accurate replay of technical events. Perfection is achieving resolution on the battlefield.

The summary provided herein is not a legal document; a textbook; or an instruction manual for the assembly of a technologically advanced piece of equipment. It is merely a script to the director or dramatist of history who wishes to become a Corps or Army Commander for a day—competing for *la gloire* and recognition by his sovereign.

The Chronology of Battle (Le Chronologie de Bataille) (2)



The passage of time and the order of play make up the chronology of battle. Though the play is not simultaneous, this chronology will still capture the color and intensity of the era of Napoleon, and the ebb and flow of the events on the battlefield.

Although the following sequence may seem rigid, it is important to note that in every part of the chronology of battle there will be noteworthy events, which may result in dynamic changes to the action portrayed. Thus in a manner, the defensive fire of a unit may dramatically affect the momentum of a charge by cavalry and force a

major shift in tactics or strategy. Understanding the chronology of battle involves knowing when to make plans and when to change them.

The French and their allies, who have decided to join the revolution from the tyranny of the royal oppressors, will always move first, as was their custom. This relates to the French normally having the initiative on the battlefield. Occasionally, a special rule for a specific battle late in the era may provide for the Enemies of Enlightenment to have the initiative and consequently move first for that specific battle. All in all, do not let these minor facts trouble you, for after all, *c'est la guerre*.

COMMAND SEQUENCE

There is a mutual sequence to commence the turn where both sides check their individual movement duration allocation and identify reinforcements. Morale Levels are checked at the hour. When all of these actions have concluded, then move to the Imperial Sequence then the Coalition Sequence.

SEQUENCE FOR THE FRENCH AND FRENCH ALLIES

Charge a' Cheval

Movement

Defensive Fire by the Opponents of the Rights of Man

Premier Rules for La Bataille ME (July 2021)

French Offensive Fire

Melee Assault – a force of the people’s will

Morale Recovery

SEQUENCE FOR THE ENEMIES OF THE REVOLUTION

Charge a’ Cheval

Movement

Defensive Fire by the Liberators of the Oppressed

Allied Offensive Fire

Melee Assault

Morale Recovery

For every battle, this sequence is followed for every turn. After each side completes their portion in order and the time record is advanced. This is a summary of the chronology of battle and it will continue until the fates have determined the end of the conflagration and a victor is proclaimed.

The non-phasing player has options such as *opportunity* and *reaction charges* as well as *opportunity fire*.

Game Scale (3)

Each complete turn represents approximately 20 minutes of real time.

Each hex is approximately 100 meters across.

Each Infantry Increment is equal to 100 men

Each Cavalry Increment is equal to 50 men and their associated mounts.

Each Artillery Increment is equal to 4 cannon.

Markers of Play (4)

There are numerous counters associated with the game and used for many purposes during play. For the most part, there are three types, Combat Units, Leaders and Informational Markers.

The Combat units represent individual Regiments, Battalions, Companies, Squadrons and Batteries.

The Leaders are individual personalities; their associated Aides des Camp; and selected staff which leads the troops on the field.

Premier Rules for La Bataille ME (July 2021)

Informational Markers (5)

Informational Markers are just that, markers that identify specific facts about a unit or units in a hex. Those markers include, but are not limited to, information about the unit's state of morale; combat effectiveness; formation status; cavalry readiness; and whether a cavalry unit might be selected for a charge.

Increments Loss counters are the white counters with a number on each side. When a combat unit takes a loss, place an increment counter under the formation to reflect the loss suffered. If a 14 step regiment suffers two losses due to fire combat, place a "2" counter under the regiment to represent the new value as "12."

Other informational markers indicate specific formations such as infantry *Carre*, *Masse* or *Road March* order; and there are specific counters that denote morale status when a combat formation is disordered (*DD*) or routed (*PGD*). Further, cavalry that charges and melees will have a counter added to reflect the combat formations' state of readiness.

Combat Units (6)

Combat Units are counters, which represent Infantry, Cavalry and Artillery.

Combat Units are printed on both sides of the counter. The front side contains visual information regarding how the unit was uninformed, the higher organization to which the unit belonged, the unit type, and its size. It further contains specifics about how many men are in the unit and the movement points at its disposal for a turn. This face of the combat unit counter is the unit's general side.

The reverse of the counter is the unit's specific side. The information contained therein is again the organizational information related to the unit and the command to which it belongs. The specific combat values for the unit related to fire, melee and morale are shown here as well. In some cases, there is additional information on the specific side of the counter regarding range of fire or special abilities of the individual combat formation.

The general side of the counter provides the player with information of a bureaucratic view of the unit. The specific side provides a more detailed historical view of the combat ability of the unit. As a basic concept of the game opponents do not view the specific side of the combat units of the other side.

Infantry

Infantry units may be on the map either as a regiment; a series of battalions or in some cases, companies. If the regiment is on the map the associated battalions are held off the map on the organizational display. When and if a battalion deploys as companies, the battalion counter is placed upon the organizational display and is then replaced on the map with the companies that represent it.

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During the set-up of the game, review the order of battle carefully. In some cases regiments were not present on the field because of decisions made within that specific army. Occasionally a regiment did not have all of its battalions present, or the battalions were brigaded together in an organization, which was not based on the parent regiment.

A player may deploy his formations in any manner he wishes as long as it is consistent with the terrain restrictions, and losses to the unit, (a regiment which has suffered 50% losses or the value of a single battalion must break into battalions)

Cavalry

There are two types of cavalry: light and heavy. Heavy Cavalry has a movement rate of 12 or less. Light cavalry has a movement rate of 13 or more. There are no exceptions to this rule.

Cavalry never breaks down into a smaller formation. There are some individual combat formations, which are squadrons, but they do not assemble into regiments, and a regiment does not breakdown into its squadron equivalent.

If a light cavalry unit has a fire value in parentheses that specific regiment may skirmish. More information regarding the *tirailleur a' cheval* is located in that section of the rules. Some light cavalry has a second number and a plus sign next to their melee value of the specific side of the counter. This is a lance bonus. Additional Lancer rules are found under the specific cavalry rules.

Artillery

There are two types of artillery; foot and horse that are identified in the OB. When the general side of the counter is up, the battery is limbered. When the specific side of the counter is up, the battery is unlimbered. The specialized artillery rules follow under their own section.

Leaders and Aides des Camp (7)



These counters represent the injection of an important personality into the battle, at a specific point. The numbers found on the specific side of the counter are the modifiers to the die rolls made when using the leader to effect fire of artillery, melee of an enemy formation or improve the morale of friendly troops. Leaders may suffer casualties as a result of their use. Also, be aware some leaders have negative values. In these cases, the leader actually injures the effort, but it is only historical.

The leader artillery bonus never improves infantry fire unless the firing formation is conducting fire combat in conjunction with artillery. The leader, however, must be stacked with the artillery piece.

Leader casualties- A leader may be affected by the outcome of a combat result. During offensive or defensive fire, or during melee, there is a possibility of a leader casualty. During the fire

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phase; a natural die roll of “65” or “66” on the fire table will cause a leader casualty in the target hex if there is a leader present.

During the assault phase, if the attacker rolls a natural “11” or “12” in an attack lead by a leader, there is a casualty with the attacker. If the attacker rolls a natural “64”, “65” or “66” and there is a leader present with the defender, then the defender's hex suffers a casualty. In every case, a natural number implies an unmodified dice roll back to the original player.

Whenever there is a leader casualty, roll one die and consult the following chart for the casualty description:

1. Head wound. (Dead)
2. Chest wound (Dead)
3. Leg wound. (Roll two dice for the number of hours out of the battle. A “3” on each die would mean out for six hours.)
4. Arm wound. (Roll one die for the number of hours out)
5. Capture (the counter is removed from play). If casualty is from fire, roll again.
6. Flesh wound (no time out of battle)

If the leader is killed or wounded the units in the hex containing the leader checks morale at once, subtracting the leader’s bonus from the dice roll. Should a formation containing a leader be eliminated, the leader will move to the closest hex to the defeated group that is not in an enemy *zone of influence* unless:

1. The group is completely surrounded by enemy unit counters.
2. The formation surrendered.

In both of these cases, the leader is captured and removed from play.

Leaders may always retreat before melee if there is a path open to them. They may not retreat before a charge.

An unescorted leader is captured as soon as an enemy cavalry formation enters the hex, during either the movement or charge phase that the enemy leader occupies.

In the event there is more than one leader in a stack that suffers a leader casualty, randomly pick one of the leaders to take the result, if a leader is used in the combat to affect the roll, he will take the casualty 50 percent of the time, all others are randomized equally.

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Errors in Judgment (8)

It is a difficult task to reflect the errors in judgment, which surface during a major battle. This is part of the theater that goes on, and has been reported through the ages by historians of every society. Most of the blunders, or more politely, the errors in judgment, that fill the annals of war, happen because of too little or, too much time, being spent on a critical decision.

The fact is, if that decision is to form square or stand while cavalry is charging the last 300 yards to reach your formation, you have less than 30 seconds to pass the order. So that the players feel this drama, the movement phase for each side is a timed period. All movement for all units for a side will be completed during the time period assigned.

Machinations of Fate (9)

Like life itself, a certain amount of luck is built into the *Bataille* system. There are two major charts: *Fire* and *Melee*, as well as numerous other charts related to the play of the game. These charts are referenced following the cast of two different six-sided die. One of the die is always the “tens” digit, and the second die is always the “ones” digit. The two dice will yield a result between 11 and 66.

The system uses a base six numerical concept to reflect these events, and the two die provide for 36 numerically equal results. Therefore, when a player adds “4” to the die roll, as directed by the rules, he cast the dice and reads a “4” and a “3” as “43” plus the “4” to yield a “51” result for comparison to the chart or table.

Occasionally there are minuses to the die roll and you subtract them in the same manner as outlined above.

Increments (10)

Increments are the basic men, and their equipment including horses, in the cavalry and artillery. The area represented by the hexagon on the map has finite boundaries, and therefore there are limits to the quantity of men; horses and material, allowed in the hex. The stacking chart provides guidance as to the maximum stacking for infantry, cavalry and artillery in all available formations for each terrain type. If the limit provided on the stacking chart is exceeded, for any reason, all individual combat formations in the over-stacked hex must immediately make a morale check. Failing the morale check will cause the specific unit to disorder and retreat three hexes away from the enemy. If following the morale check, there still are more increments in the hex than permitted, the last units into the hex are displaced back to the hex they entered from until the stacking limit is no longer exceeded.

If cavalry units move through hexes which contain infantry in *line* or *column*, all combat formations must make a morale check, subtracting “6” from the die roll. If the infantry is in skirmish order or *Carre*, no check is required. If infantry in line or column enters a hex containing cavalry, the same check is required, minus “6.” If the cavalry is in skirmish order

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(tirailleur a' Cheval), there is no morale check. Horse artillery may be ignored for movement conflicts with cavalry, but may not end a movement phase stacked together with cavalry.

Formations in a single hex that have more than nine increments will have a penalty applied to them when they are fired upon. For every increment over nine, add "1" to the die roll result for a fire attack, when the dense formation is the target. Therefore, if a hex holds a regimental column of 24 increments when the unit is the target of a fire attack, add 15 to the dice when consulting the fire chart.

Incremental Losses (11)

Lost increments, due to fire or melee, do not specifically mean dead and or wounded. It means loss of effectiveness. Formations that are not as dense in manpower; or have a poorer grade of troops; or have fewer or lesser quality officers--both commissioned and non-commissioned--leading those troops, will lose more men than others.

Losses due to fire and or melee are always taken against the top unit in the hex. Multiple losses due to artillery fire will be taken equally against all units in the hex. For example, if there are four battalions in a hex and a fire loss of "3" due to artillery is suffered, then the top three battalions each take one a one increment loss.

If unlimbered artillery is in a hex with infantry and multiple losses are suffered the first loss is taken by the infantry and the next is suffered by the artillery. If more than 2 losses are taken the odd increments are suffered by the infantry and the even by the artillery.

Proportion of Increments Loses (12)

When a formation suffers a loss, all specific combat values are affected in one way or another. The specific values which are impacted first are the melee values. The melee value of the unit is proportioned downward in a direct relationship to the quantity of the loss. That is, if a five increment battalion with a melee value of 15 suffers an increment loss, the melee value goes down by 20%, from 15 to 12. The printed fire value of battalions is not modified until there is only one increment remaining and then the printed fire value is halved. When an infantry unit has sustained more than 50% losses, subtract 6 from all subsequent morale rolls

Artillery batteries suffer proportionate loss of fire and melee values with every loss suffered.

Cavalry suffers proportionate loss of melee value with every increment lost. Cavalry fire remains the same until 75% losses and then the fire value is halved. The Lance bonus listed on select cavalry units is also proportionally modified due to incremental losses.

It is the players' option to retain fractions which determining fire or melee odds. Come to an agreement prior to the start of hostilities with your opponent and play appropriately.

Orientation (13)

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Orientation is the direction a combat unit is facing. Only combat units have an orientation; leaders, aides and informational counters do not. If there is a question, always look at the top combat unit, nothing else matters.

Infantry: When an infantry unit is in either column or general order, the top of the counter faces a hex side. When in column, the unit has three front hex sides, two flank hex sides and one rear hex side. When an infantry unit is in general order, the formation has five front hex sides and one rear hex side.

When an infantry unit is in line formation in one hex, the top of the counter faces a hex vertex. When the combat unit is four increments or less, the unit occupies a single hex. When in a single hex the combat formation in line has two front sides, two flank and two rear hex sides.

When the line formation has five or more increments, is in line and extends into two hexes, use extended line markers to designate the hexes the formation's increments are in. When an infantry unit of more than five increments is in line in two hexes, the formation has four front, two flank and four rear hex sides.

When a single infantry battalion of five or more increments is in one hex, only four increments may fire.

Infantry line formations of seven or more increments in a hex have a fire defense of 6.

When an infantry unit has a fire range on the specific side of its counter, it may enter skirmish order. When in skirmish order, and having three increments or less, the unit occupies a single hex; faces a hex vertex; and is inverted to signify the unit is in skirmish order. When an infantry unit has four or more increments; has a fire range; and is placed on a hex side between two hexes with its specific side up, it is in skirmish order in two hexes. When in a single hex, the skirmisher has four front hex sides and two flank hex sides. Units deployed in two hexes in *tirailleur/skirmisher* order have six front hex sides; two flank sides; and two rear hex sides.

When an infantry combat unit is in *Carre*, it is signified by placing a square informational counter on top of the unit. Further, the *Carre* has six front hex sides.

Cavalry: When light cavalry is either in column or *general order*, the unit has five front hex sides and one rear hex side, a column of cavalry faces the top edge of the counter along a hex side.

When heavy cavalry is in column, the unit has three front, two flank and one rear hex sides. When heavy cavalry is in *general order*, the unit has five front hex sides and one rear hex side.

Cavalry regiments in line always face a hex vertex, they have two front, two flank and two rear hex sides. Multi-hex cavalry lines always have two flank hex sides, and an equal number of front and rear hex sides.

Artillery: When Artillery is limbered or unlimbered it faces a hex side.

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The formation has three front hexes, two flank and one rear hex sides. To signify the battery as limbered, the general side of the counter is face up. To illustrate that the battery is unlimbered, flip the counter over, and place it so the specific side of the counter is face up, and the top of the counter is placed along a hex side.

When, and or if, a combat formation is attacked through one of its flank hex sides; the defending unit subtracts “12” from its pre-melee morale check; and it has special fire defense, as per the fire effects chart. For the attacking unit, the pre-melee morale check roll is modified by plus “12”, and the melee value of the attacking unit is doubled.

When a combat unit is attacked through one of its rear hex sides, the pre-melee morale check for the defender is minus “6” from the dice roll. For the attacking unit, the pre-melee morale check has a modifier of plus “6”, and the melee combat value of the attacker is 150% of normal.

Zone d’Influence (14)



All combat units have a *zone of influence*. The zone is the area adjacent to their *front* hex sides. The zone is the area in front of the unit—the one hex-- that affects enemy movement; defensive fire; opportunity and *reaction charges*. The *Zone of Influence* presents the unit’s best defense orientation. When a combat unit enters a hex adjacent to a front hex side of an enemy combat formation, it is said to have entered the opposing unit’s *zone of influence*.

There is one exception to this rule, infantry in *Carre* does not exert a *zone of influence*, yet units moving adjacent to the *Carre* are subject to defensive fire as they exit the hex or make organizational, orientation or formation changes.

All units in an enemy *zone of influence* may receive defensive fire from his opponent during the defensive fire segment of the turn. Foot artillery and infantry must stop movement when they enter an enemy *zone of influence*. Artillery may expend movement points to unlimber if that is their choice at this time--assuming they have enough movement potential remaining to do so.

Foot artillery and infantry units may only exit an enemy *zone of influence* at the beginning of their movement phase, and to do so will provoke a defensive fire attack on them. Horse artillery and cavalry must stop movement when they enter a zone established by enemy cavalry. If the zone belongs to infantry and or artillery, the moving cavalry / Horse Art. may keep moving. When exiting an enemy *zone of influence* hex, the non-phasing player may make a defensive fire attack on the exiting combat unit. These defensive fire attacks are called *opportunity fires*.

Any time a combat unit expends movement points in a hex which has an enemy *zone of influence* the non-phasing player may make an *opportunity fire* attack upon the phasing combat unit. This includes facing and formation changes if there are movement points used.

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If a unit voluntarily leaves a *zone of influence*, the non-phasing player may have opportunity fire at the unit that exits. If the exiting unit decides to change formation (line to column) in the zone of influence and then leave, the non-phasing player may have two opportunity fire attacks.

Opportunity fire attacks are just like defensive fire attacks that happen in the defensive fire phase of the chronology of battle, including fire value calculation, column shifts, etc.

Whenever a combat formation exits an enemy *zone of influence* involuntarily as a result of a melee attack, the retreating formation will lose one increment for every hex it exits which has a *zone of influence* upon it. If it retreats through three *Zd'I* hexes, it surrenders. If the hex is occupied by a friendly combat formation, no loss is suffered.

Always consult the Assault á Melee - Matrice, cross-indexing the type of unit, condition and result.

Examples of Combat:

So if during an assault a combatant suffers a “*AD* or *DD*” result, the combat unit is disordered and must retreat three movement points or a minimum of one hex whichever is greater, the combat formation loses an increment for the first hex from which the unit retreats, and one increment for any other hex it retreats from that has an enemy *zone (s) of influence (Zd'I)* in which is not occupied by a friendly combat formation. It is possible to have multiple zones d' influence on one hex but the result is a single increment loss per hex retreated through. If the disordered infantry moves through three *Zd'I* hexes, it surrenders. If it retreats disordered through a cavalry *Zd'I*, it routs.

Additionally, if during an assault a combatant suffers a “*AR* or *DR*” result, the combat unit is routed (Plus Grande Disorder) and must retreat it's ten hexes, the combat formation loses an increment for the first hex from which the unit retreats, and one increment for any other hex it retreats from that has an enemy *zone of influence* in which is not occupied by a friendly combat formation. . See combat matrix for any special cases like *DR* to routed units.

When infantry or guns make an involuntary retreat through a hex, which has an enemy cavalry *zone of influence*, as a result of melee, the infantry or limbered artillery will become routed if they are not already. The rout move will not provoke an *opportunity charge* by the cavalry.

During movement, units that withdraw from a *Zd'I* may be subject to a opportunity fire. This movement would only result in one *combat a le feu*. There would not be multiple *combats* for re-facing as the unit moves away.

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Tactical Organizations (15)



During the age of Napoleon, a combat formation would assume different tactical organizations for different conflict situations. Rarely did men fight as a mob; rather, they fought with some preconceived notion of what they should do when a new situation arose. The essence of the battle tactics of the age can be summed by the following formations; each with its particular se.

Line: A combat formation that emphasized firepower.

Units deployed in a series of ranks, usually three but sometimes two.

Column: An organized mass of men which relied on weight and momentum. Used as a formation of maneuver or assault in critical situations.

Carre: A formation developed for infantry against cavalry onslaughts. The most temporary of all formations in that it was practically immobile and extremely susceptible to combined arms attacks.

General order: Basically, every man for himself. A formation employed when terrain made it difficult to direct or maneuver soldiers as a mass.

Skirmish: Infantry or cavalry deployed to make maximum use of terrain, or, as more often was the case, deployed in small groups which would not provide the easy target provided by the other combat formations. Used for screening friendly troops and harassing the enemy.

Road March: Used only on viable transportation routes when combat readiness was sacrificed for speed.

Tactical Organization Special Rules (16)

A hex may never have two types of formations, such as line, and column, deployed in it simultaneously except during movement of certain combinations of troops. Cavalry may not charge, or move into or through, other non-cavalry formations with the exception of infantry in *Carre*, tirailleurs, artillery in *Carre* or limbered artillery. Cavalry may not end a movement segment with friendly infantry in the same hex, regardless of the rules noted above. Infantry in *Carre* when moving one hex may not enter a hex containing enemy cavalry.

Infantry formation changes cost 1 movement point each, artillery formation changes cost 2 movement points each and cavalry formation changes cost 3 movement points each. Combat units do not pay for a formation change to enter or exit general order.

Infantry in Column - Infantry facing a hex side is assumed to be in column unless the terrain requires the adoption of *general order*. In clear terrain, the columnar stacking limit is one regiment, or 18 increments. *Vorsicht! Columns with more than nine increments are subject to very heavy fire losses!*

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General Order - The stacking limit for units in *general order* is given in the *Terrain Effects Chart* for each type of unit. Whether it is in column or *general order*, only the top unit in a hex may initiate fire combat. In column or *general order*, all increments are used for the attacker's pre-melee morale check. In column or *general order*, all units in a hex are counted for melee.

Infantry In Line - Infantry in line face a hex vertex and may deploy in two hexes as long as at least five increments remain in the counter. When entering into a line formation, an infantry unit pays one movement point in addition to any terrain cost. Units may enter line formation in one hex even if there is only one increment remaining in the unit. As many as 18 increments may be deployed in line formation in a single hex. Line formation may only be employed in clear terrain (remember to treat slopes as clear terrain). When infantry is in a formation other than line, and wishes to deploy into line in two hexes, another movement point is expended for a total of two.

Whenever infantry deployed in line in two hexes suffers casualties reducing the unit to four or fewer increments, it must reduce or shrink into a single-hex line formation as soon as the loss occurs. This change of deployment does not trigger *opportunity fire* and is an exception to the *opportunity fire* rule.

Movement in Line - Units deployed in line reduce two from their movement value at the beginning of the movement segment of the chronology of battle. This penalty applies throughout the movement segment regardless of the units' option to change their formation.

This movement reduction applies to cavalry as well as infantry formations.

The special rules for a particular battle may modify the exact movement in line formations. *Fire from Line* - Up to a maximum of four increments may fire from any hex where there are Infantry units deployed in line formation (even though there may be more than four increments in the unit). Additionally, a single battery may fire in consort with the 4 increments of the line, when the battery is present. See *Assault a la Feu*.

Fire Defense in Line - When there are seven or more increments deployed in a hex in line formation, the hex will have the fire defense of a column (see Fire Defense chart). A unit will have the fire defense of a line when there are six increments or less deployed in the hex in line formation. Artillery deployed with infantry in line formation orients itself for its *zone of influence* in the same manner as the infantry: it must therefore, have the same front, flank and rear as the infantry. If artillery is unlimbered with infantry in line then up to four increments of the infantry may fire in conjunction with the guns.

Assault from Line - A formation in line, conducting an assault, may only use up to a maximum of four increments for the pre-melee morale check even if there are more than four increments in the hex. In defense, however, the formation in line uses all increments in the hex for a pre-mêlée morale check. In conducting the actual assault, however, all melee values are used for both attack and defense.

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Multi-hex line assaults – Whenever a multi-hex unit moves to assault with one hex of the line, the other half of the unit is not stopped by enemy *Zd'I* as long as it is used as part of the assault. The unit moving through the *Zd'I* would suffer *opportunity fire* for each movement point expended.

Refused Flanks – for a unit in line formation, a flank hex is considered refused as long as it has a friendly zone of influence into the flank hex. This could be any unit including cavalry. Refused flanks are treated as front hexsides. Friendly cavalry would be able to *opportunity charge* enemy units that attempt to enter that zone.

Forming Carre - A *Carre* may only be formed in clear terrain and requires a minimum of three increments in the hex. The maximum stacking for a *Carre* is 18 increments or a regiment. A *Carre* does not exert a *zone of influence (Zd'I)* except in the hex where it actually rests. Units form *Carre* in their movement phase (square) by paying one movement point and placing a *Carre* informational counter on top of it. A *Carre* may also be formed in the enemies charge phase. A *Carre* has six front hex sides and orientation with every hex adjacent to it. Units may adopt *Carre* during their regular movement segment of the chronology of battle or during the enemies charge a' Cheval segment of the chronology of battle.

Units in *Carre* minus 6 to the unit's morale value

Firing from Carre - A *Carre* may fire into three non-contiguous adjacent hexes. The fire value of a *Carre* is one-third the increments of the square times the fire multiple (see Fire Effects chart). This fire value is constant regardless of the number of fire attacks it makes.

When an enemy cavalry formation is in the same hex as a *Carre*, the *Carre* has the fire value of the total number of infantry increments times the fire multiple.

When an enemy cavalry formation is in the same hex as a *Carre* and the *Carre* contains unlimbered artillery, the battery fire value is doubled and a column shift of the fire chart, for canister, is used.

Assault a Carre -

Infantry units which wish to assault a *Carre* move adjacent to the *Carre*. Infantry formations, which melee a *Carre*, do so with melee strength 50% greater than its printed value (or half-again as much). The assaulting infantry does not move on top of the *Carre* like cavalry

Infantry in *Carre* may not assault other formations.

Any time a *Carre* receives a *DD* result in melee, consult the Assault á Melee - Matrix

Example: The unit disorders like any infantry but does not remain in *Carre* but reverts to a column formation retreating three hexes.

Cavalry units wishing to *assault a Carre* must actually rest in the same hex as the *Carre* and have suffered defensive fire. Cavalry, which melees a *Carre*, does so at one-third normal melee

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strength. The cavalry and Carre occupy the same hex. If the combat result is An AR or AD the cavalry must retreat to an adjacent hex and will no longer occupy the same hex as the Carre

Carre Movement - A *Carre* has a movement value of one at the beginning of its movement phase, unless, the first action they perform is a change of formation, in which case they will have the remainder of their movement value to expend. A unit in *Carre* can always move one hex if it is moving from one clear terrain and or slope hex to another. A *Carre* would have to change formation to move into a *general order* hex.

One battery of guns may fire from a *Carre*, but the value of the battery's fire is one third when firing into any single hexside.

General Order - All combat formations in dwelling hexes, woods, and forests, are said to be in *general order* unless they are disordered or routed. All combat formations entering the specific hexes, as outlined in the special rules for *general order*, adopt said order when they enter that type of hex. For the most part, these are hexes with buildings; dwelling hexes; woods; and forests.

Units in *general order* fire at their printed value. Units defending in *general order* do not perform a pre-melee morale check. Cavalry in *general order* melees at one-third their printed melee strength. All other units' melee at full strength while in *general order*.

The stacking limits are given in the *Movement Charts* for each game for the different varieties of terrain in which a unit forms into *general order*.

Road March – Units in *Road March* have a movement rate of 1/2 a movement point for each road hex entered. (This specific rule may be modified by the special rules found in individual games). Up to four increments per hex may use *Road March*. To place a combat formation in *Road March* when it has more than four increments simply place an extended line informational counter behind the unit counter for each road hex needed. Thus, a unit with 11 increments would occupy three road hexes using the battalion counter and two extended line informational counters to do this. Here are some specific rules for *Road March*:

- Units in *Road March* must be broken down into their smallest organization (i.e. battalions for infantry) in order to enter Road March.
- Units in *Road March* have 1/4 of their melee value per hex and no fire value.
- Units in *Road March* have their morale values increased by 12 (for the worse)
- Whenever a road is intersected by a village or town hex, the road does not go through the town or village unless shown.

Artillery Tactical Organization

Artillery is either limbered (ready for movement) or unlimbered (ready to give fire). It costs two movement points to limber or unlimber a battery of guns.

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Artillery Formation Change - All batteries which wish to limber must roll one die to do so. (Specifics are within the Special Rules for each Battle.) Leaders with an artillery bonus number add one to this roll. Leaders of special ability add three.

Artillery may prolong by moving one hex in clear or slope terrain per movement phase. Certain types of very heavy artillery may not have this capability. See Special Rules

When unlimbered artillery is fired upon, losses are only taken if the result on the *Fire Chart* is an even number. *Example:* If a "4" was the result, the artillery would lose two increments, or, if a "3" were the result the artillery would lose one increment. A roll of "1" indicates no loss.

If infantry is stacked with unlimbered artillery, then the odd losses noted in the paragraph above are absorbed by the infantry. *Example:* A result of "5" on the Fire chart would have the infantry lose three increments and the artillery loses two, or, a result of "1" would just have the infantry take a loss. In the case of infantry fire then, these losses represent casualties among the gunners, rather than the actual destruction of guns, though the end result is the same.

Cavalry Tactical Organization

Cavalry units have a limited number of formations available to them:

- Column – a one hex only formation that may historically include a variety of configurations.
- Line – two or more hex linear formation designated by using a line extension markers and facing a hex vertex. There must be at least 4 increments in each hex of the line. Line may only be formed and move in clear terrain but may pass through slopes hexsides.
 - Cavalry lines moves at a rate equal to the slowest terrain any part of the line passes through (slope hexsides).
 - Lance armed cavalry (bonus on the information side of the counter) when in line formation have their lance bonus doubled and added to the melee value of each hex of the unit.
 - The melee value of the unit would be proportional to the increments in a hex which comes into contact with the enemy.
- *Tirailleur a' Cheval* – light cavalry in skirmish order signified by the counter being inverted. See Rule 20 for the details of this special formation
- *Road March* – a formation to use roads for accelerated movement. Typically cavalry units would be extended on a series of connected road hexes with only 4 increments in each hex. See Rule 15.
- *General order* – when cavalry is in towns, villages and other built-up areas, and forests. See the *Special Rules* for terrain types specific to each game

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- *PGD* – cavalry does not become disordered like infantry. Cavalry is either in good order or is routing.
- Other Cavalry Considerations
 - Limits of increment stacking are defined by the *Special Rules* in each game

Grand Tactical Command (17)



Timed Moves were a part of the original *La Bataille* series of games. Each side received 10 or less minutes to move. This was primarily done to facilitate play and eliminate the search for “the perfect move”. The Household feels strongly this is all that is necessary for so-called command control. A time limit for movement expedites the game and produces a real focus by the players. “What commander had all the time he wanted to review and execute his moves?”

Check the special rules to see if some of the Coalition Armies receive more or less time. The time allowed may also be adjusted for the number of players and their troop allotment. A player should be able to move a corps-sized force in 8 to 10 minutes. Timed moves are also a good way to handicap between an expert and novice.

Movement (18)

All combat formations may move through a number of hexagons up to the printed movement points on the general side of the counter with the following restrictions:

- Terrain restrictions (see Terrain Effects Chart in the *Special Rules*)
- Tactical organization restrictions (*Tactical Organization*).
- Units move through their front-facing hexsides.
- Changing Facing
 - Infantry and limbered artillery - 1 additional movement increment to change facing.
 - Prolonged (unlimbered) artillery may move in any direction, one hex only if permitted (see terrain rules). It may change only one hex facing when unlimbered. Artillery may not prolong and change facing in the same turn.
 - Cavalry changing formation during movement costs three additional movement points. See the *Charge à Cheval* Rule 37 for additional information

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- All formations which begin with either player's movement phase of the *Chronology of Battle* in line formation reduce their printed movement capabilities by two unless otherwise stated in the *Special Rules*.
- Cavalry may never stack with infantry or unlimbered artillery. Cavalry may freely move or charge through hexes containing friendly units in tirailleur/skirmish order, or all units in *Carre*, or friendly limbered artillery, or other friendly cavalry formations. Cavalry may pass through units in *Carre*, but may not end their movement in the same hex as a *Carre*, unless their intent is to have a melee with the *Carre*.
- Remember, stacking restrictions are in effect during the movement segment of the *Chronology of Battle* and *Charge a' Cheval Rule 37*.

Infantry Tirailleurs/Skirmishers (19)



All infantry battalions and companies which are given a tirailleur fire multiple on the *Fire Effects Chart* are considered to have an offensive fire range of two hexes and are permitted to enter tirailleur order. When in this formation the unit counter is inverted.

Units in tirailleur order with three or fewer increments have four front hex sides and two flank hex sides. Refer to the *Formation and Orientation Chart*.

Combat units with three or fewer increments adopt this formation in one hex and face a hex vertex. Combat formations with four or more increments must be deployed in two hexes with the increments to be divided as evenly as possible between the two hexes. If a unit in tirailleur order, deployed in two hexes, suffers sufficient losses mandating that it adopt this formation in one hex, it does so as soon as the casualty is taken. This change of deployment will not trigger *opportunity fire* and is an exception to the *opportunity fire* rule. In essence, the unit is not moving or changing formation, but is reduced to represent the remaining troops. There may be skirmisher battalions of seven or more and these may deploy into three hexes. (See the special rules).

Up to three increments may fire out of a hex containing a unit deployed in tirailleur order. In rare cases, a unit may have more than six increments and still be permitted to enter tirailleur order. In this case, the unit may exceed the stacking limit for tirailleur order but no more than three increments per hex may be used for fire purposes. The extra increment, or two, is there to absorb losses and add to the melee strength.

Units deployed in two hexes in tirailleur order have six front hex sides; two flank sides; and two rear hex side. In some games, these units have 9 increments and thus can be placed into three adjacent hexes.

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When units are deployed in tirailleur order, they have a range of two hexes for offensive fire. When firing at a target two hexes distant, the fire is halved. In order to initiate opportunity or defensive fire, enemy units must be adjacent to the *infantry tirailleur*. If adjacent to an enemy use 3 increments per hex and the fire multiple as defined in the Special Rules. Certain infantry like Jägers may have a range of three or more hexes. Consult the *Special Rules* for fire values.

Tirailleurs, which are the declared target of a cavalry charge, may retreat before the cavalry if they are adjacent to infantry in good order (not *DD* or *PGD*) or *general order* terrain. They must retreat into the aforementioned hexes, and do so without giving defensive fire or checking morale. (This is different than an *opportunity charge*.) When this option is taken, they stand at the bottom of the hex in column or general order. The tirailleurs do not participate in the defense fire nor are combined for melee. Tirailleurs would be subject to the melee results of the stack. This is not the same as a retreat before combat which will be dealt with later in the rules. At the end of the tirailleur's subsequent movement, they may not be stacked with a conflicting formation i.e. (col. /line) or be over stacked.

Tirailleurs may not attempt to stand or form square in the face of charging cavalry. They either retreat as described in the above case or rout (*PGD*) when the cavalry comes adjacent to them.

- The tirailleurs would rout if not adjacent to a friendly unit in good order or *general order* terrain.
- Before the tirailleurs move away, the charging cavalry could trample them at the rate of 2 increments per remaining movement points. This includes the additional 5 movement points cavalry gets for charging.
- Cavalry would not have to roll for recall in this case.
- When not acting as tirailleurs, the unit functions like regular infantry.

Combat formations in tirailleur order have their melee value halved. Therefore, if tirailleurs are deployed in two hexes, the tirailleurs would essentially have 1/4 of the printed melee value per hex.

Movement

Combat formations deployed as tirailleurs may move through or be moved through by any friendly type of formation without penalty to either set of units. Units may deploy into tirailleur order when in a hex with other friendly units of the same type (i.e. cavalry or infantry), but may never end their movement phase stacked with units in a conflicting formation i.e. line, or violate the maximum stacking limit for each hex. If they violate the formation or stacking rules, treat them as "Defender Disordered (*DD*)" in the combat phase.

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Cavalry Tirailleurs/skirmishers (20)

Certain types of light cavalry may perform as mounted skirmishers. Any light cavalry unit with a skirmish factor may act as cavalry tirailleurs/skirmishers.

Cavalry in tirailleur order is inverted and deployed in two hexes regardless of the number of increments in the unit.

Cavalry tirailleurs/skirmishers affect the movement of infantry or artillery as follows: entering or exiting a cavalry tirailleurs/skirmishers *zone of influence* will cost three additional movement points if the hex is adjacent to the Cavalry tirailleurs/skirmishers. All hexes two hexes away will cost the infantry or artillery two additional movement points to enter or exit.

When an enemy combat formation moves adjacent to cavalry tirailleurs/skirmishers, the tirailleur may fire and retreat before offensive fire if:

- The enemy unit is not an unlimbering artillery unit or a cavalry tirailleur. This retreat occurs after defensive fire by the tirailleurs, but before the offensive fire of the phasing player.

If the enemy moving adjacent unit is unlimbering enemy artillery, the Cavalry tirailleurs/skirmishers may fire before the artillery unit unlimbers (*opportunity fire*) and then remain to give defensive fire on the unlimbered artillery, then retreat one hex, but must face offensive fire due to the nature of artillery range.

The effects described (movement or retreat before combat) in the rule above are canceled by moving any enemy light cavalry formation, not necessarily in cavalry tirailleurs/skirmishers order, next to the enemy cavalry tirailleurs/skirmishers.

Cavalry tirailleurs may fire their total skirmish factor at all adjacent combat formations.

Example: Three enemy units occupy hexes adjacent to cavalry tirailleurs/skirmishers; two are in column in one hex each, while the third is deployed in two hexes in line. Four hexes are, therefore, occupied by enemy units. The cavalry tirailleurs/skirmishers formation may make three fire attacks. One each upon the units deployed in column, and one upon the unit deployed in line. In each fire attack, the cavalry tirailleurs/skirmishers fires its full skirmish fire value as indicated on the specific side.

Cavalry acting as cavalry tirailleurs/skirmishers may not charge; melee at half their printed value; and may only retreat before combat if there is a printed movement differential of two or more in their favor.

Combat a' la Feu (21)

Though the climax of battle in the Age of Napoleon was often during assault by melee, the effects of fire combat still went a long way in the final determination of the outcome. Fire combat, from either musket or cannon, was often the preliminary of the offensive assault, while defensive fire was used to blunt the attacking forces.

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Since marksmanship was an art that was more decorative than functional, given the accuracy of the musket, fire can best be imagined as an action against an area (a hex) rather than against a combat formation. A hex may be the designated target only once during a fire segment of the chronology of battle.

The fire defense value of a hex is determined by the tactical organization employed by the defender and the type of terrain where the defender is deployed. In addition, the human and horse density of the target may also affect the fire defense. To fire against a hex, simply total the eligible fire factors and compare this sum to the fire defense factor. Make sure to take into account the number of increments in the hex; the tactical organization; and the terrain. Establish the odds (round any fractions down); roll the dice, and find the result on the *Fire Combat Chart*. The result is the number of increments lost. Place the appropriate numeric informational counter under the unit to represent this loss, or adjust one that may already be there.

Example: Two batteries are firing at an infantry unit deployed in line and in clear terrain. The batteries are at four hexes distant from the infantry and therefore at medium range where they both fire 7. Their combined fire equals 14. The fire defense of a line formation with less than seven increments is 9 in clear terrain. This translates into 14 to 9 or 1 1/2 to 1 on the *Fire Combat Chart*. The dice are rolled with a result of 43. By cross-indexing the dice roll of 43 with the odds column, 1.5 – 1, we see that “1” is the result. The unit in the defending hex is now reduced by one increment.

Any combat formation with a fire factor may initiate an offensive fire attack as long as the range and line of sight provisions are not violated. All infantry, not in tirailleur/skirmisher order, have a range of one hex.

Whenever a modified dice roll falls below 11 on the *Fire Combat Chart*, the result of 11 will be applied.

Massed Targets (22)

Any time a target hex has more than nine increments; there is an addition to the fire attack dice roll. Add one to the die roll for each increment over nine. Example: A target hex with 15 increments, regardless of terrain or the units' formation, would modify the die roll by a plus six.

When a unit is in line formation and has seven or more increments present in the hex, it will have the fire defense of a column.

When an infantry unit is in *Carre*, or an infantry and artillery unit is in square the fire defense of the square is “4”. The die roll for the fire attack is also modified for the total number of increments as outlined above. Other formations may be defined in the *Special Rules*.

When a fire attack is made through the flank hex of a unit in line formation, the defender will have a fire defense of “5”.

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Line of Sight (23)

To say that a unit has a line of sight is to state that the firing unit can see its prospective target. (Line of Sight will also apply to Charge a' Cheval and *Carre* realization and will be dealt with in the appropriate headings).

A unit's line of sight may only pass through the units front hexsides, regardless of terrain or orientation of the unit. This specifically means units may not trace a line of sight thru their rear or flank hexsides.

To determine *Line of Sight*, either use a straight edge or stretch a piece of string from the center of the firing hex to the center of the target hex. If this line at any point intersects terrain which qualifies as blocking terrain, or units in good order, then the Line of Sight is incomplete, and the fire attack not permitted. If the line passes directly down a hex edge between two hexes, and either of the two hexes would be blocking, the line of site is blocked. The following block a Line of Sight:

- Village, city, town or other types of dwelling hexes regardless of elevation differences
- Any type of wooded hex unless otherwise stated in the *Terrain Effects Chart*.
- All non-routed combat formations (this does not include leaders or aides-de-camp, but does include disordered units).
- Slope hexes in some cases. Firing along a slope hex is not blocked. See *Elevation* below.
- Wall hexes as defined in the Special Rules
- Infantry would have a line of site on cavalry in the same hex as *Carre*, when the cavalry moves from the same hex as where the *Carre* and cavalry are together. Example: *Carre* is three hexes away from other infantry. The infantry could have line of site when the cavalry leaves the square, and that would be two hexes.

Elevation - Elevation will sometimes play a part when determining Line of Sight. Adjacent attacks are permitted regardless of elevation. Remember, a series of slope hexes represent the undulating rise and fall of the ground and not cliff sides or mountain barriers.

In general -If the intervening terrain or unit counter is closer to the firing unit than it is to the target hex, and the firing unit is on a higher elevation, then the fire attack is permitted. If the firing hex is on a lower elevation than the target hex, and the blocking unit or terrain is closer to the target hex, then the attack is also permitted, unless the blocking unit is adjacent to the target and is a friendly unit.

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Infantry Fire Rules (24)

- All infantry not acting as tirailleurs have a range of one hex.
- While in column, only the top unit (regardless of it being a regiment or battalion) may fire.
- While in line, only four increments may be used for fire per hex, times the fire multiple indicated on the *Fire Effects Chart*. *Example:* A French Légère battalion of 10 increments is in line and deployed in two hexes. The fire multiple on the Fire Effects chart shows that French Légère troops fire at X3. Because only four increments may fire from a hex if the unit is in line, this particular unit may use 8 since it is deployed in two hexes. It therefore has a fire value of 24 (8 X 3 = 24).
- Only three increments may fire from a hex while in tirailleur/skirmisher order.

Artillery Special Rules (25)

When artillery is unlimbered in clear terrain, all increments may fire up to the stacking limit of the hex. In all other terrain types, regardless of the number of increments, only the top battery may fire. Slopes not having any other terrain designation are considered clear terrain for this purpose only.

When artillery stands with an infantry formation in line in the same hex, artillery has the same orientation as the infantry. Up to four increments of infantry may fire in conjunction with one battery if they are in the same hex and fire at the same target. An infantry line deployed into two hexes would combine the fire of both hexes of the infantry with the artillery stacked with it.

In *Carre*, a battery may fire in conjunction with up to twelve increments of infantry.

When artillery and infantry are stacked together in column, only the top combat formation may fire.

Adjacent batteries may fire upon the same target hex only if there is a leader in one of the firing hexes, *and* the leader has an artillery bonus. If three hexes of artillery are to fire at the same target, then a leader of special ability must be present and adjacent to all three firing hexes. Artillery in different hexes may, however, always combine their fire if the target hex is adjacent to them both.

Artillery may not unlimber in a cavalry *Zd'I*.

Artillery Ranges (26)

There are three ranges for artillery fire. Short range is at one and two hexes. Medium range is from three to five hexes. Long range is anything six or more hexes distant.

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Canister (adjacent) - When firing artillery at point blank range--an enemy formation which is adjacent to the artillery's front hex sides--shift the calculated odds column one to the right to reflect the use of canister. *Example:* a "5 to 1" becomes a "6 to 1".

If artillery elects to fire, the battery must fire at the closest target, regardless of there being a better shot at a more distant range.

Defensive Fire (27)

Any combat formation with a fire factor that has an enemy combat formation adjacent to one of his front hex sides, may fire defensively in the appropriate segment of the *Chronology of Battle* at the enemy formation. Defensive fire differs from offensive fire only in that it must be made against adjacent targets and, therefore, has a range of one. Units may only give fire once during the defensive fire segment of the chronology of battle.

Opportunity Fire (28)

Any time a combat formation exits a *zone of influence* or changes formation in a *zone of influence*, his opponent may initiate *opportunity fire*. This may happen more than once per turn. If the unit gives fire to a unit changing formation in its *zone of influence*, the unit which receives the fire, does so in its former formation. In other words, artillery, which unlimbers in the *zone of influence* of a unit, is fired upon in its limbered state.

Opportunity fire only has a range of one hex. Although units in *Carre* formation do not have a *zone of influence* into adjacent hexes, units using movement points next to, or on the *Carre*, are subject to *opportunity fire*. This includes cavalry moving from adjacent hexes to the *Carre* hex and leaving to an adjacent hex.

Retreats Before Melee (29)

Certain combat formations may exercise an option to withdraw prior to melee combat. This retreat occurs before the pre-melee morale check, but after offensive fire. These combat formations include tirailleurs/skirmishers facing infantry; cavalry and limbered horse artillery with a printed movement differential of at least two greater than its attackers; cavalry before infantry regardless of it being tired or exhausted; and leaders or aides-de-camp. Cavalry acting as tirailleurs/skirmishers presents a specialized case for firing, and then retreating before combat, given their mobility. Please consult this specific rule. No unit may retreat before combat if there is not a path free of enemy zones of influence.

A unit exercising this option may retreat up to one-half of its movement rate, but it may not move any closer to the enemy. If a unit retreats more than one hex, at the end of its retreat movement a "blank" counter is placed on top of it to signify that the unit has expended its movement potential for the next friendly turn. This "blank" counter is removed immediately after the next friendly movement phase. There are no other ill effects.

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The attacker may always advance into the first vacated hex, following a retreat prior to melee and initiate one more melee assault. Units which are thus attacked may not give defensive fire, nor may they change formation unless so mentioned in the special rules.

Retreat before combat does not trigger *opportunity fire*.

Morale (30)



While fire and bayonet did real damage to the body of the Napoleonic Age soldier; the fear of death, dismemberment, and other indignities wrought havoc in the common mind of a combat formation. Morale, then, is of supreme importance. While looking death in the eye, the thoughts of glory drove some men to do the impossible.

When a combat formation has good morale, it can be expected to fight according to its capabilities. When the morale of a unit is poor, its behavior would be akin to a house of cards.

Infantry: infantry is either in order (good morale), disorder or routed (plus grande disorder). When infantry is in order, it is able to perform to the levels indicated on the printed counter.

When infantry is disordered, it has no organization. Disordered infantry only has half of its printed fire; melee and movement values. Furthermore, it must subtract “3” from the dice roll whenever there are subsequent morale checks until it recovers its good morale. Infantry combat formations remain disordered until the next friendly *Morale Recovery Segment* of the *Chronology of Battle*. During that segment, the formation will either recover its good morale or rout. If the unit recovers its good morale, the unit will either assume column organization or *general order*, depending on which terrain they are in at the time of the recovery.

Once infantry is (plus grande disorder) routed, the routed formation may not initiate fire combat; melees at one-third of its printed value for defense only; and has its movement factor up to ten (10) maximum during the *Morale Recovery Segment*. The unit does not move during the movement phase. In other words, it continues to flee the battlefield. When morale checks, in subsequent turns, subtract “6” from the dice roll until morale is finally restored.

Cavalry - Cavalry is either in order (good morale) or routed. Cavalry which rout, move at their printed movement rates. They may not fire and melee at one-quarter of their value. Whenever routed (*PGD*) cavalry check morale, subtract “6” from the dice roll.

Artillery - Unlimbered or Limbered artillery may be in good order, disorder or routed. For melee combat results see the combat results matrix. Disordered limbered artillery acts in the same manner as disordered infantry as noted above. In disorder, therefore, it will be reduced to one half value, but never below the strength of one.

Paths of retreat for all disordered or routed (*PGD*) formations:

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- As soon as any formation disorders, it moves away from enemy formations three movement points (three clear terrain hexes or less for terrain costs, a minimum of one hex, if possible). Terrain cannot be prohibited. (There are exceptions for artillery see the combat results matrix.)
- As soon as a unit routs it moves 10 hexes away and terrain is not considered for movement cost. Disordered or routed formations never move to place themselves closer to the enemy.
- They move through the most economical terrain possible—that is the terrain most suitable for rapid departure.
- They do not move through friendly units if there is another path, of equal terrain cost, which will not place them at any time closer to the enemy.
- They must end their movement further away from all enemy formations than when they began. As a preference the routed unit seeks a forest or built-up hex as its destination.
- Combat formations that are unable to make their full rout move, surrender to the enemy.

Remember that units in the rear ranks were often more dangerous to routing formations than the enemy. Units which rout amid enemy formations move in the direction least occupied by enemy zones of influence, as long as all the priorities given above are followed.

Units may not make a rout move in a direction which takes them behind enemy lines.

Each time, during the *Morale Recovery Segment*, that a combat unit fails to recover its morale, and it is not 15 hexes away from all enemy combat formations, it must continue to make its full rout move away from the enemy. When the routed unit starts the rout recovery phase more than 15 hexes away from the enemy the unit checks its morale and if it fails it moves to the nearest woods or dwelling hex which is also at least 15 hexes away from any enemy combat formation paragraph.

If the presence of enemy formations, force a plus grande disorder unit to move to the map edge and it has movement point remaining, the routed unit is considered to have routed off the map and is eliminated. (Some scenarios provide for off-map recovery. See the scenario rules.)

Cavalry units that recover good morale from Plus Grande Disorder are considered to be in an exhausted state at that time and subject to the recovery rules.

How to Check Morale (31)

When checking morale, simply roll two dice. The total must exceed (after all modifications) the printed morale value. When this is done the unit either maintains good order or has recovered good order. *Example:* A unit with morale of 32 must roll a 33 or better to be able to sustain good

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order. If the unit was in disorder it must toll a 36 to return to order and keep from going to rout. If the unit was in rout, there must be a roll of at least 43 in order to recover good order. When Combat Formations Check Morale:

- During the Recovery Segment of the Chronology of Battle, if the unit is in disorder or rout.
- Whenever a combat formation which is disordered or routed begins; ends; or moves through other units which are in good order. The units in good order must check their morale.
- When the limit of increments in a hex has been exceeded, all units in the hex check their morale with a single dice roll, if the roll exceeds a unit's morale value, then the unit stands. If the roll is equal to or less than the printed morale value, then the unit disorders. If the hex exceeds the stacking limit after the check, then the units must displace away from the enemy until the stacking limit is no longer exceeded.
- When a combat formation wishes to stand before a cavalry charge.
- When a defending formation faces assault in clear terrain. When an attacking formation wishes to assault.
- When a leader casualty is suffered in a hex. Units in that stack check morale minus the leader's morale value.
- When called for as a result in the *Melee Chart*. (*)
- When the results of the *Fire Combat Chart* dictate a check as directed by the *Special Rules* for each game. (I.e. French even loss, Austrian odd loss).
- Whenever the *Special Rules* call for a morale check.
- Whenever a formation attempts a force march.
- Whenever cavalry initiates an *opportunity* or *reaction charge*.
- If a unit in an existing stack fails morale, other units in that stack must check

Assault a' Melee (32)

Although there are times when the fire assault can break an opponent, it is the assault by melee that more often than not provided the dramatic denouement to the Napoleonic battle.

Here are some general rules when engaging in Assault by Melee:

- There is never fire during the melee assault phase.
- All fire must be concluded during its appropriate segment of the chronology of battle.

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- Attacking combat formations may only initiate melee through their front orientations.
- Units in column have all their increments included for the pre-melee morale check odds ratio calculation.
- Units in line combat formation use only their top four increments as the attacker for the pre-melee morale check odds ratio. The defending formation in line uses all increments in the hex for pre-mêlée morale check.
- Regardless of formation, all increments in hex total their melee values when defending.
- All attacking units which have passed their pre-melee morale check total their melee values.
- Combat formations may only assault the hex that they have fired upon. In other words, a unit may not fire upon one unit and melee another.
- Melee combat is never mandatory if units are in the zones of influence of one another. Theoretically, a player could have a melee assault in one hex, and then decide not to do a melee assault in the adjacent hex.
- Units cannot melee a hex that they are prohibited from entering
- Artillery with Infantry always suffers the same melee fate as the infantry when a result is rendered. Consult the melee matrix for the meaning of *DD*, *DR* or *DS*.
- Infantry and cavalry may not combine their melee factors in an assault

The Assault a' Melee Process (33)

Here is the *Assault a' Melee Process*:



comes adjacent to a defender, the defender makes a pre-melee morale check, with all appropriate modifications.

- Total the number of defending increments, and compare this to the number of assaulting increments, subject to the formations rules (line/column/skirmish, etc.). This will give

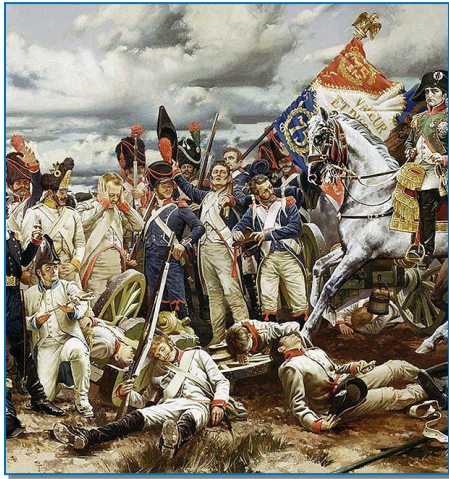
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the pre-melee morale check odds ratio. The defender checks first and applies any other morale modifiers given in the *Assault by Melee Morale Chart*.

- If the defender passes this check, the attacker must then check according to the same procedure. Remember units defending in *general order*, or Cavalry do not make a pre-melee morale check. Infantry in attack or defense with cavalry do not make a pre-melee morale check
- If either the Attacker or the Defender fails their pre melee morale check the unit disorders and retreats 3 MP but no less than 1 hex away from the enemy and adopts a disordered state. This applies to either the attacker or the defender whichever side has failed their check.
- If a defender vacates a hex due to a pre melee morale check, the attacker may occupy the hex.
- If both attacker and defender have good morale as a result of this check, then the melee odds are established using all the units' melee values.
- Find the appropriate column of the *Melee Assault Chart*; roll the dice, and apply the result.
- If the defender suffers a *DD*, *DR* or *DS* as a result of the melee roll, the attacker must advance at least one unit into the hex vacated by the defender. If the defender is eliminated, the attacker must advance into the "vacated" hex with a least one unit.
- Cavalry never makes a pre-melee morale check whether on attack or defense,
- Units which assault through the flank hex side of the defender have their melee value doubled (x2) for purposes of melee odds calculation.
- Units assaulting through the rear hex side of a defending formation have their melee strength increased by 50% (multiply existing strength by 1.5)
- See the *Special Rules* for each game, for any additional terrain or position advantages/disadvantages

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Assault a' Melee Results (34)



See the Assault á Melee – a foldout is provided in each game. This foldout document provides an explanation of each result and simplifies the interactive combat results. It is reviewed for each new release and may be updated. This update would be applicable to earlier games (continuous improvement) and be available on the website. The foldout is a summary and does not modify but complements the rules which may have a more detailed explanation.

In general, when cross-indexing the odds column with the dice roll the user will notice one of the following results:

Blank - No or minor effects

AR or DR- the attacker or defender suffers a rout (*PGD*) with possible losses or surrender. They retreat 10 hexes

AD or DD - the attacker or defender suffer disorder with possible losses (*DD*) or Cavalry routs (*PGD*). *AD* or *DD* infantry units retreat 3 movement points.

DS - the defender surrenders and is removed from play.

#/# - Each side loses a specified number of increments, with possible morale checks *

Note: Leaving an enemy *Zd'I* due to melee reduces the “loser” by at least an increment

Cavalry (35)

The use of cavalry is a delicate art. When used properly, cavalry will have far more importance than its size would indicate, and will go a long way in pointing the player towards victory.

Cavalry introduces a dynamic element to the battle because it increases a soldier's mass; height; velocity; and speed compared to someone on foot. There are many specialized types of cavalry, and the rules governing its use are somewhat complex and require knowledge and patience.

Cavalry has the special ability to rout enemy units before the movement of other troops. It may also react to movement in its front hex sides and delay the movement of troops into a zone.

Cavalry may either charge; or cavalry may move. Cavalry cannot both charge and move during any single player turn of the *Chronology of Battle*.

Cavalry may charge during the charge phase; and melee during the melee phase of the same player turn. Cavalry may move in the movement phase; and then melee in the following melee phase if desired.

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See the *Cavalry Readiness* rules for further explanation.

Cavalry specific rules pertaining to combat / morale:

- Cavalry never makes a pre-melee morale check unless so specified in the *Special Rules*.
- All modifications for melee and morale made to cavalry combat formations are cumulative.
- While heavy cavalry engages light cavalry, in either attack or defense and through a heavy cavalry's front hex sides, the heavy cavalry melee value is doubled.
- When heavy cavalry is in line, its melee value is halved.
- Lancers add this lance bonus when they assault or counter charge, and are in good order. There is no lancer bonus if the lancers stand still and receive a charge. The *Special Rules* for each battle have the specific Lancer modifications for standing or forming *Carre*.
- Cavalry assaulting a *Carre* does so with one-third of its printed melee value. The lance bonus is never reduced by one-third when encountering a *Carre*. Cavalry assaults in the same hex as the square.
- Cavalry is never disordered; it goes from good morale to rout, when it fails a check.
- Combat results have been summarized in the *melee / feu* foldout with each game
- Other combat arms may not join into a cavalry on cavalry melee. Cavalry may not join in to the melee of other combat arms.

Cavalry Readiness (36)

Because cavalry relies on a rather fragile animal, the horse, cavalry will find itself almost useless without frequent periods of recovery. The recovery may require extended periods of inactivity. Since the simulation is based on alternating sequences it takes the French and Coalition Sequences to equal a 20-minute turn. In order to reflect this need to rest the equines properly, there are three states of readiness for cavalry formations: *Fresh, Tired and Exhausted*. This is how cavalry is affected by its readiness:

Fresh - Cavalry moves and melees at its printed values as shown on the counters.

Tired - Cavalry becomes tired whenever it melees (attacks, defends, or charges). When cavalry is tired, the melee value is halved. Tired cavalry may not charge in the *Charge a' Cheval* segment, but is allowed to do a *Reaction* or an *Opportunity Charge*.

Exhausted - Cavalry becomes exhausted after it has been involved in a melee while being tired; or, if it charges and melees as a result of the charge. Exhausted cavalry has one-third of its melee

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value, and may not initiate any kind of charge. Exhausted cavalry may not retreat before combat against fresh cavalry.

Cavalry may avoid being reduced in its readiness (that is, from normal-to-tired, or tired-to-exhausted) if cavalry melees and elects to employ only one third of its melee value. If it does so, then it will remain at the same level of readiness that it started its melee. Since combat effects are cumulative; if tired cavalry uses this option, it will be at one-third of the current one-third strength (for exhausted cavalry this would mean one-third of one-third of its melee value).

Example: If the melee value of unit is normally “18”, then one-third of one-third of that is “2”.

Readiness Recovery – A source of some confusion

The chronologie de bataille is based on phases constituting the Imperial Player Sequence and then the Coalition Player Sequence. These two phases constitute a **complete** turn or 20 minutes

Combat a la melee and its effects generally happen in the attacker’s combat phase. This is true for cav. vs. inf. or artillery. However defending cavalry has combat in the attacker’s phase also. This is true for cav. vs. cav. and *Opportunity Charges*. It is important to understand when the cavalry becomes tired or exhausted and how to then calculate a **complete** turn of rest.

In order to recover a step of readiness, that is to go from tired to fresh or exhausted to tired or both a cavalry unit must ‘rest’ in some fashion for a **complete** turn. Since combat reduces the cavalry unit’s readiness, it is in the Morale Recovery phase that readiness is achieved but this can be the case for both players.

Think of a turn like a 24 hour day. There is the AM as the Imperial phase and the PM as the Coalition phase. If you were to measure a whole day (turn) from combat in the Coalition phase, then 24 hours would include the remainder of the PM (Coalition turn) the AM (Imperial Turn) and then the PM through the end of the combat. Recovery is conveniently determined in the Recovery Phase;



Looking at it another way: The following is a readiness example after melee between an Imperial Attacker and Coalition defender:

Imperial (French) Attacker Recovery One Step

- Does not move more than half the unit’s movement points in the Imperial player’s next Movement phase
- Does not melee in the next Coalition or Imperial Melee phase
- Does not suffer an increment loss from combat a la feu during the Coalition or Imperial Player’s next Fire Phase
- Does improve one step at the Imperial Player’s following Morale Recovery phase, if the above conditions are met (one full turn)

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Coalition Defender Recovery One Step

- Does not move more than half the units movement points in the Coalition player's next Movement phase
- Does not Retreat before combat from cavalry in the next Imperial Melee Phase
- Does not suffer an increment loss from combat a la feu during the Coalition or Imperial Player's next Fire Phase
- Does improve one step at the Imperial Player's following Morale Recovery phase, if the above conditions are met (one full turn)

Notice the Coalition had to meet a number of requirements in its own phase and the Imperial Phase. Recovery is not just solely meeting the requirements in your own phase

Basic Readiness per turn

If Cavalry did not move more than half, no combat or fire losses, improve one level of readiness

If Cavalry did not move more at all, no combat or fire losses, did not retreat before combat, improve two levels of readiness

In order to track the events that lead to the reduction in readiness and therefore the sequence and phase of recovery, the tired and exhausted informational markers will be identified by Imperial or Coalition tired or exhausted. Existing markers can just be denoted with a blue or red highlight on the informational counter. This differentiation lets everyone know when the recovery period of a turn will end.

Murat the King of Naples was an expert at wine, women and how to recover cavalry in battle. With a little practice, it will become intuitive when the units have rested. Having the ability to recovery only in your phase would give a distinct advantage to one side and provide too much flexibility to the mounted troops. Thus a whole turn is required.

Charge á Cheval (37)

The penultimate use of cavalry in The Age of Napoleon is the *Charge a' Cheval*. The *Charge a' Cheval* can represent spectacular brilliance or tremendous folly. It often determined victory or defeat. The effects of hundreds of oncoming horsemen upon a unit's morale were extreme. Only the best drilled; or those with the most warning; or those with the greatest élan could overcome the initial impulse to flee. Although cavalry troopers would not break into a gallop until well within the two hex range; once a unit of cavalry took its first steps in a charge, an eerie stillness would come over the field. A great portion of the charge movement was spent building momentum and keeping order. After the charge finally did go in; this momentum carried the cavalry well beyond its own lines; where rout was often its only means of rescue.

Remember, that the time represented by the *Charge a' Cheval* segment is relative to the differences between soldiers slogging about on foot, and those mounted on horsebacks. Keep this in mind while reading the following rules:

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- Cavalry may either charge, in the charge sequence or move, in the movement sequence; it may not, however, do both.
- Only cavalry formations which are in a good morale state, and are not tired or exhausted, may charge. Tired units may *Opportunity Charge* or *Reaction Charge* an enemy.
- All cavalry formations which *charge a' cheval* increase their printed movement value by "5."
- Cavalry may charge as individual regiments, or as a group of regiments which are in the same hex. In order to charge a stack of cavalry regiments, a leader of the same nationality, who has a cavalry bonus, must be in the hex with the stack when the *Charge a' Cheval* phase begins. All cavalry regiments which begin in a single hex, and charge as a stack, must remain together throughout the charge segment unless separated by lack of movement points.
- Cavalry may change their formation at the beginning of the charge; but that formation change costs twice the normal cost for formation change—three normal is doubled to six. At no other point during the charge is the unit permitted to change its formation. This change may only occur in the first hex of the unit's charge movement.
- Cavalry may not charge into or through dwelling hexes; forest; woods; redoubts or any other terrain specified as restricted for charges in the individual battle *Special Rules*.
- Cavalry may charge other cavalry but there is no morale check to stand. The charging cavalry will have its assault value doubled if it has charged in a straight line for the last three hexes if the defender elects to stand. However if the defending cavalry successfully *Reaction Charges*, there is not doubling of melee factors for going in a three hex straight line. Some mutual understanding is important because of the hexagon grid.

The Charge Process (38)

Here is the process for the *Charge á Cheval* phase in the *Chronology of Battle*:

- At the beginning of the *Charge á Cheval*, designate each cavalry unit or stack of units that will charge. Not until *all* charges are declared and identified, may you proceed with the next step.
- Each individual charge is resolved separately.
- Select a cavalry unit or stack, and advance the charging unit one hex at a time, paying attention to facing; formation; and terrain costs. The first hex entered must be the one directly to the front center of the charging formation. A formation change is only permitted in the second hex. In the event of a line formation, the first hex may be either of the two front hexes.

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- Charging cavalry may change direction at a penalty of two additional points per hexside. Theoretically to change 360 degrees, it would take 12 movement points. However, light cavalry may change up to two hexsides per hex. Heavy cavalry may only change one hexside per hex.
- When charging cavalry comes within 4 hexes or an adjusted range (i.e. night), infantry may elect to change formation to *Carre*. There must be a line of sight to the cavalry for the infantry (front hexsides) to attempt to form *Carre*. See the appropriate *Carre table*.
- Whenever a charging cavalry formation is two hexes from any enemy formation for which the cavalry has a line of site, the charging cavalry formation must declare if that enemy formation is the target of the charge. The target must be in a straight line for these two movement points.
- If the enemy formation is not the target of the cavalry charge, the charging unit may continue its movement. However, it may not at any time during that player turn attack the specific unit it passed (not the target)
- Charging cavalry must move in a straight line for the last three hexes of its charge and directly face the infantry it wishes to charge, to obtain the charge bonus. If the straight line was not maintained for the last three hexes, it may melee the enemy formation, but without any charge benefits to melee or morale or detriments to the declared infantry target
- Infantry has only two options in the face of a cavalry charge (when declared the target):
 1. The infantry attempts to stand in its current order when contacted by the charging cavalry
 2. The infantry attempts to form *Carre* at a distance within two hexes it has line of sight to the cavalry.

Option #1 Elect to Stand

- If the infantry elects to stand in its current order, the cavalry completes the charge move, and ends that move adjacent to the infantry.
- At this point, the infantry makes a modified morale check. Any time an infantry formation is charged by cavalry, and the infantry does not elect to enter *Carre*, the infantry will have the following modifications made to its morale check:
 1. See the Cavalry Charge Morale Modifiers located in the *Special Rules* of each game
- If the infantry rolls over its morale, the cavalry charge is halted. Infantry in this case are considered to have passed their pre-melee morale check and things stop until the defensive fire phase.

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- If this infantry unit fails to pass the morale check it routs. Before the routing infantry leaves, the cavalry may attempt to trample the infantry.
- If the cavalry ends up adjacent to the routed infantry after the infantry's rout move, proceed to fire and melee.

Option #2 Form Carre

- If the infantry attempts to form *Carre*, the infantry must state its intent. This may happen at any time there is a charging enemy cavalry unit within four hexes of the infantry or it becomes a declared target
- An infantry formation may only attempt to form *Carre* once per charge sequence.
- The infantry may not attempt to form *Carre* if it does not have a line of sight to the cavalry, as defined in Line of Sight Rule 23
- When the infantry attempts to form *Carre*, the die roll is made and the *Carre Realization Table* in the *Special Rules* is consulted. If artillery is with the infantry, it always obtains the same result as the infantry.
- Infantry must have *Carre* as one of its possible formations. A few formations do not.

The results of the Carre Roll and options for the cavalry:

Infantry Formed Carre

- If it was not the declared target of a charge, the infantry forms a square. The cavalry may charge other units, move over the top of the *Carre* and through the *Carre*, move to another hex(s) (accepting defensive fire), move in another direction or halt.
- If the infantry was a declared target, the cavalry must advance until it is adjacent to the infantry *Carre*. Then the cavalry moves on top of the *Carre* and suffers defensive fire, and charge movement ends. Once in the hex with the *Carre*, cavalry must suffer defensive fire according to the defensive fire rules. After suffering any ill effects of the defensive fire, the cavalry must melee the defensive *Carre* in the melee phase.
- The melee result is identified in the Melee – Matrix foldout.

Infantry Disordered (DD)

If not the declared target of a charge. The infantry disorders. The cavalry may move adjacent or move to another location. The cavalry may not move on or through the disordered unit.

If the infantry was a declared target, the cavalry contacts the disordered infantry, if the cavalry has movement points available and it is possible. This ends the charge. Neither unit may move in the movement segment. Defensive fire and the cavalry melees the infantry, in the melee

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assault phase. (The cavalry could be out of movement points when four hexes from the infantry unit)

Charging Cavalry contacting disordered infantry may trample (destroy) one increment for every three movement point expended. (1:1)

Infantry Routed (PGD)

- If not the declared target of a charge. The infantry routs 10 hexes.
- The cavalry rolls to recall rather than follow the routing infantry that was the target of the charge. Cavalry may attempt to recall only once during the charge by rolling. See *Recall Chart* in the *Special Rules* for each game.
- If the cavalry recalls, it may move on or if movement permits follow the routed attempting to make contact.
- If the cavalry fails to recall, it must continue its move toward the routed infantry and attack the first enemy combat formation it encounters, if possible. When a cavalry unit fails to recall it may only expend a maximum of 5 more movement points from the hex vacated by the routing infantry.
- Charging cavalry contacting routed infantry may trample (destroy) one increment for every two movement points. (2:1)
- At the conclusion of movement, fire and melee the cavalry unit that did not recall is considered *PGD*
- At the conclusion of any charge and melee sequence, cavalry that charged and assaulted an enemy will be exhausted.

Cavalry, which charges, that could have contacted an enemy unit and fails to do so for melee, automatically routs in the final hex of its movement and stands in place; the unit does not move away from the enemy. It is possible an infantry unit routs and the cavalry is unable to reach them or any other unit, which would be a special case. The intent is not to have cavalry declaring charges and then maneuvering around but not attacking anything.

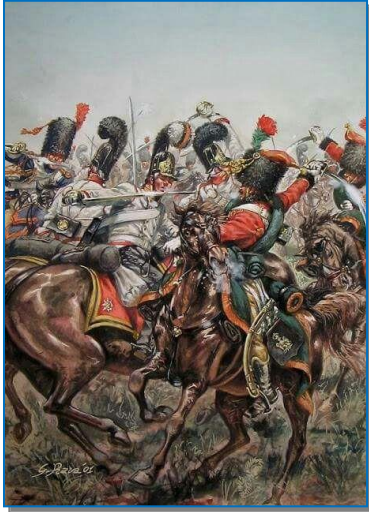
At this time, the charge phase for these units has ended, and both the infantry and cavalry are routed in place, additionally the cavalry is exhausted.

When charging combat formation in road advantage, the targets are always routed and any combat formation adjacent must check morale.

See Cavalry charges and Artillery Rule 41 for a combination of artillery and infantry

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Reaction Charge (39)



This is a reaction to charging cavalry. The non-phasing player has the option to stand and receive charging cavalry or counter-charge it. Each option has advantages /disadvantages.

All cavalry in good order have an extended *zone of influence* during the *Charge a' Cheval* segment of the *Chronology of Battle*. This zone is called the *reaction charge zone*.

- Light cavalry has a reaction zone of **four** hexes passing out of the unit's front 5 hex sides.
- Heavy cavalry has a reaction zone of **three** hexes, passing out of the unit's front 3 hex sides.

Only one *reaction charge* attempt is permitted per cavalry formation, per enemy charge segment, per turn of the *Chronology of Battle*. *Reaction charges* are only permitted within the reaction zones of the cavalry formation. This zone does not increase as the reacting unit moves forward.

Whenever an enemy cavalry formation charges into or within this *reaction charge zone*, the defending cavalry which has a *line of sight* (Rule 23) to the charging cavalry, may attempt a *reaction charge* as follows:

- The reacting cavalry must make a successful morale check using the unit's printed morale number.
 - If this check is successful (above the number), then the reacting heavy cavalry formation moves one hex forward and light cavalry moves two hexes initially, through its one of its front hexes. The enemy formation now moves one hex and the reacting cavalry moves one hex. They alternate moving.
 - Cavalry units which fail to pass their morale check in an attempt to *reaction charge* merely stand where they are, in good order. There is no loss in readiness. The defender may receive the charge of the phasing player if it were the target of the charge.
- Reacting cavalry may move up to **four** hexes if *light* and **three** hexes if *heavy*. They pay all facing movement costs of facing changes. (Rule 37).
- This process continues with the two cavalry units alternating hexes until they are adjacent to each other or not. Please use common sense and movement point costs in this sequence. The mutual moves will continue until either contact is made, or the phasing player evades the reacting cavalry.

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- If the two enemies come adjacent, all charge or *reaction charge* movement stops, and it is time to proceed with other charges, movement, melee, morale etc. *Reaction charges* are just part of the charge sequence.
- If the two enemies do not come adjacent and the reacting cavalry has expended all its movement increments, the phasing player continues the charge and the reacting cavalry halts and will be tired at the end of the phasing player's turn.
- Melee Assault between two contacted units is mandatory, and at the completion of the melee, both units are exhausted. The phasing player always remains the attacker. This simplifies the mechanics of combat.
- If the defending cavalry successfully *Reaction Charges*, there is not doubling of melee factors for going in a three hex straight line.
- There is no +5 movement bonus for a *reaction charge*. The reacting cavalry may not attack any other unit.
- The successfully reacting cavalry may not move in the next friendly movement phase.
- Artillery may not unlimber in the reaction charging cavalry's *Zd'I*.
- Infantry or artillery which then moves adjacent (after the above contact to support) to the reacting may not join into the combat.
 - If the artillery unit routs as a result there is no cavalry recall

Opportunity Charge (40)



An *opportunity charge* may occur whenever an enemy combat formation including enemy cavalry, during the movement phase, comes adjacent to the normal *zone of influence* of a cavalry formation in good order (two hexes away). The idea is that the cavalry would not just sit while the enemy moved into close proximity.

Only one opportunity charge attempt is permitted per cavalry formation, per enemy movement segment.

When the conditions are met, the defending cavalry may attempt an *opportunity charge* as follows:

- The charging cavalry (defender) must make a successful morale check.

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- If this check is successful, then the cavalry unit moves one hex forward so as to bring them adjacent to the enemy combat formation.
- Cavalry units which fail to pass their morale check in an attempt to opportunity charge merely stand in place. There is no loss of readiness.
- Infantry, cavalry and artillery may not attempt to change their organizational status when contacted by an *opportunity charge*. This means they may not elect to form *Carre* or *unlimber*, they must attempt to stand in their formation. The artillery may not unlimber in an opportunity cavalry *Zd'I*.
- The same process found in the regular charge sequence above is used for the infantry or artillery that attempts to stand. Make a morale check; if successful, then there is defensive fire and melee. If unsuccessful, the infantry or limbered artillery routs (losing an increment for leaving the *Zd'I*) and retreats away its remaining movement. No cavalry recall is necessary.
- Attacking player's cavalry units that move into the *opportunity charge* zone, once contacted, just stand in place with no morale check.
- Infantry and cavalry may not combine in an offensive melee.
- The phasing player always remains as the attacker.
- Melee Assault between the two units is mandatory. If the opportunity charging cavalry uses its full melee value the cavalry is exhausted. Cavalry Units that only use 1/3 melee are tired and not exhausted. At odds of less than 1 to 2, the attacker automatically routs (AR)
- Skirmisher only - If a skirmisher moves adjacent to the cavalry *Zd'I* and the cavalry *opportunity charges*, the rules as defined in ***Infantry Tirailleurs/Skirmishers Rule 19*** would apply except the skirmisher would have to check morale to retreat.
 - If the skirmisher passed the morale check it could retreat into an adjacent unit or *general order* terrain.
 - If it failed, the skirmisher would be routed (*PGD*) and the cavalry could trample increments at the rate of 2 movement points for each increment (2:1) using the cavalry's printed movement, minus one. Example (10-1=9) *Skirmisher loses 4 increments to the Cuirassier*.
- Skirmisher Only -If there was no *general order* terrain or formed unit adjacent, the skirmisher automatically routs in place and the cavalry could trample increments at the rate of 2 movement points for each increment using the cavalry's printed movement, minus one. Example (15-1 =14) Skirmisher loses 7 increments to the Hussar.

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- At the conclusion of the increment loss, the routed skirmisher retreats its full movement points. The cavalry occupies the hex vacated by the skirmisher and is tired
- Cavalry Units which fail to pass their morale check in an attempt to *opportunity charge* merely stand where they are, in good order. There is no loss in readiness.

Cavalry Charges and Artillery (41)

There are several states for artillery vs. cavalry to consider: Is the artillery unaccompanied in a hex or the artillery is accompanied with infantry? Is the artillery limbered or unlimbered? Is the cavalry facing the front of the guns or not?

When the artillery is in a hex:

- When cavalry charges **unaccompanied, limbered artillery**, the artillery is treated like infantry for the purposes of cavalry charge.
- When cavalry **unaccompanied, unlimbered**, bring the charging cavalry adjacent to the guns,
 - If it is a **front hex of the guns**, make a morale check with the artillery, and if the guns succeed in passing their check proceed to defensive fire then melee in the appropriate phase. If the guns fail their morale check, they are eliminated from play, and the charging cavalry may continue their charge and stop in the artillery hex. The cavalry would have met the requirement to contact a charging unit
 - If it is **not in front of the guns**, make a morale check with the artillery, and if the guns succeed in passing their check proceed to melee in the appropriate phase. If the guns fail their check, they are eliminated from play, and the charging cavalry may continue their charge
- When cavalry charges, **accompanied, unlimbered** artillery the infantry must check its morale and attempt to stand or form *Carre*.
 - If the infantry stands, proceed to defensive fire and combat
 - If the infantry disorders or routs *PGD*, the guns are said to be abandoned in place
 - When the guns have been abandoned by the infantry, the cavalry moves adjacent to the artillery
 - The artillery takes defensive fire if attacked from the front, at one hex range
 - The guns then check morale.
 - If the guns pass their morale check they are assaulted in the melee segment.
 - If they do not pass their morale they are eliminated.
- If the Artillery is in a hex with accompanying infantry, and is **limbered**, the guns accept the result of the infantry action, be it stand in place, attempt to form *Carre*, etc.

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- If the Charging Cavalry can actually come in contact with the routed (*PGD*) artillery that is alone, it may be trampled using to the ratio of two remaining movement points to reduce one increment of artillery.
- If the infantry is assaulted by melee the guns add their melee values to the attack, and accept the result of the melee as does the infantry.

Cavalry Recall (42)

As witnessed historically, cavalry could not always be controlled, especially when the enemy broke and ran. Cavalry recall is the recovery of control. If successful, the player may continue to control the cavalry. If unsuccessful the cavalry must follow a strict procedure to engage the enemy and at the conclusion of the melee find itself routed in place.

The phasing player that is charging, will encounter enemy infantry /artillery formations as the target of a charge that elects to stand or attempt to form *Carre*.

When infantry routs (*PGD*) as a result of Charge a' Cheval (except reaction or opportunity) that charging cavalry must roll for *recall*.

- If cavalry recalls (see *Cavalry Recall Chart* in the *Special Rules*) the cavalry may expend remaining movement points at the phasing player's discretion including moving adjacent to the routing infantry. The cavalry may have enough movement points left to trample (eliminate increments) – see Rule 38
- If cavalry does not recall, the cavalry must expend its remaining movement points to *make every effort* to move adjacent to the routing unit, and melee the first enemy unit the cavalry becomes adjacent to (even if that is not the target of the charge). The non-recalled cavalry modifiers their melee value by x.5 for the ensuing melee. Following the sequence of defensive and offensive fire, and melee apply results to both the attacker and defender. At the conclusion of all melees the cavalry that did not succeed in their recall will be routed (*PGD*) in place.

Morale Levels (43)



Morale on the grand scale plays a very important part in the manner in which an army reacted to the enemy in the ongoing battle. For the most part, the game utilizes the basic organization of the infantry battalion to reflect this. Depending upon how the army was organized at the time of the battle, each corps or large divisional organization will be the means to simulate these events. The *Special Rules* for each battle will establish the specific information for the levels and impact.

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There are four levels of morale that these grand tactical organizations may attain during the battle. Generally, the percentages for levels are listed below but check the *Special Rules*:

- Level Zero, where 0 to 19 percent of the battalions are ineffective.
- Level One where 20 to 39 percent are ineffective,
- Level Two where 40 to 59 percent are ineffective, and
- Level Three where more than 60 percent are ineffective.

A battalion is considered ineffective when it has either been eliminated from play by surrender, or loss of all increments due to fire or melee, or is in a state of plus grande disorder.

At the top of each hour, (8:00 am, 9:00 am, and 10:00 am etc.) count the eliminated and routed battalions. Compare the total number for each grand tactical organization with the chart within the *Special Rules*. The formation is considered to be on the calculated morale level for any and all morale checks during the entire hour of the calculation.

Therefore, if a Corps or Division is determined at the 14:00 to be on level two, every morale check made by any element of that corps is modified by the Level Two factor during the three turns that constitute the period in the game between 14:00 and 15:00. It is understood that a battalion which is in a routed state at 14:00 may recover at 14:20, but that fact will not alter the morale level that is determined and in play until the next hour (15:00).

The designers strongly suggest if you maintain fresh reserves at the Grand Tactical Organizational Level, (Corps and Divisions) this rule may impact a portion of your army but not all of it at the same time. A fresh Corps at an important time in the battle can be very effective when engaging an enemy that is on a higher morale level.

Infantry Force Marches (44)

Any infantry combat formation, which is in good order, and is currently on its strategic organization morale level of zero, may attempt to *force march*. The force march takes place during the movement phase of the *Chronology of Battle*. Simply designate the units you wish to *Force March* and follow the procedure listed below:

- The smallest organization you may attempt to *Force March* is a division.
- If an infantry battalion of a division attempts to *Force March*, all other infantry battalions of the division must also attempt to *Force March*. Regiment counters are not used.
- Select a unit and roll to check its morale, subtracting “6” from the die roll.
- If the roll is successful, and the unit remains in good morale, then it may move with double its printed movement allowance, in either column or road mode. If the roll fails, the unit stands in place, and may not move.

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- Units may not make a formation change while force marching, add 12 to their printed morale if charged by cavalry, and may not engage in fire or melee combat as the attacker in the turn they *Force March*.
- If the formation attempts to *Force March* a second turn in a row, the die roll modifier is minus 12, when checking to march. This modification is cumulative for every turn. (turn one, minus six; turn two, minus twelve; turn three, minus eighteen)

Artillery may attempt to *Force March* if the battery is attached to the division. Cavalry may not *Force March*.

Reinforcements (45)

The Scenario or Order of Battle will list any units that enter the game as reinforcements; their entry hex; and when they are to arrive.

If the entry hex is occupied by an enemy formation or an enemy *zone of influence*, then the reinforcement may enter five hexes either side of the entry point. If the extended five hex zone is also in a *zone of influence* extend the entry zone to another 5 hexes from the first zone with a turns delay to the entry time, and so on but never closer to the enemy.

If the entry hex is not a road hex then the units must adopt the appropriate formation for the type of terrain they first encounter like *general order* in a forest or town. If the entry is a road hex, the units may enter as a column; *Carre* or *in Road March*. Units entering in clear terrain may use every formation but *Road March* and *general order*.

All units entering the map are subject to the stacking rules and may be subject to *opportunity charge* and fire. Reinforcements may not charge onto the board.

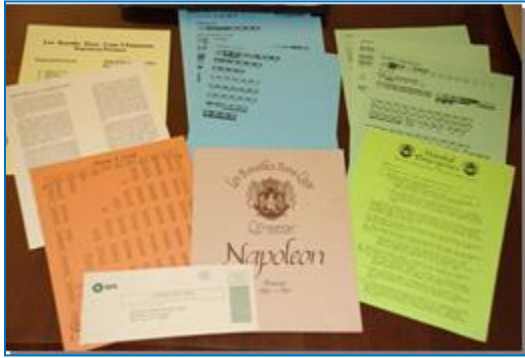
Entry Times for reinforcement may also be variable. These variations should be checked for the earliest possible entry time and once resolved, written down. The result does not need to be revealed to your opponent until the units are brought into play. Reinforcements may also be voluntarily delayed.

Special Rules Definition (46)

Each game will have a *Special Rules* package identifying terrain, special unit types and formations for each particular army and unit rules, order of battles, *Scenarios* and other information for a particular battle. As the armies and leaders changed throughout the Napoleonic Wars, the special and technical rules will be revised. These may specifically modify some of the provisions of this rule book

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Designers' Notes 1979 (47)



This historical simulation is the result of over a generation of constant development by the Marshal Enterprises Household and to an extent by their despotic detractors. Some concepts which at first may seem to be absurd or radically different than many existing simulations are the result of this exhausting process and are not accidental. Our design staff is diverse in theoretical preference, and thusly every tactical opinion is represented in the game system.

The games of this series are not finite or exact. That is to say, we attempt to be a part of history instead of perverting it with a twentieth century interpretation. As the concepts of *élan* and glory, this is an expression of the human spirit. Our constantly overriding concept is to have each player control his destiny as much as possible, in each dramatic confrontation. We strive to make you the important factor instead of a technician following an instruction manual to the inevitable.

This principle should be remembered as you read the victory conditions. We chose not to reward the mere tactical winner, but leave such considerations to the over-vain. Victory, the total defeat of the enemy, is only achieved in the strategic sense. Do not concern yourself with the loss of a battalion or the gaining of some minor geographical objective. The ultimate victory is to break the spirit of your enemy.

You must always strive to be the decisive element in the struggle. Reputation or estimation of skills by your opponents may make your force worth double or half of its real value. It is also of importance to gain the eye of your sovereign from whom titles and endowments are awarded. Glory is often a matter of fate, the fleeting moment in the universe when an assault, a melee, cannon shot, or charge *a' cheval*, breaks the enemy. Do not let these moments pass in indecision, they are forever lost and few in number.

Although victory has its rewards, do not be misleading into believing only the victorious have a chance for glory. The man, who keeps his head during the chaos of defeat, may win the battle with a perfect rearguard, or he may escort his sovereign from the danger of capture. Above all, is the noble man who can lead his formations to certain death at the simple and direct order of his superior, all without discussion or any sense of hesitance.

Premier Rules for La Bataille ME (July 2021)

Designer's Notes 2011 through 2019 (48)

Several systems claim to hold the only historical reality for Napoleonic Warfare. As the years go by, more and more tactical clauses; procedures; chit cups and die rolls gorge the rules booklet; but to what end?

This is a grand tactical series, not a miniatures game, nor a tutorial for being a sergeant. Some concepts are summarized, but you have assumed the role of a corps commander; and that is why there is a chain of command under you. There are enough major rules contained in this booklet and the *Special Rules* to provide a historically accurate simulation that is still playable, and in a reasonable amount of time. Typically, the corps-on-corps actions can be played in less than four hours; and the larger battles will take a weekend with several players. That is the designers' intent.

Energetic rules arguments typically ensue when one side takes advantage of a rules interpretation to dramatically change events. Before such instances, please have the courtesy to advise the other player. This is especially important with line of sight. In theory there cannot be enough rules written to cover every possible event.

Designer's Notes 2021

We continue to correct typos and some perceived conflicts between rules. This usually happens when the same reconditions or results are stated in different rules. One instance might assume the first instance was already read and did not need to be restated in its entirety. Be sure and consult the rules not just a chart if there is a question. The rules will provide more detail to the situation



Dennis A. Spors, *Grand Maréchal du Palais*

Monte D. Mattson, *Vice Roi d'Italia, prince de Venise, grand-duc de Francfort*

James G. Soto, *Prince de Neufchatel et de Wagram, duc de Valengin*

A Brief History of Marshal Soult

Marshal Nicholas Jean-de-Dieu Soult, later Duke of Dalmatia, commanded the IV Corps, the largest French formation at Heilsberg with nearly 30,000 troops. Soult had a distinguished career both before and after Heilsberg; and then served French King Louis Philippe in a number of roles. He commanded corps in most the major battles against the Coalition forces, throughout the Napoleonic Wars. According to the Foundation Napoleon, he was "A prime beneficiary of Napoleon's willingness to buy loyalty, he was a wealthy man before he became Duke of Dalmatia in 1808."



By 1814 Soult had amassed one of the finest collections in Europe. This included 18 liberated paintings from Spain and Portugal, most notably by the artist Francisco de Zurbaran. This collection continues to be preserved today.



Saint Apollonia by de Zurbaran

Soult was not alone in his appreciation of art. Messena, Augereau and Vandamme were also preservationists and collectors.

The Napoleon Series Biography wrote, "While he was out of favor with the restored Bourbons, Soult retired to his Soult-Berg château, amidst his fine collection of paintings by Spanish masters, the result of his looting."



Château de Soult-Berg is situated in the municipality of Saint-Amans-Soult in the south-east of the Tarn department. Located in the Thoré valley at the very heart of the Haut-Languedoc Regional Natural Park, it a popular tourist destination.