

Battle of la Souffel

28 June 1815



Please see the author's article in Wargames Illustrated Number 331 for the historical background to this scenario.

Scale - this is a reduced scale scenario! Each stand averages 240 infantry, 120 horse or 4 to 6 cannon (sections or batteries). Ground scale is 80 yards per inch, while each turn is 20 minutes real time. Because of the way the data break points lie, the original AOE Quick Reference Sheet with all tables may be used without modification.

Players. This game is small enough for two players. Otherwise assign a player to each of the three Allied nationalities represented, and one to each French division.

Terrain and Weather. The gaming table is 8 feet wide and 6 feet deep, laid out as given. Weather is warm and clear all day. All streams are fordable, as is the River la Souffel, and afford a defender a +1 melee DRM if attacked entirely across stream. However, any unit that moves or charges across the River Souffel (except on bridges) is automatically Disordered. Forests, villages and slopes are rough terrain for movement. Slopes afford the defender a +1 melee DRM if attacked entirely uphill. Forests and villages convey a -1/+1 DRM and +3/-3 DRM advantage respectively to the defender for fire and melee respectively. Cavalry is automatically Disordered attacking into forests, up slope or into villages. Road movement may be used on all major roads depicted. Secondary roads will not support the Road Movement rate, but will negate the movement terrain effects where the roads lie.

Playing Time. The game begins at 3:00 pm and ends after 16 game turns.

Deployment. Units set up per following map in Line, Supported Line or Masse. Leaders deploy within 12 inches of any unit they command. Gun stands may be deployed limbered or unlimbered within 12 inches of a leader in their chain of command.

Allied forces enter the game board on turn 1, automatically activated and in any formation within 6 inches of Points A (Austrian), B (Hessian-Darmstadt) or C (Wurtemberg). Forces that cannot enter the board due to space may enter the next turn, same location and also automatically activated for movement.

Leaders. Rapp is the only Charismatic leader in the game and has a +2 Initiative Rating. The Initiative rating for Eugene, Prince of Wurtemberg is - 1.

Infantry. All Allied infantry is Columnar while all French Infantry is designated Impulse. Wurtemberg, Hessian-Darmstadt and French infantry are all Skirmish capable. Austrian infantry is not. The 10th Legere (3 stands) is entrenched in Lampertheim.

Cavalry. Cavalry may neither mount nor dismount in this scenario.

Artillery. All batteries have two functions. Neither side may form Grand Batteries.

Reinforcements. As an Optional Rule and for the cost of 5 Victory Points, the French player may bring on Berkheim's National Guard Division at Point D on turn 8 or later, automatically activated for movement.

Special Rules. Each small village will support 6 stands of occupying infantry and/or artillery. Mondolsheim and Souffelweyersheim will both support 9 stands.

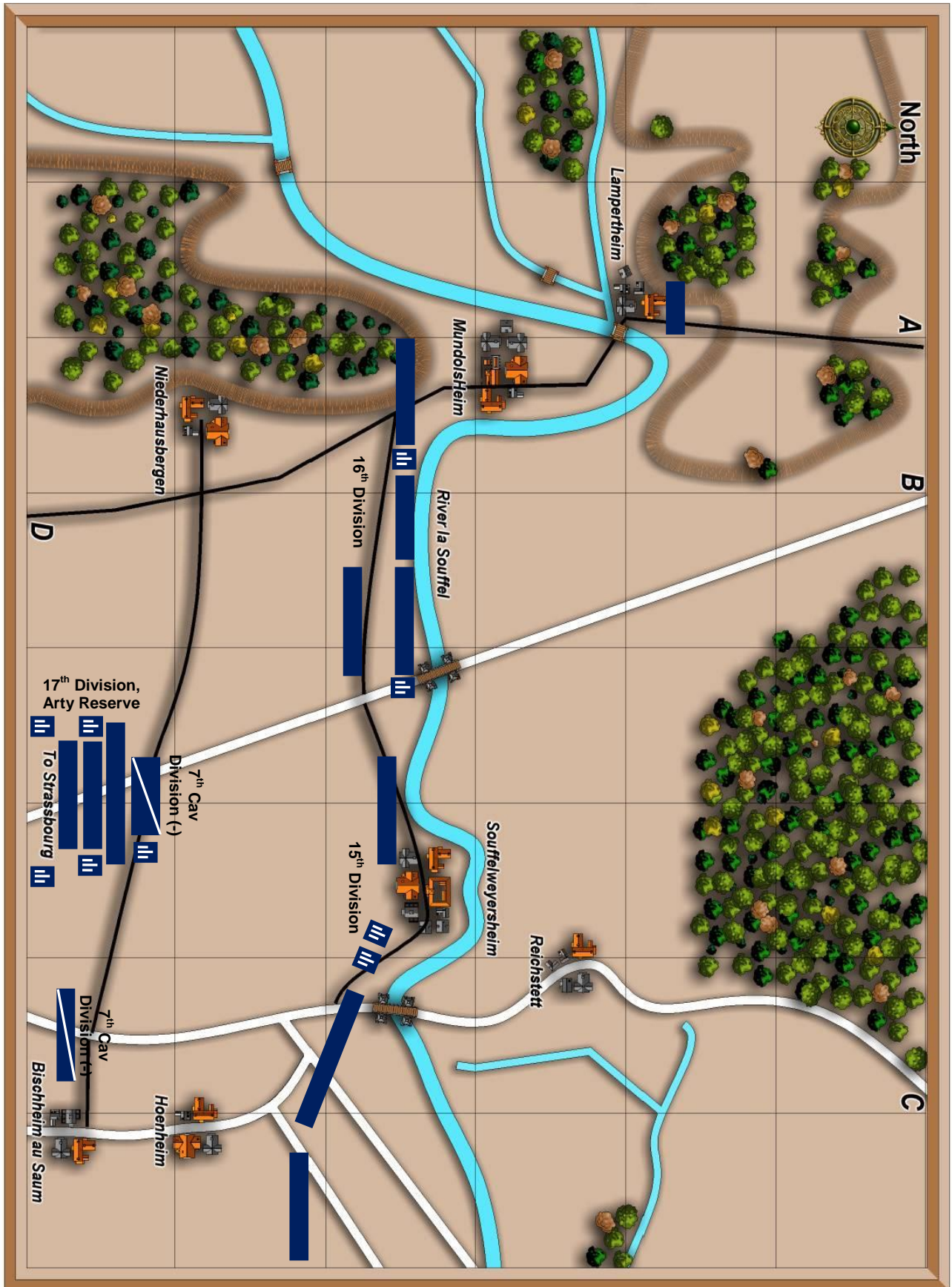
Optional Rule AOE 2d Edition Rules (to be published July 2015). As follows:

- Facing to the Flank is now a permitted formation change.
- Units using Reserve Movement may ignore all movement penalties (less prohibited terrain) for any terrain that lies within the current Reserve Zone.
- Infantry may charge cavalry that occupies rough terrain. Cavalry may not countercharge the infantry.
- Artillery shooting at Masse from any direction now automatically doubles its Fire Points.
- The turn after when either side has lost 25% of its cavalry, infantry or artillery stands, all units suffer an additional -2 DRM when rolling on the March Table for the rest of the game.

Victory Conditions. Determine victory using the Casualty Point Chart (Figure 6) on page 17 of AOE. The Allies also gain 5 Victory points for each foot or mounted unit that exits off board via the Road to Strassbourg.

Sources. See the author's article noted above.

L'Armee Francaise Vol I



L'Armee Francaise Vol I

Battle of la Souffel

Order of Battle Labels and Order of Appearance

FRENCH

Starting Forces

France	Rapp	Rapp	Rapp	Rapp	Rottmbrg	Rottmbrg	Rottmbrg	Rottmbrg	Rottmbrg	Rottmbrg
Rapp + 2 Rhine (C)	St Cyr Artillery	R Hvy Arty	R Hvy Arty	Rottmbrg 15th	40 th Ligne R 8/6/4 Sk	39 th Ligne R 8/6/4 Sk	X Pouart R12/9/6Sk	R Foot Arty	R Foot Arty	R Foot Arty
XXX	XXX									

Rapp	Abert	Abert	Abert	Abert	Abert	Abert	Abert
Abert 16th	10 th Legere R 3/2/- Sk	10 th Legere E 8/5/3 Sk	32d Ligne R 6/5/3 Sk	18 th Ligne R 8/6/4 Sk	57 th Ligne R 8/6/4 Sk	R Foot Arty	R Foot Arty
XX							

Pouart-52d, 104th Ligne
Nempe-36th, 103d Ligne
Grouval-2d, 7th Chasseurs
Rambourg-13th Chasseurs,
11th Dragoons, 2d Hussars

Rapp	Gd Jean	Gd Jean	Gd Jean	Gd Jean	Gd Jean
Gd Jean 17th	X Nempe R 12/9/6Sk	17 th Ligne R 8/6/4 Sk	58 th Ligne R 8/6/4 Sk	R Foot Arty	R Foot Arty
XX					

Rapp	Merlin	Merlin	Merlin
Merlin 7 th Cav	Grouval R 6/5/3 Lt	Ramburg R 9/7/5 Lt	R Horse Arty
XX			

Optional Reinforcements

Rapp	Berkheim	Berkheim	Berkheim	Berkheim
Berkheim National Gd	1 st Bde C 8/7/5 Sk	2d Bde C 8/7/5 Sk	R Foot Arty	R Foot Arty
XX				

LABELS: Use Avery® White Shipping Labels # 5265.
ABBREVIATIONS: XXX+-Armeekorps, XXX-Corps, XX-Division, X-Brigade/Regt, C-Conscript, R-Regular, E-Elite, Lt-Light, Hvy-Heavy, Sk-Skirmish, (C)-Charismatic, IR-Infantry Regiment.
MISCELLANEOUS: All infantry is 3 rank, all French Foot/Hvy arty stands have 4 guns, all others 6 guns.

ALLIED

Starting Forces

Allied	Eugene	Franqmnt	Franqmnt	Adam	Adam	Adam	Adam	Jett-2d, 4 th Mtd Jaegers
Eugene -1 III	Franqmnt Wurtmbg	R Hvy Arty	Adam Cavalry	Jett R 8/6/4 Lt	Moltke R 8/6/4 Lt	R Horse Arty	R Horse Arty	Moltke-5 th Mtd Jaegers, 3d Dragoons
XXX+	XX		XX					
Franqmnt	Koch	Koch	Koch	Koch	Franqmnt	Doring	Doring	Doring
Koch 1 st Infantry	Kirchberg C18/15/11Sk	Misani C12/10/7Sk	Lalance C 6/5/4 Sk	R Foot Arty	Doring 25th	Stokmyr C 6/5/4 Sk	Hugel R 12/9/6 Sk	R Foot Arty
XX					XX			

Kirchberg-2d, 4th 5th IRs Misani-3d, 7th IRs Lalance-8th IR Stockmeyer- 6th IR Hugel-9th Jaegers, 10th Light, 11th Sharpshooter

Eugene	Palombini	Palombini	Palombini	Palombini	Palombini	Palombini	Palombini
Palombini Austrian	Kinsky E 12/8/5 Lt	Luxum R 12/9/6	Zollich R 12/9/6	R Foot Arty	R Foot Arty	R Foot Arty	R Hvy Arty
XXX							

Palombini	Prz Emil	Prz Emil	Prz Emil	Prz Emil	Prz Emil
Prz Emil Hessian	Folnius C12/10/7Sk	Sall C 8/7/5 Sk	R Foot Arty	R Foot Arty	R Foot Arty
XX					

Kinsky- Crown Prince of Wurttemberg Hussars
Luxum-18th, 47th IRs
Zollich-49th, 63d IRs
Folenius-Leib Gd, Gd Fusilier,
Erbgrossherzog IRs
Sall-Prinz Emil, Leib IRs