A FIRE & FURY SPECIAL SCENARIO FOR WARGAMES ILLUSTRATED

Age of Eagles

The Battle of La Souffel
28 June 1815

Scenario Design & Layout – Colonel (Ret) Bill Gray
Original Fire & Fury Design – Richard Hasenauer
Map from William Blackwood & Sons, statue of General Jean Rapp by Auguste Bartholdi (1853, Colmar) per Wikipedia
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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 advantage. Rifleflines and hills afford a defender a +1 melee advantage. 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 (Wurttembourg). 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 Wurttembourg is – 1.

Infantry. All Allied infantry is Columnar while all French Infantry is designated Impulse. Wurttembourg, 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 Souffelweyerheim 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

**Battle of la Souffel**

Order of Battle Labels and Order of Appearance

### FRENCH

**Starting Forces**

<table>
<thead>
<tr>
<th>France</th>
<th>Rapp</th>
<th>Rapp</th>
<th>Rapp</th>
<th>Rapp</th>
<th>Rottmbrg</th>
<th>Rottmbrg</th>
<th>Rottmbrg</th>
<th>Rottmbrg</th>
<th>Rottmbrg</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rapp + 2 Rhine (C)</td>
<td>St Cyr Artillery</td>
<td>R Hvy Arty</td>
<td>R Hvy Arty</td>
<td>Rottmbrg 15th</td>
<td>40th Ligne R 8/6/4 Sk</td>
<td>39th Ligne R 8/6/4 Sk</td>
<td>X Pouart R 12/9/6 Sk</td>
<td>R Foot Arty</td>
<td>R Foot Arty</td>
</tr>
</tbody>
</table>

**Optional Reinforcements**

<table>
<thead>
<tr>
<th>Rapp</th>
<th>Abert</th>
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</thead>
<tbody>
<tr>
<td>10th Legere R 6/6/3 Sk</td>
<td>10th Legere E 6/6/3 Sk</td>
<td>32d Ligne R 6/6/4 Sk</td>
<td>18th Ligne R 6/6/4 Sk</td>
<td>57th Ligne R 6/6/4 Sk</td>
<td>R Foot Arty</td>
<td>R Foot Arty</td>
<td>R Foot Arty</td>
<td>R Foot Arty</td>
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</tbody>
</table>

**ALLIED**

**Starting Forces**

<table>
<thead>
<tr>
<th>Allied</th>
<th>Eugene</th>
<th>Franqmnt</th>
<th>Adam</th>
<th>Adam</th>
<th>Adam</th>
<th>Adam</th>
</tr>
</thead>
<tbody>
<tr>
<td>Eugene -1 III</td>
<td>Franqmnt Wurttemburg</td>
<td>Adam Cavalry</td>
<td>Jett R 8/6/4 Lt</td>
<td>Moltke R 8/6/4 Lt</td>
<td>R Horse Arty</td>
<td>R Horse Arty</td>
</tr>
</tbody>
</table>

**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.

### MISCELLANEOUS:

- Jett-2d, 4th Mtd Jaegers
- Moltke-5th Mtd Jaegers, 3rd Dragoons
- Kirchberg-2d, 5th IRs
- Misani-3d, 7th IRs
- Lalance-8th IR
- Stockmyer-6th IR
- Hugel-9th Jaegers, 10th Light, 11th Sharpshooter

### military units:

- **Kinsky:** Crown Prince of Wurttemburg Hussars  
- **Luxum:** 18th, 47th IRs  
- **Zollich:** 49th, 63d IRs  
- **Folnius-Leib Gd., Gd Fusiliers, Erbgrossherzog IRs  
- **Sall-Prinz Emil, Leib IRs**  

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