

A FIRE & FURY SPECIAL SCENARIO FOR  
WARGAMES ILLUSTRATED

# *Age of Eagles*

The Battle of La Souffel  
28 June 1815



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Map from William Blackwood & Sons, statue of General Jean Rapp  
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## 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 10<sup>th</sup> 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.

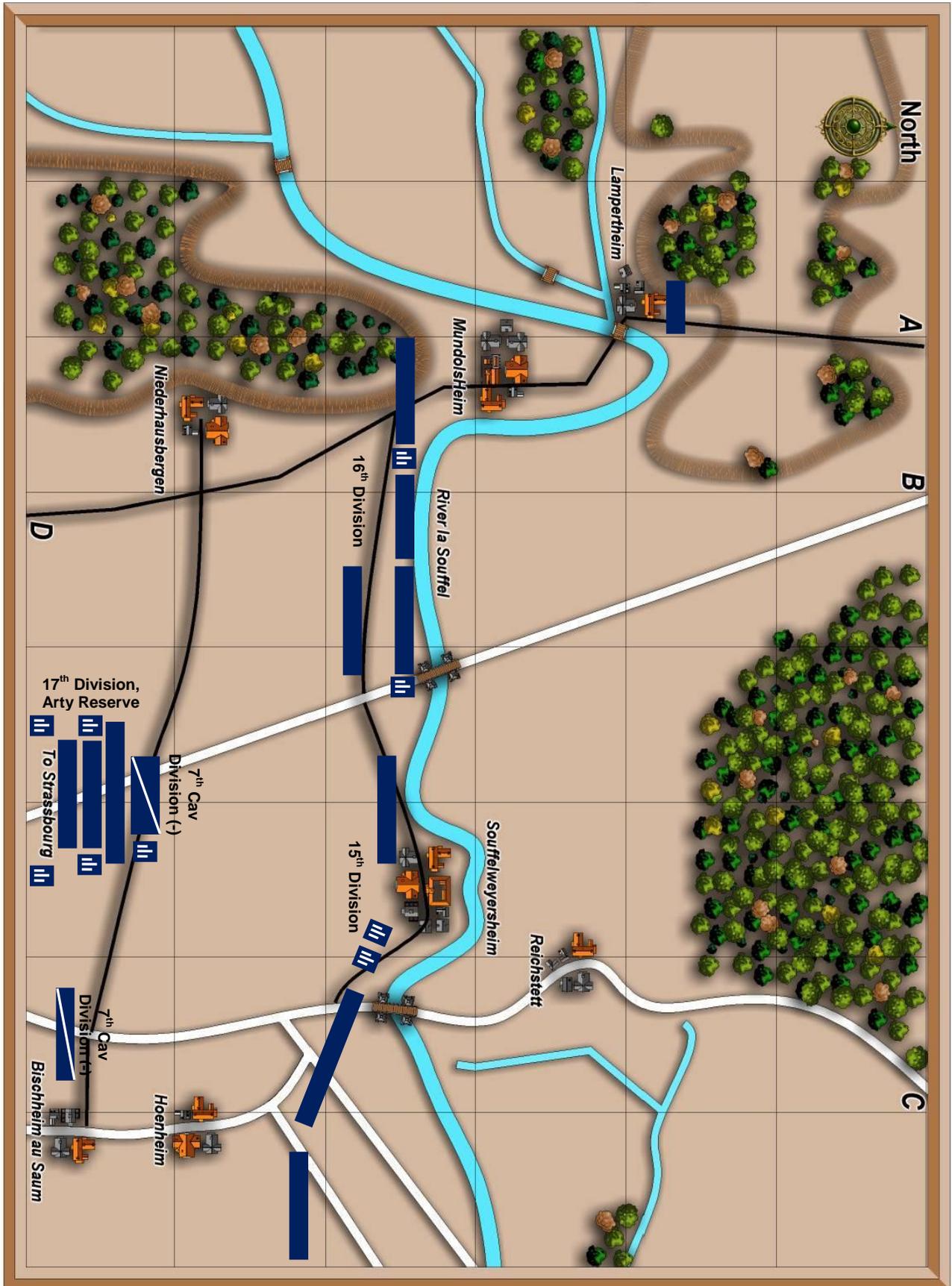
**Optional Rule AOE 2d Edition Rules (to be published July 2015).** As follows:

- 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 <sup>th</sup> Ligne R 8/6/4 Sk	39 <sup>th</sup> 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 <sup>th</sup> Legere R 3/2/- Sk	10 <sup>th</sup> Legere E 8/5/3 Sk	32d Ligne R 6/5/3 Sk	18 <sup>th</sup> Ligne R 8/6/4 Sk	57 <sup>th</sup> Ligne R 8/6/4 Sk	R Foot Arty	R Foot Arty
XX							

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

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

Rapp	Merlin	Merlin	Merlin
Merlin 7 <sup>th</sup> 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 <sup>st</sup> 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 <sup>th</sup> 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 <sup>th</sup> Mtd Jaegers, 3d Dragoons
XXX+	XX		XX					
Franqmnt	Koch	Koch	Koch	Koch	Franqmnt	Doring	Doring	Doring
Koch 1 <sup>st</sup> 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, 4<sup>th</sup> 5<sup>th</sup> IRs    Misani-3d, 7<sup>th</sup> IRs    Lalance-8<sup>th</sup> IR    Stockmeyer- 6<sup>th</sup> IR    Hugel-9<sup>th</sup> Jaegers, 10<sup>th</sup> Light, 11<sup>th</sup> 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-18<sup>th</sup>, 47<sup>th</sup> IRs  
Zollich-49<sup>th</sup>, 63d IRs  
Folenius-Leib Gd, Gd Fusilier,  
Erbgrossherzog IRs  
Sall-Prinz Emil, Leib IRs

# The Age of Eagles

The Napoleonic Wars in Miniature based on Fire & Fury

## 2d Edition Tables and Charts

### Play Sequence

#### Initiative Inter-Phase

Players roll-off modified die to determine who has the option of proceeding first. Automatic if enemy army commander attached, or to the French if both commanders attached.

#### 1st Player Turn

##### March (1st) Phase

- Replace, attach & detach leaders.
- Reserve movement.
- Tactical movement.
- Move detached leaders.

##### Volley & Cannonade (2nd) Phase

- Resolve all enemy unit fire.
- Resolve all friendly unit fire.

##### Bayonet & Sabre (3rd) Phase

Both sides simultaneously resolve all charges, countercharges and breakthroughs, applying results immediately.

#### 2nd Player Turn

Resolve in same order as in first player turn.

### March Table

DIE RESULT	EFFECTS		
	Disorder	Good Order	Reserve Movement
10 or more	<i>Elan.</i> Brigade rallies and moves normally.	<i>A la Bayonette.</i> Brigade moves normally.	<i>Success.</i> Units move normally. Non-Irregular units rally.
7, 8, 9	<i>Rally.</i> Brigade rallies, and moves half, but cannot change formation.	<i>En Avant.</i> Brigade moves normally.	<i>Success.</i> Units move normally. Non-Irregular units rally.
5, 6	<i>Shaken.</i> Brigade rallies but cannot move or change formation.	<i>Cautious.</i> Brigade may move half but cannot change formation.	<i>Partial Failure.</i> No movement but Non-Irregular units rally.
3, 4	<i>Wavering.</i> Brigade remains disordered and cannot move or change formation.	<i>Hold Ground.</i> Brigade cannot move or change formation.	<i>Failure.</i> No change in unit status.
1, 2	<i>Broken.</i> Brigade retreats a full move disordered and loses 1 stand.	<i>Retire.</i> Brigade retreats beyond enemy musketry range.	<i>Failure.</i> No change in unit status.
0 or less	<i>Routs.</i> Entire brigade removed from play.	<i>Fall Back.</i> Brigade retreats a full move disordered.	<i>Failure.</i> No change in unit status.

### Movement Rates Chart

Unit	Basic	Road	Rough	Fording
Columnar Infantry	9"	12"	x <sup>1</sup> / <sub>2</sub>	-2"
Linear Infantry	6"	12"	x <sup>1</sup> / <sub>2</sub>	-2"
Impulse Infantry	9"	12"	x <sup>1</sup> / <sub>2</sub>	-2"
Cavalry	12"	15"	x <sup>1</sup> / <sub>3</sub>	-2"
Foot Artillery	6"	9"	x <sup>1</sup> / <sub>3</sub>	-3"
Horse Artillery	9"	12"	x <sup>1</sup> / <sub>3</sub>	-3"
Leaders and Staff	12"	15"	x <sup>1</sup> / <sub>3</sub>	-2"

- Minus 3 inches per unit penetrated for Passage of Lines.
- Minus full move to deploy into Line or Supported Line.
- Minus full move to deploy into or out of Tirailleur.
- Minus half move to deploy into Masse or March Column, or to Face to the Flank.
- Minus half move to deploy out of Square, Town, etc.

#### TACTICAL MOVEMENT MODIFIERS

- +1/+2 Each Detached Division to Army Leader within Command Radius /Charismatic Leader. Max 4 pts
- +2/+3 Each Attached Leader/Charismatic Leader. Max 4 pts
- +1 Unit in March Column or Square
- +1 Unit is Columnar or Impulse Infantry
- +2/-2 Unit is Fresh/Spent
- 1 Unsecured Flanks
- 2 Unit Disengaging (moving into Reserve Zone)
- 3 Unit is Disordered Cavalry moving into Charge Combat
- 1 Each Army Cohesion level

#### RESERVE MOVEMENT MODIFIERS

- +3 Napoleon with Berthier Commanding
- +2 Napoleon, Davout or Wellington
- +1 Archduke Charles, Suvorov, Lannes, etc.
- 0 No Effect if Kutusov, Barclay, etc.
- 1 If any General other than above or below
- 2 Archduke John, Cuesta, the Czar etc. Commanding, or Army Commander committed elsewhere or dead
- +1 If one of Napoleon's ADCs or any Army Commander Attached to Brigade or Superseding Command
- +4 First Turn of Game
- +4 Successful Reserve Movement Previous Turn
- +1/+2/+3 Reserve Movement Failure Previous Turn/Two/Three or More Previous Turns
- 1 Unit Disordered/each Army Cohesion level

Use first six Reserve Movement Modifiers for initiative die roll.

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# Volley & Cannonade

	RANGE					FIRE POINTS
	2"	4"	8"	12"	18"	
French Old Guard or Russian Artillery	13/11	10/7	8/6	6/5	5/4	}
French Line/Young Guard or British/KGL Artillery	12/10	9/6	7/5	5/4	4/3	
Other Artillery	11/9	8/5	6/4	4/3	3/2	
2-Rank Linear/Impulse Infantry	2.5	1 Sk	Heavy / Light			
3-Rank Linear/Impulse Infantry	2	1 Sk	Sk - Skirmishers			
Columnar Infantry or Square/Tirailleur	1	1 Sk				
Cavalry	0.5					

## FIRE POINT MODIFIERS

x 2	Firing in Enfilade, Artillery at Masse, etc
x 3/2	Firer disordered, damaged battery or firing at skirmishers (2.1" to 4")
x 1 1/2	Firing in Grand Battery

## DIE ROLL MODIFIERS

+1	Target limbered, changed formation or movement mode
-2	Target in Tirailleur formation
-1, -2, -3	Target in cover (per scenario)

## Fallen Leader Table

DIE RESULT	EFFECTS	
	6 or more	Leader Survives
5 or less	Leader disabled and replaced after one full turn.	

DIE ROLL MODIFIER  
-2 Charismatic Leader

FIRE POINTS	EFFECTS				
	Desultory Fire No effect	Lively Fire Troops disordered or one battery silenced.	Telling Fire Troops disordered and lose one stand or 1 battery damaged.	Deadly Fire Troops disordered and lose two stands or 1 battery wrecked.	Withering Fire Troops disordered and lose three stands or 1 battery wrecked.
Less than 1	-	-	-	-	-
1	10 or less	11 or more	-	-	-
2	9 or less	10 or more	-	-	-
3	9 or less	10 or more	-	-	-
4	8 or less	9 or more	-	-	-
5	7 or less	8, 9, 10	11 or more	-	-
6, 7	7 or less	8, 9	10 or more	-	-
8, 9	6 or less	7, 8, 9	10 or more	-	-
10, 11	5 or less	6, 7, 8	9 or more	-	-
12-14	4 or less	5, 6, 7	8, 9, 10	11 or more	-
15-19	3 or less	4, 5, 6	7, 8, 9	10 or more	-
20-24	2 or less	3, 4, 5	6, 7	8 or more	-
25-29	1 or less	2, 3, 4	5, 6	7, 8, 9	10 or more
30-34	0 or less	1, 2, 3	4, 5, 6	7, 8	9 or more
35-39	-1 or less	0, 1, 2	3, 4, 5	6, 7	8 or more
40-44	-1 or less	0, 1	2, 3, 4	5, 6	7 or more
45-49	-1 or less	0, 1	2, 3	4, 5	6 or more
50 or more	-	-1 or less	0, 1, 2	3, 4	5 or more

# Bayonet & Sabre

## DIE ROLL MODIFIERS

+1	Leader Attached
+2	Charismatic Leader Attached
+1	Outnumber enemy 3:2
+2	2:1
+3	3:1
+4	4:1 or greater
+2	Cavalry charging Infantry in Open and not in Square from less than 5" distance
-3	or from 5" or greater distance
+1	Lancers charging Infantry in Open
+1	Heavy Cavalry
+2	Armored Heavy Cavalry
+1	Breakthrough Charge or Supported Formation
-2	Disordered Brigade, Non-Countercharging Cavalry, Tirailleur Brigade, or Unattached and Silenced Battery (either or) - above not cumulative
-1	Each Stand lost during Current Fire Phase
+1 to +3	Defending in or behind Cover
-3	Defender Outflanked or attacked in Rear
+3	Defender already in Square and attacked by Cavalry
-1	if attacked by Infantry
+2	Units are Fresh
-2	Units are Spent
+1	Units are Regular
+2	Units are Elite

Revised 5 November 2015

If any chart differs from any specific text in the rules book, the book has precedence.

DIE RESULT DIFFERENCE	EFFECTS	
	7 or more	<b>Shattered!</b> DEFENDER: Retreat a full move Disordered/Silenced. Two troop stands rout and one leader and battery are captured if present. One additional troop stand or one battery is captured for each die result point difference over 10. ATTACKER: Breakthrough charge a half move towards closest enemy.
4, 5, 6	<b>Driven Back!</b> DEFENDER: Retreat Disordered/Silenced beyond enemy musketry/skirmish range or one-half move (whichever is greater). One troop stand routs and one battery is damaged if present. ATTACKER: Occupy enemy position or breakthrough charge a half move towards closest enemy.	
1, 2, 3	<b>Withdrawal!</b> DEFENDER: Troops retreat disordered 2" from the enemy. Batteries are silenced and retreat beyond enemy musketry/skirmish range or one-half move (whichever is greater). ATTACKER: Occupy enemy position.	
0	<b>Locked in Combat!</b> ATTACKER & DEFENDER: Both sides are Disordered/Silenced, and each lose one troop stand or one battery wrecked.	
-1, -2, -3	<b>Withdrawal!</b> ATTACKER: Retreat disordered until 2-inches from the enemy. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.	
-4, -5, -6	<b>Driven Back!</b> ATTACKER: Retreat Disordered beyond enemy musketry/skirmish range or one-half move (whichever is greater). One troop stand routs. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.	
-7 or less	<b>Shattered!</b> ATTACKER: Retreat a full move Disordered/Silenced and two troop stands rout and one leader is captured if present. One additional troop stand is captured for each die result point difference over 10. DEFENDER: Hold position. Infantry in open form square if victorious against cavalry.	

