

HOW TO BECOME A MARSHAL – LESSON ONE



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Marshal Enterprises



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MARSHAL ENTERPRISES (ME)



- Publishing Napoleonic games since the mid 1970's. xx published since 2011
- <https://labataille.me/>
- Listed on the ME site are all of the titles published to date
- Any Game corrections
- Additional Game files
- Updates
- News
- Free Print and Play Games
- James Soto
 - Historical Articles
 - Email Blasts
 - Public Relations and Logistics
- Monte Mattson
 - Art works (counters and Maps)
 - Game Design
- Dennis Spors
 - Game Design
- *And yes we are still alive*

HOW TO BECOME A MARSHAL – LESSON ONE



- I. Define what it takes to become a Marshal (a much better player)
 - A. The steps necessary to approach any Napoleonic Game
 - B. Understanding your forces and those of the enemy
 - C. Developing an Operational Plan
 1. Overall all plan for the Russians – many possibilities
 2. Overall Plan for the French – various variables
 - D. Possible Strategies
- II. Follow-up / Next Lessons
- III. *Are you ready to win your baton?*

1. Know your abilities
 - a. Not sure about use of cavalry or artillery placement? Practice in solitaire with each branch. Remember, a General of Division is able to command just infantry or cavalry. A corps commander (Marshal) must coordinate all three arms. Use the small game scenarios to work on your abilities.
2. Analyze the victory conditions. They often have timing or other special nuances.
3. Review the maps in depth. Often the geography suggests places where you have an advantage.
4. Read several different sources on the battle or situation. Why did they do what they did? Follow the battle narrative with your game.
5. Von Scharnhorst knew it would not be easy

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A. THE STEPS NECESSARY TO APPROACH ANY NAPOLEONIC GAME



1. Know the rules for each type of unit under your command. Practice using them
2. Understand your forces strength and **weaknesses**
3. Understand this for the enemy forces
 - a. Fire values, morale, formations, tactical advantages
 - b. Practice with their forces as well and against yours, if possible
4. Create a chart with troop numbers vs. time to see, if and when you or the enemy have an advantage in numbers and quality.

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B. UNDERSTANDING YOUR FORCES AND THOSE OF THE ENEMY



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1. La Bataille d' Heilsberg 1807
 - a. Historical Context
2. Review of Scenario One
 - a. Advantages and Disadvantages
 - 1) French Cavalry in Pursuit and Russian Rearguard of light infantry, militia and Cossacks
 - b. Victory Conditions
 - c. Map Review
 - d. Considerations
3. Scenario Set-up
 - a. Map review and
 - b. Considerations
4. Possible Strategies

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C. DEVELOPING AN OPERATIONAL PLAN



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2. Review of Scenario One

a. ADVANTAGES / **DISADVANTAGES**



- French Light Cavalry
 - Mobility
 - Charging
 - Tira. A' Cheval
 - Opportunity / Reaction Charge
 - Artillery
 - **Not favorable against fixed positions**
 - **Becomes tired and briefly inactive after use**
- French Dragoons
 - Power
 - Charging
 - **Can't pin light cavalry**
 - **Becomes tired and briefly inactive after use**
- Leadership
- Cossacks
 - Mobility / Some Tira. A' Cheval
 - Artillery
 - **Check morale often and 50% rout**
- Russian Light Brigades
 - Skirmishing – fire and fire defense
 - One cavalry regiment per brigade with good morale
 - **Small battalions**
- Prussian Terrain
 - Many good positions including villages and forests
 - **Easy to become surrounded**

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2. Review of Scenario One

b. 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 Landwiese** 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.)



What is the geographical key to victory?

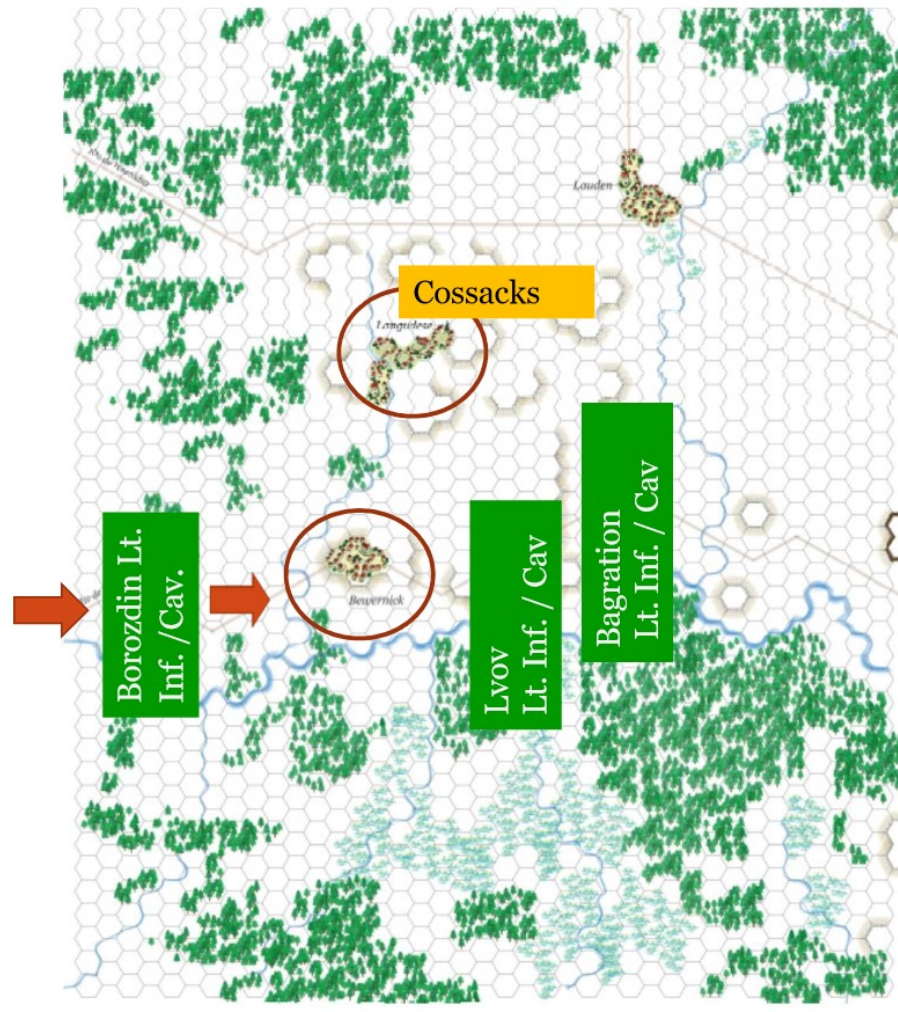
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c. Scenario One - Physical Set-up

Latour-Mauberg
Dragoons 10:20 to
10:40

LaSalle -Light
Cav. 11:00 to 11:20



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C. Considerations

- Review of Primary Geographical Goals and Battle Lines
- Terrain Advantages - woods, streams
- Russian Defensive zones
- Russian Reinforcements
- Murat with 14 cavalry regiments of good quality
- French Leadership Bonuses



- French

- The French Dragoons come on before the Light Cavalry Division...have them slowly approach the Russians from off the map on the road to Bewernick without getting too entangled—if the Russians leave an opening, then take it...otherwise carefully approach Bewernick...first bullet point should read "**Dragoons slowly approach Bewernick and wait to integrate with Light Cavalry Division**"
- Murat; the guns; and the light cavalry arrive in 11 am hour...Murat should be with the guns and French should be ready to move between Langwiese and Bewernick. Second bullet point should read...**Murat integrates the two divisions while directing the guns. Attack between Langwiese and Bewernick and attempt to get behind those two towns. Light cavalry to pin Russians in place for Dragoon assaults.**

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D. POSSIBLE STRATEGIES



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- Russians
 - Russians should try to disrupt access to both Langwiese and Bewernick by defending forward of those two towns, using advantageous terrain. Force French to advance in a piecemeal fashion. First bullet point should read...**Russians should defend in force in advance advantageous positions to keep French from uniting.**
 - Russians should watch their flanks and the positions between Langwiese and Bewernick so as to disrupt any consolidation of the French. Bullet point should read: **While watching flanks, be careful French don't consolidate in the center to break Langwiese-Bewernick line.**

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D. POSSIBLE STRATEGIES



- **Homework Assignment**
 - Try some of what you have learned and report back on Eric's La Bataille Facebook page
- **Coming Soon -**
 - **Consim Tempe -**
 - New Game Session - (Design is complete)
 - Interested in playing?
 - The Household looks forward to seeing you there !
 - Lesson Two - Uvarov Forward! - Heilsberg 1807
 - Lesson Three - The Final Attack - Heilsberg 1807 Main Battle

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QUESTIONS ?



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