Marshal Enterprises

La Bataille de Berlin 1813 - *Campagne*

By playing the the scenarios in sequence, the entire *campaign* can be completed.
Depending on the level of victory for both sides, determine the appropriate points,
then add up the scenario's points to determine the victor of the campaign.

Game Scenario Name	FD	FS	FM	D	CM	CS	CD
Blankefelde	5	3	1	0	-1	-3	-5
Neu Beeren	5	3	1	0	-1	-3	-5
Hagelberg	NP	2	1	0	-1	-2	NP
Berlin	5	3	1	0	-1	-3	-5
Ney	5	3	1	0	-1	-3	-5
	20	14	5	0	-5	-14	-20
Overall	20 to 15	14 to 6	5 to 1	0	5 to 1	14 to 6	20 to 15

(Results / Points)

Blankenfelde / Neu Beeren	10 Points	French win campaign and capture Berlin.
Blankenfelde / Neu Beeren	-10 Points	Coalition wins campaign. Napoleon looks for other opportunities
Hagelberg (F. victory)	2 Points	Girard joins Reynier's Army at Neu Beeren - Combine with Franquemont
(Col. victory)	-2 Points	Hirschfeldt joins v. Bulow and starts at Rohrbeck

Girard or Hirschfeldt would return one increment for every three lost to use in the Dennewitz game

La Bataille de Hagelberg Proves Prussian Landwehr Can More Than Match The French On The Battlefield

To save the revolution and defend the French homeland from foreign invasion, the French initiated the *Levée en masse* in 1793. This allowed a mass national conscription and put huge, enthusiastic armies into the field to defend the Frontiers of France.

The resultant sprawling armies took the French republic and subsequent empire, over the course of the next two decades, from Egypt to Moscow; and firmly ensconced French power throughout Europe. But what did the enemies of the revolution do to address the large armies put in the field by the French, and how would those moves affect the history of the period.

Von Hirschfeld, Hero Of Hagelberg

What happened at the Battle of Hagelberg was a demonstration of how the Prussians turned the tables on the French and then, in their own way, dominated the European scene militarily for the next 130 years. It had to do with the German Response To *Levée en Masse: The development of the Landwehr.*

The Austrians, under the leadership of Archduke Charles, and developed in the various Austrian realms by Archduke John, were able to raise national militias based upon the different Hapsburg territories in 1808 and 1809. The Archduke Charles was able to increase substantially the size of the Hapsburg armies, which were able to challenge Napoleon in the War of the Fifth Coalition till the Austrian debacle at Wagram.

The Prussians noted the partial Austrian success, and as part of a general social and military overhaul following the Jena-Auerstadt disasters of 1806, the Prussian military reforms by Generals Yorck and Scharnhorst included the development of a multi-tiered militia, called the *landwehr,* which dramatically and secretly increased the size of the Prussian army.

By the time, General Yorck switched sides in late 1812, the Prussian army had become the largest functional army in Central Europe. Frederick William III formally instituted the Landwehr by decree on March 17, 1813 but in reality, the Landwehr had started flowing to the Prussian field armies, and Prussian armies continued to grow and spread throughout Germany during the 1813 spring campaign and especially during the armistice between early June and late August.

When the armistice ended, Napoleon had wanted his northern army, under the command of Marshal Oudinot, to take Berlin. The Prussians were growing in size, in large part due to the major expansion of the Landwehr throughout Prussia. The French had hoped that the Magdeburg garrison, commanded by General Jean-Baptiste Gerard, could join Oudinot's army. Gerard's command was made up primarily of third battalions. On paper, it looked more impressive than it was , as the forces in the command were recent conscripts and he had only five squadrons of poor cavalry.

Landwehr From Kurmark

The Prussians, on the other hand, were comprised of *landwehr* from Kurmark in Brandenburg. These highly motivated soldiers from the heartland of Prussia near Berlin fought tenaciously. There was also the premier reserve formation, the 1st Reserve regiment, as part of the overall command of General Karl Friedrich von Hirschfeld. In addition, the Russian Cossack General Alexandr Chernyshev provided five cavalry regiments and several guns.

On August 27, von Hirschfeld ordered the Prussians and Russians to stop the Girard's French from uniting with Oudinot's larger force. At 1 am, he ordered the Prussian cavalry; Cossacks; and guns to bypass Lubnitz and attack Hagelberg.

The small French cavalry force could not keep all the Prussian and Russian and horses away from the main French force that was now outside Hagelberg on a hill with a windmill. Prussian infantry had now come out of the woods north of Hagelberg and were able to capture the town. Cossack attacks further disrupted the overextended French lines. Individual French battalions were forced to surrender. The French were pushed back to Klein Glien and then forced to retreat the field, losing more than half their force.

General Jean-Baptiste Girard, French Commander at Hagelberg

While the overall quality of the Coalition forces was not strong, their persistence insured the French would be overwhelmed. Girard retreated his remaining forces into the Magdeburg fortress for the remainder of the war and the fall of Napoleon in 1814.

The key to the Coalition victory was steadfastness of the *landwehr*, who remained disciplined and focused on their task. The *landwehr's* performance a Hagelberg was a preview of how Prussia could use its military. Ironically, its democrat background was the source of its success. Both Coalition commanders were above average and would have respected careers after Hagelberg. Girard fought well at Ligny in 1815. Napoleon created Girard as a Duke, but he passed away from his battle wounds shortly after Ligny.
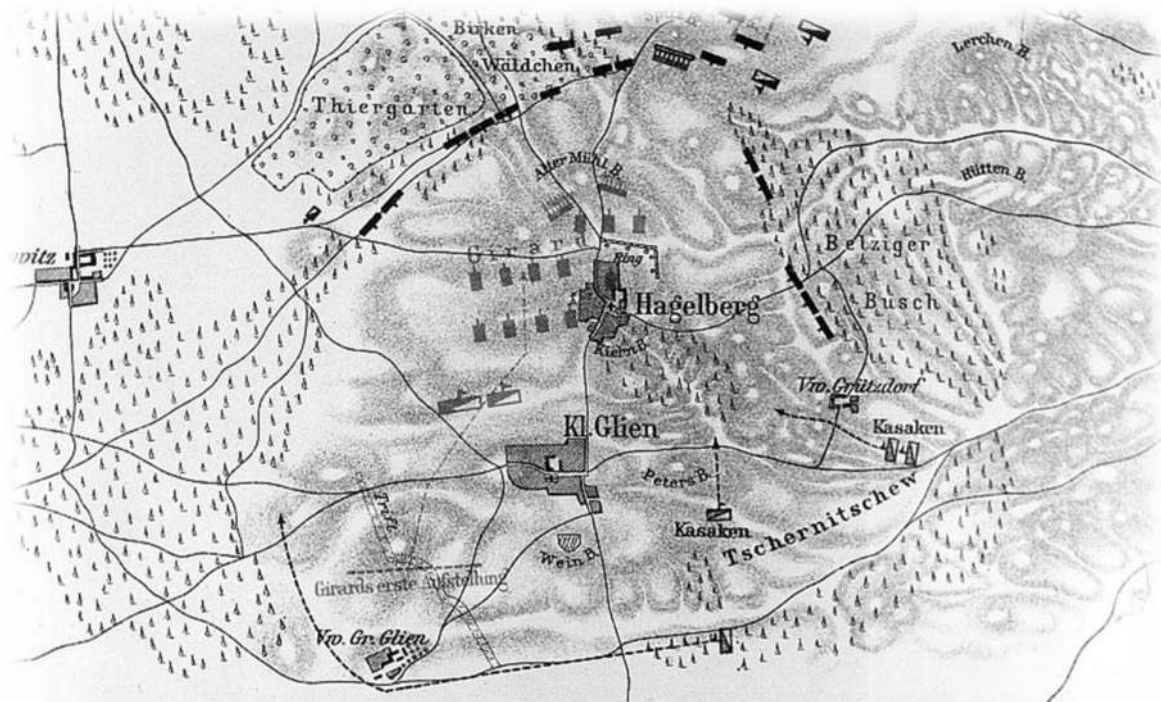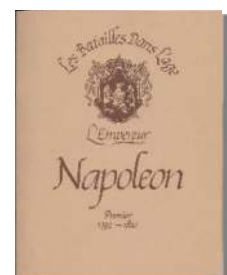
Battle of Hagelberg 1813

La Bataille Premier ME ©
Rules for Napoleonic Grand Tactical Warfare 1792-1815

"From the Marshal Enterprises Household to the Citizens of the Gaming World"

Premier Rules for La Bataille ME *(July 2021)*

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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

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

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.

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.

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

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.

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

(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)

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 makers 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.

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 charge*s. 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.

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.

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!*

Premier Rules for La Bataille ME *(July 2021)*

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

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.

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.

    o Cavalry lines moves at a rate equal to the slowest terrain any part of the line passes through (slope hexsides).

    o 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.

    o 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

- *PGD* – cavalry does not become disordered like infantry. Cavalry is either in good order or is routing.

- Other Cavalry Considerations

  o 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 there 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

  o Infantry and limbered artillery - 1 additional movement increment to change facing.

  o 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.

  o Cavalry changing formation during movement costs three additional movement points. See the *Charge a' Cheval* Rule 37 for additional information

- 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.

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.

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.

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 roil 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".

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.