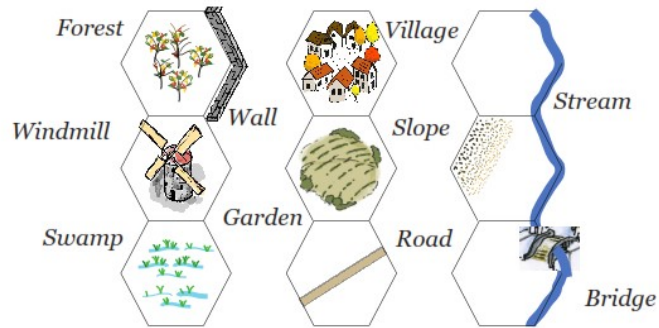


La Bataille de Hagelberg 1813 - Spécial Rules



TERRAIN EFFECTS

Clear
 Hamlet /Village *
 Swamp**
 Woods*
 Garden*
 Garden Wall
 Slope (Up or Down)
 Road
 Bridge
 Streams
 Bridge (Stream)
 Ford

MOVEMENT

1
 3
 4 Inf / Artillery and Cav. Prohibited
 4 Inf / 5 Cav / Artillery Prohibited
 2 Inf / 2 Cav / 4 Art
 Inf +2 cross, Cav. Art. Prohibited
 Inf +2/ Cav +3 / Art +4
 ½ when in *Road March* formation
 3 to cross in *Road March*
 Inf +3 / Cav +5 / Artillery +4
 Inf +2 / Cav +4 / Artillery +2 in *Road March* formation
 Inf +3 / Cav +4 / Art. +4

*Infantry / Cavalry forms general order in this terrain. Units with a Skirmish Ability may Skirmish in these hexes if they so elect.

** Only Infantry in Skirmish Order may enter a Swamp

Road March through a Hamlet, Village is 2 movement points per hex



La Bataille de Hagelberg 1813 - Spécial Rules

STACKING

Clear	1 Infantry Regiment or 18 Infantry Increments or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Hamlet /Village Garden	1 Infantry Battalion or 6 increments of Infantry 4 Artillery Increments or 1 Infantry Battalion & 1 Battery 1 Cav. Regiment
Swamp	1 Infantry Battalion in Tirailleur Order
Woods	1 Infantry Battalion or 1 Cavalry Regiment Artillery may not enter
Road / Bridge	4 Increments in Road March

In Clear terrain, no more than 3 Infantry Battalions may be stacked together regardless of total
In Clear terrain, no more than 3 Cavalry Regiments may be stacked together regardless of total
(This means you may stack 3 x 6 increment Cavalry Regiments in a clear hex but not 4 x 4
increment Regiments.)

INFANTRY UNIT FIRE VALUES (All Disordered formations fire at half strength)

French and Allies (Rheinbund)

	Ligne	Légère	Saxon / Westphalian
Column	Printed	Printed	Printed
Line	X 2	X 2	X2
<i>Carre</i>	X 2	X 2	X2
General Order	Printed	Printed	Printed
Skirmish –if noted		X 2	X3

La Bataille de Hagelberg 1813 - Spécial Rules

Prussian

	Elbe	Fusilier	Reserve	Landwehr
Column	Printed	Printed	Printed	Printed
Line	X 3	X 3	X3	NA
<i>Carre</i>	X 3	X 3	X2	X2
General Order	Printed	Printed	Printed	Printed
Skirmish –if noted	X2	X4		X2

Landwehr may not form line. Landwehr may form *Carre* but only in their movement phase.

TERRAIN FIRE DEFENCE VALUES

	Column	Line	<i>Carre</i>	General	Skirmish	Disorder/Rout	Artillery
Clear	6	9	4		12	14	6/8*
Swamp					12	14	
Garden				10	12	16	6/8*
Wood				10	12	16	
City Wall (across)				14			
Hamlet				10	12	16	6/8*
Village				10	14	16	7/9*

*Artillery Fire Defenses are Limbered / Unlimbered

- If a hex has infantry and artillery present, the Fire Defense is 2 less than for infantry alone unless the infantry formation is in *Carre*
- Formations fired upon thru the flank have a fire defense of 6
- Formations fired upon thru a rear are normal
- Formations add 1 to the Fire Attack die roll for every increment in a target hex, over 9.
- Formations in Road March have a fire defense of 4.
- Across the Wall and other terrain are not cumulative

La Bataille de Hagelberg 1813 - Spécial Rules

FIRE ATTACK MORALE CHECKS

French

Ligne Infanterie will check with every even-numbered increment loss

Légère Infanterie will check with every even-numbered increment loss

Cavalerie Formations will check with every increment loss

Artillerie Formations will check with every increment loss

Rheinbund will check with every odd increment loss

Prussia

Elbe, Reserve, Fusiliers and Landwehr will check with every odd-numbered increment loss

Kavallerie formations will check with every increment loss

Artillerie formations will check with every increment loss

CARRE REALIZATION TABLE

French	CARRE	DISORDER	ROUT
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When forming from *Column*

4 Movement Points	11-62	63-66	
3 Movement Points	11-56	61-66	
2 Movement Points	11-33	34-54	55-66
1 Movement Point	11-21	22-51	52-66

When forming from *Line*

4 Movement Points	11-53	54-65	66
3 Movement Points	11-36	41-54	55-66
2 Movement Points	11-22	23-52	53-66
1 Movement Point	11-15	16-44	45-66

Rheinbund (Saxon / Westph.)	CARRE	DISORDER	ROUT
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When forming from *Column / Line*

4 Movement Points	11-52	53-61	62-66
3 Movement Points	11-46	51-55	56-66

La Bataille de Hagelberg 1813 - Spécial Rules

2 Movement Points	11-35	36-52	53-66
1 Movement Point	1-22	23-45	46-66

Personalities MINUS their Infantry melee (def) value from the die roll, if present in the hex

If Cavalry is Light ADD three to the die roll

If Cavalry is Lance Armed ADD six to die roll

Line of sight of cavalry on a *Carre* starts in the next hex when the cavalry leaves the *Carre*

Additions are not cumulative.

Prussian Elbe, Reserve and Fusilier	CARRE	DISORDER	ROUT
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When forming from *column*

4 Movement Points	11-63	64-65	66
3 Movement Points	11-45	46-55	56-66
2 Movement Points	11-35	36-55	56-66
1 Movement Point	11-25	26-45	46-66

When forming from *Line*

4 Movement Points	11-64	65	66
3 Movement Points	11-52	53-61	62-66
2 Movement Points	11-32	33-53	54-66
1 Movement Point	11-22	23-44	45-66

Personalities MINUS their Infantry melee (def) value from the die roll, if present in the hex

Landwehr may only form *Carre* in their turn

If Cavalry is Light ADD three to the die roll

If Cavalry is Lance Armed ADD six to die roll

Line of sight of cavalry on a *Carre* starts in the next hex when the cavalry leaves the *Carre*

CAVALRY RECALL

FRENCH	2-6 successfully recalls
PRUSSIAN Landwehr	5-6 successfully recalls
RUSSIAN Cossacks	5-6 successfully recalls

Personalities who have a cavalry modifier and are commanders of the unit, add one to the die roll.

CAVALRY CHARGE MORALE MODIFIERS

Condition	Defending Infantry/Artillery
Charged in flank	minus 12 to die roll
Charged in rear	minus 6 to die roll
In skirmish order	minus 12 to die roll

La Bataille de Hagelberg 1813 - Spécial Rules

In Line	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state	unit suffers pursuit loss
In <i>carre</i>	plus 6 to die roll
If charged by Lancers	minus 6 to die roll
If charged by Heavy Cavalry	minus 3 to die roll
Charge across a Slope Hexside	plus 3 to the die roll
Charge into town, woods or swamp	interdit

PRE MELEE MORALE CHECK MODIFIERS

Odds	Attacker	Defender
1/2	minus 6	plus 6
1/1	minus 3	plus 3
2/1		
3/1	plus 3	minus 3
4/1	plus 6	minus 6
5/1 & over	plus 9	minus 9

INFANTRY MELEE MORALE MODIFIERS:

Condition	Modification to the Die Roll:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank		Minus 12
Defender is assaulted in rear		Minus 6
Defender is in Skirmish order	No check	Minus 6
Defender is in Line		Minus 3
Defender is in Square		Plus 6
Defender is Disordered		Minus 3
Defender is Routed (PGD)		Minus 6
Attacker is assaulting up a slope	Minus 2	Plus 2
Attacker is assaulting across a stream, w/ ford or bridge	Minus 6	Plus 6
Attacker lost an increment due to defensive fire	Minus 3 for each	
Elite Infantry..... Morale of 15 or 16	Minus 6	
Morale of 13 or 14	Minus 9	
Morale of 11 or 12	Minus 12	

La Bataille de Hagelberg 1813 - Spécial Rules

MELEE VALUE MODIFIERS Summary:

Condition	Modification to the Melee Value:	
	<u>Attacker</u>	<u>Defender</u>
Assaulting in flank	X 2	
Assaulting in rear	X 1.5	
Disordered (Infantry / Artillery)	X .5	X .5
Road March		X .25
Infantry in Skirmish order		X .5
Infantry Attackers vs. Defender in Carre	X 1.5	
Infantry Routing		X .33
Cavalry Charge 3 hexes straight	X 2	
Heavy Cavalry attacks Light Cavalry (front hexside)	X 2	
Heavy Cavalry in line	X .5	X .5
Cavalry is Tired	X .5	X .5
Cavalry is Exhausted	X .33	X .33
Cavalry elects to stay Fresh	X .33	X .33
Cavalry Attacker vs. Carre	X .33	
Cavalry in Skirmish Order	X .5	X .5
Cavalry in General Order	X .33	X .33

ARTILLERY SPECIAL RULES

All batteries which wish to limber must roll one die to do so

A French Batterie á Pied may limber with a roll of 4, 5 or 6.

Russian Batterie zu Fuß Artillerie may limber with a roll of 5 or 6

La Bataille de Hagelberg 1813 - Spécial Rules

Leaders with an artillery bonus number add one to this roll.

Special Terrain Types and Notes

Villages /Hamlets

All hexes which contain buildings are considered Villages.

Any single building by itself is considered a Hamlet

Windmill

A windmill is placed on the map for historical reference and is not a victory condition objective.

The structure has no special defense.

Units forced off of the map

All units forced off the map by combat must wait for two turns before re-entering. To re-enter, they may not be PGD. Therefore it may be necessary for PGD units to wait off the board until they are successful with their morale roll. They would re-enter within three hexes of their off map exit if the leader of the division or corps is sitting on the selected entry hex. In other words, the leader must accompany them back onto the map. Use a box to designate the location and so the units don't get misplaced.

City Wall

There is a stone wall on the east side of Hagelberg that runs a few hexes. Check scenario for specific rules.

Roads and Fords

Any road that crosses a stream or river is considered a ford.

Miscellaneous

Cavalry Recovery of Readiness

Cavalry may not recover a level of readiness if it is in an enemy zone of influence or is under fire as a target of an offensive or defensive attack (feu).

Combining Coalition Forces

Prussian and Russian troops may not stack together in the same hex. If, as a result of movement (end of turn); combat, or morale recovery they are stacked; displace the affected unit(s) 2 hexes to the rear. Thus one nationality would remain and the others would be displaced. The unit(s) displaced may not move in your next turn.

La Bataille de Hagelberg 1813 - Spécial Rules

Prussian leaders have no effect on Russian troops. Russian leaders have no effect on Prussian Troops.

Rheinbund Infantry

The infantry of Saxony, when in line, subtract 2 from their morale value. In response to an enemy charge, they can only form *Carre* if already in line.

Saxon troops that fail to recover their morale due to fire or melee combat, lose an increment (desertion) for each attempt during morale recovery.

Westphalian infantry are trained in French tactics and are not subject to these restrictions.

Reaction and Opportunity Charges (Revises Premier Rules for 1813)

Due to its large contingent of conscripts and limited combat experience, infantry was not accustomed to advancing on and changing formation in the face of charging cavalry. Thus, any infantry or artillery unit that reinforces a meeting that is the result of an opportunity or reaction charge, in the reacting or opportunity's Zd'I, must check morale, at the conclusion of movement. If any fail, they would rout (PGD). This infantry or artillery may not change formation in the Zd'I of the reacting or opportunity charging cavalry. The (defending) charging cavalry is not subject to recall as a result of the rout.

This situation typically occurs when the reacting / opportunity charging cavalry contacts the phasing player's unit. The phasing player then moves additional units into the friendly, contacted hex or adjacent hexes to add fire or melee factors.

Russian Cossagues (Cossacks)

The Russian Cossaque Regiments that are present in the game, in certain scenarios, are irregular cavalry. Based upon that premise, please apply the following series of adjustments to their use and interaction with other units within the structure of the game:

- The Cossagues will check morale whenever an infantry formation which is not disordered or an artillery unit fires at the Cossaque, unless the Cossaque is in the woods. It does not require the result of a casualty to force the morale check.
- The Cossagues in the woods would have to receive a casualty in order to check for morale. This is because the woods are much denser in this area.
- The Cossagues may not charge formed infantry or unlimbered artillery into a front hexside of the enemy.
- The most reasonable uses of the Cossagues are to work the edges of the battle and target disordered and routed elements as the morale challenged involuntarily move away from the main battle. Cossagues will also charge artillery and infantry from the rear or flank hexside.