Periodic Blog #15:The Blog Is Back!

After too long a delay, our Periodic Blog has returned...Periodic Blog #15 has a number of subjects for the reader to ponder: the wrap-up on *La Bataille de Berlin 1813*; details on *Berlin* counters for sale; a few facts about our new game to be released this fall, *La Bataille d'Heilsberg 1807*; our attendance at Dallas Consim in May; our upcoming attendance at Consim Tempe in August, as well as our planned annual *Duel in the Desert;* and finally, the Marshal Enterprises (ME) *Man of the Moment*.

La Bataille de Berlin 1813, like its predecessors, was a sales success. The game was sold out by the New Year. *Berlin 1813* had a larger percentage of sales going to international destinations than our previous titles. We had our first game going to South America; as well as our first title to the Czech Republic. In addition, we had more games sold in Germany; Sweden and Switzerland than in previous years. There were 18 different countries where we sent *Berlin 1813* in addition to our domestic market.

This time, our shipping vendor was able to strike up a deal with DHL for many of our foreign destinations. About 90% of our foreign packages traveled via DHL. Most importantly, we were able to have much more secure transit than our usual USPS experience which was often variable in its performance. We learned a lot this past year about shipping, and so this coming year should be even smoother.

Berlin 1813 Counters Available For Sale

For the past several games, we have offered complete counter sets for sale. For *Berlin 1813*, we continue that tradition. We sell a complete set of the *Berlin 1813* counters for \$45 (\$56 in Canada--Canada is our only international destination due to the high cost of postage overseas). That price includes shipping; and we also include a sheet of informational counters. There are instructions elsewhere on the website, but basically you will need to send us a check--sorry no crypto currency.

As we have previously announced, our title for 2022 is *La Bataille d'Heilsberg 1807*. Heilsberg has not been given too many game treatments of which we are aware except for some miniatures renditions. Not many people know about Heilsberg since it was just four days before Friedland; but it was a big battle, with over 20,000 casualties total.

The Russian commander, August von Bennigsen, was born in Brunswick and was 24 years older than Napoleon, having cut his battle teeth in the Seven Years War. He had spent months having his Russians and Prussians prepare extensive fortified positions in front of the old Prussian town of Heilsberg, which also had a castle which had been built by the Teutonic Knights more than 400 years earlier. Bennigsen had 10-foot-tall

redoubts that had 12-foot-thick walls placed in the only open plain just northwest of the castle. He also had fleches built, and alo supported by numerous abatises. Bennigsen had an abundance of cavalry supported by swarms of pesky cossacks.

Heilsberg 1807 Has Guns Aplenty

But mainly, he had guns aplenty--everywhere. The biggest Russian guns were position batteries set up in each of the three redoubts built just west of Heilsberg. There are also several mobile foot and horse batteries the Russians can array which gave them widespread range over the entire battlefield. The French must be careful when approaching the Russian lines. Soult's and Lannes' corps are the primary French weapons at Heilsberg, but the French have several Reserve Cavalry divisions, mainly heavy, to assist them in the offensive. Most of the action takes place north of the Alle River, but there is a scenario where Ney's corps (which did not fight in the original battle) approaches Heilsberg from south of the Alle.



The Castle at Heilsberg During the June 10, 1807 Battle

Speaking of scenarios, there will be at least five of them in *Heilsberg 1807*—maybe as many as seven. Each of the scenarios will require solid knowledge of the cavalry rules. Historically, and as we have discovered in the numerous playtests and previews, there will be lots of charges in each scenario. The player who has been able to master the Tirailleurs à Cheval rule will benefit the most. The Russians should aggressively manage the ample numbers of Cossacks in each scenario. French leader

values are generally superior to the Coalition leaders. French infantry is generally superior to the Coalition in both quantity and quality.

Heilsberg 1807 will go on sale on the website sometime in August. Our official publication date will be October 6, 2022—the date we will start shipping games. Our price point has not yet been finalized due to the volatile nature of commodity costs and supply-chain issues. This game will have more counters, but less maps than *Berlin 1813*.

Duel In The Desert Set For August in Tempe

Dennis Spors and Jim Soto represented ME at the May Dallas Consim convention where we were one of the sponsors. Both of us enjoyed our attendance at the Dallas Fest, and we encourage you to attend next year if you have the chance. We saw a lot of our Texas friends that we normally don't see in Tempe.

We had two games of *Heilsberg 1807* going on, with two groups of four players playing Scenario Three. *Heilsberg 1807* is a great game for monster play; We started both games on Thursday night and finished one on Saturday afternoon and the other on Sunday around noon. Dennis Spors and Mark Kaczmarek were the French in the first game, opposed by John Bicknell and David Plock. David and John were able to repulse Dennis four times assaulting the main Russian redoubt with his cavalry only. The other game, with Jim Soto and Eric Holgrem as the French; and John Minnich and Albert Smith managing the Coalition forces, was very different. While there were still plenty of cavalry charges, the French used their infantry to infiltrate the areas below the Russian redoubts and managed to take one of the redoubts. Casualties were tremendous on both sides, and the Russians put the French on a level, but also suffered the same fate.

We are again scheduled as sponsors for the Consim Tempe meeting in August. For this event, Monte Mattson and Jim Soto will represent ME. We will have at least one game of *Heilsberg 1807* scheduled for our annual *Duel in the Desert*, and should there be enough interest, then two games will be set up. You can reach out to Jim Soto at jgsoto9@msn.com if you are interested in participating.

Old-Style Prussian Is ME's Man of the Moment

This edition's *Man Of The Moment* is one of the Prussian participants in the Heilsberg set of battles, General Ludwig August von Stutterheim. Stutterheim was born in 1750 in Pomerania and joined his father's regiment at the end of the Seven Years War in 1763. He rose to captain in the War of Bavarian Succession in 1778; earned the Order Pour la Merite for his efforts against the Poles in the Kosciuszko uprising of the 1790's and made brigadier general in 1797.

During the battles arising out of the Fourth Coalition in 1806-1807, he commanded



Ludwig August von Stutterheim, ME's Man of the Moment

the Fusilier Nr. 21 Regiment from Heilsberg. He was an important part of the Prussian command at Eylau, and then was promoted to Major General after that battle. He commanded the Prussian troops in the Prussian Advanced Guard at Heilsberg. After the Russians left the battlefield on June 11, von Stutterheim participated in the Battle of Konigsberg on June 14, 1807. He then aligned himself with the few Prussian generals wanting a nationalist war for Prussia. He became governor of Konigsberg in the reorganized Prussian state and army in 1809 and retired as a Lieutenant General in 1811. He did come back to the colors in 1813 and served Prince Schwartzenburg directly during the Wars of the Sixth Coalition primarily commanding the Coalition troops in the Vistula basin. After the war concluded, he returned as the governor Konigsberg, where he served until shortly before his death in 1826, more than 60 years after entering Prussian service.

Remember von Stutterheim when you play *La Bataille d'Heilsberg 1807*. Till our next blog!