

La Bataille de Bautzen 1813 - Spécial Rules

TERRAIN EFFECTS

MOVEMENT

Clear	1
Hamlet /Village / Town*	3
Earthworks - Front	5 Inf / Cav and Artillery Prohibited
Carp Ponds	Eintritt Verboten – retreat or <i>PGD</i> into = elim.
Entrenchments (see rule)	5 Inf / Cav and Artillery Prohibited
Swamp**	4 Inf / Artillery and Cav. Prohibited
Woods*	4 Inf / 5 Cav / Artillery Prohibited
Garden*	2 Inf / 2 Cav / 4 Art
Slope (Up or Down)	Inf +2/ Cav +3 / Art +4
Road	½ when in <i>Road March</i> formation
Bridge (Spree)	3 to cross in <i>Road March</i>
Streams	Inf +3 / Cav +5 / Artillery +4
Bridge (Stream)	Inf +2 / Cav +4 / Artillery +2 in <i>Road March</i> formation
Ford	Inf +4 / Cav +9 / Art. not allowed
Spree**	Inf +5 / Cav. +10 / Art. Prohibited except bridges / fords
Woods Pathway*	3 Inf / Cav +3 / Artillery Prohibited
Schießcharte	4 Inf / Cav and Artillery Prohibited

*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 or cross Spree Hex Type
Road March through a Hamlet, Village or Bautzen is 2 movement points per hex



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STACKING

Clear	1 Infantry Regiment or 18 Infantry Increments or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Hamlet /Village / Town Garden	1 Infantry Battalion or 6 increments of Infantry 4 Artillery Increments or 1 Infantry Battalion & 1 Battery 1 Cav. Regiment
Earthworks	1 Infantry Battalion & Up to 3 artillery increments Cavalry - nicht erlaubt
Entrenchments	1 Infantry Battalion
Swamp	1 Infantry Battalion in Tir. Order
Woods /Woods Path	1 Infantry Battalion or 1 Cavalry Regiment Artillery may not enter
Carp Ponds	Eintritt Verboten, nür Karpfen
Road / Bridge	4 Increments in Road March
Schießcharte	1 Battalion or 6 increments. No Artillery or Cavalry.

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.)



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

French

	Ligne	Légère	Marin	Garde National	Gd. Nat. Light
Column	Printed	Printed	Printed		
Line	X 3	X 3	X 3	X2	
Carre	X 3	X 3	X 3	X2	X2
General Order	Printed	Printed	Printed		X2
Skirmish –if noted		X 3			

Prov. Ligne Prov. Légère

Column	Printed	Printed
Line	N/A	N/A
Carre	N/A	N/A
General Order	Printed	Printed
Skirmish- if noted		X 2

Jeune Garde T /V Fusilier G/C Vieille Garde G/C

Column	Printed	Printed	Printed
Line	X 3	X 4	X 5
Carre	X 3	X 4	X 5
General Order	Printed	Printed	Printed
Skirmish-if noted	X 3	X 3	X 5

French Allies

Italien Rheinbund Foreign Velites (Tur /Flo)

Column	Printed	Printed	Printed	Printed
Line	X 2	X 2	X 2	X3
Carre	X 2	X 2	X 2	X3
General Order	Printed	Printed	Printed	Printed
Skirmish – if noted	X2	X2	X2	

Russian

	Grenadier	Jaeger	Guard	Gd. Jaeger	Infanterie
Column	Printed	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 3	X 4	X2
Carre	X 3	X 3	X 3	X 5	X2
General Order	Printed	Printed	Printed	Printed	Printed
Skirmish		X3		X4	

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Prussian

	Infanterie	Jäger	Grenadier	Fusilier	Normal
Column	Printed	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 3	X3	X4
<i>Carre</i>	X 3	X 3	X 4	X3	X3
General Order	Printed	Printed	Printed	Printed	Printed
Skirmish		X5*		X4	

Prussian Guard and Schützen

	Garde	Fus. Gd	Schützen	Gd. Jäger	Reserve
Column	Printed	Printed	Printed	Printed	Printed
Line	X 3	X 4	X 3	X 4	X2
<i>Carre</i>	X 3	X 4	X 2	X 2	X2
General Order	Printed	Printed	Printed	Printed	Printed
Skirmish		X4	X4*	X5*	

*Schlesien Schützen and Jägers / Gd. are rifle armed and fire X4 or X 5 adjacent, X3 at 2 hexes, and X2 at 3 hex range

TERRAIN FIRE DEFENCE VALUES

	Column	Line	<i>Carre</i>	General	Skirmish	Disorder/Rout	Artillery
Clear		9	4		12	14	6/8*
French	6						
Prussian	6						
Russian	6						
Swamp					12	14	
Woods / Pathway				10	12	16	
Garden				10	12	16	6/8*
Hamlet				10	12	16	6/8*
Village				10	14	16	7/9*
Bautzen				12	14	16	8/10*
Earthwork				14	N/A	16	10/12*
Entrenchment	NA	12		13	15	6	
Carp Pond				<i>Eintritt Verboten</i>			
Schießscharte				11			

*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.

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FIRE ATTACK MORALE CHECKS

French

Provisoire Ligne Infanterie will check with every increment loss
 Provisoire Légère Infanterie will check with every increment loss
 Cohort Infanterie will check with every even-numbered increment loss
 Ligne Infanterie will check with every even-numbered increment loss
 Légère Infanterie will check with every even-numbered increment loss
 Jeune Guard will check with every even-numbered increment loss
 Fusilier Guard will check with every even-numbered increment loss
 Vieille Guard will check with every even-numbered increment loss
 Marin 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

French Allied

Italien Infanterie / Velites will check with every even-numbered increment loss
 Rheinbund and French Foreign Infanterie will check with every increment loss
 Cavalerie Formations will check with every increment loss
 Artillerie Formations will check with every increment loss

Russia

Infanterie and Jaeger formations will check with every even-numbered increment loss
 Grenadier formations check with every odd-numbered increment
 Guard Infanterie / Gd. Jaeger formations will check with every even-numbered increment loss
 Cavalerie formations will check with every increment loss
 Artillerie formations will check with every increment loss

Prussia

All Prussian Infanterie, Grenadier, Jäger, Garde, Gd, formations
 will check with every even-numbered increment loss.
 Reserve and Fusiliers which 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 /Marin	CARRE	DISORDER	ROUT
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	1-21	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

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French Foreign, Rheinbund CARRE DISORDER ROUT

When forming from Column / Line

4 Movement Points	11-52	53-61	62- 66
3 Movement Points	11-46	51-55	56-66
2 Movement Points	11-36	35-52	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
 French Vieille Guard Battalions MINUS nine from the die roll
 French 1ere Guard Battalions MINUS four from the die roll
 French 2e Guard MINUS two from the die roll
 If Cavalry is Light ADD three to the die roll
 If Cavalry is Lance Armed ADD six to die roll
 If the defender is on a morale level ADD three to the die roll for each level
 Line of sight of cavalry on a *Carre* starts in the next hex when the cavalerie leaves the *Carre*
 Additions are not cumulative.

Russian CARRE DISORDER ROUT

When forming from column

4 Movement Points	11-52	53-65	66
3 Movement Points	11-41	42-56	61-66
2 Movement Points	11-26	31-46	51-66
1 Movement Point	11-15	16-36	41-66

When forming from line

4 Movement Points	11-64	65	66
3 Movement Points	11-62	63-64	65-66
2 Movement Points	11-32	33-55	56-66
1 Movement Point	11-31	32-45	46-66



Personalities MINUS their Infantry melee (def) value from the die roll, if present in the hex
 Grenadiers MINUS three from the die roll
 Guard MINUS six from the die roll
 If Cavalry is Light ADD three to the die roll
 If Cavalry is Lance Armed ADD six to die roll
 If defender is on a morale level ADD three to the die roll for each level
 Line of sight of cavalry on a *Carre* starts in the next hex when the cavalerie leaves the *Carre*.
 Additions are not cumulative.

Prussian CARRE DISORDER ROUT

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

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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
Grenadiers, Guard or Normal MINUS three from the die roll

Jägers and Schützen ADD two to the die roll

If Cavalry is Light ADD three to the die roll

If Cavalry is Lance Armed ADD six to die roll

If defender is on a morale level ADD three to the die roll for each level

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

CAVALRY RECALL

FRENCH	2-6 successfully recalls
FRENCH GUARD	2-6 successfully recalls
SAXON	2-6 successfully recalls
RHEINBUND	4-6 successfully recalls
ITALIEN	4-6 successfully recalls
RUSSIAN Light Cavalry	3-6 successfully recalls
RUSSIAN Heavy Cavalry	4-6 successfully recalls
RUSSIAN Guard	3-6 successfully recalls
PRUSSIAN Light Cavalry	2-6 successfully recalls
PRUSSIAN Hussars	2-6 successfully recalls
PRUSSIAN Heavy Cavalry	3-6 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
In Line	plus 3 to die roll
In disordered state	minus 6 to die roll
In routed state	unit suffers pursuit loss
In square	plus 6 to die roll
If charged by Lancers	minus 6 to die roll

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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
Charge into a Redoubt	interdit
Charge into a Carp Pond	nicht erlaubt

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:	
	Attacker	Defender
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		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 is assaulting across the Spree, at a bridge	Minus 12	Plus 12
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

MELEE VALUE MODIFIERS Summary:

Condition	Modification to the Melee Value:	
	Attacker	Defender
Assaulted in flank	X 2	
Assaulted 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

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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

A French Batterie á Pied may limber with a roll of 4, 5 or 6.
 A French Batterie á Cheval may limber with a roll of 2, 3, 4, 5 or 6.
 A French Batterie de la Guard does not have to roll to limber.
 A French Allied Batterie a Cheval may limber with a roll of 3, 4, 5 or 6.
 A French Allied Batterie a Pied may limber with a roll of 4, 5 or 6.

Prussian Batterie zu Fuß Artillerie may limber with a roll of 5 or 6
 Prussian Batterie reitende Artillerie may limber with a roll of 4, 5 or 6.

Russian Position Battery may limber with a roll of 6.
 Russian Light Battery may limber with a roll of 5 or 6.
 Russian Horse Battery may limber with a roll of 4, 5, or 6.
 Russian Guard Battery may limber with a roll of 5, or 6.



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

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

Special Terrain Types and Notes

Towns

Bautzen. All other hexes which contain buildings are considered Villages.

Any single building by itself is considered a Hamlet

Spree Bridges & Fords

Spree -Units may not melee across the Spree except at bridges and fords. Only one battalion; or one regiment of cavalry may assault across a Spree Bridge or ford hex side at any point in time. Cavalry may only be in *Road March* when crossing a bridge hex side. Cavalry may not charge through a bridge or ford hexside. All cavalry formations that move through a bridge or ford hexside, add six to their printed morale until their next morale recovery segment; in addition to any other modifiers. This represents regrouping after the crossing.

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Woods Pathway

Infantry and cavalry may move from one pathway hex to another using the movement chart. Units on the pathway are in *General Order or Skirmish*. Woods pathway hexes act as woods except for facilitating faster movement.

Swamps

Only infantry formations in Tirailleur (skirmish) order may enter swamp hexes. Units may not melee out of the swamp. Melee values attacking into or defending in the swamp are x .25 of printed. Units may not advance into the swamp as a result of combat. Units forced to retreat into a swamp are eliminated

Eichberg (Weissig)

This is a height that commands a view of the surrounding area and is designated on the map. No other terrain or units block line of site from this location.

Earthwork

The Earthworks have 4 front hexsides and 2 rear. Fire defense of the Earthworks through the front hexside is 14 and through the rear is six. Units may move to enter the Earthworks only from the rear hexsides as it is treated as a clear terrain hex move. Note: a melee result is the only way to enter an earthwork through the front hexsides.

A single infantry battalion may enter through the rear of the Earthwork either defensively to stack with and support the batterie or single battalion may assault the earthwork to capture it. The batterie may only fire through the front four hexsides of the Earthwork.

Melee through a front hexside is minus 12 to the attacker's morale check and any assaulting infantry is halved in melee factors. The unit in the earthwork does not have to check morale if attacked through the front hexsides. Assaulting through the rear hexside is treated like clear terrain.

Once set-up guns may be repositioned within the Earthwork hex. They would be rotated to face any of the front hexsides and could fire in the turn they repositioned.

Cavalry may charge or melee only through the rear hexside. However, cavalry may not enter the Earthwork as a result. The defending units would suffer any result.

Entrenchments



Entrenchment counters are placed at the discretion of the Coalition player on either Gorschakov's or Miloradovich's front. The entrenchments would be placed in between or around

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Earthworks in a clear terrain hex. These are felled trees, enhanced natural obstacles and actual trenches, constructed to assist the infantry's defense.

- Russian infantry / jaegers may be in any formation except Column, *Carre* or *Road March in an entrenchment*
- Cavalry may not charge into or through this terrain
- The unit in an Entrenchment does not have a defensive pre-melee morale check. The attacker does not get an advantage in their pre-melee morale check because of odds.
- Once the French move into an Entrenchment hex, the Coalition has one turn to occupy the hex or the Entrenchment counter is removed for the remainder of the game.
- There is no pre-melee improvement for Grenadier or Guard Infantry in this terrain. They would be in general order for fire defense and offensive fire in the hex
- Artillery or cavalry may not occupy this hex. If forced to retreat into the hex, the cavalry would immediately rout and the artillery be eliminated.
- French infantry may only melee into an Entrenchment hex with a single battalion attacking from each adjacent hex.
- Entrenchments have no front, flank or rear. Any unit in this hex has only front facing

Carp Pond / Karpfen Teich

Entering the Carp Ponds is prohibited. These areas are a series of deep and muddy ponds. They are commercial fisheries. Units retreating or PGD into a Karpfen Teich are eliminated. No, there is not a carp vs. man melee table. The carp always win.



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Schießcharte Positions

These positions are special village hexes that has been improved over several days with firing holes established in stone fences and buildings walls. They act as defensive strong points.

- Schießcharte position hexes are treated as villages and the units inside would be in General Order or skirmish but with no rear hex

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- The fire value of a unit in a Schießscharte hex is 2 x the printed value on the counter (general order) or its skirmish fire value
- No artillery or cavalry is allowed in the hex
- Cavalry may not charge or melee into this hex
- Coalition units in the Schießscharte hex do not perform a defensive, pre-melee morale check

Windmill

A windmill is placed on the map for historical reference and is a victory condition objective. The structure has no special defense. The Russians placed earthworks on the height to protect Gleina.

Spree River

The Spree River may not seem so formidable because it is somewhat. However, it did have steep banks with a marshy bed and grounds on either side with clayey soils. Notice all of the surrounding lakes. Any type of support transport; ammo caisson; officer's horses; or other horse conveyances would have difficulty crossing from one side to the other. Thus bridges and fords are important in allowing all of a unit to cross, intact. French units often waited until a trestle was completed or burnt bridge was repaired before making an offensive move that involved crossing the Spree. They did send a few skirmishers forward.

Infantry and cavalry that are forced to retreat across the Spree are routed and must roll one die. An odd roll and the unit loses one increment. An even roll and the unit loses two increments.

Artillery forced to retreat across the Spree are eliminated

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.

Garden

This is a vegetable garden and therefore it does not block the line of site. *The corn is not as high as an elephant's eye.*

Roads and Fords

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

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Prussian Regions

This map will assist in defining the origin of the Prussian Army units and the German-speaking French Allies.

