

La Bataille de Raszyn 1809 Virtual Tournament Rules

Purpose: The purpose of this tournament is to encourage play of the La Bataille game and to encourage players to play the game remotely using the VASSAL software system.

Eligibility: The tournament is free. Players will need to find a partner and conclude their game by July 31st 2021. The results of the game will need to be submitted by August 7th 2021. Players are welcome to play face-to-face using the print & play map, counters and rules found at: <https://labataille.me/recession-series-games> . Players are also welcome to play the game virtually using the VASSAL module found at: http://www.vassalengine.org/wiki/Module:La_Bataille_de_Raszyn_1809

This game was designed to be played using the Premier rules system. However, if both players agree, they are welcome to use a different rule set (5th edition, Regs or Marie-Louis). If you do use a rule set other than Premier in your game, please note that when you submit your results. You can download a free copy of the Premier rules at: <https://labataille.me/downloads-and-links>

Players will choose a side to play, either randomly or by mutual agreement. They will only play one game as whichever side they had selected and submit one result for the game. When players submit their results, please include a photo or screenshot of the last turn of the game.

Tournament Format: The tournament will consist of two rounds. The first round will determine the ranking of the French and Allied players. The second round will be the “Gold Medal” which will pit the top French Player against the top Allied Player. The sole winner of this round will receive a copy of the upcoming Marshal Enterprise La Bataille game (a \$180 value) and the second place winner will receive a copy of “The Napoleonic Wars: A Global History” by Alexander Mikaberidze . Prizes are sponsored by Marshal Enterprises!

Players will be using “Scenario One- Largely Historical” for set-up and victory conditions. Rankings in the first round will be measured by level of victory (scenario victory conditions) and weighted losses. For weighted losses, each infantry increment lost equals 1 point, each cavalry increment equals 2 points, and each artillery increment equals 2 points.\

For example: Robert is playing the French (Poles) and Albert is playing the Allies (Austrians). At the end of play, the Austrians have a “Tactical Victory”. French increments lost were; 25 infantry, 8 cavalry, and

5 artillery. Austrian increments lost were; 38 infantry, 6 cavalry and 3 artillery. The French Player has a

weighted loss of 51 (25 + (8x2) + (5x2)). The Austrian player has a weighted loss of 56 (38 + (6x2) + (3x2)).

They will report their game results as:

Allied Tactical Victory: Robert (French 51) vs Albert (Allies 56)

Rankings for the First Round: The rankings for the French and Allied players will be determined first by the level of victory condition and secondly by the value of their weighted losses. The player with the lower number of losses will rank above those who suffered greater casualties

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For example: Three (3) games resulted in a Polish “Marginal Victory”. Of the French players, Sam had losses of 62, Sarah had losses of 45, and Steve had losses of 77. They would be ranked as follows: Sarah

Sam /Steve.

French players who had a “Draw” or “Allied Victory” result would rank below them, while French players who had a “Tactical” or “Decisive” victory would rank above them.

The highest ranked French player and highest ranked Allied player will be considered the winners of the first round and proceed to the second round.

Second Round: In the second round, the two finalists will play a final game against each other. The top

French Player will play the Polish forces and the top Allied the Austrians. They will refight the “Scenario

1- Largely Historic” game. The winner will be determined by whichever side claims a victory for the

Poles or Austrians. If the game results in a “Draw”, the player with the lower number of weighted losses will be the 1st place winner.

The participants in the second round will have until October 1st, 2021 to submit their games results. If playing the game using VASSAL in real-time, they will allow the game to be recorded or streamed. If, for some reason, the highest ranked French or Allied player is unable to participate in the second round, the next highest player will advance to the second round.

Registration and Posting Results: Participants in the tournament can register online either through the La Bataille Series Games Discord server or via the “Eric’s Table- Napoleonic Battles” Facebook page <https://www.facebook.com/groups/480735113137216>

For a Discord server invite, message DrWho42 on Discord

When you register, please include your time zone in GMT. Then scan the list of other participants and message someone in or near your time zone to arrange a time to play. Select your sides and start playing!!!

Submit your results and a photo or screenshot of the last turn of the game to either the Discord Server or Facebook page. Rankings from the first round will be posted in August and the second round will commence shortly thereafter.

You can see videos describing the tournament at: <https://youtu.be/UAEi5OctLtA> and <https://youtu.be/CPY10jUjTTs>

Good luck and have fun!!!