

La Bataille d'Heilsberg 1807



Special Rules

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La Bataille d'Heilsberg 1807

TERRAIN EFFECTS

MOVEMENT

Clear	1
Hamlet /Village / Town*	3
Bischof Schloss*	4
Pine Forest*	2 Inf / 5 Cav / 3 Cossacks / Artillery Prohibited
Garten*	2 Inf / 2 Cav / 4 Art
Slope	Inf +2/ Cav +3/ Art +4
Swamp***	4 Light Inf (sk)/ Inf. /Artillery and Cav. Prohibited.
Road	1/2
Fixed Bridge (Heilsberg / Alle) **	1
Alle Fluß	Prohibited to cross without bridge or pontoon - see special rules
Stream	Inf +3 / Cav +5 / Art +4
Pontoon Bridge**	2 Inf /4 Cav
Redoubt Front Hexside	All movement Prohibited (see rules)
Fleches Hexside	5 Inf, 12 Cav / Art prohibited (see rules)
Abatis Hex	4 Inf, Cav and Art prohibited (see rules)

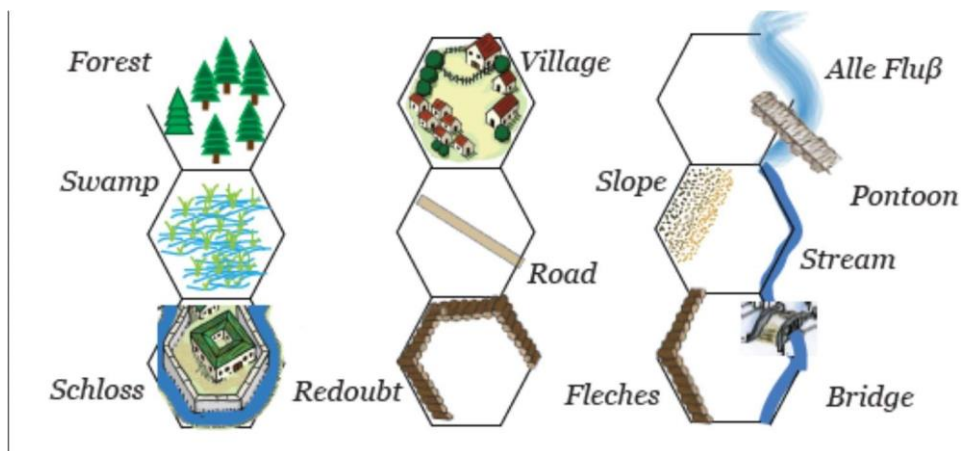
*Infantry / Cavalry forms general order in this terrain.

Units with a Skirmish Ability may Skirmish in these hexes if they so elect.

*Road March through a Hamlet, Village or Town is 2 mp per hex

**Combat Formations must be in road order to cross a bridge

***Only Infantry in Skirmish Order may enter a Swamp Hex Type



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STACKING

Clear	1 Infantry Regiment or 18 Infantry Increments or 1 Cavalry Regiment or 18 Cavalry Increments or 6 Artillery Increments or 12 Infantry & 1 Battery
Hamlet /Village / Town	1 Infantry Battalion or 1 Cavalry Regiment or 1 Battery or 1 Infantry Battalion & 1 Battery
Bischof Schloss (exception)	1 Battalion per hex and/or 1 Artillery Battery, Cavalry Road March Only 2 Battalions of Rus. Jaeger, Prus. Fusilier and/or Militia Marksmen per hex
Pine Forest	1 Infantry Battalion or 1 Cavalry Regiment
Road / Bridge / Bridge	4 Increments in Road March
Redoubt	2 Inf. battalions or 1 Art Battery and 1 Infantry Battalion Or 1 Licorne Battery No cavalry
Fleche	1 inf. Battalion and 1 Artillery Battery Or six increments of Cavalry
Abatis	1 infantry battalion, Cavalry and Artillery Prohibited
Swamp	1 Battalion Light Infantry – Skirmish only

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)

No combat formation may cross a hexside of the Alle Fluss unless there is a bridge or pontoon
in place.

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INFANTRY UNIT FIRE VALUES

French

	Ligne	Légère	Oudinot Gren/Volt	Guard (FC/FG)
Column	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 3	X4
Carre	X 3	X 4	X 4	X5
General Order	Printed	Printed	Printed	Printed
Skirmish		X 3	X 3	X 4

Disordered formations fire at half strength
Corse and Po are treated as Légère

Sassen

Prussian

	Infantry	Grenadier	Fusilier
Column	Printed	Printed	
Line	X 3	X 3	X3
Carre	X 3	X 3	X3
General Order	Printed	Printed	
Skirmish			X3

Disordered formations fire at half strength

Russian

	Musketeer	Grenadier	Gd Jäger	Guard
Column	Printed	Printed	Printed	Printed
Line	X 3	X 3	X 3	X 4
Carre	X 3	X 3	X 3	X 4
General Order	Printed	Printed	Printed	Printed
Skirmish			X4	

Disordered formations fire at half strength

Militia Mark. Jaeger

Column	Printed	Printed
Line	X 3	X 3
Carre	X 2	X 2
General Order	Printed	Printed
Skirmish	X3	
Two Hexes	X 2	

Disordered formations fire at half strength

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TERRAIN FIRE DEFENCE VALUES

	Column	Line	Carre	General	Skirmish	Disorder/Rout	Artillery
Clear	6	9	4		12	14	6/8*
Pine Forest				10	14	16	N/A
Hamlet				10	12	16	6/8*
Village				10	12	16	7/9*
Town				12	14	16	8/10*
Bischof Schloss				14	16	16	9/12*
Pontoon Bridge	6					12	
Redoubt	8	11					8/11
Fleche	7	10					7/10
Abatis	6	9			12	14	
Swamp					14		

*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 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.

Formations fired upon thru a rear are normal

Any unit on any type of bridge has a fire defense of 4

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

Oudinot's Grenadier / Voltiguer Infanterie will check with every even increment loss

Guard 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 Confederation

Sassen Allies will check with every odd increment loss

Russian

Musketeers will check with every loss beginning with the 2nd suffered

Jaegers will check with every even increment lost.

Grenadiers check morale with every even increment loss

Guard Infanterie check morale with every odd loss beginning with the 3rd suffered

Cavalry Formations will check morale with every increment loss

Artillery Formations will check morale with every increment loss

Prussians

Prussian Fusiliers will check with every odd increment loss starting with the 3rd

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All Cavalrie or Artillerie will check with every loss

CARRE REALIZATION TABLE

French

	CARRE	DISORDER	ROUT
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When forming from Column

4 Movement Points	11-66		
3 Movement Points	11-66		
2 Movement Points	11-43	44-61	62-66
1 Movement Point	11-31	32-54	55-66

When forming from Line

4 Movement Points	11-64	65-66	
3 Movement Points	11-45	46-61	62-66
2 Movement Points	11-32	33-55	56-66
1 Movement Point	11-22	23-53	54-66

Russians

	CARRE	DISORDER	ROUT
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When forming from Column

4 Movement Points	11-55	56-64	65-66
3 Movement Points	11-42	43-56	61-66
2 Movement Points	11-26	31-46	51-66
1 Movement Point	11-22	23-52	53-66

When forming from Line

4 Movement Points	11-66		
3 Movement Points	11-66		
2 Movement Points	11-34	35-55	56-66
1 Movement Point	11-31	32-46	51-66

Prussians

	CARRE	DISORDER	ROUT
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When forming from Column

4 Movement Points	11-54	55-63	64-66
3 Movement Points	11-42	43-55	56-66
2 Movement Points	11-33	34-51	52-65
1 Movement Points	11-25	26-44	45-64

When forming from Line

4 Movement Points	11-66		
3 Movement Points	11-56	61-64	65-66
2 Movement Points	11-35	36-56	61-66
1 Movement Point	11-25	26-54	55-66

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Saxons (Sassen)

	CARRE	DISORDER	ROUT
When forming from Column			
4 Movement Points	11-63	64-66	
3 Movement Points	11-56	61-63	64-66
2 Movement Points	11-33	34-56	61-66
1 Movement Point	11-24	25-51	52-66
When forming from Line			
4 Movement Points	11-53	54-63	64-66
3 Movement Points	11-36	41-51	52-66
2 Movement Points	11-25	26-52	53-66
1 Movement Point	11-15	16-44	45-66

Modifications to the die roll

Personalities subtract 6 from the die roll if present in the hex
Jaegers, Légère, Fusiliers and Grenadiers MINUS 3 from the die roll
Oudinot's Grenadier & Voltiguer MINUS 3 from the die roll
Guard / Life Guard Battalions MINUS 6 from the die roll
French Allies ADD 3 to the die roll
If Cavalry is Light ADD 3 to the die roll
If Cavalry is Lance Armed ADD 6 to die roll
If defender is on morale level ADD to the die roll 3 for each level

CAVALRY RECALL

FRENCH	2-6 successfully recalls
FRENCH ALLIES	3-6 successfully recalls
RUSSIAN Light Cavalry	3-6 successfully recalls
RUSSIAN Heavy Cavalry	2-6 successfully recall
PRUSSIAN	3-6 successfully recalls

Personalities who have a cavalry modifier add 1 to the die roll

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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
Defender 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 12 to die roll
Across a steam hexside	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 into town, woods or swamp	not allowed

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 PRE MELEE MORALE MODIFIERS:

Condition	Modification to the Die Roll:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank	Plus 12	Minus 12
Defender is assaulted in rear	Plus 6	Minus 6
Defender is in Skirmish order	No check	Minus 6
Defender is in Line		Minus 3
Prussians /Sassen Defenders in Line		Plus 3
Defender is in Square	Plus 6	
Defender is Disordered	Plus 3	Minus 3
Defender is Routed	Plus 6	Minus 6
Attacker is assaulting up a slope	Minus 3	Plus 3
Attacker is assaulting across a stream	Minus 3	Plus 3
Attacker lost an increment due to defensive fire	Minus 3 for each	
Elite Infantry inflicts a greater reduction for each loss (see special unit types)		

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INFANTRY MELEE VALUE MODIFIERS:

Condition	Modification to the Value:	
	<u>Attacker</u>	<u>Defender</u>
Defender is assaulted in flank	X 2	
Defender is assaulted in rear	X 1.5	
Defender is in Skirmish order		X .5
Defender is Disordered		X .5
Defender is Routed		X .33
Cavalry Charge 3 hexes straight	X 2	
Heavy Cavalry attacks Light Cavalry	X 2	
Cavalry Attacker is Tired	X .5	
Cavalry Attacker is Exhausted	X .33	
Cavalry Defender is Tired		X .5
Cavalry Defender is Exhausted		X .33
Cavalry Attacker vs Carre	X .5	
Cavalry Attacker across a stream hexside	X .66	
Infantry Attackers vs Defender in Carre	X 1.5	
Infantry attacking across a stream hexside	X .66	



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MORALE LEVELS

Consult the Morale Levels contained below. This chart sets a threshold, at the hour, to check the condition of the organization based on the number of battalions PGD or eliminated. Cavalry and Artillery don't count against this total and are not affected. Usually those affected by morale levels are corps or wing sized organizations

The French are well defined corps and their battalions are listed.

French Imperial Guard	4 Battalions		
Level 1	1 battalions lost or routed		minus 0 to all morale rolls
Level 2	3 battalions lost or routed		minus 3 to all morale rolls
French IV Corps Soult	32 battalions		
Level 1	6 battalions lost or routed		minus 3 to all morale rolls
Level 2	13 battalions lost or routed		minus 6 to all morale rolls
Level 3	19 battalions lost or routed		minus 9 to all morale rolls
French VI Corps Ney	16 battalions		
Level 1	3 battalions lost or routed		minus 3 to all morale rolls
Level 2	7 battalions lost or routed		minus 6 to all morale rolls
Level 3	10 battalions lost or routed		minus 9 to all morale rolls
French Reserve Corps Lannes	27 battalions		
Level 1	5 battalions lost or routed		minus 2 to all morale rolls
Level 2	11 battalions lost or routed		minus 4 to all morale rolls
Level 3	16 battalions lost or routed		minus 6 to all morale rolls

The Russians divisions are divided up and relocated within command structures. Thus, the scenario morale levels are based on the following tables

Scenario Three (Russians)			
Level 1	16 battalions lost or routed		minus 4 to all morale rolls
Level 2	31 battalions lost or routed		minus 6 to all morale rolls
Level 3	47 battalions lost or routed		minus 9 to all morale rolls

Scenario Four (Russians)			
Level 1	10 battalions lost or routed		minus 4 to all morale rolls
Level 2	20 battalions lost or routed		minus 6 to all morale rolls
Level 3	30 battalions lost or routed		minus 8 to all morale rolls

Scenario Five

The Russian Guard is not effected by the army morale levels and has its own morale level

Reserve (Kaminski / Life Guard)	24 battalions		
Level 1	5 battalions lost or routed		minus 2 to all morale rolls
Level 2	11 battalions lost or routed		minus 4 to all morale rolls
Level 3	16 battalions lost or routed		minus 6 to all morale rolls

Use Scenario Three and Scenario Four unit counts for troops north or south of the Alle River

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Dusk and Night Operations

The battle of Heilsberg continued into the night. There was considerable activity by the French as the darkness closed in.

Dusk Operations— 20:40 until 22:00

Artillery medium and long range, is reduced by 2 hexes

Infantry's ability to form Carre is reduced to three hexes

Night Operations – 22:20 until 24:00

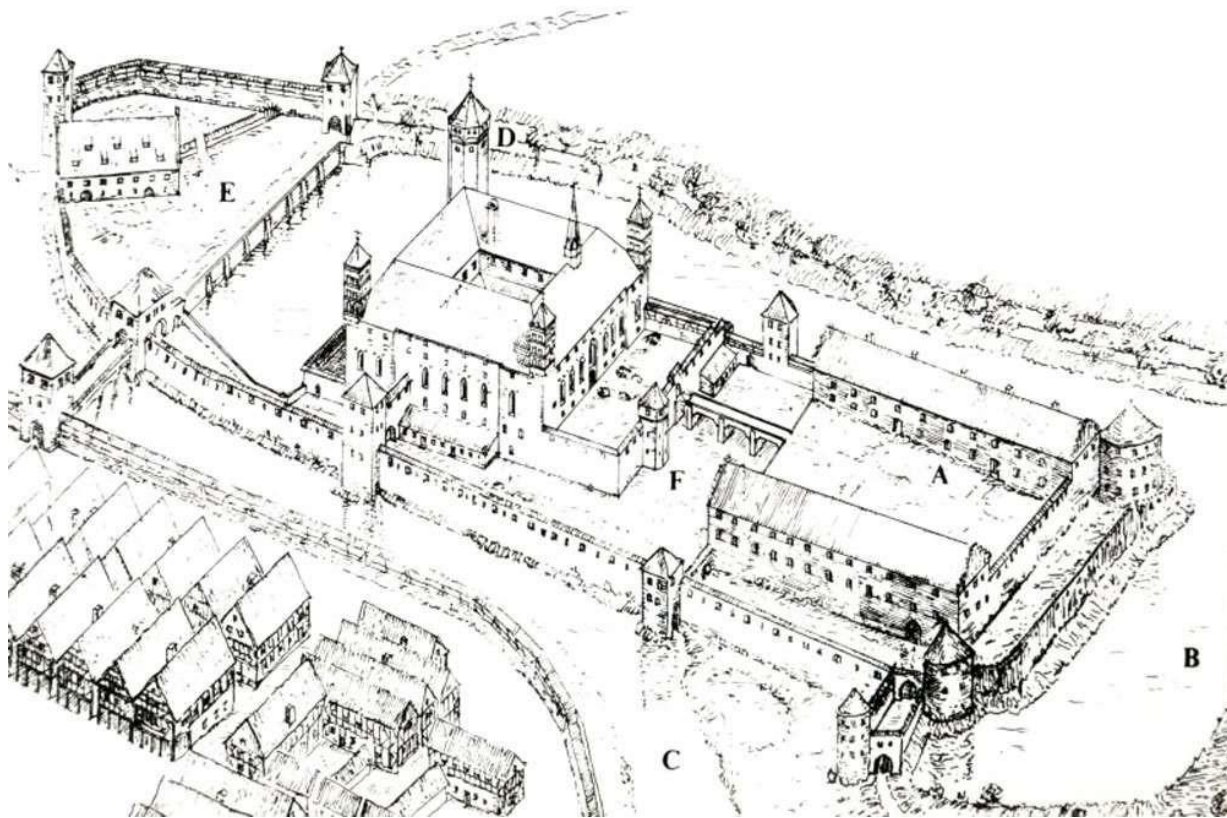
Infantry offensive fire odds are reduced by one column, 2 to 1 becomes 1 to 1

Infantry movement reduced by 2 hexes.

Artillery only may fire medium and short range. Medium fire odds are reduced by one column

No cavalry charges or opportunity charges and their movement is reduced by 5 hexes

Bishop's Castle (Schloss)



In Prussian times, the residence was used for barracks, a hospital and warehouse.