Battle of La Rothiere – 1 February 1814
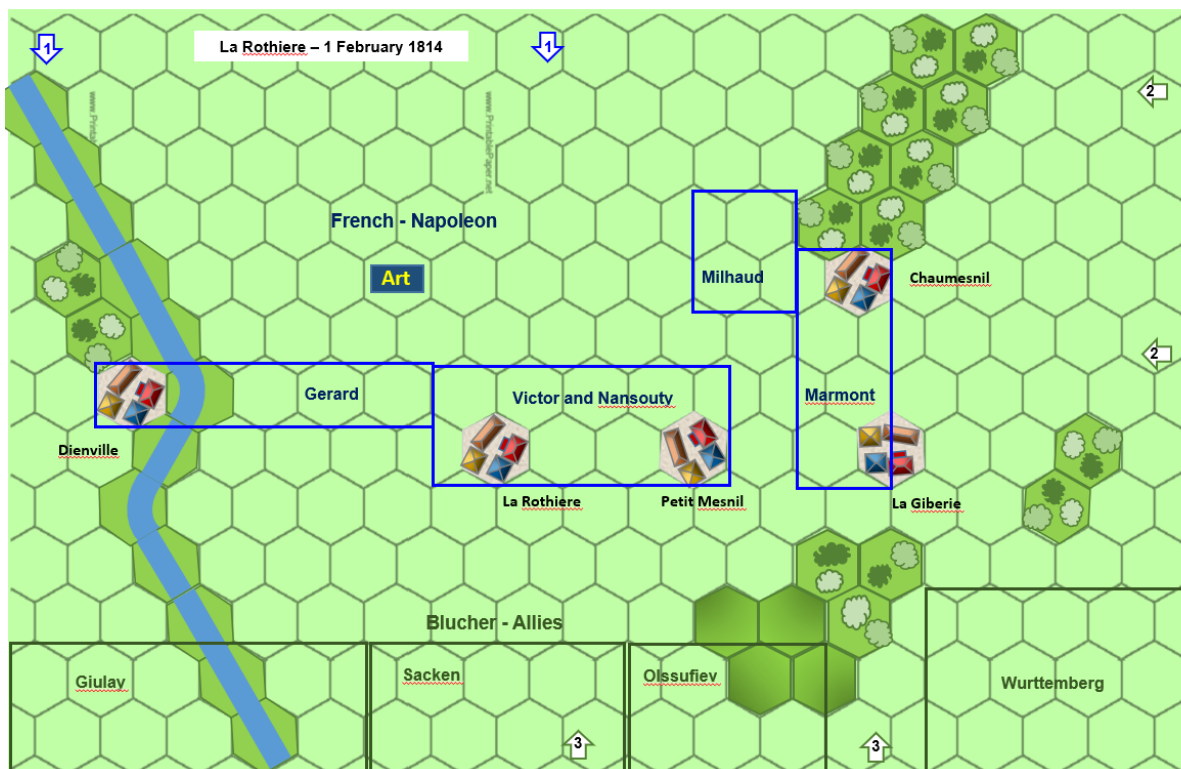
Standard Map Symbols

Symbol	Meaning	Symbol	Meaning
	River/stream		Impassible mountains
	Hillside		Woods on a hilltop / Woods on the flat
	Hill top		Towns
	Rough Ground [fields, vineyards etc]		Defensive Works
	Impassable cliff edges		Major River
	Swamp		Bridge

Note: Only full hexes can be entered by stands

Background

The Allied Nations have invaded France.   On 29 January Napoleon defeated the Army of Silesia at Brienne. But the Allied armies are closing in on his position in overwhelming numbers. Prussian Marshal Blucher has been given command of 4 Army Corps to attack Napoleon.   Realising his exposed position is untenable Napoleon determines to pull back but finds himself forced to fight.

French Units	Corps	Elan	Traits							Move
Napoleon – Legend, Good Staff Work			**Overall Commander** **Units 26 - Morale 13**							
Ney [Inspiring]	**YGd**		**Young Guard [Turn 10]**							
Young Guard x 2	YGd	7	Shock, Steadfast, Art attached							2-1
Young Guard x 4	YGd	7	Shock, Steadfast							2-1
YGd Light Cavalry x 3	YGd	7								4-2
Foot Art	YGd	Foot		5	4	4	3	2	2	2-1
Marmont [Vigorous]	**VI**		**VI Corps**							
Line x 1	VI	6	Sk, Art attached							2-1
Line x 2	VI	6	Sk,							2-1
Light Cavalry x 1	VI	5								4-2
Victor	**Vic**									
Line x 1	Vic	6	Sk, Art attached							2-1
Line x 2	Vic	6	Sk,							2-1
Gerard	**Ger**									
Line x 1	Ger	6	Sk, Art attached							2-1
Line x 3	Ger	6	Sk,							2-1
Nansouty	**GdC**		**Old Guard Cavalry**							
Guard Light Cavalry x 1	GdC	7								4-2
Guard Heavy Cavalry x 2	GdC	7	Shock							4-2
Milhaud	**CR**		**Cavalry Reserve**							
Light Cavalry x 1	CR	5								4-2
Dragoons x 2	CR	6								4-2
Drouot [Artillery]	**AR**		**Artillery Reserve**							
Heavy Artillery	AR	Heavy		6	5	5	4	3	3	2-1

Allied Units	Corps	Elan	Traits	Move
Blucher			**Overall Commander, Legend, Mobile** **38 Units - 19 Morale**	
			Army of Silesia	
Sacken	**VI**		**VI Corps**	
Russian Line x 3	VI	6	Steady, Art attached	2-1
Russian Line x 5	VI	6	Steady	2-1
Olssufiev	**IX**		**IX Corps**	
Russian Line x 1	IX	6	Steady, Art attached	2-1
Russian Line x 2	IX	6	Steady	2-1
Light Cav x 2	IX	6		4-2
Cossack x 2	IX	4		
			Army of Bohemia	
Crown Prince	**Wurt**		**Wurttemberg - IV Corps**	
Line x 1	Wurt	6	Art attached	2-1
Line x 2	Wurt	6		2-1
Light Cav x 2	Wurt	6		4-2
Giulay	**III**		**Austrian III Corps**	
Advance Guard x 1	III	6	Sk, Mixed	
Line x 2	III	6	Art attached	2-1
Line x 3	III	6		2-1
Light Cav x 2	III	6		4-2
Wrede	**Bav**		**Bavarian Corps [Turn 13]**	
Line x 1	Bav	6	Art attached	2-1
Line x 3	Bav	6		2-1
Light Cav x 2	Bav	6		4-2
Barclay de Tolly	**RES**		**Reserve [Turn 15]**	
Grenadier x 1	RES	7	Shock, Steadfast, Art attached	2-1
Grenadier x 1	RES	7	Shock, Steadfast	2-1
Heavy Cavalry x 2	RES	7	Shock	4-2

Allied	1	3	5	7	9
French	**2**	**4**	**6**	**8**	**10R**
Allied	**11**	**13R**	**15R**	**17**	**19**
French	**12**	**14**	**16**	**18**	**20**
Allied	**21**	**23**	**25**	**27**	**29**
French	**22**	**24**	**26**	**28**	**30**

Scenario rules

Organisation

The French have 6 corps for activation purposes. The Allies have 6 corps. Drouot's artillery reserve can be activated as part of any command.   [Optional Rule: Historically the Bavarian Corps and the Reserve were not placed under Blucher's direct control, he cannot use his Mobile skills or any direct activation of units in those corps. The Morale total for the Allied army breaking point takes into account his lack of direct command over those corps and drops to 17].

Terrain

The small hill blocks visibility for units on the flat if it is between them and other units on the flat. It confers no combat benefits and a unit on a hill hex can see over all other hill hexes.   The river is fordable.   The towns are all urban areas for combat purposes.

Weather

The weather was snowy and foggy with limited visibility for much of the day.   Artillery batteries can fire a maximum of 4 hexes.

Set Up

Units are set up anywhere in their corps deployment area including half hexes at the side of a their deployment box [but not the half hexes at the edge of the board, these are always off limits]. When valid half hexes are in the deployment zones of two corps either corps can be deployed in that hex.   Although they can be occupied, no one can be in garrison status in the towns at the start of the battle. The French deploy first.   No units deploy in reserve starus.

Reinforcements. The reinforcements arrive between the marked reinforcement numbers, including the hexes the numbers are in.   Only the French Young Guard reinforcements arrive in reserve status.

The hex that reinforcements arrive in is the first hex of a two hex move as per normal reinforcement rules. They arrive in the Status Phase and no Momentum points are required to bring them on. They can be brought in on any hex in the reinforcement area they are assigned to. As per the rules they will push back any enemy stands they come into contact with. However, in this scenario an arriving unit cannot move adjacent to an enemy stand that is garrisoning a town

Allied Reinforcements
Turn 13 -Wrede R2 hexes
Turn 15 - Barclay de Tolly R3 hexes.

French Reinforcements
Turn 10 – Ney with Young Guard R1

Victory Conditions. Breaking the other side within 30 turns.   If neither side breaks then the side which controls the most urban areas wins.   Any other result is a draw.