

# THE ARMY BUILDER

## 1. Choose a Theatre

## 2. Choose a Nationality

Austria  
Britain  
France  
Prussia  
Russia  
Spain



## 3. The Core List

## 4. Support Choices

## 5. Roll Subcommanders

*Lasalle* may be played using historical scenarios of varying size. Players are encouraged to create their own new scenarios and share them on the HONOUR website's "Scenario Wiki."

*Lasalle* is also an ideal game for two players, each commanding a small army. It can be played in real-time (2-3 hours) on a relatively small table. It lends itself to competitive, tournament, or friendly pick-up games. Much of the fun of *Lasalle* involves choosing an army, then customizing it to your preferences. This "Army Builder" allows players to build historically-based army lists, but to play against potentially any opponent with any other list, even the same one.

Using the Army Builder, players may create armies from one of six major powers (**Austria, Britain, France, Prussia, Russia, and Spain**), for the period 1805-1815. Armies created with this system are "official" lists, approved for tournament play.

Would you prefer to create an army from the earlier Revolutionary or Consular periods? Or perhaps from the North American, Middle Eastern, or Balkan theatres of war? Or perhaps you'd like to collect an army list comprised entirely of a "minor" power like Bavaria, Saxony, or Naples? If your favorite army doesn't have an Army Builder section in this book, I can assure you that subsequent lists will appear in the months ahead on the HONOUR website. Whether they become "official" for tournament play will be up to the organizers in each case. But they will always be free, and available to everybody. **You will never have to buy any supplements to play *Lasalle*.**



A British square holds steady against French cavalry attacks

While Napoleonic tables of organization often look rigid and homogenous on paper, the truth is more subtle. Once in battle, commanders generally did their best to assemble effective combined arms teams to accomplish their goals. An infantry attack often stalled when charged by enemy cavalry, which prompted a commander to throw in friendly cavalry to drive them off and resume the infantry advance, which prompted the enemy commander to bring up some reserve infantry, and so on.

Leaders often drew upon units from various forces to fight in a section of the field. As large battles wore on, forces were increasingly intermixed. One sometimes finds the commander of an infantry division, like Friant at Austerlitz, assuming or being given command over heavy cavalry units detached from reserve corps. At Borodino we find Barclay, Eugène, and Murat all forming impromptu or ad-hoc formations by scraping

together elements of battered units and reserves from various divisions and corps. Vandamme “stole” a few of Wrede’s Bavarian battalions in the midst of the battle of Abensberg, while across the field on the Austrian side, Hiller commanded men who weren’t technically part of his corps, either. At the battle of Raszyn an Austrian brigadier countermanded an order and sent another brigadier’s infantry into action to reinforce an attack. The examples are literally endless.

Although, for the sake of wargaming convention, we use the term “Army List” here, a more accurate way to describe what you are building is: **a moment in battle**. This is what *Lasalle’s* army lists depict. You are that commander on the scene. Perhaps some of the troops on the table are “yours,” and perhaps the others are from nearby units, but you happen to be the ranking officer on this field, and you have a job to do.

## The Basic Steps of Army Building

### Choose a Theatre

The game divides the Napoleonic Wars into five **Theatres** which represent certain periods or campaigns. These are not perfectly chronological. For example, the Peninsula theatre overlaps the Empire and Liberation theatres, but stands apart because of its very different antagonists and campaigns.

Choosing a theatre places limitations on what nationalities a player may choose for his army. For example, the Russian army participates in the Conquest, Empire, and Liberation theatres, but not in the Peninsula or Hundred Days theatres.

The choice of a theatre often determines the choices and values of units in an army. For example, the Prussian army that is available in the Conquest theatre is very different from the Prussian army of the Liberation or Hundred Days. It has a different structure, different allies, and different kinds of units.

### The Five Theatres

**Conquest (1805-07)**

**Empire (1808-12)**

**Peninsula (1808-13)**

**Liberation (1813-14)**

**Hundred Days (1815)**

### Choose a Nationality

If the nationality of your choice is available in the theatre you have picked, you will see columns labeled with those theatre names on its army list page(s). For example, the French fight in all five theatres, but the Russians are not available in the Peninsula theatre, and the Spanish are not available in the Hundred Days, and so on.

### Advanced Rules in Play

In all Army Builder games, **Officer Tactics and Casualties** and **Creating Irregular Units** are in use. Additional advanced rules in use are specified on each army list.

### Choose a Core List

Each nationality allows for at least one basic army type, listed at the upper-left of the army list page(s). The army types generally have names that suggest a higher-echelon formation. For example, a French player may choose one of two army types: Infantry Division, or Guard Division.

Not all army types are available in all theatres. Cross-index the army type with the column for the theatre. If a box appears with units listed in it, then that box describes the **Core List** for that army in that theatre. The core list is non-negotiable. If you choose that army type, **you must begin with a commander, a subcommander, and everything shown in the core list**.

Core lists can change from theatre to theatre. A French infantry division, for example, has a different composition in the Peninsula, than it does in the Liberation theatre. If the box showing a core list stretches across multiple columns, it means that core list is available in all of those theatres, and is the same in each case.

## The Attacker's Bonus

Every core list has a unit or units that are printed in ghosted grey italics. These units, **and an extra subcommander**, are added to the core list only if the player is the attacker in the game.

## The Support Choice

To finish your army list, you now have to make a choice about the origin of the remainder of your troops. Do they come from the same higher-echelon unit (usually a corps)? Are they allied troops of a different nationality, attached to your command? Or do they represent troops from another corps, arriving on the field later?

*Lasalle* uses the generic term “brigade” to describe a support choice, even though it might not represent an historical brigade. There are three types of support choices: **Organic**, **Reserve**, and **Allied**.

Players must agree beforehand how many support choices each army will be allowed. For small tables and short tournament-style games, it is best to limit each army to only one support choice. For larger tables and players with more time and miniatures, two or even three could be allowed.

If players are allowed multiple support choices, they may divide them in any way they please: all of one type, some mixture of two or all three types, etc. Although it might not be historically accurate to allow a division to have three different allied brigades in support, corps and divisions of multiple nationalities were not completely unheard-of in the early war period, and grew increasingly common as the war went on.

As with the core lists, not all support choices are available to all army types in all theatres. It is necessary to cross-index the army type with the theatre, to find the boxes listing what sorts of supporting brigades are available in each case. The same is true with allied brigades. As the political combinations shifted during the Napoleonic Wars, some nations lost or acquired alliances.

## Support Choices and Setup

Organic and allied brigades are available at game-start, as a normal part of your army. Reserve brigades arrive later in the game, as reinforcements (see page 91.)

## Supporting Brigades

Each nationality has a **Compositions** section, in which the compositions of each supporting brigade are described. **Each supporting or allied brigade includes one subcommander.**

If playing a game in which you may take two or more support choices, the symbol **①** designates those brigades which may not be chosen more than once.

If a plus-symbol in parentheses **(+)** appears beside a unit's name, it signifies that the unit(s) are **Large**. Otherwise, the unit is small.

## Allied Brigades

Some major powers may include supporting brigades from minor state allies in their lists. Following the army lists for the six major powers, each minor state has data for unit values and compositions. If you have chosen an allied brigade of that nationality, you may pick any one brigade composition listed. (*If you were building a French army list with a Polish allied brigade, you would consult the Duchy of Warsaw (Polish) section of this chapter, where you would see two choices for brigades: “Infantry” and “Light Cavalry.” You could choose one of these for your Polish allied brigade.*)

Allied brigade availability is always dependent upon the theatre of the core army. For example, if the core army is in the Empire theatre, then any allied brigade chosen must be composed of units available in the Empire theatre, and its units will use the values listed for them in that theatre.

## Generate the Subcommanders

All army lists have one commander, either one or (if attacking) two subcommanders in the core list. Prior to setup, a player must create forces by assigning core units to the subcommanders. Each subcommander must command at least two units.

A support brigade already is one force, with its subcommander assigned.

Once the forces have been established, players must roll to determine the vigor and tactics ratings of their subcommanders. Each nationality has its own tables for this. A subcommander of an allied brigade rolls according to his own nationality (*in the example above, the French player would roll for his Polish subcommander separately, using the subcommander tables at the end of the minor states section of this chapter.*)

## Unit Values

The final section of each nationality's army builder is the table of **Unit Values**. Each unit type is cross-indexed with the army's theatre. In some cases, a unit's values do not change across any number of theatres. In other cases, different theatres result in very different unit values. If no information appears, then that unit type is not permitted in that theatre.

When crafting historical scenarios, players are always free to adapt the unit descriptions to whatever they need for the actual battle. Several of the army lists include data for units that do not appear as options in the army builder. (*The Austrian Unit Values section, for example, contains entries for “1809 Conscripts” and “Insurrection Cavalry.” Neither of these units appears in the Army Builder options for a tournament list. The values are included simply to aid players in creating historical scenarios.*)

The information for each nationality is organized into four sections:

1. **Army Lists**
2. **Compositions**
3. **Unit Values**
4. **Special Rules**

The diagram below is a reduced-size excerpt from the French army lists. It shows the core and support choices for the two French army lists (Infantry Division and Guard Division) across two theatres.

**Core List**

This is the core list for the "Infantry Division" army type in the Liberation theatre. Remember that it includes the commander and one subcommander.

**Attacker's Bonus**

*(units listed in italics)*

Remember to add a subcommander if attacking.

**Organic Support**

(Note that a Conscript Infantry brigade may be chosen as organic support in Liberation, but not the Hundred Days.)

**Reserve Support**

(Note that a Dragoon brigade does not change when used in either theatre, whereas a Cuirassier or Lancer brigade does.)

**Allied Brigades**

(Note the different options by theatre.)

Theatre

**Liberation  
(1813-14)**

**Hundred Days  
(1815)**

1 Veteran Infantry	6 Veteran Infantry
6 Conscript Infantry	1 Divisional BTY
2 Divisional BTYs	2 <i>Veteran Infantry</i>
3 <i>Conscript Infantry</i>	

6 Young Guard Inf.	5 Young Guard Inf.
2 Divisional BTY	1 Divisional BTY
2 <i>Young Guard Inf.</i>	2 <i>Young Guard Inf.</i>

**Organic Brigades**

Light Cavalry (1813)	Light Cavalry
Conscript Infantry (1813)	Elite Infantry
	Veteran Infantry

Young Guard Infantry

**Reserve Brigades**

Cuirassier (1813)	Cuirassier
Dragoon	
Lancer (1813)	Lancer

Old Guard Infantry

Guard Cavalry (1813)	Guard Cavalry
Cuirassier (1813)	Cuirassier

**Allied Brigades**

Bavarian	(none)
Confederation	
Danish	
Italian	
Neapolitan	
Polish	
Saxon	
Westphalian	
Württemberg	

Army Type

**Infantry  
Division**

**Attack +1**

**Guard  
Division**

**Attack +3**

**Army List  
Modifier**

(see page 87)

**Infantry  
Division**

**Guard  
Division**

**Infantry  
Division**

**Guard  
Division**

*Lasalle* includes unit values for virtually every kind of unit that fought in the Napoleonic Wars from 1805-1815. This is done to assist you in creating historical scenarios. The Army Builder, however, allows you to create customized army lists only for six major powers during the period 1805-1815. In other words, although you can find information on the troops of the Grand-Duchy of Berg, you can't build a "Berg Army List." (*Sorry, I know that Berg was the one reason you bought this game.*)

In the months and years to come, new Army Builder supplements will be released on the HONOUR website, enabling players to create competitive army lists for a wider variety of states.

### Are the Army Lists Balanced?

Wargames traditionally make some attempt at providing balanced forces for competitive or tournament play, or the random "pick-up games" at clubs where each person brings an army and then plays against whomever else is available. I decided early in the design process that *Lasalle* would have army lists, and that they would not be based upon spending arbitrary numbers of points. Rather, players are allowed to construct small armies based upon the historical limitations typical of their nationality during a particular time and place in the Napoleonic Wars.

During playtesting we experimented with different ways to balance army lists. At first glance, for example, a Russian Guards division might seem obviously advantaged, until you read the fine print of the "Send in the Guards" rule, which requires you to win decisively in order to win at all. At the other end of the spectrum, a Spanish army might seem an unwise investment until you consider the many interesting advantages they gain from fighting on their home turf, with superior intelligence and time for preparation.

Despite a great deal of thought and playtesting, the army lists make no claim to being perfectly "balanced" or "fair." No lists or points system can address the most fundamental question about game balance: your own playing style.

### Are the Army Lists Historically Accurate?

The army list choices don't always match the "official" or paper-strength sizes of historical regiments... and neither did the units in real life. A glance at any order of battle will reveal that the exception often *was* the norm. A French brigade might comprise the 3rd and 4th battalions of a Ligne regiment, one battalion from a Légère regiment, and a "march battalion" consisting of the fusilier companies from three battalions of three different regiments, whose combined strength totalled 1,100 men. Historical unit compositions were rarely as clear or tidy as wargamers want them to be. When using the Army Builder, we are primarily concerned with balance, so if you feel that your regiments are understrength or don't have the right number of battalions or squadrons, then chalk it up to the usual causes: stragglers, attrition, and detachments.

Furthermore, the army lists don't allow you to recreate every possible army matchup of the Napoleonic Wars. There is no list, for instance, for the Prussian contingent in French service in Russia in 1812. Astute Napoleonic buffs might take umbrage at the inability to field Cuirassiers in a French peninsular army, despite the presence of one regiment in Suchet's army after 1810. When a minor state served on more than one side during a particular era, I made a choice to place it in one theatre and not another. Thus the Saxons, for example, are a Prussian ally in the Conquest theatre, even though they switched sides at the end of that period and fought for the French in 1807, and they're a French ally in the Liberation theatre even though they switched sides again in the midst of that campaign. The British lists focus upon the Peninsula and the Hundred Days, to the exclusion of the South American landings, the Danish and Baltic operations, the British involvement in Naples, or Walcheren, and so on. Some nationalities provide unit values for theatres other than those for which you may build armies. The Austrians, for instance, have unit values for the Hundred Days, to assist you in creating scenarios. But you can't build an Austrian Hundred Days army for tournament play.

Troops that were introduced in the middle of a period appear in that theatre, and this might result in some ahistorical match-ups: French lancers, for instance, who didn't appear until 1811, might face-off against an 1809 Austrian army. But since the purpose of army lists and competitive play is to allow for any and all players to find opponents, we need not take such concerns too seriously. If you want to adhere absolutely to historical limitations, then create and play historical scenarios.

There are a number of assumptions built into the support choices, not all of which might be obvious at first glance. Why, for instance, would adding another infantry brigade result in also adding a battery of heavy reserve artillery? This represents your concentration on fielding a large infantry force – probably at the spear-point of your corps, or at least in the thick of it, so the corps commander is more likely to have deployed the heavy guns in support of your efforts. Or perhaps you *are* the corps commander, directing this division personally.

The purpose of these lists is not to encompass every possible exception, but rather to establish rules guiding play. There will always be room for exceptions and variants on the HONOUR website. Each player should collect the army (A) that he enjoys painting and looking at; and (B) whose particular strengths match well to his own inclinations as a tactician. At the end of the day, you have to *like* your army.