

The Basic 16-Turn Game Length

The basic 16-Turn game (eight turns for each player) was a compromise based on averaging the table and figure sizes that players would use. We assume here a 4'X6' table, and a BW of 1.5" or 40mm.

But if you're using a bigger or smaller table, and/or different figure sizes, you may wish to adjust the number of turns. For example, if your BW is 1", then you'll need to have more turns, or the Attacker won't have time to reach the Defender... unless you're also using a very small table.

So I leave this to you: adjust the number of turns in your games to suit your table and figure size. The rule of thumb should be: an attacker with infantry units in March formations should be able to move approximately to the defender's musketry range by the end of Turn 3 (the attacker's second turn).

How Do I Win with the Guard Lists?

The French and Russian Guard army lists are restricted by the "Send in the Guards" rule, which requires them to win decisively in order to win at all. That means: breaking your enemy's morale and still having enough cavalry to pursue him. In a small game with only one support choice, this is very difficult, nearly impossible for the small numbers in a Guard list.

If you're playing a larger game with two or three support choices, it works fine. In fact, one of our playtesters had a Russian Guards army with two support choices that clobbered the poor French. But if you want to play the French or Russian Guards in a small game, I recommend the following play-balance change for "Send in the Guards":

The Guard army wins if it breaks the enemy morale and either (A) pursues, or (B) holds the objective at game's end.

Allied Reserve Brigades

The supplementary minor states Army Builders (available on this website) introduce the concept of "Allied Reserve" brigades; that is: forces from a different nationality that are allied brigades, but which enter as Reserve brigades; i.e., as reinforcements.

In *Lasalle*, as per page 95, all allied brigades may start on the board, as if they were Organic support choices. This was a simplification to keep the Army Builder from becoming too cluttered with rules and exceptions, but tournament organizers may want to take note that it does open some loopholes for Über-Gamers who are trying to max-out the most perfect army list. For example: you can't have a French infantry division start the game with a cuirassier brigade. That's a Reserve choice. Ahh... but if you choose a French "Empire" theatre division, then you can choose a Westphalian cuirassier brigade, which is just as good, and because they're allied, you can start the game with them!

I did not want to clutter the rules with a million exceptions for what sort of allied brigade is Reserve-only in which theatre, with which "parent" force. (After all, the Westphalian cuirassiers might be Reserve-only for a French infantry division during the Empire, but might conceivably be an at-start force for the French Guard in that same theatre.)

So I recommend the following measures for tournament organizers, although obviously you are free to set your own army rules for your tournament:

- * If your tournament allows each army more than one Support Choice, then impose a limit of only 1 Allied brigade per army.
- * If you want to get more specific, here are some suggested guidelines:

All allied brigades may start the game on-board, as per the normal rules, with the following exceptions/clarifications:

- The Saxon cavalry brigade (1806) may start on-board as a Prussian ally. The Saxon cavalry brigade in the Empire and Liberation theatres is a French ally; it is a Reserve choice for a French infantry division; but may start on-board with a French guard division.

- The Polish and Westphalian cavalry brigades are Reserve choice for a French infantry division; but may start on-board with a French guard division.