

# Additional Optional Rules for *Lasalle* (as of 27 May, 2010)

## What am I Supposed to do with This?

*As promised on page 2 of Lasalle, this website will provide “new optional and advanced rules” for ongoing play. All games evolve over time, as people come up with new alternatives and ideas for enhancing play. This is an evolving compendium that you should consider “approved house rules” in the OPT category of “Advanced Rules,” as per the book (page 71). As with all OPT rules, both players must agree before the game whether or not they will use them.*

## Can I Contribute my own House Rules?

Yes. The first step is to make sure you’ve played the game, as written, enough to be fluent in the existing rules and to understand the ramifications of changing them. Then if you and your friends have tried a house rule and liked the way it worked, or felt that it added something useful, tell people about it on the Forum. When others have had a chance to discuss it and test it, we can include it here.

## Forming Line by Platoons (OPT)

*All armies drilled their infantry to deploy from columns into lines, since that was the most common fighting formation. Every drill manual offered systems by which one company or platoon (usually at the front of the column) halted, while the others filled out the line to its left, or right, or sometimes both. In other words, the line formed perpendicular to the march column it had come from.*

*But it was also possible to form a line in more or less the same space that the column had existed, by wheeling each platoon 90 degrees to left or right. This was a more difficult proposition, since it required some preparation. It had to be done from an “open column,” for instance, with enough space between the platoons for the companies to wheel neatly into the gaps. In a sense, it was a maneuver from an earlier age, the 18th century, when armies had been smaller and more linear.*

### 1. Begin in March Formation

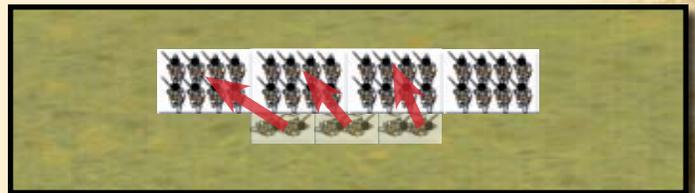
To deploy into line using this optional rule, an infantry or cavalry unit must begin its Activity Phase in March formation.

Turn the first base in the march column 90 degrees to the left or right. It must end perfectly perpendicular to the other bases.



### 2. Rotate the Other Bases

The other bases of the unit now line up, extending in the direction whence the column came.



Unless you’re using perfectly square bases, the line will end up having a longer footprint than the column had. This doesn’t matter, as long as you obey all the normal rules about formation changes on page 25.

### 3. Additional Restrictions

This formation change is more difficult and time-consuming than the normal deployment of companies into a line. Consequently, even though you must begin in March formation, it counts as “Begin in Other” on the Formation Change Table, when determining how much movement your unit has remaining after making the change.

# Obstacles: A Simpler Alternative Rule (OPT)

Rules for obstacles are always fraught, because real units don't have "movement allowances"; they're in motion, always in the process of moving across. But because we have to pick up our models and put them down, we end up with these problems. So I ask your gentlemanly indulgence and common sense. It's important not to make obstacles "death traps" that prevent all normal game activities, because that will result in silly tactics. But they still need to be a bit of a nuisance and present some danger.

The rules for Obstacles in Lasalle are primarily found on page 29. They require units to cross the obstacle completely and not end "on" it, thus expending one full move. This is fine in most cases, but raises questions in unusual cases, such as: what if you hit the obstacle at a weird angle, and getting "across" it would result in a longer move than your formation normally allows? Or, what if part of an enemy unit is less than 1 BW behind the obstacle and there is not enough room to get all your bases across into the dead zone between you?

The problem, of course, is knowing which unlikely things to write rules about, and which to leave alone and let the players reason out. There is simply no way to write a compendium dealing with every possible game situation, and nobody would want to read it anyway. But for competitive or list-based games, I recommend the following simplification of the Obstacles rules that will hopefully cover all common and uncommon contacts.

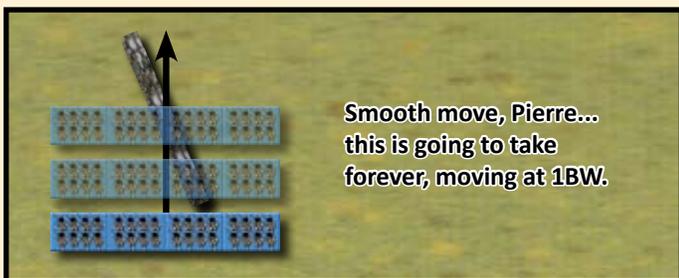
## 1. Treat the obstacle as Rough terrain

Rather than stopping upon contact and then taking a full move to cross, simply treat the obstacle as a thin strip of Rough ground. Being immediately behind the obstacle when the enemy is attacking you, or shooting at you, still gives you cover. (As per the "Behind Cover" rules on p.22.)

Remember that *irregular* units do not use the Reduced movement allowances for rough terrain, and thus neither for an obstacle.

## 2. You can end your move "sitting on" the obstacle

Depending upon your formation, the size of the obstacle, and the angle at which you hit it, you might end your movement "on" the obstacle. Balance the figures as best you can to signify that. (Miniature bases don't like standing on hedges...)



## 3. Okay, I'm sitting on the obstacle... Now what?

A unit that starts its turn "on" an obstacle has to pay the movement penalties associated with rough terrain.

Being on the obstacle is a hindrance. No matter what angle enemy fire or attack comes from, your unit gets no bonus for cover as long as it is "on" the obstacle.

The Rough terrain penalties apply, no matter how many bases are actually on that obstacle. As long as the unit is even partially "on" the obstacle, it can't form square, for example. A regular unit on an obstacle is therefore in "Bad Terrain" in combat, and it suffers the -1 shooting penalty for firing while in rough terrain. An artillery unit can't fire if it's on an obstacle.



## 4. Can I Fall Back onto an obstacle? Advance onto one? Fall back or advance from an obstacle? Across one?

Yes to all of the above. In the same way you'd do so into or through rough terrain.

## 5. Okay, so this changes some stuff in the book, then? Is there any reason that I shouldn't use this alternate rule?

If you and your opponent agree to use this alternate rule, it supersedes the "Crossing an Obstacle" rule on p.29.

*The most obvious game effect is an advantage to the attacker, because presumably he's the guy trying to cross an obstacle to get somewhere in a hurry. This rule doesn't change anything, however, about the way a defender can use an obstacle as a covered position.*

## I'm With Stupid (OPT)

*Some players have expressed a desire for a rule that would force a "Dummy" (-1 Vigor and/or Poor Tactician) subcommander to hang around with more of his units. Because of the rule on p.20 that forces all units within his command range to apply his modifiers, some clever players have devised a ruse by which they send Brigadier Dummy off with one unlucky unit to go sit in a swamp somewhere out of harm's way, while the CinC takes over his whole force. Obviously this isn't always feasible. If you're defending, and in a constricted area, Dummy has to be somewhere. And most Lasalle games are relatively small, and most players don't want to sacrifice a unit doing nothing. Moreover, it would be very hard to write a cheat-proof rule that would require Brigadier Dummy to always be within range of X-percent of his units, without creating all sorts of complicated problems and exceptions. (There are, after all, many legitimate reasons the CinC might take over.)*

This simple rule can be used in tournament games, to force "dumyness" upon highly competitive players:

As per the normal *Lasalle* rules, the core units are part of one subcommander's force (or divided among two subcommanders, if you are the attacker.) Each supporting brigade is a discrete force, with its own subcommander.

If playing an historical scenario, forces and independent units will be noted.

The Commander's command range for independent units, and for all artillery from any force, is still 10BW. However, the Commander only has a command range of 4BW for all other units that belong to a force and a subcommander somewhere on the board.

*This should greatly diminish the utility of the Commander as an all-purpose babysitter for Dummies, and unless a player wants to keep his army in a tiny box, he'll have to give Brigadier Dummy some more responsibilities.*

## Impetuous Cavalry (OPT)

*Cavalry officers in certain armies had a particular reputation for aggressiveness, sometimes at the expense of good timing. The following rules add a bit of flavor to cavalry, but can have a dramatic effect upon the game.*

Prior to setup, when a player reveals his army list to his opponent, a player may declare that his cavalry units are **Impetuous**. If he does, then **all units of the following types** in his army are impetuous:

- \* Any British cavalry
- \* French Young Guard cavalry
- \* Any Prussian cavalry in the Conquest theatre
- \* Any Ottoman cavalry
- \* Polish Lancers, Hussars, and Chasseurs

A player may not pick out some qualifying units to be impetuous, and others not. He declares it for his whole army, and then all of the above-listed types are impetuous.

Impetuous cavalry may always Countercharge on a special discipline test of 2+, regardless of their discipline or their officer's Vigor.

At the start of their Activity Phase, prior to any movement for the units of that side, all impetuous cavalry that are eligible to charge, and have a possible charge target, must charge. They

are moved first, out of sequence. The moving player may choose from between multiple eligible enemy units, but the impetuous cavalry must charge somebody.

Impetuous cavalry will charge, even if they are out of command.

Once all impetuous charges have been moved, regular movement for that side resumes.

A player may attempt to prevent his impetuous cavalry from charging in that Activity Phase. Rather than moving it to charge, he may roll a Discipline Test. This is a normal test, modified by Vigor and/or by being out of command. If the test is passed, then the player may not charge with that unit, but instead may move it normally. If the test is failed, then the unit must charge immediately, as described above.

If a player chooses to use Impetuous Cavalry, then he is compensated in other ways:

- \* The Esprit of all Impetuous units is increased by one level, to a maximum of "Valiant."
- \* If a Reserve brigade includes impetuous cavalry, then a player may re-roll a failed reinforcement roll for that brigade. (In other words, he gets two chances each turn, to roll for their arrival as a reinforcement.)

## Changing Formation Near the Enemy (OPT)

*Some players have worried that it is too easy for a unit (especially a large unit) to make a formation change that would effectively move the unit farther than, and in a direction other than, it could normally move. If played skillfully, such "Bionic" formation changes could even escape the charge of an attacker. It is also possible for a very clever player, with a bit of luck and the right circumstances, to change into an inappropriate formation as a Reaction, and by doing so, "cheat" his unit out of most of the attacker's front, thus halving the attacker in combat.*

*These circumstances are generally rare, since they require the right combination of opposing units, open space, and luck on the dice. But still they're possible, and fall under the general, "Don't be a Turd" rubric.*

*I offer this optional rule with some reservations. Formation changes in Lasalle are indeed meant to offer opportunities for players to react tactically to an attacker, perhaps even to surprise or frustrate him. On the other hand, I understand that in a closely-fought tournament game between two experienced players, it is natural to look for every advantage offered by the rules, and that certain "cheesy" things sometimes happen. In that context, therefore, I offer these optional rules:*

When a unit changes formation within 4BW of enemy units, it must end the formation-change still within 4BW of at least one of those same enemy units.

When a regular infantry unit, contacted by enemy cavalry and only by cavalry, makes a "Change Formation" reaction, it may only change formation to a Square.

When a regular infantry unit, contacted by enemy infantry and only by infantry, makes a "Change Formation" reaction, it may only change formation to a Line or an Attack Column.

## Capturing the Baggage (OPT)

*This fun optional rule was suggested by Rafa on the Forum:*

For historical scenarios, players may create wagons representing baggage trains, for one or both sides. They are a sort of "mobile objective marker" that must start in one location of the board, and either must remain there, or (depending upon the scenario) must be safely escorted to exit off a particular point on the board.

The wagon moves as if it were a foot artillery unit, always limbered.

The wagon neither fires nor can charge the enemy. It has only one formation: limber. It does not block line of sight or fire. It may not be fired upon.

Friendly units may move through it, as they move through a limbered artillery unit.

Any enemy unit - regular or irregular - may charge the wagon, as long as that unit is eligible to charge (it is in a formation that permits it to charge, it is facing the right way, etc.)

In its reaction phase, the wagon may attempt a Fall Back, as if it were a foot artillery limber. It succeeds on a roll of 4+, but if attacked by enemy cavalry, it must re-roll a success, even if within 1BW of friendly infantry.

If it fails to fall back, then the wagon is automatically captured in the ensuing combat. Combat must be "resolved" against it, as if against any other unit, but the resolution consists simply of removing the wagon, advancing the enemy unit(s) that captured it 2BW, and awarding the captured Objective to the enemy.

Any enemy unit that contacted the wagon suffers 1DISR, unless that would break it. (The men are dispersed, plundering the loot.) The unit must then take a discipline test. If it fails, it is marked in some way, showing that it is disordered and still plundering.

A unit that is still plundering is considered "Out of Command" for the entirety of its side's next turn.

## Nobility Points (OPT)

*This is a Sneak-Peak of a rule that will be going in my next HONOUR game. If you'd like to use it for Lasalle, here it is:*

A player can do certain things during the game to accrue "Nobility Points." A player gets a Nobility point for:

- \* Granting his opponent a re-roll in the event of a bad roll.
- \* In the event of a contested rules interpretation or very close measurement, agreeing to his opponent's interpretation.
- \* Allowing his opponent to "go back in time" to an earlier phase of the same turn, to do something he'd forgotten to do in that earlier phase.
- \* Allowing his opponent to "take back" a move in the Activity Phase, after he had removed his hand from the figures.
- \* Allowing his opponent to ignore a required Officer Casualty Check. ("I wouldn't imagine shooting at you, Mon Général... that would be très gauche...")
- \* Allowing his opponent's unit a fractional "extra" movement, if he is just short of some desired movement.
- \* Anything else that the offering player can think of, and which the other player accepts.

When you offer any of the above to your opponent, he has the option to accept your offer (thus giving you a Nobility Point), or graciously refusing your proposal with a tip of his hat.

### Using Nobility Points

The player with the higher Nobility Score at the end of the game, shifts the level of victory one level in his favor, to a maximum of Decisive Victory.

For example, a drawn game becomes a Marginal Victory for him. A Marginal Victory for the enemy becomes a Draw. A Decisive Victory by the enemy is reduced to Marginal, and so on.

It is important to note that the effect of a battle is felt for days, weeks, perhaps years. But a gentleman's reputation is eternal, and thus his Nobility is the thing that counts most to subsequent generations, in remembering his record.

### "The Nobility Trap"

Alas, some clever players will doubtless try to subvert this rule into a form of entrapment. One might conceive of "graciously offering" something in a way that forces one's opponent into accepting it and thus scoring a point for you. There is, alas, no solution worth wasting ink and paper on, to deal with such an individual. The disdain of his peers, the lack of invitations to court balls, the termination of marriage prospects for his family, even the revolt of his servants will not dissuade such a man. I'm afraid you'll simply have to kill him.