

The Battle of Eselbach

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An Introductory Learning Scenario for *Lasalle* Second Edition

This scenario is a balanced and simple encounter for two beginning players. It provides an opportunity to learn the basic rules with a minimum of space and figures. All unit labels are included in this file; simply print and cut them out and affix them to your units.

This fictional scenario is set in the early days of the Danube campaign of 1809. The advanced guards of both sides have blundered into an encounter as they converge on the town of Eselbach.

Set Up the Table

Set up the table and terrain as shown at right. Each square represents 6BW, so if you use a BW of 2" (50mm), for example, then this is a 6' X 4' (1.8m X 1.2m) table. Eselbach is a single town base along the Esel "river" (a stream).

The French are the Blue side and the Austrians are the Red side. Their setup areas are shaded accordingly.

The French should place their baggage marker somewhere in square A1, not within 2BW of the table edge. The Austrians should do the same in square D6.

An objective marker is placed in the town.

Set Up the Armies

The French set up in the blue-shaded squares, the Austrians in red. The Austrians set up first. All infantry and cavalry units must start in March formation. All artillery units must start limbered.

All forces of both sides begin on-table. There are no reinforcements.

Since everybody starts the game in March formation, there is no skirmishing on the first turn, so roll a tiebreaker to determine which side will be active first.

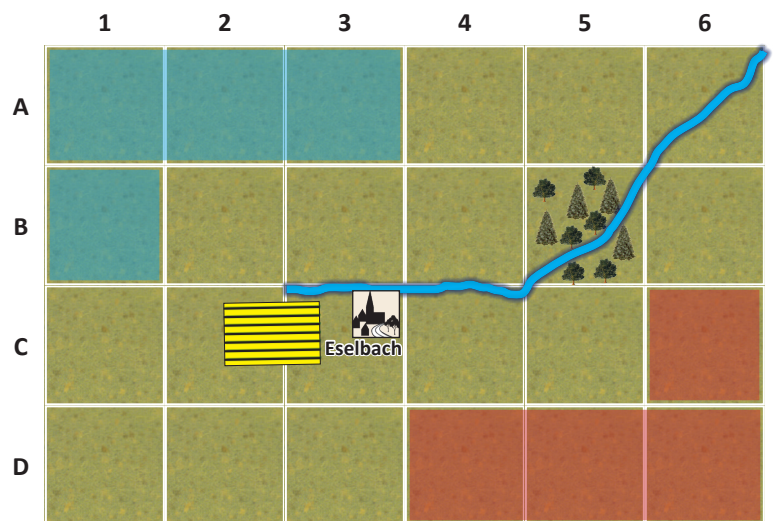
Winning the Game

The game has a length of 8 turns. Sudden death for either side is: 4 units. If neither side has won a sudden death victory by the status phase of the 8th turn, determine victory by VPs.

For simplicity's sake there are no points values on the units in this scenario. The VP for carnage is awarded to the player who broke the greater number of enemy units, regardless of their type or value.

A Note to Beginners

The French player has a significant advantage in skirmishing and will thus likely have more momentum than the Austrians. Their *Attack Columns* trait also makes it easier for them to get into action. The Austrians have a significant advantage in cavalry, and will need to use that to pin down the French, neutralizing those advantages.

















Terrain Key:
















French Order of Battle









Verlier's Brigade

1st / 34th Ligne						
 3						
6	5	4	3	2	1	
2nd / 34th Ligne						
 3						
6	5	4	3	2	1	
1st/ 61st Ligne						
 3						
6	5	4	3	2	1	
2nd/ 61st Ligne						
 3						
6	5	4	3	2	1	
Field Artillery						
2	1		4+			

d'Armagnac's Brigade


















1st / 16th Ligne						
 3						
6	5	4	3	2	1	
2nd / 16th Ligne						
 3						
6	5	4	3	2	1	
1st/ 23rd Ligne						
 3						
6	5	4	3	2	1	
2nd/ 23rd Ligne						
 3						
6	5	4	3	2	1	
Field Artillery						
2	1		4+			

Desoulle's Brigade
















4th Hussars						
						
6	5	4	3	2	1	
9th Hussars						
						
6	5	4	3	2	1	
Horse Artillery						
2	1		4+			

Austrian Order of Battle






Kretschmann's Brigade

1st / 3rd Grenz	
 3	
6 5 4 3 2 1	
2nd / 3rd Grenz	
 3	
6 5 4 3 2 1	
1st / Inf. Regt #15	
 2	
6 5 4 3 2 1	
2nd / Inf. Regt #15	
 2	
6 5 4 3 2 1	
2nd Cheveauleger	
	
6 5 4 3 2 1	
Light Brigade Battery	
2 1	 

Senfknödel's Brigade

1st / Inf. Regt #30	
 2	
6 5 4 3 2 1	
2nd / Inf. Regt #30	
 2	
6 5 4 3 2 1	
1st / Inf. Regt #32	
 2	
6 5 4 3 2 1	
2nd / Inf. Regt #32	
 2	
6 5 4 3 2 1	
Brigade Battery	
2 1	 

Schimpffen's Brigade

2nd Hussar	
	
7 6 5 4 3 2 1	
5th Hussar	
	
7 6 5 4 3 2 1	
Cavalry Battery	
2 1	