



Principles of Basing

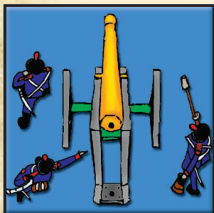
Lasalle is played with miniature figures mounted on **bases**. A number of bases comprises a game **unit**.

The game is indifferent to the size of figures you use or the number of figures you mount on each base. There is no prescribed or required base size for your figures but there are some general principles.

The game's formation, movement, and combat rules work best if your bases all have the same width. You should try to mount infantry and cavalry on a base that is not too "shallow." In other words, a square, or a "deep" rectangle is the general idea.

Artillery usually needs a deeper base than infantry or cavalry, simply to accommodate the gun models. Try to ensure, however, that **all** bases are the same width, or as close as possible.

The width of one of your bases will become one "**base width**" (BW), the game's standard of measurement. This is explained in detail in the next chapter.



15mm figures mounted so that their bases are equal in width.
Artillery bases often must be deeper because of the size of the gun models.



The General

Each player should have one General marker: a figure or diorama, mounted on a square base the same width as your other bases, i.e. 1BW.

The General is a marker. At the start of the game it is placed on the “Markers” box of your HQ. The General might be used during the momentum phase or the intervention phase. In the latter case he is placed somewhere on the table and returned to the HQ during the marker step of the status phase, unless he becomes a casualty.



Limbers

You will need a few limber bases. Each represents an entire artillery unit that is “limbered,” i.e. moving and not shooting.

A limber is a long base with a train of horses pulling a limbered cannon. Ideally it should be the same width as one of your artillery bases, and can be as long as the models require to look good.





Infantry and Cavalry Units

Unit Type

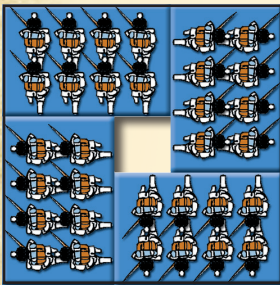
Bases are combined to make units. A unit is a group of bases that are always in base-to-base contact and always in some **formation**. There are four possible formations for infantry units and two for cavalry units.

There are three **types** of units in the game: infantry, cavalry, and artillery.

Infantry and cavalry units always have four bases each.

Infantry

Square



Mass



March



Line



The Four Formations of an Infantry Unit

Infantry units represent historical **battalions** of infantry and they always have **four bases**. An infantry unit's bases are always arranged in one of four formations, as shown above: Line, Mass, Square, or March.

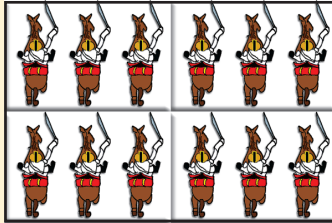
There is a fifth infantry formation, called "Garrison," that applies only in certain circumstances to infantry units in towns. This is explained in detail in chapter thirteen.

The advanced game offers some additional options for irregular formations.

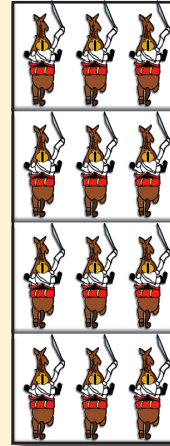


Cavalry

Mass



March



The Two Formations of a Cavalry Unit

Cavalry units in the basic game represent historical **regiments** and always have four bases. A cavalry unit's bases are always arranged in one of two formations, as shown above: Mass, or March.

The advanced game offers an additional formation option for cavalry.

What do Infantry and Cavalry Units Represent?

Although we use the terms "battalion" and "regiment" the game's units represent an approximation or typical size. Historical units on campaign often varied widely in strength. In many armies it was not uncommon to find battalions of 800 men alongside battalions of 300. Representing these units with different numbers of bases would make it very difficult to standardize rules about formations. For that reason we assume a generic battalion-sized unit of approximately 600 men (500 in the ranks and 50-100 on the skirmish line). If you were representing one of those oversized Austrian battalions with 1100 men, for example, you could simply use two infantry units. If representing two badly-understrength historical battalions, you could combine them into a single game unit.

The same is true with cavalry units. Although we call it a "regiment" as a convenience, the game's unit represents about 400-500 historical troopers: about two squadrons at full parade-ground strength. That was nonetheless a typical strength for a regiment in the field. For those occasions when you want to represent a large regiment at full establishment, use two cavalry units.

Most of the game's formations should be self-evident but a word is in order regarding the "Mass" formation. This covers a variety of historical options. Infantry units had various "Columns of..." formations with frontage varying according to the number of companies or platoons in the front ranks. All armies had variations of these formations and could move around the field in them, but some armies were more willing to take such formations into combat.

Cavalry regiments more likely had squadrons deployed in a checkerboard or squarish grid. "Mass" in the game is therefore: those formations that facilitated movement toward the enemy while still being capable of fighting.



Artillery Units

In *Lasalle* an artillery unit represents a single historical company. In this book we more often refer to it as a “battery.”

Unlimbered artillery units have **two bases**. This is not a precise representation of a number of guns and men per base, but rather an approximation of the unit’s frontage when deployed.

Foot or Horse Artillery

Most artillery units are “Foot” artillery (in which all or most gunners walked). If the unit has the *Horse Artillery* trait, it is called “Horse” artillery (in which all or most gunners were mounted or rode a vehicle).



Horse
Artillery
Trait

Limbered and Unlimbered

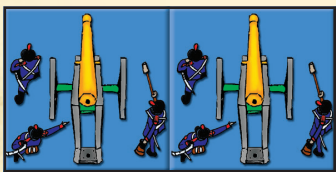
There are two artillery formations: **Limbered** and **Unlimbered**. Unlike infantry and cavalry units, artillery have two different types of bases, representing their formations. An unlimbered artillery unit is depicted by placing the gun bases abreast with a contiguous frontage. This is the only formation for unlimbered gun bases.

A limbered unit is depicted by replacing the gun bases with a single limber base. An artillery unit is always just one base when limbered.

Unlimbered artillery may fire. Limbered artillery may not.

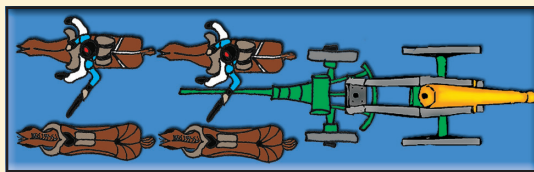
An Unlimbered Battery

(Two Gun Bases)



A Limbered Battery

(One Limber Base)



The Size of Artillery Units

The artillery batteries of most armies had either six or eight tubes. The frontage of an artillery unit was very flexible and had a lot to do with the terrain and how crowded the battlefield was. As a rule of thumb, guns were placed at most about 5-10 meters apart. Thus an eight-gun battery covered about 50-80 meters, or about one-half the space covered by a typical infantry battalion in line. By giving six-gun batteries two bases in *Lasalle*, we are making them a bit “wider” than their historical counterparts.



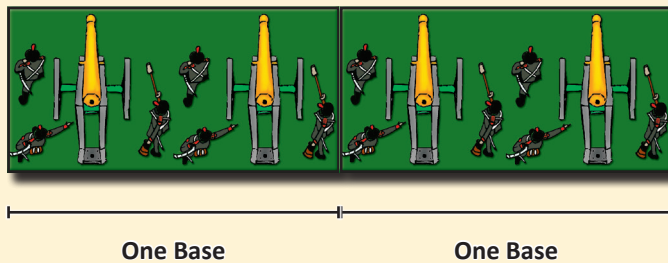
Russian Artillery Bases (Optional)

The Russian army organized artillery into twelve-gun batteries, far larger than any other nation's. Russian batteries have two bases like everybody else, but if you want to represent their footprint more accurately, Russian gun bases should have a double width (2BW). Consider this basing optional; it depends upon the figures and bases you and your opponent have available.

When limbered, a Russian artillery unit has a single normal-sized limber base like any other battery.

An Unlimbered Russian Battery

(Showing the Optional Double-Width Bases)



Unit Class: Foot or Mounted

There are two **classes** of units. Infantry and foot artillery are **foot** class units. Cavalry and horse artillery are **mounted** class units. All artillery units are foot class units when they are *unlimbered*.

Foot Units

<i>Infantry</i>
<i>Limbered Foot Artillery</i>
<i>All Unlimbered Artillery</i>

Mounted Units

<i>Cavalry</i>
<i>Limbered Horse Artillery</i>



The Anatomy of a Unit

Unit Footprint

Each unit has a “footprint.” This refers to the physical space it occupies on the table, either while sitting still or while moving. A unit’s footprint is used to determine whether it moves through other units or through terrain that affects it, or whether there is enough physical space for it to occupy a particular spot on the table.

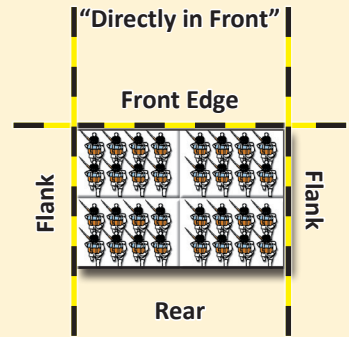
Front, Flanks, Rear

Trace imaginary lines parallel to a unit’s front and flanks, extended indefinitely. These are the front line and flank lines.

Anything forward of the front edge is “to your front.”

The area exactly in front of a unit, between its two flank lines, is “directly in front” of that unit.

An enemy unit that has *one or more of its bases completely behind your front edge* is “to your flank.” Otherwise, the unit is “to your front.”

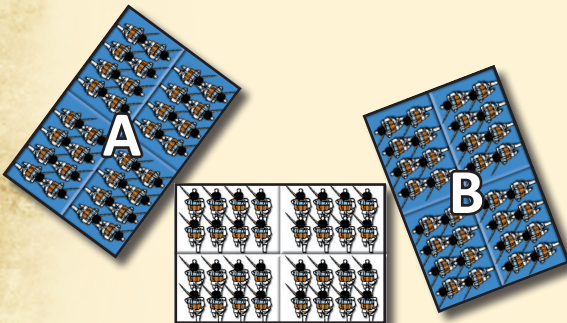


Squares and Limbers Have No Flanks or Rear

An infantry unit in a Square has no flanks or rear.

Because a *limbered* artillery unit can always turn and move in any direction at any time, it also has no flanks or rear.

Both of these units are facing to the “front” in all directions and the enemy is always “to their front.”



French-A does not have any bases that are *completely* behind the front edge of the Austrian unit. As a result A is “to the front” of the Austrian.

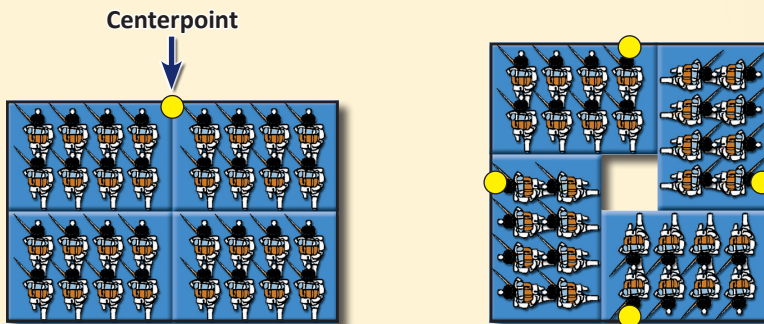
French-B has one base completely behind the Austrian front edge and is therefore to the flank of the Austrian unit.



Centerpoint

Each unit has an imaginary point in the center of its front edge, called its **centerpoint**. In certain game circumstances, when measuring the unit's distance to things, regardless of the unit's facing, you measure from its centerpoint.

Exception: infantry units in Square formation have four centerpoints, each in the center of one of their edges.



The Black Brunswickers prepare to withstand a French cavalry charge. Diorama in 10mm by G.P. Aroldi.



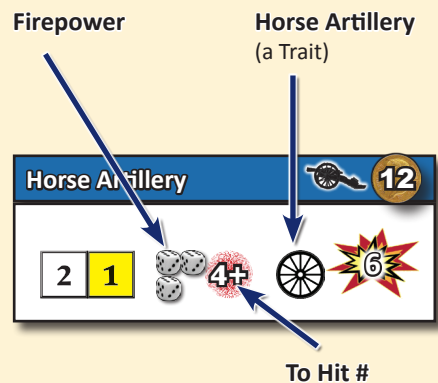
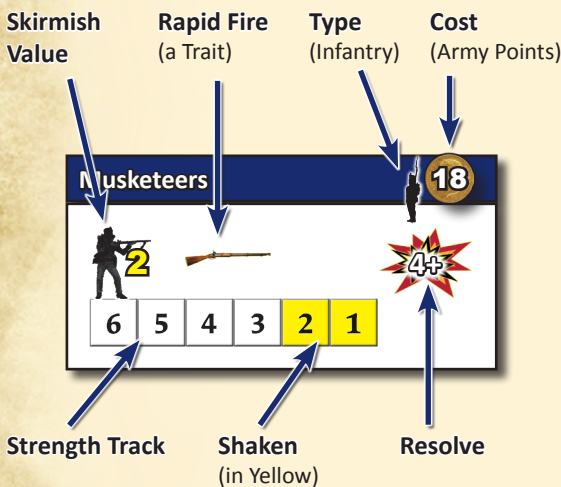
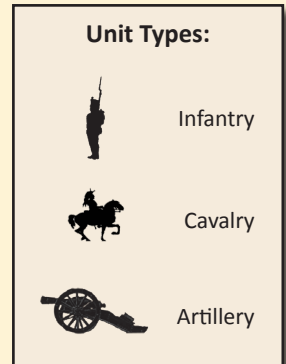
Unit Labels

Labels provide all of the important game information about a unit. You can affix the label partly under one of the unit's bases, so that it is visible and usable during play.

As a first-time player, use the labels prepared for the free "Battle of Eselbach" scenario on the HONOUR website.

The *Lasalle Army Maker* provides examples of labels for all possible game units, organized by nationality. The costs of all units in **army points** can be found there, for players building fictional armies.

The website also provides a free PDF with sample "generic" labels that you can customize or use as templates.



Skirmish Value

Infantry units have skirmish values. This is a number, usually 2 or 3, that indicates how many dice that unit contributes during the Skirmish phase. A few units have a skirmish value of 1.



A few cavalry units also have a skirmish value.

Resolve

Units have a resolve value, which is used when an enemy has scored hits against them with fire. The better the value, the more likely a unit is to avoid disruptions from enemy fire.





Strength Track and Disruptions (DISR)

A label has a **track** of small numbered boxes showing the unit's **strength**: its basic value in combat. Infantry and cavalry units have tracks with five to seven boxes. Artillery units' tracks have two boxes.

Each time a unit takes a **disruption (DISR)**, make a single mark in pencil in its leftmost unmarked box. The highest *unmarked* number is the unit's current strength. (For example, if your strength was 6 and you suffered two DISRs, the "6" and "5" boxes would be marked-out, leaving the "4" box showing that your strength is now four.)



2 DISR



1 permanent loss



1 permanent loss, 1 DISR

Shaken

Units have some white and some yellow boxes on their tracks. When only yellow boxes remain unmarked, a unit is **shaken**. A shaken unit has certain penalties in the game. Different units become shaken at different strengths.

Broken

When the last box of its strength track is marked-out with a DISR, a unit is broken. A unit can be broken as a result of combat, or at any time because of accumulated DISRs. When a unit is broken it is immediately placed in the broken area, as described in the next chapter.

Rally and Permanent Losses

Disruptions can be removed from units with a Rally order. This is described in chapter twelve. When a DISR is rallied-off, that box's mark is erased, restoring its strength to a higher value. That might mean that a unit could be shaken, for example, and then rally and no longer be shaken.

A failed rally attempt results in **permanent loss** to the unit. If a box on the track is permanently lost, mark it with a second diagonal slash, to create a dark "X" in that box. Permanent losses may never be rallied off.

Artillery Labels: Firepower and To Hit Numbers

Artillery units have a **firepower** value represented by a number of dice symbols. This is the number of dice the unit rolls when bombarding. When it fires canister, it rolls that many dice *per base*.



Artillery units also have a **To Hit Number**, reflecting the size of the ordinance and in some cases the quality of the unit.





Traits

A unit can have one or more **traits**: special characteristics that affect its performance in some way. If a unit has a trait, its label should feature that symbol. Each of these traits and its effects is explained in the appropriate section of the rules and in some cases the trait is used only in the advanced rules. Nonetheless it is useful to summarize them here:



Rifles. This infantry unit is equipped with rifles. It is more effective when shooting and skirmishing.



Shock. This cavalry unit has an advantage over cavalry without this trait. It also does not incur a complication when charging in Mass formation.



Rapid Fire. This infantry unit rolls more dice than normal when volleying in a Line formation.



Weak Fire. This infantry unit rolls fewer dice than normal when volleying in a Line formation.



Attack Columns. This infantry unit, if charging while in Mass formation, does not incur a complication.



Lancers. This cavalry unit is equipped with lances, giving it a re-roll when attacking infantry in Square formation.



Resilient. This unit rallies more readily than others.



Heavy Artillery. This unit ignores the penalty for bombarding a target that has cover and has an advantage when firing canister.



Horse Artillery. All men in this company are mounted and the unit is thus more mobile than normal artillery.



Rabble. This untrained infantry may not form Squares.



Brigades

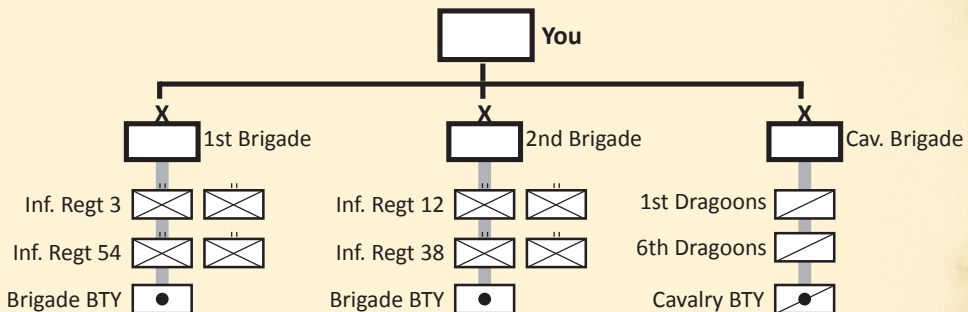
Every unit in your army belongs to a brigade. We use the word “brigade” to mean: some combination of infantry battalions, cavalry regiments, or artillery companies that historically reported to the same officer. A brigade typically comprised anywhere from three to nine units but there was considerable variation.

It is important to know the identity of each of your units and what brigade each belongs to. You will likely have anywhere from two to five brigades in your army.

The composition of brigades in fictional armies and battles is governed by the *Lasalle Army Maker*, available as a free download from the HONOUR website.

When creating historical scenarios you are free to amalgamate or subdivide historical brigades in order to create balanced game brigades. For example, the French 21st infantry division at Waterloo comprised only five understrength battalions and a company of artillery. You could reasonably treat it as a single brigade for game purposes.

Consider the fictional Austrian army list illustrated below. It comprises three brigades: two of infantry and one of cavalry. Each of the infantry brigades has four infantry battalions and one artillery battery. The cavalry brigade comprises a pair of dragoon regiments and a cavalry battery (Austrian horse artillery). Every unit belongs to a brigade.



Game Entities, from Smallest to Largest:

- Base** One stand of miniature figures. Grouped with other bases to form a unit.
- Unit** The basic independent entity of the game. A unit is a fixed number of bases.
- Brigade** A number of units that belong to the same historical command. There is always at least one brigade, and usually several, on each side during the game.
- Army** Your “army” is: all of those units that you will be using in the game. A list of all the units in your army is called your “**order of battle**.”
- Side** If playing a multi-player and multi-army game, then all the friendly players and their units are part of your “side.”