

A scenario for Lasalle 2 by Honour Games:

“Le Duc de Ligny”. Saint Amand La Haye, 16 October 1815

Background

On 16 June 1815 Napoleon faced Blücher’s Prussian army at Ligny in what would prove to be his final victory. During this battle, General Jean-Baptiste Girard, commander of the French 7th Division, fought a courageous action around the village of Saint Amand la Haye and was severely wounded in the fighting. On 21 June, Napoleon decided to award Girard the title of Duc de Ligny for his bravery on the day. But Girard died of his wounds on 27 June, the paperwork was never completed and so his title was never formalised. He was nevertheless remembered as a charismatic and gifted divisional commander.

Description

This scenario covers a key moment in the battle when, having taken the village of St Amand la Haye, Girard faced a determined Prussian counterattack from front and flank.

Objectives and victory

The three town bases of St Amand la Haye are each worth 1VP.

The game length is 8 turns. Sudden death: none.

Setup Notes

The Prussians are all-In and the French use random entry. Alternating set up, starting with the French and modified by the following specific requirements.

The French 7th Division sets up in row D and the northernmost bases of St Amand la Haye in square C4. Habert’s troops will arrive using random entry.

The Prussians set up second in row A and the town bases of Wagnelée in square B2. 5th Brigade must set up in squares A1 to A3 and the portion of square B2 around the village of Wagnelée; 2nd Brigade must set up in squares A4 to A6.

Baggage: Prussia: Row A. France: Row D.



France						
Points	ID	Unit title	Strength track	Resolve	Skirmish level	Traits
		7th Division, Girard				
		1st Brigade, Devillers				
18	1/7	1/11th Light Inf	6543 <u>2</u> 1	4+	Sk3	AC
18	1/7	2/11th Light Inf	6543 <u>2</u> 1	4+	Sk3	AC
18	1/7	1/82nd Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
		2nd Brigade, Piat				
18	2/7	1/4th Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
18	2/7	2/4th Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
18	2/7	1/12th Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
18	2/7	2/12th Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
18	2/7	3/12th Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
12	7	3rd artillery company	<u>2</u> 1	6	4x4+	
		10th Division, Habert				
		1st Brigade, Gengoult				
18	1/10	1/34th Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
18	1/10	2/34th Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
18	1/10	3/34th Line Inf	6543 <u>2</u> 1	4+	Sk3	AC
12	10	18th artillery company	<u>2</u> 1	6	4x4+	
17	III	12th Chasseurs à cheval	6543 <u>2</u> 1	5+		

Unit annotation

Points value 18 ID 1/7 Unit title 1/11th Light Inf

Strength (shaken) 6 5 4 3 2 1 Resolve 4+

Skirmish value Sk3

Traits: attack columns **AC**, Heavy artillery **Hvy**, Horse artillery **H**, Lance **L**, Shock **Sh**, Resilient **R**

Prussia						
Points	ID	Unit title	Strength track	Resolve	Skirmish level	Traits
		2nd Brigade, von Pirch II				
18	6/2	F/6th Line Inf	654321	4+	3	AC
18	6/2	I/6th Line Inf	654321	4+	3	AC
18	6/2	2/6th Line Inf	654321	4+	3	AC
18	28/2	F/28th Line Inf	654321	4+	3	AC
18	28/2	1/28th Line Inf	654321	4+	3	AC
15	2Lw/2	F/2nd Westphalian Lw	654321	4+	2	AC
12	2Lw/2	1/2nd Westphalian Lw	654321	3+	2	
12	2Lw/2	2/2nd Westphalian Lw	654321	3+	2	
13	2	1st Westphalian Lw cavalry	54321	4+		L
12	2	3rd Field battery	21	6	4x4+	
		5th Brigade, Tippelskirch				
18	2/5	F/2nd Line Inf	654321	4+	3	AC
18	2/5	I/2nd Line Inf	654321	4+	3	AC
18	2/5	2/2nd Line Inf	654321	4+	3	AC
18	25/5	F/25th Line Inf	654321	4+	3	AC
18	25/5	1/25th Line Inf	654321	4+	3	AC
18	25/5	2/25th Line Inf	654321	4+	3	AC
15	5Lw/5	F/5th Westphalian Lw	654321	4+	2	AC
12	5Lw/5	1/5th Westphalian Lw	654321	3+	2	
12	5Lw/5	2/5th Westphalian Lw	654321	3+	2	

Unit annotation

Points value 18 ID 6/2 Unit title F/6th Line Inf

Strength (*shaken*) 6 5 4 3 2 1 Resolve 4+

Skirmish value Sk3

Traits: attack columns **AC**, Heavy artillery **Hvy**, Horse artillery **H**, Lance **L**, Shock **Sh**, Resilient **R**

A note about standing crops.

The areas of standing crops obstruct visibility in accordance with the standard terrain rules. This means that units cannot fire further than 1BW into standing crops. However, the Near the Enemy rules are amended as follows. Units switch from full to reduced movement allowance, either when they reach 4BW from a visible enemy or they reach 1BW from an obstructed enemy, at which point they halt immediately and the enemy may interrupt.

Rationale: on the day, the standing crops did not slow down the movement of the troops but they did result in some unexpected point-blank volleys.