

A scenario for Warwick Kinrade's Soldiers of Napoleon

“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.

1. Theatre

- This battle takes place during the War of the Seventh Coalition. Both sides have a +0 Operational Advantage.

2. Game size and points total

- Large division.

3. Armies

France									
Pts	MV	Unit title	Type	Bases	Quality	Discipline	Firing	Melee	Special
10		7th Division, Girard		1					Courageous leader
		1st Brigade, Devillers		1					
52	1	1/11th Light Inf	Light Inf	4	Trained	4+	Musket 4+	Bayonet 4+	Sk 2, light
52	1	2/11th Light Inf	Light Inf	4	Trained	4+	Musket 4+	Bayonet 4+	Sk 2, light
44	1	1/82nd Line Inf	Line Inf	4	Trained	4+	Musket 4+	Bayonet 4+	Sk 2
		2nd Brigade, Piat		1					
85	2	1/4th Line Inf	Line Inf	5	Seasoned	3+	Musket 4+	Bayonet 3+	Sk 3
68	2	2/4th Line Inf	Line Inf	4	Seasoned	3+	Musket 4+	Bayonet 3+	Sk 3
33	1	1/12th Line Inf	Line Inf	3	Trained	4+	Musket 4+	Bayonet 4+	Sk 2
33	1	2/12th Line Inf	Line Inf	3	Trained	4+	Musket 4+	Bayonet 4+	Sk 2
33	1	3/12th Line Inf	Line Inf	3	Trained	4+	Musket 4+	Bayonet 4+	Sk 2
36	2	3rd artillery company	Light artillery	2	Seasoned	4+	Shot 5+ Canister 4+	Var. 5+	
In Reserve			10th Division, Habert						
		1st Brigade, Gengoult		1					
44	1	1/34th Line Inf	Line Inf	4	Trained	4+	Musket 4+	Bayonet 4+	Sk 2
44	1	2/34th Line Inf	Line Inf	4	Trained	4+	Musket 4+	Bayonet 4+	Sk 2

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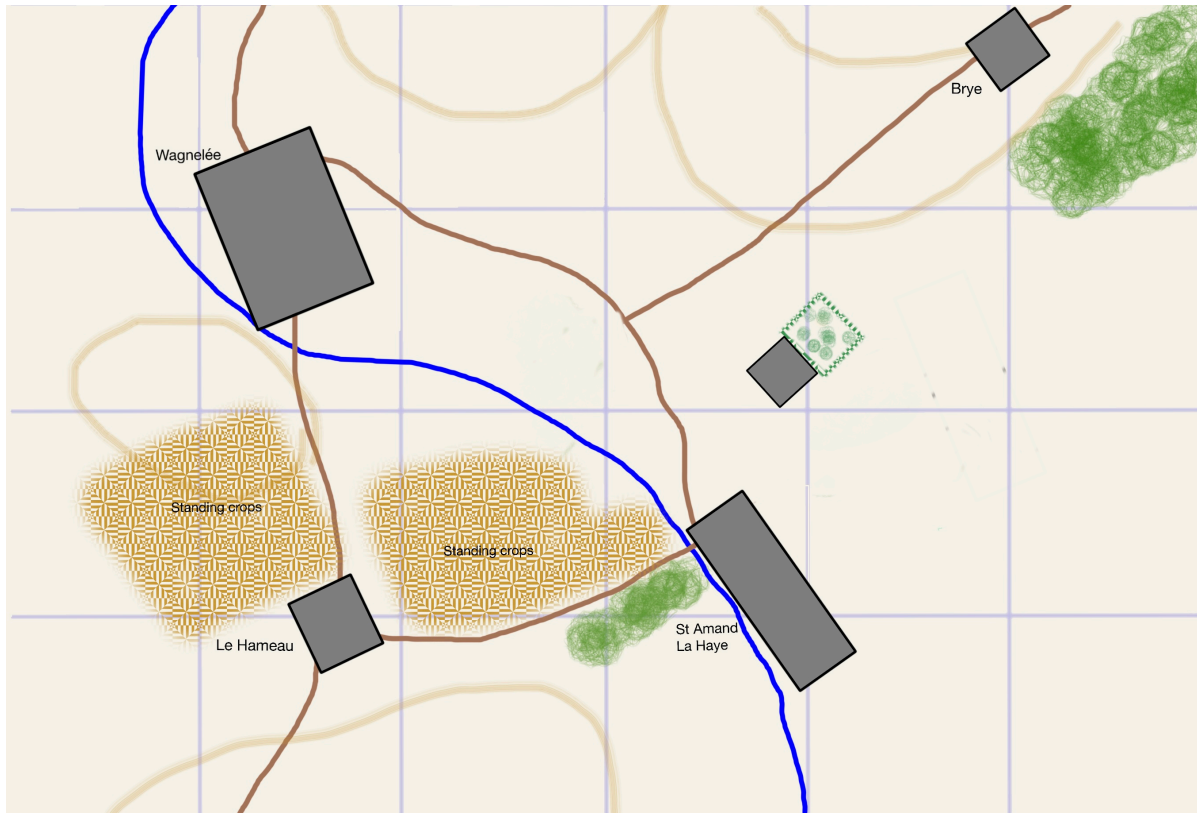
44	1	3/34th Line Inf	Line Inf	4	Trained	4+	Musket 4+	Bayonet 4+	Sk 2
36	2	18th artillery company	Light artillery	2	Seasoned	4+	Shot 5+ Canister 4+	Var. 5+	
44	2	12th Chasseurs à cheval	Light cavalry	4	Seasoned	4+	Carbine 5+	Sabre 4+	Scouts, one shot
658	19								

Prussia									
Pts	MV	Unit title	Type	Bases	Quality	Discipline	Firing	Melee	Special
		Elements of 2nd Brigade, von Pirch II							
		Commander, elements 2nd Brigade, von Kemphen		1					
50	1	2/6th Line Inf	Inf	5	Trained	4+	Musket 4+	Bayonet 4+	Sk 1
6	0	Jäger detachment							
50	1	1/28th Line Inf	Inf	5	Trained	4+	Musket 4+	Bayonet 4+	Sk 1
6	0	Jäger detachment							
25	1	1/2nd Westphalian Lw	Inf	5	Militia	5+	Musket 4+	Bayonet 5+	
25	1	2/2nd Westphalian Lw	Inf	5	Militia	5+	Musket 4+	Bayonet 5+	
18	2	3rd Field battery	6pdr artillery	2	Seasoned	4+	Shot 5+ Canister 4+	Var. 5+	
		5th Brigade, Tippelskirch		1					
		Commander, 5 Brigade fusiliers, von Witzleben		1					
78	1	F/2nd Line Inf	Inf	6	Trained	4+	Musket 4+	Bayonet 4+	Sk 2, Light
6	0	Jäger detachment							
65	1	F/25th Line Inf	Inf	5	Trained	4+	Musket 4+	Bayonet 4+	Sk 2, Light
6	0	Jäger detachment							
		Commander, 25th Line and 5th LW, von Röbell		1					
50	1	1/25th Line Inf	Inf	5	Trained	4+	Musket 4+	Bayonet 4+	Sk 1

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50	1	2/25th Line Inf	Inf	5	Trained	4+	Musket 4+	Bayonet 4+	Sk 1
25	1	1/5th Westphalian Lw	Inf	5	Militia	5+	Musket 4+	Bayonet 5+	
25	1	2/5th Westphalian Lw	Inf	5	Militia	5+	Musket 4+	Bayonet 5+	
18	2	10th Field battery	6pdr artillery	2	Season ed	4+	Shot 5+ Canister 4+	Var. 5+	
30	2	11th Hussars	Light cavalry	2	Professi onal	3+	Carbine 5+	Sabre 3+	Scouts, One shot
In Reserve		Commander, 2nd Line, von Cardell		1					
60	1	1/2nd Line Inf	Inf	6	Trained	4+	Musket 4+	Bayonet 4+	Sk 1
60	1	2/2nd Line Inf	Inf	6	Trained	4+	Musket 4+	Bayonet 4+	Sk 1
653	18	+1 to break point all out attack	+D3 to break point due to 'Papa Blücher'	19+D3					

4. Terrain



Terrain notes (refer to page 41 of rulebook)

- Each square on the map represents 12 paces
- Water Features: the river Ligne is treated as a stream. It is fordable along its length and counts as a linear obstacle.

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- Hills: the single contours represent low hills. They block line of sight but otherwise confer no uphill advantages. The second contour beside the village of Brye is a hill, from which artillery may fire over 1 other unit, provided it is over 5 paces from the target.
- Woods: the woods are treated as Open. It counts as difficult terrain for infantry and cavalry and open terrain for light units and those in extended line. Units up to 5 paces into woods are obscured and over 5 paces are invisible.
- Standing Crop Fields: the two areas of standing crops reduce movement by 1 pace. Units up to 5 paces into standing crops are obscured and over 5 paces are invisible.
- Buildings: all buildings on the map are brick-built. Place hedges, wall and building models from your collection within the grey shaded village areas. Wagnelée and St Amand La Haye should have the largest capacities, capable of holding 3 or 4 battalions apiece. The area just north of St Amand La Haye is a ruined chateau with a hedged garden beside it, that can house 1 battalion.

5. Special Circumstances

- The French have the special circumstance: Reserves Quick March.

6. Command Points

- The French have D3 Command points.
- The Prussians have D3+1 Command points.

7. Tactical Order

- The Prussians have the All-out Attack order.
- The French have the Defence order. In this scenario they have no possibility of receiving fieldworks. Other aspects of the order apply as written.

8. Tactical Advantage

- The Prussians begin the game with the tactical advantage. This gives an extra command point (already noted in 6. above), obliges the French to deploy the first brigade and gives Prussia the first Initiative.

9. Deployment Plans

- The Prussian deployment plan should be in right echelon, with the units from Pirch II's brigade on the left (Eastern) flank; . The 2 French on-table brigades deploy in line abreast. Exceptionally, the right hand French brigade may occupy any part of the village of St Amand La Haye, even though this is further than 1/4 of the way up the table.

10. Reserve Brigades

- Gengoult's brigade of 10th Division is the French Reserve brigade and will arrive in the left third of the French table edge. Because of the Reserves Quick March special circumstance, this brigade will arrive automatically at the end of turn 1. Cardell's 2nd Line is the Prussian Reserve brigade and will arrive in the centre or right of the Prussian table edge (player's choice).

11. Deployment

- The French deploy the first brigade.