

# LA HAYE SAINTE

Once you've completed building and painting the contents of your La Haye Sainte battle-set, you'll be eager to blood them on the field of battle! Albion Triumphant author Adrian McWalter has designed three scenarios for *Black Powder* so you can test your mettle against the massed French attack or to wear down the steely resolve of the Allied defenders!

## Les Coquins Vert

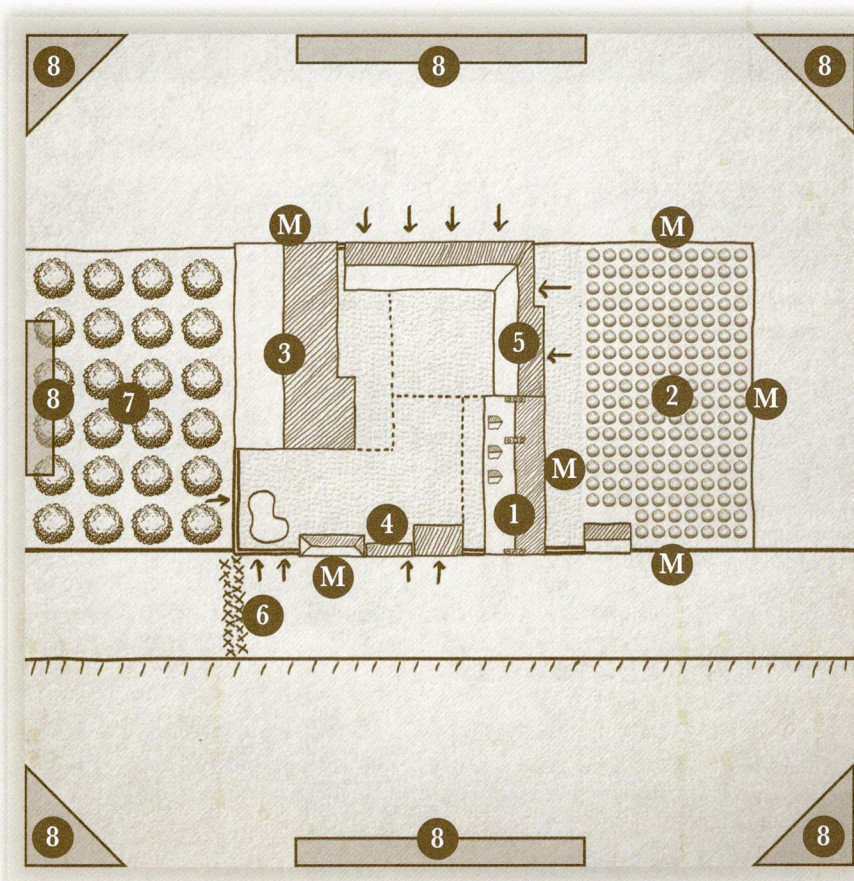
This first scenario, Les Coquins Vert (The Green Rascals – the epithet given to the King's German legion defenders) allows you to game with the wonderful model of La Haye Sainte and the figures contained within this box set. It recreates a stylised version of the final attack on the farm at approximately 6pm on Sunday the 18th of June 1815.

The farm is held by the light company of the 5th King's German Legion Line battalion and four companies of the 2nd Light battalion King's German Legion, loyal subjects of the crown to a man. They are being assailed by infantry from the 13th Légère Regiment and the 2nd company of the 1st Engineer regiment.

The objective of the game is simple: the King's German Legion must hold La Haye Sainte at all costs, whereas the French must use everything at hand to take the farm.

### Areas of the Battlefield

There are eight distinct areas to the battlefield, as listed below. Areas 1 to 6 have a number of Victory Points (VP) and Defence Points (DP) assigned to them, as shown on the map. Note that the farmyard itself is split into several areas that adjoin some of the listed buildings.



1. Farmhouse. VP: 3, DP: +2

2. Kitchen Garden. VP: 3, DP: +1

3. Barn. VP: 2, DP: +1

4. Main Gate. VP: 4, DP: +2

5. Stables. VP: 1, DP: +2

6. Abbatis. VP: 1, DP: +1

**1. The Farmhouse.** This is of vital importance to both the KGL and the French. If the French gain access to the complex, and all is lost, then this is the only route out of La Haye Sainte for the KGL. The escape route through the farmhouse is a narrow passage, leading to the Kitchen Garden, only wide enough for one person at a time.

**2. The Kitchen Garden.** Again a feature that allows the KGL an escape route and therefore very important to attacker and defender alike.

**3. The Barn.** The main door of this building had been destroyed for firewood on the night of 17th June 1815. It is therefore an easy route into the complex for the French.

**4. The Main Gate, Piggery and Apertures.** The main way into the complex, but a very defensible position with the Piggery and Apertures allowing the KGL to fire on any would-be assault party.

**5. The Stables.** Although not as important as the areas already described, if the French gain the roof of this building they will be able to fire down to any poor unfortunate in the farmyard.

**6. The Abbatis.** A barricade of stones, branches and bushes; it blocks the Chaussée de Bruxelles and the French approach to the Main gate.

**7. The Orchard.** An area already lost to the French, from where they can attack the barn and apertures.

**8. French Deployment Areas.** These are the areas from which the French will begin their assault on the farm complex.



## The Forces Involved

### The King's German Legion

As previously stated the KGL have one light company of the 5th KGL Line and four companies of the 2nd KGL Light. Each company equates to a base of figures for our war game purposes. Each company (base) has the following Black Powder statistics

The KGL are commanded by Major George von Baring who has a strategy rating of 8, is Decisive and adds +2 to any combat he takes part in and he cannot blunder (the lads would rather lose their heads than leave him!).

Company	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
2nd Light KGL	Regular Infantry	Rifled and Smoothbore Muskets	2	2	4	2	Sharpshooters, Elite 4+
5th Line KGL	Regular Infantry	Rifled and Smoothbore Muskets	2	2	4	2	Sharpshooters, Elite 4+

### The French

The French have the numerical advantage. They have twelve companies of the 13th Légère regiment and one company of 2/1 Engineers. As with the KGL the French companies are scaled down to bases of infantry. The twelve companies of the 13th are

subdivided into two Carabinier companies, two Voltigeur companies and eight Chasseur companies. The French are ordered forward by Marchel de Camp Baron Schmitz. As Schmitz is under the eye – or should I say glare – of Marshal Ney, he has a Strategy Rating of 8.

Company	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
13th Légère Carabinier company	Regular Infantry	Smoothbore Muskets	5	2	4	2	Tough Fighters, Elite 5+
13th Légère Voltigeur Company	Regular Infantry	Smoothbore Muskets	4	3	4	2	Sharpshooters
13th Légère Chasseur Company	Regular Infantry	Smoothbore Muskets	4	2	4	2	
2/1 Engineers	Regular Infantry	Smoothbore Muskets	4	1	4	2	Elite 4+, Brave, *1

## Deployment on the Battlefield

### The King's German Legion

The KGL player can place any of their companies in any of the areas numbered 1 to 5 in the Areas of the Battlefield section above. Each area can only accommodate a certain number of companies:

1. The Farm House: 1 company
2. The Kitchen Garden: 3 companies
3. The Barn: 1 company
4. The Main gate, piggery and apertures: 2 companies
5. The Stables: 2 companies
6. The Abbatis: 1 company

The KGL player must place all of their companies down before the start of the game; once they have done that they then place Major von Baring down in one of the highlighted areas of the farm.

### French Deployment areas (FDA)

Once the KGL have deployed their forces, the French player does the same. The French can place up to two of their infantry bases in each of the FDAs, although they can only have 6 bases of the 13th Légère on the battlefield at any one time. Note that the 2/1 Engineers can be deployed in excess of this. Note that Baron Schmitz is not represented on the table. The French player must record which companies they have used to assault the farm.



## Playing the game

The French player takes the first turn following all the normal rules for *Black Powder*. I will break the turn mechanics down into parts and highlight Le Haye Sainte specific game rules.

### Start of the Turn

Remember there are quite a lot of Elite companies in this game so don't forget to roll for removing disorder.

At the start of the turn, the French player can remove from the table any shaken company that is not in close combat and replace them with a fresh company. The fresh company starts in one of the French Deployment areas.

### Orders phase

Although Baron Schmitz is not represented on the table, French companies are always considered to be within his command radius, which means that they suffer no penalty for distance.

All orders have to be given to individual companies.

The French are so desperate to capture the farm, if Schmitz fails a command roll when ordering a company he can continue to order further companies.

Due to the desperate nature of the fight to come no penalty is applied for the proximity of enemy troops.

KGL may not use initiative moves; they must be ordered.

Both von Baring and Schmitz can carry out Rally On Me orders.

### Movement

All movement is scaled down to two thirds.

The road banking counts as an obstacle as does the abbatis across it.

Any company in the farm complex can only move to one adjacent area per turn, and only if ordered to do so.

The farm has several areas where the French can scale the walls, and these are shown with arrows on the attached map. To make an attempt to scale a wall, a company must be in base contact with it at the start of their turn. If a company receives a successful order to climb, roll a die; it will successfully scale the wall on a roll of 5 or 6. If the roll is failed, they may be ordered again in subsequent turns, with a cumulative +1 bonus to the test, to a maximum of 3+.

### Shooting

To represent the KGL running desperately short of ammunition, a KGL base that rolls a 1 for shooting, (before the Sharpshooter re-roll) is running desperately short of ammunition. They can only shoot with 1 die for the rest of the game and cannot disorder their chosen target with the shot.

Arcs of fire and areas that can be fired into or from are quite restricted in the game. The French player can only shoot at a company of KGL in the Main gate, Stables and Barn section of the farm if the KGL fired out of that area in their turn. The French

can fire at KGL companies in the Kitchen garden, Farm House and abbatis whether or not the KGL fired in their previous turn.

The Defence Points for a particular section of the complex increase the chances of a company's saving throw. For example, if the French score a successful hit on a KGL company in the barn, their normal Morale save is 4+ but this is increased to 3+ due to the Defence Points of the Barn.

### Close Combat

The French can only attack the complex from certain key points; these are shown as a circled M on the attached map. Note that no support can be received or given in this scenario.

Only a certain number of companies can fight in a combat; this equates to the number of companies allowed in a certain area (see *Deployment on the Battlefield* above). For example, the KGL could fight with three companies from the kitchen garden, whilst the French could assault the same feature with three companies, whereas the KGL could only fight from the barn with one company, and the French could assault the Barn with one company.

To assault into the Stables the French must scale the Stable walls (detailed in *Movement* above). If the KGL have no one in the Stables section of the complex a French company that has successfully scaled the wall can shoot at any unengaged KGL company in the complex, the KGL reverting back to their basic 4+ Morale save. A French company that has successfully scaled the wall can, in their next turn, climb down into the Stables if there are no KGL in that area to oppose them.

To assault into the Main Gate, Piggery and Apertures, the French have a number of options; they can scale the walls (detailed in movement above). If the KGL have no one in the Main Gate section of the complex, a French company that has successfully scaled the wall can shoot at any unengaged KGL company in the complex, the KGL reverting back to their basic 4+ Morale save. A French company that has successfully scaled the wall can, in their next turn, climb down into the Main Gate area if there are no KGL in that area to oppose them. Alternatively, the French can actually assault the Main Gate itself in an attempt to destroy it. A single French company adjacent to the Main Gate can attack the gate, as they would in a combat, requiring 5 or more to hit. The Main Gate has a saving throw of 2+ and has 3 Stamina before it is destroyed. French Engineers require 3 or more to hit, and reduce the gate's saving throw to 4+. Once the Main Gate is breached, the French can attack into this area with a number of companies, as described above, and the KGL revert back to their 4+ Morale save, or they may move into the Main Gate area if there are no KGL companies in that area. Note that whilst a French company is attacking the Main Gate, it can be shot at by KGL companies in the Main Gate area.

Von Baring can add +2 to the combat dice of one KGL company in the same area as him. He can be killed in the normal manner, and if this happens he is replaced in the next Allied turn by a junior officer with a Strategy Rating of 7.

## Winning the game

The game lasts for eight turns, or until all KGL companies are destroyed, or all French Companies are destroyed or shaken. If the game goes the full eight turns then the game is won on victory points. Each side scores the Victory Points listed under the scenario map for each of the areas held. In addition, the following Victory Points are scored for Shaking or destroying enemy units:

Enemy Units	Shaken	Destroyed
KGL Company	1 VP	2 VP's
French 13th Légère company	½ VP	1 VP
Engineer company	1 VP	2 VP



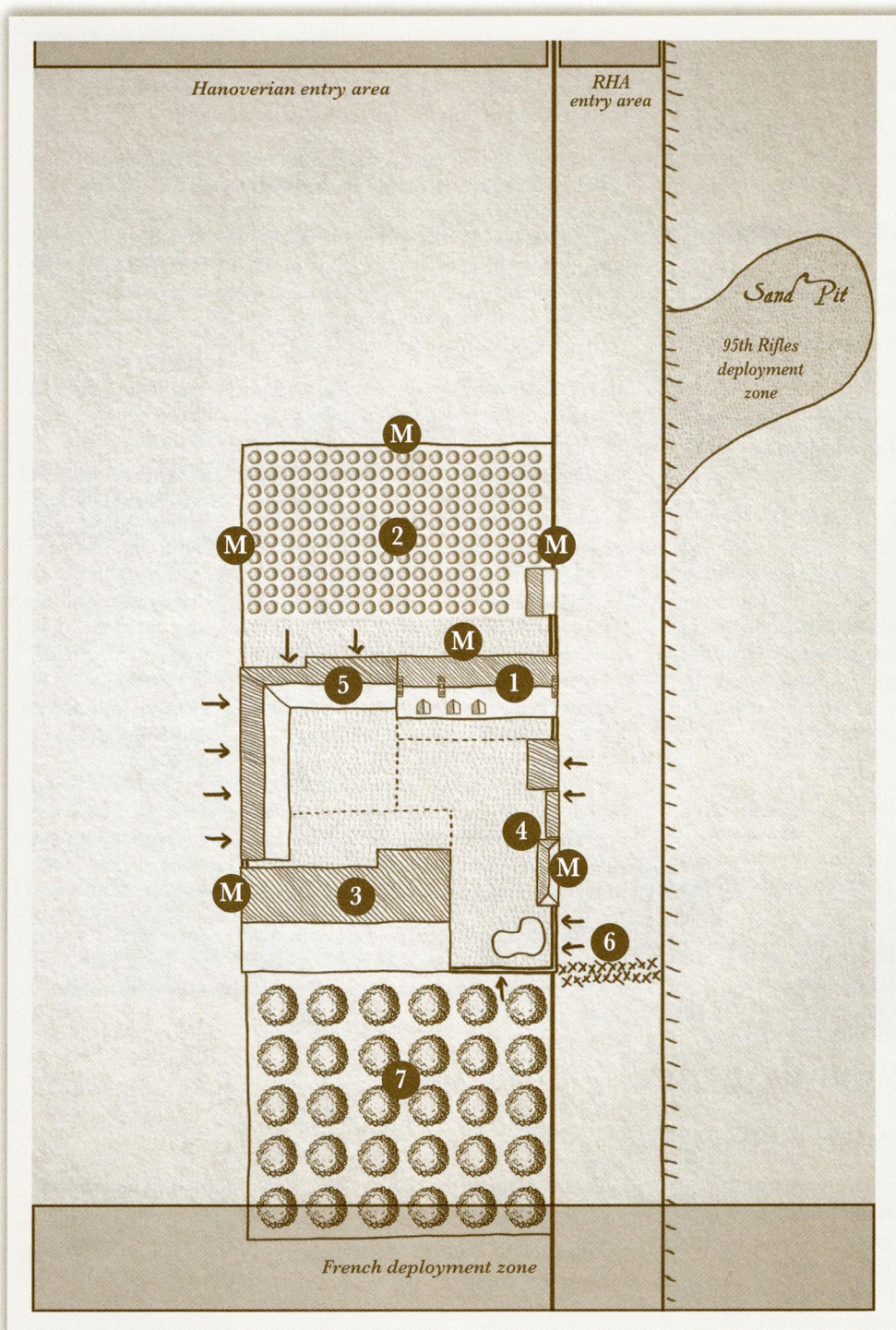
# Storm the Farmhouse!

This scenario allows you to build on the La Haye Sainte battle-set with the contents of the Farmhouse Assault Collector's Edition. It recreates a stylised version of the final attack on the farm at approximately 6pm on Sunday the 18th of June 1815.

The farm is held by the light company of the 5th King's German Legion Line battalion, four companies of the 2nd Light battalion King's German Legion and some of the remnants of the Luneburg Light battalion who escaped into La Haye Sainte after

the battalion was destroyed by Dubois' Cuirassiers. The valiant defenders of the farm have a Hanoverian Feld Battalion, the famous 95th Rifles, and a RHA Rocket section in support. The Farm complex is under attack by elements of the 1st Infantry Division's 1st Brigade, who are supported by the 2nd company of the 1st Engineer regiment.

The objective of the game is simple: the King's German Legion must hold La Haye Sainte at all costs, whereas the French must use everything at hand to take the farm.



*"The French forced their way through the gate into the stables but the door from thence into the yard being barricaded, few could enter at a time and were instantly bayoneted."*

Lieutenant Greame,  
2nd Light King's  
German Legion

- 1. **Farmhouse.** VP: 3, DP: +2
- 2. **Kitchen Garden.** VP: 3, DP: +1
- 3. **Barn.** VP: 2, DP: +1
- 4. **Main Gate.** VP: 4, DP: +2
- 5. **Stables.** VP: 1, DP: +2
- 6. **Abbatis.** VP: 1, DP: +1



## Areas of the Battlefield

There are seven distinct areas to the battlefield, as listed below. Areas 1 to 6 have a number of Victory Points and Defence Points assigned to them, as shown on the map. Note that the farmyard itself is split into several areas that adjoin some of the listed buildings.

**1. The Farmhouse.** This is of vital importance to both the KGL and the French. If the French gain access to the complex then this is the only route out of La Haye Sainte for the KGL if all is lost. The escape route through the farmhouse is a narrow passage, only wide enough for one person at a time that leads to the Kitchen Garden.

**2. The Kitchen Garden.** Again a feature that allows the KGL an escape route and therefore very important to attacker and defender alike.

**3. The Barn.** The main door of this building had been destroyed for firewood on the night of 17th June 1815. It is therefore an easy route into the complex for the French.

**4. The Main Gate, Piggery and Apertures.** The main way into the complex but a very defensible position with the Piggery and Apertures allowing the KGL to fire on any would-be assault party.

**5. The Stables.** Although not as important as the areas already described, if the French gain the roof of this building they will be able to fire down to any poor unfortunate in the farmyard.

**6. The Abbatis.** A barricade of stones, branches and bushes; it blocks the Chaussée de Bruxelles and the French approach to the Main gate.

**7. The Orchard.** An area already lost to the French, from where they can attack the barn and apertures.

**8. French Deployment Areas.** This is the area from where the French will begin their assault on the farm complex.

## The Forces Involved

### The King's German Legion

As previously stated the KGL have one light company of the 5th KGL Line and four companies of the 2nd KGL Light. In the farm complex with the KGL are the remnants of the Luneburg Light battalion, though they are dreadfully shaken by their ordeal. Each company equates to a base of figures for the purposes of our game.

The forces in the farm are commanded by Major George von Baring who has a strategy rating of 8. He is Decisive and adds +2 to any combat he takes part in and he cannot blunder (the lads would rather lose their heads than leave him!).

In support of the farm there is a Hanoverian Feld battalion, represented at the tactical level as three companies, a company of the 95th Rifles, and a Rocket section of Whinyates' RHA Troop. The Hanoverian Feld Companies are represented by two bases of infantry whilst the 95th Rifles and the Rocket section by a single base.

These supporting forces are not under the command of any on-table commander and have specific rules governing their command (see the *Orders* section).

Company	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
2nd Light KGL	Regular Infantry	Rifled and Smoothbore Muskets	2	2	4	2	Reliable, Sharpshooters, Elite 4+
1st Line KGL	Regular Infantry	Rifled and Smoothbore Muskets	2	2	4	2	Sharpshooters, Elite 4+
Luneburg remnants	Regular Infantry	Rifled and Smoothbore Muskets	1	1	5	2	Wavering
Hanoverian company	Regular Infantry	Smoothbore Muskets	4	2	4	2	
95th Rifles	Regular Infantry	Rifled Muskets	4	3	4	2	Reliable, Sharpshooters, Elite 4+
Nassau Light Company	Regular Infantry	Smoothbore Muskets	2	2	4	2	Sharpshooters
Rocket Section	Rocket Artillery	Light Rockets	1	1	4	1	Reliable



## The French

The French have the numerical advantage, they have three two company 'divisions' of the 13th Regiment de Légère, three two company 'divisions' of the 17th Regiment de Ligne, two Voltigeur companies and one company of 2/1 Engineers. One 'division' in the 13th and 17th are designated as elite status. As with the KGL the French companies are scaled down to bases of infantry. The two company 'divisions' are represented by two bases of French

Infantry, the platoons of Voltigeurs are represented by three bases of one figure each, and the Engineers by a base of figures

The French are ordered forward by Marshal de Camp Baron Schmitz. Being under the eye of Marshal Ney Schmitz has a strategy rating of 8, though Ney himself could make an appearance on the battlefield at any moment (see the *Orders* section).

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
French 'division'	Regular Infantry	Smoothbore Muskets	4	2	4	2	.
Elite French 'division'	Regular Infantry	Smoothbore Muskets	5	3	4	2	Sharpshooters, Elite 5+
Voltigeur Company	Regular Infantry	Smoothbore Muskets	2	1	4	1	Sharpshooters, Skirmish
2/1 Engineers	Regular Infantry	Smoothbore Muskets	4	1	4	2	Elite 4+, Brave, *1

## Deployment on the Battlefield

### The King's German Legion

The KGL player can place any of their companies in any of the areas numbered 1 to 5 in the *Areas of the Battlefield* section above. Each area can only accommodate a certain number of companies

1. The Farm House: 1 company
2. The Kitchen Garden: 3 companies
3. The Barn: 1 company
4. The Main Gate, Piggery and Apertures: 2 companies
5. The Stables: 2 companies
6. The Abbatis: 1 company

The KGL player must deploy all of their companies before the start of the game; once they have done that they then place Major von Baring in one of the highlighted areas of the farm. The 95th are placed in the Sandpit, the RHA on the Chaussée de Bruxelles on the Allied table edge, whilst the Hanoverian Feld battalion starts the game off the table.

### The French

Once the KGL have deployed their forces, the French player does the same. The French player must deploy all their forces in the marked FDA. Only Marshall Ney starts the game off the table.

## Playing the game

The French player takes the first turn following all the normal rules for *Black Powder*. We will break the turn mechanics down into parts and highlight Le Haye Sainte specific game rules.

### Start of the Turn

Remember there are quite a lot of Elite companies in this game so don't forget to roll for removing disorder

At the start of the turn, if any French forces have captured a section of the farm the Hanoverian Feld Battalion companies are unlocked and they may enter the table to help capture the farm. They are placed in the identified deployment area.

### Orders phase

Although Baron Schmitz is not represented on the table, all French companies are always considered within his command radius, which means that they suffer no penalty for distance.

All orders have to be given to individual companies.

If Schmitz fails a command roll when ordering a company he can continue to order further companies, the French are desperate to capture the farm. If Schmitz 'blunders' when carrying out an order Marshall Ney immediately enters the table and takes local control, see *Albion Triumphant, Volume 2* for details of Marshall Ney's abilities.

Due to the desperate nature of the fight to come no penalty is applied for the proximity of enemy troops.

No initiative moves are allowed by the KGL; they have to be ordered.

Both von Baring and Schmitz can carry out Rally on me orders.

### Movement

All movement is scaled down to 2/3rds

The road banking counts as an obstacle as does the abbatis across it.



Any company in the farm complex can only move to an adjacent area per turn and only if ordered to do so.

The farm has several areas where the walls can be scaled, these areas are shown with arrows on the attached map. To attempt to scale the wall, a base has to be in base contact with the wall at the start of their turn; it must be ordered to do so and on a successful order, the company must roll a 5 or 6 on a die 6 to do so, this roll gets progressively better every turn a company tries to a maximum of 3+.

### Shooting

To represent the KGL running desperately short of ammunition, a KGL base that rolls a 1 for shooting, (before Sharpshooter reroll) is running desperately short of ammunition and can only shoot with 1 die for the rest of the game and cannot disorder their chosen target with the shot.

Arcs of fire and areas that can be fired into or from are quite restricted in the game. The French player can only shoot at a company of KGL in the Main gate, Stables and Barn section of the farm if the KGL fired out of that area in their turn. The French can fire at KGL companies in the Kitchen garden, Farm House and abbatis whether or not the KGL fired in their previous turn.

The defence points for a particular section of the complex increase the chances of a company's saving throw. e.g. the French score a successful hit on a KGL company in the barn, their normal moral save is 4+ but this is increased to 3+ due to the defence points of the Barn.

### Close Combat

The French can only attack the complex from several key points; these are shown as a circled M on the attached map. Note that no support can be received or given in this scenario.

Only a certain number of companies can fight in a combat in any one area:

- **The Farm House:** KGL 1 company. French up to 1 'division'
- **The Kitchen Garden:** KGL 3 companies. French up to 2 'divisions'
- **The Barn:** KGL 1 company. French up to 1 'division'
- **The Main Gate, Piggery and Apertures:** KGL 2 companies. French up to 2 'divisions'
- **The Stables:** KGL 2 companies. French up to 2 'divisions'
- **The Abbatis:** KGL 1 company. French up to 1 'division'

To assault into the Stables the French must scale the walls (detailed in *Movement* above). If the KGL have, no one in the Stables section of the complex a French company that has successfully scaled the wall can shoot at any unengaged KGL/Hanoverian company in the complex, the KGL/Hanoverians reverting back to their basic 4+ Morale save. A French company that has successfully scaled the wall can, in their next turn, climb down into the Stables area if there are no KGL/Hanoverians in that area to oppose them.

To assault into the Main Gate, Piggery and Apertures, the French have a number of options: they can scale the walls (as detailed in *Movement* above). If the KGL have, no one in the Main Gate section of the complex a French company that has successfully scaled the wall can shoot at any unengaged KGL company in the complex, the KGL reverting back to their basic 4+ Morale save. A French company that has successfully scaled the wall can in their next turn climb down into the Main Gate area if there are no KGL in that area to oppose them. Alternatively, the French can actually assault the Main Gate itself in an attempt to destroy it. A single French company adjacent to the Main Gate can attack it, as they would in a combat, requiring 5's to hit. The main Gate has a saving throw of 2+ and has 3 Stamina before it is destroyed. Note that French Engineers require 3's to hit and reduce the gates saving throw to 4+. Once the Main Gate is breached, the French can attack into the main gate area with a number of companies as described above, and the KGL revert back to their 4+ save, or move into The Main gate area if there are no KGL companies in that area. Note that whilst a French company is attacking the Main Gate, it can be shot at by KGL companies in the Main Gate area.

Von Baring can add +2 to the combat dice of one KGL company in the same area as him. He can be killed in the normal manner, and if this happens he is replaced in the next Allied turn by a junior officer with a Strategy Rating of 7.

### Setting fire to buildings

Because the buildings are under heavy artillery and musket fire, there is a constant danger of them being set ablaze. At the start of each turn, roll one die each for the Stable, Barn and Farmhouse, and on a 6 they have caught fire! Follow the rules for fires on page 85 of the *Black Powder* Rulebook. Now this is where those lovely Nassau soldiers with camp kettles come in; at the start of the game place these figures next to the pond in the Main Gates, Piggery and Aertures section of the farm complex. If a building catches fire, von Baring can order the group to move to the area that is on fire. If they do move to the area where a building is on fire they increase the chances of the fire being put out by +1.

Any building that burns for three turns loses its defensive points, although troops can still occupy and fight from such an area

## Winning the game

The game lasts for 12 turns, or until all KGL companies are destroyed, or all French Companies are destroyed or shaken. If the game goes the full 12 turns then the game is won on victory points as follows

Each side scores the Victory Points listed under the scenario map for each of the areas held. In addition, the following Victory Points are scored for Shaking or destroying enemy units:

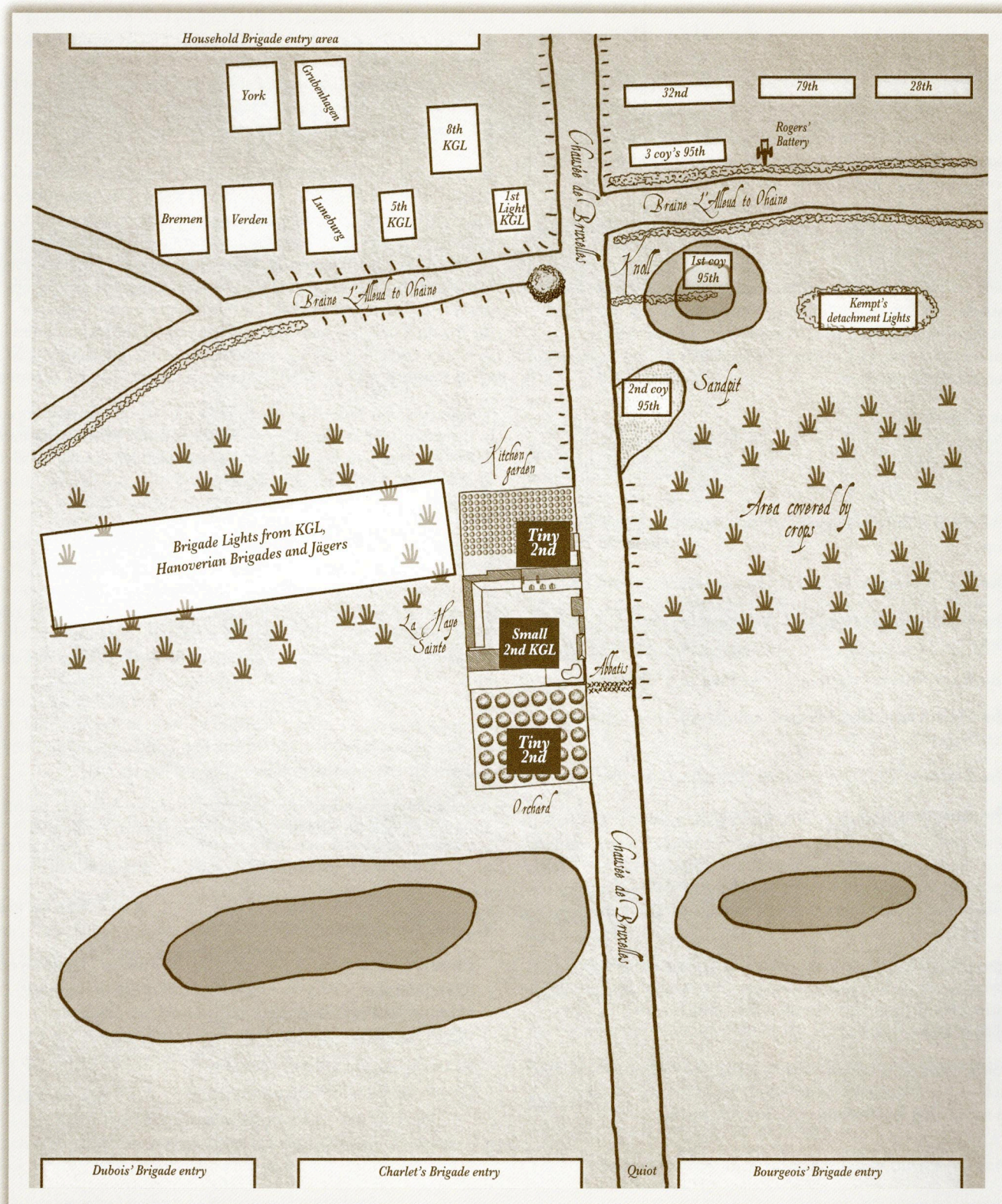
Enemy Units	Shaken	Destroyed
KGL, 95th or Hanoverian Feld company	1 VP	2 VP
French Voltigeur platoon	½ VP	1 VP
RHA or Luneburg Light company	–	1 VP
French 'division' or Engineer company	1 VP	2 VP



# The Battle for La Haye Sainte

Are you ready for a full-blooded re-enactment of the Battle for La Haye Sainte? Splendid, as that is what you'll be playing in this scenario! This is an attack and defense game in every sense, the Allied army must cling to this section of the Duke's ridge, whilst the French must clear the motley collection of enemy to win the

day. The farm of La Haye Sainte takes centre stage and if not dealt with could act as a breakwater to French intentions, with the troops stationed there having the ability to maul attacking French battalions heading for the ridge.





## *The Battlefield*

This battlefield consists of some of the most famous battlefield landmarks known. The centrepiece for this battle is the wonderful model of La Haye Sainte. Near to the farm is a sandpit and the Wellington Elm tree. The battlefield has several areas of sunken road and a few hedgerows. The battlefield is also covered by very tall crops.

La Haye Sainte is treated as three separate areas for the purposes of this game, these are the buildings themselves, each of which can accommodate 1 standard size unit and 1 tiny unit, and follow all the normal rules for buildings on page 85 of the Black Powder rulebook. The Orchard, which counts as an enclosed wood, can accommodate a Small size unit and the Kitchen Gardens, which counts as enclosed open ground, can also accommodate a Small unit. Troops in the Orchard and Kitchen Gardens count as being in soft cover

The Sandpit counts as rough ground. It can accommodate a small unit, and troops within count as being in soft cover.

The Sunken roads are classed as an obstacle to troops crossing it; troops moving along it would have to be in March Column

Hedgerows also count as obstacles as does the abbatis near La Haye Sainte.

The crops do not have to be placed on the field of battle but you can scatter foliage to represent these. The effect on the day of the battle was to screen the French to some extent as they advanced. As a result, all shots at units in the areas designated as crops receive a further -1 to hit.

## *Forces involved*

### **Allies**

The Allied forces are elements of the 3rd and 5th British Infantry Divisions, a mixed bag of British, King's German Legion and Hanoverian units. They are supported by Lord Edward Somerset's Household brigade

#### **2<sup>nd</sup> King's German Legion Brigade: Colonel Baron Ompteda**

- 1<sup>st</sup> and 2nd Light Battalions
- 5<sup>th</sup> and 8<sup>th</sup> Line Battalions

#### **1<sup>st</sup> Hanoverian Brigade: Major General Count Kielmannsegge**

- Light Field Battalions Grubenhagen and Luneburg
- Field Battalions Duke of York, Bremen and Verden
- Two companies of Field Jägers

#### **8<sup>th</sup> British Brigade: Major General Kempt**

- 28<sup>th</sup> North Gloucestershire Regiment
- 32<sup>nd</sup> Cornwall Regiment
- 79<sup>th</sup> Cameron Highlanders
- 6 companies 95<sup>th</sup> Rifles

#### **Rogers' Battery Royal Artillery**

- Royal Artillery Reserve
- Ross' Battery Royal Artillery

#### **House Hold Brigade: Lord Edward Somerset**

- 1<sup>st</sup> and 2<sup>nd</sup> Life Guards
- Royal Horse Guards
- 1<sup>st</sup> King's Dragoon Guards

### **French**

The French are elements of D'Erlon's 1st Corps attack that began at 1.15pm on the afternoon of the 18th of June 1815 they include the 1st Infantry Division and are supported by the 1st Cuirassier Brigade of the 13th Cavalry Division

#### **1<sup>st</sup> Infantry Division: Baron Quiot du Passage**

##### **1<sup>st</sup> Brigade Colonel Charlet**

- 1/54<sup>th</sup> and 2/54<sup>th</sup> Line
- 1/55<sup>th</sup> and 2/55<sup>th</sup> Line

##### **2<sup>nd</sup> Brigade Baron Bourgeois**

- 1/28<sup>th</sup> and 2/28<sup>th</sup> Line
- 1/105<sup>th</sup> and 2/105<sup>th</sup> Line

##### **6<sup>th</sup> Foot Artillery**

- 1<sup>st</sup> company 2/1 Engineers

#### **13<sup>th</sup> Cavalry Division's 1<sup>st</sup> Brigade: Baron Dubois**

- 1<sup>st</sup> and 4<sup>th</sup> Cuirassiers

*"An officer and four men  
came first in, the officer got  
me by the collar and said to  
his men 'C'est ce coquin!'"*

Lieutenant Greame,  
2nd Light King's German Legion



## *The Forces in Black Powder*

The following chart identifies the statistics of all the troop types that will take part in this battle. All the Generals have a Strategy Rating of 8. See details of special rules for Major General James Kempt on page 81 of *Albion Triumphant* volume 2. At the start of each turn, the Allies roll a die; on a 1 to 5 they are commanded by Charles Alten, but on the roll of a 6 the Duke of Wellington takes local command. Game rules for Alten and Wellington can be found on page 80 of *Albion Triumphant* volume 2.

Note that the French Engineers follow the rules set out on page 78 of that same publication.

The 2nd Light battalion KGL are split into three units as are the 95th Rifles. During the game Ompteda can detach up to 2 companies of the 1st Light Battalion KGL to reinforce La Haye Sainte, for each company Ompteda detaches to La Haye Sainte remove a stamina hit from any of the 2nd Light battalion KGL

units in La Haye Sainte, (note this can take units back to no stamina hits). On removing the first company the 1st Light KGL reduce their Hand to Hand and shooting values by 1, on the removal of the second company the battalion becomes classed as small. The 2nd Light battalion KGL cannot voluntarily leave the complex of La Haye Sainte but if all sections that make up the 2nd Light KGL are forced out of the complex they can be reformed into a standard unit, taking a turn to do so.

The Light companies/sections of the allied infantry have been detached, as have the Voltigeur companies of the French infantry Battalions. The French infantry have been upgraded to Tough Fighters. Each battalion or regiment has a set deployment area which is detailed on the battlefield map. Entry areas for the French and House hold brigade are also shown. The Household brigade can only enter the table from turn 4.

### Allies

Army Break point: 3 Brigades

#### **2nd KGL Brigade Colonel Baron Ompteda SR 8, Brigade Break Point 3**

- 1 Standard KGL Light Infantry Battalion
- 1 Small KGL Light Infantry Battalion
- 2 Tiny KGL Light infantry companies
- 2 Standard KGL Line infantry
- 1 Tiny KGL detached Light infantry companies

#### **1st Hanoverian Brigade Maj. Gen. Count Kielmannsegge SR 8, Brigade Break Point 3**

- 2 Standard Hanoverian Light Battalions
- 3 Standard Hanoverian Field battalions
- 1 Tiny Jaeger company

#### **8th British Brigade Major General Kempt SR 8, Brigade break point 2**

- 2 Standard British Line infantry battalions
- 1 Standard Highlander battalion
- 1 Small Rifle companies
- 2 Tiny Rifles companies
- 2 Royal Artillery battery

#### **Household Brigade – Lord Edward Somerset SR 8, Brigade Break point 2**

- 3 Small Household cavalry regiments
- 1 Small Dragoon regiment

### French

Army Break point: 2 brigades

#### **1st Infantry Division Baron Quiot du Passage, SR 8**

##### **1st Brigade Colonel Charlet SR 8, Brigade Break point 3**

- 4 Standard French Line infantry battalions
- 1 Standard French Light infantry battalion

##### **2nd Brigade Baron Bourgeois SR 8, Brigade Break point 3**

- 4 Standard French Line infantry battalions
- 1 Standard French Light infantry battalion
- 1 foot artillery battery
- 1 Engineer stand to attach to any unit

#### **13th Cavalry Division's 1st Brigade Baron Dubois SR 8, Brigade Break point 2**

- 2 Standard Cuirassier regiments

*“The ground was literally covered with French killed and wounded, even to the astonishment of my oldest soldiers, who said they have never witnessed such a sight.”*

Lieutenant Greame,  
2nd Light King's German Legion



# *British and Hanoverians*

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Small Household Cavalry	Regular cavalry	Sabre	6	0	3	2	Small, Reliable, Heavy cavalry D3
Dragoon Guards	Regular cavalry	Sabre	6	0	4	2	Heavy Cavalry D1
British Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Steady Line, First Fire
Detached Light companies	Regular Infantry	Smoothbore Musket	4	2	4	2	Skirmish, Sharpshooter, Steady Line, First Fire
Kings German Legion Line Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Steady Line First Fire
KGL Detached Light Companies	Regular Infantry	Rifled Musket	2	1	4	1	Skirmish, Sharpshooters, Steady Line First Fire
Kings German Legion Light Infantry	Regular Infantry	Rifled Musket	6	3	4	3	Skirmish, Steady Line, First Fire, Sharpshooter, Rifle Mixed Formation
Kings German Legion Light Infantry companies	Regular Infantry	Rifled Musket	4	2	4	2	Skirmish, Steady Line, First Fire, Sharpshooters, Rifle Mixed Formation
Kings German Legion Light Infantry company	Regular Infantry	Rifled Musket	2	1	4	1	Steady Line, First Fire, Skirmish, Sharpshooter, Rifle Mixed Formation
Highland Infantry	Regular Infantry	Smoothbore Musket	6	3	4	3	Tough Fighter Steady Line First Fire
Rifle Companies	Regular Infantry	Rifled Musket	4	3	4	2	Skirmish, Sharpshooters, Reliable, First Fire, Elite 4+
Rifle Company	Regular Infantry	Rifled Musket	2	2	4	1	Skirmish, Sharpshooters, Reliable, First Fire, Elite 4+
Hanoverian Field Line Battalion	Regular Infantry	Smoothbore Musket	6	3	4	3	
Hanoverian Skirmishers and Sharpshooters	Regular Infantry	Smoothbore Musket	4	2	4	2	Skirmish, Sharpshooters, Rifle Mixed Formation
Hanoverian Field Light Battalion	Regular Infantry	Smoothbore Musket	6	3	4	3	Skirmish, Sharpshooters
Royal Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2	Reliable, Shrapnel



*French*

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Battalions de Ligne	Regular Infantry	Smoothbore Musket	6	3	4	3	Pas de Charge, Tough Fighter
Cuirassiers	Regular Cavalry	Sabre	9	-	3	3	Heavy Cavalry D3, Reliable
Foot Artillery	Regular Artillery	Smoothbore Artillery	1	3-2-1	4	2	

*The Game*

The game is played over eight turns on a 6x10' table. Once you have set up the Allied units in their starting positions roll for each battalion and artillery battery; on a 6, mark the battalion or battery with one stamina hit as a result of the unit being caught in the Grand Battery's cannonade.

Repeat this procedure at the start of the second and third turns.

The French have to capture several key areas and the Allies have to prevent them from doing so. Each side scores victory points for the areas of the table that they control at the end of the game. Points are also scored for shaking or destroying enemy formations. The winner of the game is the army that scores the most points at the end of the game.

**Controlled Objective**

	Points
La Haye Sainte	3 points
Kitchen Garden	2 points
Orchard	1 point
Taking or holding the knoll	1 point
Braine L'Alleud to Ohaine Road,	5 points
West of Chaussée de Bruxelles	
Braine L'Alleud to Ohaine Road,	5 points
East of Chaussée de Bruxelles	

**Enemy Unit**

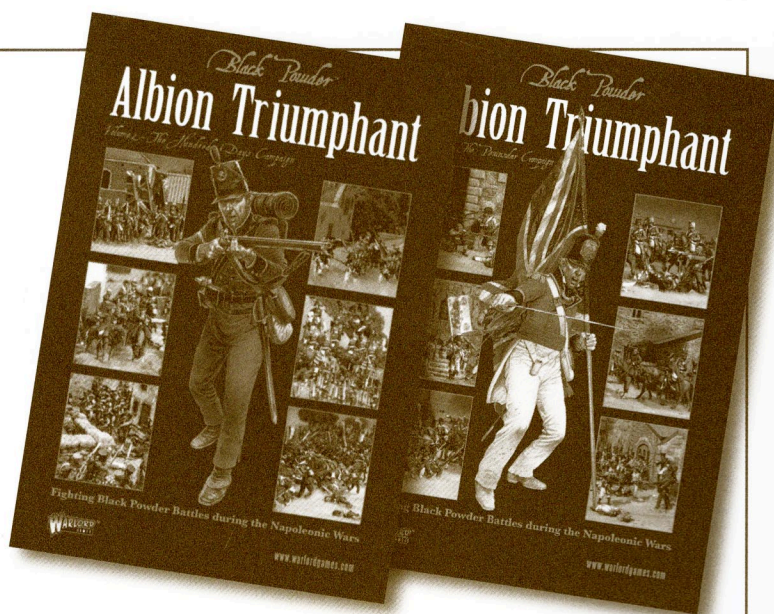
	Shaken	Destroyed
Standard unit	2 points	3 points
Small unit	1 point	2 points
Tiny unit	0 points	1 point



More information on gaming the Napoleonic Wars can be found in the Albion Triumphant volumes, which cover gaming the Peninsular Campaign and the Hundred Days campaign, leading up to the climactic battle of Waterloo.

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