

Before the game begins

The scenario dictated there would be no roll-off for *Initiative*. The French were given it together with the offer to delay the start of the battle by 1 hour (3 turns). If the option is taken they are permitted to position ALL of their guns as a Grande Battery. After a quick conference the players decided on a partial deployment and placed the Guard Reserve batteries on the ridge 500-700 yards from La Haie Sainte and extending to the front of Donzelot's Division.

The 1/13th Leger were moved forward into low ground to allow the 12 pdrs of the reserve to deploy on the ridge opposite Bijlandt's Brigade. As the batteries were spaced out the deployment was not considered a Grande Battery. The risk with the delay was that 3 turns were being knocked off a scenario game of unknown length meaning, they may not now have time to achieve their objectives. As a full Grande Battery was not deployed the umpire's decided to delay the start of the battle from 1100 to 1140.

TURN 1 1140 hours.

Initiative:



EVENT:

This turn the Umpire controlled event was a '*Rousing speech given by brigade commanders*'. Each army diced to select a brigade. When these were identified the brigade's quality was upgraded one level for the game duration. This seemed to please the players mightily!

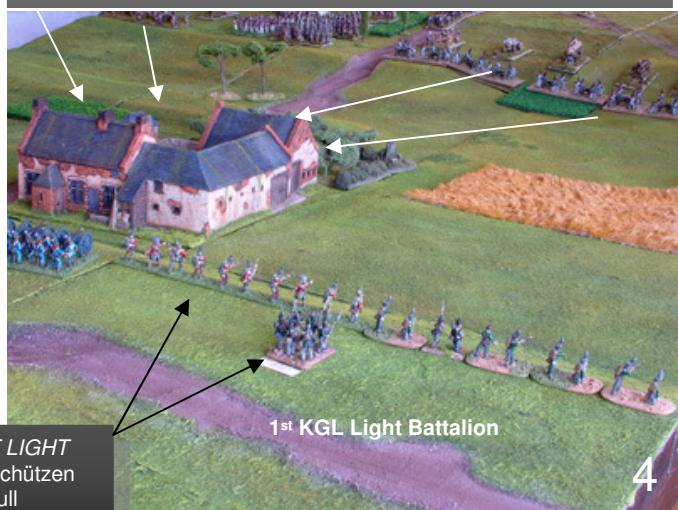
1. La Haie Sainte was classed as a 2B BUA which means its garrison size could range from 3-6 *Combat Groups*



2. The bombardment of La Haie Sainte begins using four batteries equivalent to 32 guns. These were all from the Guard Reserve and included sixteen 12 pounders. Three batteries are in shot here. The French decided to target the farm itself and not the garrison. This turned out to be a shrewd move as garrisons accrue significant *Close Combat* and *Resolve Check* modifiers if their perimeter and defences are intact.



3. Quiot's Division moves off quickest and by the end of the move is within 250 yards of the farm. Both brigades are on **ADVANCE** orders. Bourgeois has deployed skirmishers from his lead battalions 1/28 and 1/105 de Ligne.



4. The 1st KGL Light Battalion was the only element of Ompteda's brigade visible to the French. Ray uses 1 MP to deploy them into full skirmish formation which involves the entire battalion going into open order with one close order *Combat Group* remaining as a rallying point behind the line. They stayed visible on the ridge west of the farm.
- Full skirmish deployment is only available to **SPECIALIST LIGHT INFANTRY** such as British Rifles, Austrian and German Schützen or similar. In full deployment a 24 model unit retains one full *Combat Group* in close order and deploys 10 pairs of skirmishers

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TURN 2 1200 hours.

Initiative:



EVENT:

One of the continuing event mechanisms was to check every turn from T2 for the state of the Emperor's health. He began the battle as *GIFTED* but a die throw of 1 or 2 on a D6 reduced him one level. On a 3 or 4 he remained the same and on 5 or 6 an deterioration was remedied by one level. Thankfully for the French he was OK this turn!

As a further umpire event a selected brigade loses its orders this turn. In this case it was Nogue's brigade from Marcognet's 3rd Infantry Division. They stood idle and watch their comrades march north towards the ridge.

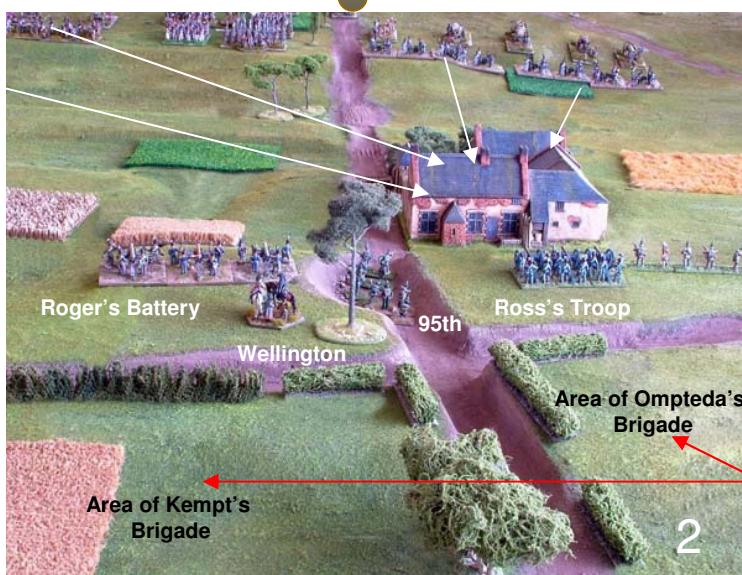
1. When Napoleon was well we used a mounted model and when he was poorly we used a dismounted model



1a



1b



2

2. Chris smirked, Ray winced!

As the bombardment of La Haie Sainte entered its second turn the initial negative Artillery Modifier of -50% dice for 'New target' disappeared. The farm took 7 direct hits this turn alone indicating that it would soon present little in the way of cover for its garrison. Chris smirked, Ray winced!

LoS (Line of sight)

Republic to Empire places great emphasis on line of sight. For this reason many Allied formations were left off table so that the French could not build plans around what they should not know about

3. Already the three French divisions 1st, 2nd & 3rd are developing an unintentional echeloned attack. Donzelot's battalions are having to slow to navigate around a 12 pdr battery and the fastidious Marcognet was taking additional time to keep his division in perfect order. Maybe Jim is a closet Prussian! Some orders were lost en route causing further delays. Durette's Division is not fully assembled and is not moving at all.

In relative terms Quiot's Division are to the left and ahead and Marcognet's are to the right and behind. In the shot are Donzelot's Division commanded by Bob Thornton.



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