Rearguard action near Genappe 17th June 1815.

Famous battles are a little like the star turns on a variety show bill. They get all the attention and often overshadow other interesting but lesser known events which occur during a campaign. The 100 Days is chiefly remembered for Quatre Bras, Ligny, Waterloo and to a much lesser extent Wavre. There were however, several skirmishes on both the 15th and the 17th worthy of exploration on the table top.

The French appear to have lost a significant opportunity on the 17th in failing to follow the retreating Wellington with sufficient vigour. Wellington covered his withdrawal from Quatre Bras to Mont St Jean extremely efficiently using cavalry and horse artillery. Clashes took place in bad weather during the afternoon and early evening. We know the timing as Ney's troops were said to have been eating lunch when Napoleon arrived at Quatre Bras demanding to know details of the as yet un-started pursuit. It is also documented that Napoleon's advanced guard reached La Belle Alliance at around 1830 hours. If the French were less than one mile from the ridge at Mont St Jean by 1830, then the Allied rearguard would have rejoined the main body between 1700 and 1800 at the latest. This offers a window between 1300 and 1700 during which the action can be set.

I have used these events as the basis for a scenario involving imbalanced forces working to objectives and against the clock. Some of the units included may not have participated in covering the retreat or for that matter the pursuit and so I would recommend that gamers use whatever regiments they have available as long as the troop types and numbers are correct. What I found interesting whilst doing my background reading was the number of British formations which appear to have participated in covering the withdrawal. Whether they were actively involved in the fighting or not is unclear but certainly the 7th Hussars and 11th Light Dragoons did fight on the 17th. The 1st King's Dragoon Guards, 1st Royal Dragoons, 2nd Dragoons, 10th Hussars, 18th King's Irish Hussars, 13th Light Dragoons and 16th Queens's Light Dragoons are all documented as having participated in covering the retreat. This means that elements of the 1st, 2nd, 3rd, 4th 5th & 6th British Cavalry Brigades all took part in covering the retreat. The total number of regiments in all six brigades was 19 or approximately 8,000 horsemen! I am not suggesting that all were engaged and some may not have participated but it does give a wide choice in terms of units that could be employed in the scenario. If the strengths of the regiments mentioned above are totalled this comes to about 3,500 men.

The Scenario
The action takes place around Genappe which is on the road between Quatre Bras and Waterloo. The Allies have a screen of cavalry covering the retreat of the main army and have positioned small infantry garrisons in outposts to slow up any pursuit. I cannot find any historical evidence for the latter but it does not seem too far fetched particularly if these detachments are drawn from specialist light infantry units.

Briefing for Uxbridge
Hold the French forces beyond the house on the ridge for more than three hours (10 Turns) to achieve a complete victory. This will allow the rearward elements of the army to pass far enough north and be out of harms way by nightfall. If you succeed in holding the enemy back between two and a half hours and three hours (8 or 9 Turns), this will be an honourable achievement but not victory. Holding the enemy for less than two and a half hours (7 Turns or less) will be considered a failure to fulfil your

brief and therefore an enemy victory. To control the ground up to the ridge the French must eliminate all resistance including outposts. If French numbers increase significantly you will be reinforced but the Duke does not want to fight on this ground therefore the quantity of reinforcements will be limited.

Briefing for Ney
After the sharp action at Les Quatre Bras yesterday you have been charged with conducting the pursuit of the retreating enemy towards Brussels. Use your forces to gain control of the high ground beyond the small house on the ridge ahead. In order to have the best chance of catching the rearward elements of the retreating enemy army you must possess the high ground within two and a half hours (7 Turns) of engaging his blocking force. Leave no pockets of resistance as you advance. Achieving your objective in a period between two and a half and three hours (8 or 9 Turns) would be disappointing but acceptable to the Emperor. Failing to achieve your objective after three hours (10 Turns) would be seen as incompetent. Napoleon is already angry that you did not begin the pursuit at first light. Reinforcements will continue to arrive throughout the afternoon.

Game Length and Table Size
The game lasts for 10 turns. This represents a three hour and twenty minute period sometime between 1300 and 1700 hours. I recommend this game be played lengthways on a 8 x 6 feet table for 28mm models. If players using 15mm models could stretch to a 6 x 6 feet table the flanks would become extremely interesting and pose several challenges to both attackers and defenders.

Commander ability and Brigade Quality
One of the principle tenets of *Republic to Empire* is command and control. An army's ability to perform is limited by the skill of its commander and the competence of the general officers who direct its brigades. These abilities are determined before a game begins. As neither the pursuit nor the rearguard action was directed by either commander in chief the quality of each force commander should be set randomly. The French are under Marshal Ney who was in command of the left wing of the L'Armée du Nord. The Allies are under the Earl of Uxbridge, Wellington's second in command and commander of all Allied cavalry. Both Ney and Uxbridge were known to be of good calibre therefore neither can be rated worse than Skilful and on a 50% throw they are Gifted. By adding this small element of chance we can to some extent, deal with the temperamental and volatile personality of Ney and introduce an element of unpredictability to Uxbridge. This adds between 1 and 2MPs to their total per turn. The brigade quality of each formation should be determined using the mechanisms from the *Command* chapter of the rules.

Allied Rearguard
Commander in Chief: Henry Paget (Earl of Uxbridge)
2nd (Union) Cavalry Brigade *(Ponsonby)* Brigadier +3 regts. V, D, D   64 models total
RHA battery: 3 x 9 pdr gun models. V.
RHA battery: 3 x 6 pdr gun models. V.
Infantry detachment: 6 rifle armed light infantry. V.
Infantry detachment: 6 rifle armed light infantry. V.

This means the Allies will start the game throwing one DAv for Movement Points (MPs) and adding the supplement for the commander's ability rating.

Note

There may be some who would argue with the classification of two regiments of the brigade as Drilled bearing in mind their feats of derring-do on the following day. It should be remembered that both The Inniskillings and The Greys had not seen active service for many years before the 100 Days Campaign and had no battle experience in almost a generation. For those partial to rating the British cavalry as marvel comic book heroes I would very grudgingly permit the Elite suffix. The 1st had of course seen extensive service in the Peninsula. The infantry detachments are independent and the *Resolve* modifiers for support do not apply. These may move using the ordinary number of MPs for single unit actions and do not count as out of command radius. They are still permitted to shoot in 'combat groups' of 2 models when in cover. They are treated as a garrison for *Close Combat* purposes and therefore fight as combat groups of 4 models. They need not retain the close order reserve for this scenario. The Allied cavalry was not organised in divisions and so no divisional officers appear on the order of battle.

Allied Deployment

See map for details.

French Vanguard

Commander in Chief: Marechal Michel Ney

Light cavalry brigade: Brigadier + 2 regts of Chasseurs or Lancers. V, D. 48 models total.

Infantry brigade: Brigadier + 4 battalions. V, D, D, R: 96 models total.

Note: The leading elements of the pursuit could arguably come from Ney's 'wing' of the army which had fought at Quatre Bras or from leading elements of Napoleon's force marching hot foot from Ligny. I have not been specific about French regimental designations to make things easy for gamers whose collections are not 1815-centric.

This means the French will start the game throwing two DAv for Movement Points (MPs) and adding the supplement for the commander's ability rating.

French Deployment

See map for details.

Reinforcements.

Detail of enemy reinforcements should not be shown to players. The scenario will have added edge if certain details remain hidden. Neither side will receive all of the listed reinforcements. The arrival time of reinforcements is fixed by the table below but their composition will be randomised. The French will be reinforced intermittently from Turn 2 and the Allies, intermittently from Turn 3.

TURN	REINFORCEMENTS AVAILABLE	
	ALLIES	FRENCH
2	No	Yes
3	Yes	Yes
4	No	No
5	Yes	Yes
6	No	Yes
7	Yes	No
8	No	No

Arrival time of reinforcements
When a player receives reinforcements use the appropriate dice to decide the composition of the new arrivals. Having established composition then dice for the location in which they appear using the mechanism indicated. Reinforcements arrive at the beginning of a players phase and therefore add additional MP dice where applicable and may move in the turn of their arrival.

Arrival location of reinforcements
Divide the short table edges into six lengths of 12 inches (30cm). Using a D6, throw for each reinforcing brigade to determine where it arrives. If the brigade is large it must march on behind the lead element which may be placed fully on the table at the start of the turn. This will mean that some units may not get on to the table in the turn that their brigade was scheduled to arrive. All units arriving do so in column of march formation and their brigade orders are MOVE.

French Reinforcements
On each turn in which reinforcements arrive, throw a D6 and consult the list below. As troops appear, cross them from the list of available reinforcements as each will arrive only once.

1. Heavy cavalry brigade: Brigadier + 2 regts of Cuirassiers. VE, D. 40 models total.
2. Light cavalry brigade: Divisional Commander **+** Brigadier +2 regts of Chasseurs or Lancers. V, D. 42 models total.
3. Infantry brigade: Divisional Commander + Brigadier + 4 battalions. V, D, D, R. 96 models total.
4. Infantry brigade: Brigadier + 4 battalions. V, D, D, R. 96 models total.
5. 6pdr battery (3 guns + 1 howitzer) D.
6. 12pdr battery (3 guns + 1 howitzer) G.

Allied Reinforcements
On each turn in which reinforcements arrive, throw a D4 and consult the list below. As troops appear, cross them from the list of available reinforcements as each will arrive only once.

1. Heavy cavalry brigade: Brigadier + 3 regts. G, G, G, each of 12 models. *The Household Brigade* (excluding 1st DG) if available or another brigade of two regiments. D, D with 48 models total.
2. Light cavalry brigade: Brigadier + 2 regts D, R. Dutch Belgian Hussars or Light Dragoons. 48 models total.
3. Light cavalry brigade: Brigadier +2 regts D, D. British, KGL or Dutch Belgian Hussars or Light Dragoons. 48 models total.

4. Dutch-Belgian or Brunswick Horse artillery battery: 3 x 6pdr. D

The quality of each type of unit is indicated as follows:
G = Guard, V = Veteran, D = Drilled, R = Recruit. The suffix E = Elite ie VE = Veteran-Elite. This applies to both armies.

Initial brigade orders
The initial orders for all brigades of both armies which are on the table as the game commences are *MOVE*. The exception to this are the Allied infantry detachments which have *DEFEND* orders which need only 1MP to maintain in total for all detachments.

Effect of Weather
It has been raining intermittently for several hours. This has created heavy going for troops moving both on and off road. To simulate the uncertainty created by the ground conditions each brigade will throw a D6 before it moves. If it scores a 1 or 2 then movement is halved this turn. This also applies to *Exploitation* moves but not to *Charge* moves. It does not affect *Charge Threat* distances which are treated as normal.

Built up Areas
Each of the built up areas is classed as by the *Republic to Empire* rating 1B. For other rules this is a small stone or brick built building.

Events
Republic to Empire does not have an Events section but I thought the inclusion of several situation specific events would add some extra bite to this game.

There are ten turns to the scenario. It is unlikely that ten events will occur as an event is generated on a 50% die throw per turn. If an event does occur then throw again to see whether it affects the French or the Allies unless otherwise stated.

1. A battery which is in position begins to sink up to its axles in the liquid mud. It must limber up and move this turn for at least a full move from its current site.
2. Nervousness abounds in the current fluid situation. A report of a large body of cavalry on your left flank forces you to immediately detach a squadron from your leading unengaged cavalry regiment and send it off table in that direction. It will not return. There is no MP cost to do this.
3. A torrential squall prevents any movement for either army this turn. Reinforcements stand where they have arrived.
4. Damp powder permanently reduces the fire effectiveness of two battalions or detachments by 50%. Select them randomly from those currently on table. Simply half available combat groups after all other factors have been applied for firing purposes from hereon.
5. One of your batteries just happens to be the most efficient in the entire army. It manages to fire at double rate on its next turn of shooting. This means you may target the same unit twice or two different targets within the same arc of fire. It loses only one round of ammunition as an added bonus.

6. Rain soaked uniforms all assume the same dark hue. You mistake the closest unengaged enemy unit for friends. For this turn only, perform no aggressive actions against them regardless of their proximity and intent.
7. Your commander takes a fall from his horse in the glue-like mud. He is incapacitated for 20 minutes and you cannot add his additional MPs to your total this turn.
8. A rash cavalry colonel throws his regiment forward to engage the enemy. Your leading regiment need not check its *Resolve* but will automatically charge the nearest enemy (regardless of its type and formation) in the charge phase without the need to spend appropriate MPs.

Scenario notes

There are several key aspects to this scenario. The French need to keep moving and it is likely that their cavalry will advance well beyond the infantry. There is risk and opportunity in this. The key terrain feature of the field is the Allied held farm on the ridge. Unless a well planned neutralisation using artillery and infantry is undertaken it will prevent a French victory.

Rules

The rules used for the scenario were *Republic to Empire* but of course any set of Napoleonic rules could be used with some straightforward modifications. *Republic to Empire* is written for divisional sized actions and above. This scenario is constructed around some of its key principles such as *Commander Ability*, *Brigade Quality* and *Exploitation*.

Adaption for other rule sets

The model to man ratio of *Republic to Empire* in 1:20. The troop ratios can be easily adapted to reduce the number of models necessary. Alternatively the unit sizes can be kept the same and the number of units reduced proportionately in each army. The troops rating system is fairly conventional and requires little if any modification.

Battle report

The scenario proved exciting and unpredictable. The French quickly over ran the first farm using a regiment of infantry but moved their cavalry brigade forward very cautiously. The table looked strangely bare for the first two or three turns until French reinforcements began to arrive and push up the table. The Allies were represented only by two horse artillery batteries and the detachments of Riflemen so it all appeared a bit lopsided! The Union Brigade of course lay behind the crest and its order changes and position were managed by the umpire and the Allied commander. The Allied horse artillery proved effective in disrupting and causing casualties to the French. Ney finally decided to fling his light cavalry brigade into the attack to neutralise one of the RHA batteries. The gunners stood their ground and were predictably cut down. This provoked Uxbridge to begin his counterattacks as by T5 the Household Brigade and British Hussars had arrived and deployed behind the crest. The fun really began when the French tried to gain the crest. Furious cavalry attacks and counter charges swung the battle with the advantage changing hands several times. The Scots Greys became the hapless targets of a battery of Guard 12pdrs and to use an accurate description of events, were minced. They did not rout but were so depleted that they fell back without getting into action. The 1st Dragoons beat off the gunner-killing French Hussars but were themselves driven back by artillery fire. The British Guard cavalry did perform some heroics but predictably failed to disengage and found themselves far from the ridge and surrounded by angry Frenchmen. Ney's

infantry were by now launching attacks in force against a Brunswick battery on the ridge but it was all too late. The Allies had managed to hold on to the position just long enough to guarantee a complete victory despite the loss of a fairly significant number of fine cavalry. The Rifles positioned in the farm behind the crest were still in possession as the game finished.

Thanks
A big thank you to David Imrie and Peter McCarroll for the use of their troops in this scenario.

Discussion on the use of Republic to Empire together with free downloadable gaming aids can be found at www.leagueofaugsburg.com