The Battle Of Ligny

16 June, 1815 A *Grande Armée* scenario by Lloyd Eaker

As Napoleon opened his 1815 offensive into Belgium he rapidly began to squander the advantages of interior lines and strategic surprise. Splitting his army with a smaller wing under Ney to take the crossroads of Quatre Bras, Napoleon planned to assemble the main body to strike the Prussians at Ligny. But Ney bungled the Quatres Bras operation, Napoleon was unable to assemble his entire force, and the Prussians put up a ferocious resistance. As evening fell, Napoleon committed his Guard for a final assault that broke the Prussian lines. But the late hour and French exhaustion meant that the Prussians got away without a serious pursuit, and Napoleon seemed unable or unwilling to organize one until the next day, by which time it was too late. Napoleon had won his last victory.

The Scenario:

The Weather is normal and variable. The ground is Hard. The game begins on turn 4, and the basic length is 8.

The French Army is "Fair" Its break point is 13. The Prussian Army is "Fair". Its break point is 16.

Alternative Lignys, Play-Balancing, and What-Ifs:

Both sides were expecting reinforcements that never came. Aside from altering the weather or generals' abilities, the following Force additions could make for a radical transformation of the game. In each case, these are Forces which appeared two days later at Waterloo, so players should copy the Force rosters and labels from the Waterloo scenario in the *Grande Armée* rulebook.

1. D'Erlon

The French I Corps was marching and countermarching between the battles of Ligny and Quatre Bras, responding to Napoleon and Ney's contradictory orders. At one point they were clearly visible to the Prussians, who feared a devastating descent upon their right flank. If you wish to simulate this option, then at the end of Turn 3 Napoleon and Blücher each begin rolling a die. If Napoleon's roll is higher, then D'Erlon has listened to Napoleon's orders and disregarded Ney's, and the I Corps will arrive in the first pulse of the next Turn. If Blücher's is equal or higher, then I Corps is still confused. Do this at the end of each Turn until D'Erlon arrives. At the end of Turn 5, Napoleon gets a +1 modifier to his roll. The I Corps will enter on the West map edge between Wagnele and Marbais.

2. Bülow

The Prussian IV Corps was a day behind the rest of the army. It had been deployed furthest away from Army HQ, but it was also suffering from a staff problem and Bülow's personal spat with Gneisenau. As a result, it got a leisurely start on the 16^{th} , and never made the battle of Ligny. If you wish to include it, then have the Blücher player roll at the end of Turn 3, trying to roll *less than* the current turn number. Repeat at the end of each turn until successful. The IV Corps will enter on the first pulse of the next turn, on the northern map-edge along the road leading to Sombreffe.

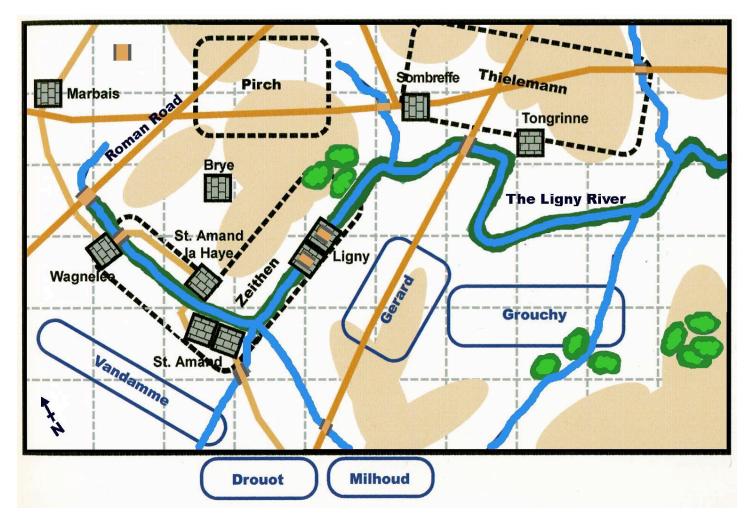
3. Lobau

The French VI Corps did actually arrive in the final hour of the battle and played virtually no role in the fighting. Apparently its tardiness was the result of poor staffwork by Soult and poor memory on the part of Napoleon. If you wish to include it, have it enter on the St. Amand road on the South edge on the first pulse of Turn 6. (Note: if using the Waterloo OB, remove the two cavalry units from the VI Corps, as they were attached to the corps only for Waterloo. The VI Corps had no cavalry at Ligny.)

The Map:

The sectors are one foot square. The towns are all hard cover. The The Ligny River is rough ground and is considered 2" wide at all points East of the Roman Road. This is indicated by the extra wide banks on the map. West of the Roman Road the The Ligny River counts as an obstacle. All contours are slight. So cavalry attacking downhill should be penalized by -1 in combat instead of not being allowed to attack. The Town of Ligny is straddling the Ligny River. The bridges in the town are just for information and to make clear that the river is just part of the town at this point. Attackers do not have to cross the river to attack troops in the town, to enter the town or to leave the town. Drouot's and Milhoud's Forces are deployed just off the table. They count as Forces for CPs and may be entered any time they are given CPs by Napoleon. They may not move on their own initiative.

The Battlefield of Ligny



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Roster for l'armee du Nord

Commander: Napoleon (Good)	
Weather: Normal, Variable (20")	
Army's Break Point: (Fair) 13	
Generals Available: 3	
This is a Napoleonic Army of 5 Forc	es. Napoleon has no ADCs. He does have Marshal Grouchy who has command of the I and II
Cavalry Corps and acts as one of the	Forces.

IMPERIAL GUARD: GENERA	L DRO	ООТ 2	/ 18''	
1st Division: Friant				
G/1/1 O.G. Grenadiers a pied	SK2	Guard	12SP	
G/1/2 M.G. Grenadiers	SK2	Guard	10SP	
2nd Division: Morand				
G/2/1 O.G. Chasseurs a pied	SK2	Guard	14SP	
G/2/2 M.G. Chasseurs	SK2	Guard	12SP	
3rd Division: Duhesme				
G/3/1 Chartrand	SK2	Elite	9SP	
G/3/2 Guye	SK2	Elite	9SP	
Guard Cavalry				
G/C Guard Heavy Cavalry		Guard	12SP	
Corps Artillery:				
G: O.G. 12-pder Foot A				
G: O.G. 12-pder Foot B				
G: O.G. 12-pder Foot C				
G: O.G. 6-pder Horse A				
G: O.G. 6-pder Horse B				
·				
III CORPS: GENERAL VAND	AMME	3 / 18	" VAL	OR AGGRESSIVE
8th Infantry Division: Lefo	1			
III/8/1 Billard (Legere)	SK2	Veteran	8SP	
III/8/2 Corsin	SK2	Trained	6SP	
10th Infantry Division: Hal	bert			
III/10/1 Gengoult	SK2	Trained	7SP	
III/10/2 Dupeyroux	SK2	Trained	8SP	
11th Infantry Division: Ber	thezen	ie		
III/11/1 Dufour	SK2	Trained	6SP	
III/11/2 Lagarde	SK2	Trained	5SP	
3rd Cavalry Division				
III/C/1 Domon (Chasseurs)		Trained	3SP	
ATTACHED				
7th Infantry Division: Gira	rd			
III/7/1 Sebastiani (Legere)	SK2	Veteran	6SP	
III/7/2 Matis (Legere)	SK2	Veteran	7SP	
5th Cavalry Division				
III/C/2 Subervie (Lancers)		Veteran	5SP	
Corps Artillery:				
III: 12-pder Foot				
III: 6-pder Horse				

IV CORPS: GENERAL GERA	ARD 2	/14" VA	LOR	
12th Infantry Division: Pe	cheux			
IV/7/1 Rome	SK2	Trained	7SP	
IV/7/2 Schaffer (Legere)	SK2	Veteran	6SP	
13th Infantry Division: Vie				
IV/8/1 LeCapitane	SK2	Veteran	5SP	
IV/8/2 Desprez	SK2	Trained	5SP	
14th Infantry Division: Hu	lot			
IV/10/1 Hulst (Legere)	SK2	Veteran	7SP	
IV/10/2 Toussaint	SK2	Trained	5SP	
VI Cavalry Division				
IV/C Maurin (Hussars&Dra	goons)	Veteran	6SP	
Corps Artillery:				
III: 12-pder Foot				
III: 6-pder Horse				
IV CAVALRY CORPS: GENERAL IVC1 Wathier (Cuirassiers)		UD 2 /6'' Y Elite		
			6SP	
IVC1 Wathier (Cuirassiers)		Elite	6SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers)		Elite	6SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery:		Elite	6SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery: IVC 6-pder Horse A IVC 6-pder Horse B		Elite	6SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery: IVC 6-pder Horse A IVC 6-pder Horse B CAVALRY: MARSHAL GROUCH		Elite Elite	6SP 7SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery: IVC 6-pder Horse A IVC 6-pder Horse B CAVALRY: MARSHAL GROUCH C/4CD Soult (Hussars)	 IY 2 /9"	Elite Elite Elite	6SP 7SP 6SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery: IVC 6-pder Horse A IVC 6-pder Horse B CAVALRY: MARSHAL GROUCH C/4CD Soult (Hussars) C/9CD Strolz (Dragoons)	 TY 2 /9"	Elite Elite Elite Trained	6SP 7SP 6SP 5SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery: IVC 6-pder Horse A IVC 6-pder Horse B CAVALRY: MARSHAL GROUCH C/4CD Soult (Hussars) C/9CD Strolz (Dragoons) C/10CD Chastel (Dragoons)	 TY 2 /9"	Elite Elite Elite	6SP 7SP 6SP 5SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery: IVC 6-pder Horse A IVC 6-pder Horse B CAVALRY: MARSHAL GROUCH C/4CD Soult (Hussars) C/9CD Strolz (Dragoons) C/10CD Chastel (Dragoons) Corps Artillery:	 TY 2 /9"	Elite Elite Elite Trained	6SP 7SP 6SP 5SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery: IVC 6-pder Horse A IVC 6-pder Horse B CAVALRY: MARSHAL GROUCH C/4CD Soult (Hussars) C/9CD Strolz (Dragoons) C/10CD Chastel (Dragoons) Corps Artillery: C 6-pder Horse A	 TY 2 /9"	Elite Elite Elite Trained	6SP 7SP 6SP 5SP	
IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) Corps Artillery: IVC 6-pder Horse A IVC 6-pder Horse B CAVALRY: MARSHAL GROUCH C/4CD Soult (Hussars) C/9CD Strolz (Dragoons) C/10CD Chastel (Dragoons) Corps Artillery:	 TY 2 /9"	Elite Elite Elite Trained	6SP 7SP 6SP 5SP	

Roster for die Rheinarmee

Commander: Blucher (Good))			
Weather: Normal, Variable (20")			
Army's Break Point: (Fair)	16			
Generals Available: 2				
This is a Napoleonic Army o	f 3 For	ces.		
I CORPS: GENERAL ZEITHI		/ 18" VALO)R	
1st Infantry Brigade: Stein				
I/1/1 12th Line MX	SK2	Veteran	7SP	
1/1/2 24th Line	SK2	Irained	/SP	
I/1/3 1st Westphalian Ldwr	SK1	Conscript	5SP	
2nd Infantry Brigade: Pirc	h II			
I/2/1 6th Line	SK2	Veteran	7SP	
I/2/2 28th Line	SK1	Trained	6SP	
I/2/3 2nd Westphalian Ldwr		Conscript	4SP	
3rd Infantry Brigade: Jago	W			
I/3/1 7th Line	SK2	Veteran	6SP	
I/3/2 29th Line	SK2	Trained	5SP	
I/3/3 3rd Westphalian Ldwr	SK1	Conscript	4SP	
4th Infantry Brigade: Donr				
I/4/1 19th Line	SK1	Trained	5SP	
I/4/2 4th Westphalian Ldwr		Conscript	4SP	
1st Cavalry Division: Rode	r			
I/C/1Treskow (Dragoons)		Trained	5SP	
I/C/2 Lutzow (Landwehr)		Conscript	4SP	
Corps Artillery:				
I: 12-pder Foot A				

- I: 12-pder Foot B I: 6-pder Horse A I: 6-pder Horse B _____
- I: Howitzer Btty _____

II CORPS: GENERAL VON I	PIRCH	3 / 19"		
5th Infantry Brigade: Tipp	oelskir	ch		
II/5/1 2nd Line	SK2	Veteran	6SP	
II/5/2 25th Line	SK1	Trained	5SP	
II/5/3 5th Westphalian Ldwi	r MX	Conscript	4SP	
6th Infantry Brigade: Krat	fft			
II/6/1 9th Line	SK2	Veteran	6SP	
II/6/2 26th Line	SK1	Trained	SSP	
II/6/3 1st Elbe Ldwr	MX	Conscript	4SP	
7th Infantry Brigade: Brau	ise			
II / 7 / 1 14th Line	SK1	Trained	6SP	
II/7/2 22nd Line	SK1	Trained	6SP	
II/7/3 2nd Elbe Ldwr	MX	Conscript	4SP	
8th Infantry Brigade: Bose	•			
II/8/1 21st Line	SK1	Trained	5SP	
II/8/1 23rd Line	SK1	Trained	4SP	
II/8/2 3rd Elbe Ldwr	MX	Conscript	4SP	
1st Cavalry Division: Jurga	ass			
II/C/1Thumen (Drgns & Ld	wr)	Trained	4SP	
II/C/2 Sohr (Hussars)		Elite	7SP	
Corps Artillery:				
II: 12-pder Foot A				
II: 12-pder Foot B				
II: 6-pder Horse A				
II: 6-pder Horse B				
II: 6-pder Horse C				

III CORPS - GENERAL THE 9th Infantry Brigade: Borc		IN 2/20"	
III/9/1 8th Line		Veteran	6SP
III/9/2 30th Line	SK1	Trained	5SP
III/9/3 1st Kurmark Ldwr	MX	Conscript	4SP
10th Infantry Brigade: Kei			
III/10/1 27th Line	SK1	Trained	5SP
III/10/2 2nd Kurmark Ldwr	MX	Conscript	4SP
11th Infantry Brigade: Luc	ck		
III/11/1 3rd Kurmark Ldwr	MX	Conscript	4SP
III/11/2 4th Kurmark Ldwr	MX	Conscript	4SP
12th Infantry Brigade: Stu	lpnage		
III/12/1 31st Line	SK1	Trained	5SP
III/12/2 5th&6th Kurmark	MX	Conscript	6SP
3rd Cavalry Division: Hob	e		
III/C/1 Marwitz (Uhlans)		Veteran	4SP
III/C/2 Lottum (Dragoons)		Trained	4SP
Corps Artillery:			
III: 12-pder Foot			
III: 6-pder Horse A			
III: 6-pder Horse B			
III: 6-pder Horse C			

Labels for the Ligny Scenario

Napoleon (Good) G: DROUOT 2 / 18" G/1/1 O.G. Grenadiers a pied SK2 G/1/2 M.G. Grenadiers SK2 G/2/1 O.G. Chasseurs a pied SK2 G/2/2 M.G. Chasseurs SK2 G/3/1 Chartrand SK2 G/3/2 Guye SK2 G/C Guard Heavy Cavalry G: O.G. 12-pder Foot A G: O.G. 12-pder Foot B G: O.G. 12-pder Foot C G: O.G. 6-pder Horse A G: O.G. 6-pder Horse B **III: VANDAMME (V)** 3 / 18" III/8/1 Billard (Legere) SK2 III/8/2 Corsin SK2 III/10/1 Gengoult SK2 III/10/2 Dupeyroux SK2 III/11/1 Dufour SK2 III/11/2 Lagarde SK2 III/C/1 Domon (Chasseurs) III/7/1 Sebastiani (Legere) III/7/2 Matis (Legere) III/C/2 Subervie (Lancers) **III:** 12-pder Foot **III:** 6-pder Horse IV: GERARD (V) 2 / 14" IV/7/1 Rome SK2 IV/7/2 Schaffer (Legere) SK2 SK2 IV/8/1 LeCapitane IV/8/2 Desprez SK2 IV/10/1 Hulst (Legere) SK2 IV/10/2 Toussaint SK2 IV/C Maurin (Hussars&Dragoons) III: 12-pder Foot **III:** 6-pder Horse IV CAV: MILHAUD(V) 2 /6" IVC1 Wathier (Cuirassiers) IVC2 Delort (Cuirassiers) IVC 6-pder Horse A IVC 6-pder Horse B CAV: GROUCHY 2 /9" C/4CD Soult (Hussars) C/9CD Strolz (Dragoons) C/10CD Chastel (Dragoons) C 6-pder Horse A C 6-pder Horse B C 6-pder Horse C

 Blucher (Good)

 I ZEITHEN (V)
 3 / 18"

 I/1/1 12th Line
 MX SK2

I/1/2 24th Line SK2 I/1/3 1st Westphalian Ldwr SK1 I/2/1 6th Line SK2 I/2/2 28th Line SK1 I/2/3 2nd Westphalian Ldwr I/3/1 7th Line SK2 I/3/2 29th Line SK2 I/3/3 3rd Westphalian Ldwr SK1 **I**/4/1 19th Line SK1 I/4/2 4th Westphalian Ldwr I/C/1Treskow (Dragoons) I/C/2 Lutzow (Landwehr) I: 12-pder Foot A I: 12-pder Foot B I: 6-pder Horse A I: 6-pder Horse B I: Howitzer Btty **II: VON PIRCH 3 / 19"** II/5/1 2nd Line SK2 II/5/2 25th Line SK1 II/5/3 5th Westphalian Ldwr MX II/6/1 9th Line SK2 II/6/2 26th Line SK1 II/6/3 1st Elbe Ldwr MX II/7/1 14th Line SK1 II/7/2 22nd Line SK1 II/7/3 2nd Elbe Ldwr MX II/8/1 21st Line SK1 II/8/1 23rd Line SK1 II/8/2 3rd Elbe Ldwr MX II/C/1Thumen (Drgns & Ldwr) II/C/2 Sohr (Hussars) II: 12-pder Foot A II: 12-pder Foot B II: 6-pder Horse A II: 6-pder Horse B II: 6-pder Horse C III THIELMANN 2 / 20" III/9/1 8th Line SK2 **III/9/2** 30th Line SK1 III/9/3 1st Kurmark Ldwr MX **III/10/1** 27th Line SK1 III/10/2 2nd Kurmark Ldwr MX III/11/1 3rd Kurmark Ldwr MX III/11/2 4th Kurmark Ldwr MX **III/12/1** 31st Line SK1 III/12/2 5th&6th Kurmark MX III/C/1 Marwitz (Uhlans) III/C/2 Lottum (Dragoons) III: 12-pder Foot III: 6-pder Horse A **III:** 6-pder Horse B III: 6-pder Horse C