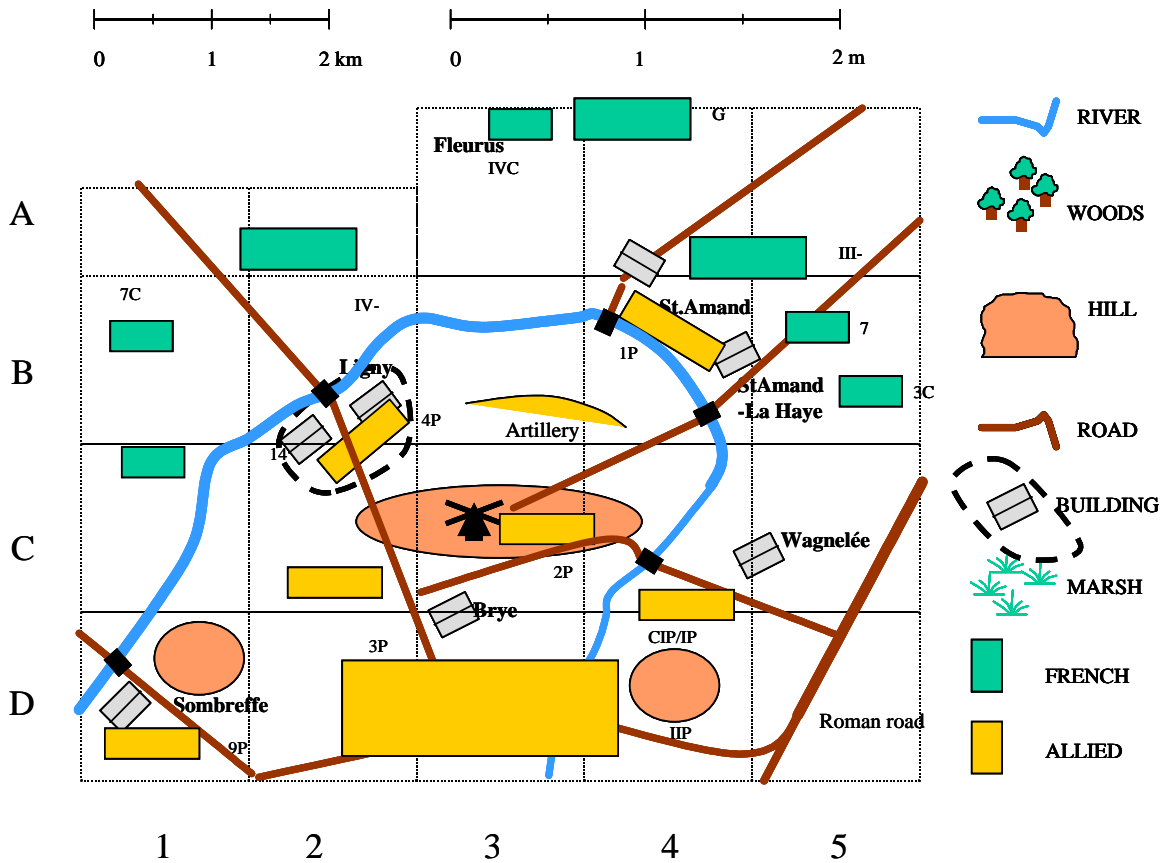


The Battle of Ligny 16th of June 1815

Napoleon has entered Belgium and has located itself between the Anglo-Dutch and Prussian armies. While Ney is fighting Wellington at Quatre-Bras, Napoleon attacks the Prussian army entrenched in the Ligny brook and the villages than border it.

5.1 Map: The Ligny battlefield.



Map Notes:

- 5.1.1: The buildings of Ligny, St. Amand and La Haye are prepared for defense and have a +2 combat modifier. All others buildings have a +1 combat modifier.
- 5.1.2: The Ligny brook is considered rough terrain. There are bridges at the points of crossing with roads but the brook is fordable elsewhere by infantry and cavalry units in march column formation. Artillery can only cross at bridges.
- 5.1.3: Prussian forces are deployed firstly.
- 5.1.4: The HQ are in the mills

5.2 Ligny Orders of Battle

(4) **Army of the North (N)** Napoleon 58E(10)+3D [18M]. ([20M] if I Corps arrives and it is engaged). Grouchy 25G(5)+1 is a Wing Commander and can lead any unit in the army

(2) **Imperial Guard (G)** Drouot 23G(7)+1 [6F]. Only 2 units in good shape.

(1) **Grenadiers (GOG)** Friant: 13E(8)+2

1B/GOG: 16 FrOGD [5D] **2B/GOG:** 16 FrOGD [5D]

(1) **Chasseurs (COG)** Morand: 13E(8)+2

1B/COG: 20 FrOGD [6D] **2B/COG:** 16 FrOGD [5D]

(1) **Jeune Garde (JG)** Duhesme: 10G(6)+1

1B/JG: 20 FrYGD [8D] **2B/JG:** 16 FrYGD [6D]

(1) **Heavy Cavalry (HCG)** Guyot: 10G(7)+1

1B/HCG: 8FrGHC [2D] **2B/HCG:** 6FrGHC [2D]

(1) **Artillery Guard (G)** St Maurice: 10G(5)+0

G FrG#12 G FrG#12 G FrG#12 G FrG#12 G FrG#12 G FrG#12 G FrG#12 G FrG#12 G
FrG#6 G FrG#6 G FrG#6 G FrG#6

I Corps (part) (I) D'Erlon 27G(5)+1 (not present) [3F]. Only 1 unit in good shape

(1) **4th Division (4)** Durutte: 8A(6)+1

1B/4: 16 FrLN [8D] **2B/4:** 20 FrLN [10D]

(1) **1st Division Cavalry (1C)** Jacquinot: 8G(6)+1

1B/1C: 8 FrLC [4D] **2B/1C:** 8 FrLC [4D] **1C:** Fr#6

(2) **III Corps (III)** Vandamme: 20E(5)+2 [6F]. Only 3 units in good shape.

(1) **8th Division (8)** Lefol: 8A(5)+0

1B/8: 16FrLT [8D] **2B/8:** 24FrLN [12D]

(1) **10th Division (10)** Habert: 8G(5)+1

1B/10: 20FrLN [10D] **2B/10:** 24FrLN [12D]

(1) **11th Division (11)** Berthezene: 8G(7)+1

1B/11: 20FrLN [10D] **2B/11:** 16FrLN [8D]

(1) **3rd Division Cavalry (3C)** Domon: 8G(7)+2

1B/3C: 8FrLC [4D]

Artillery III Corps

III Fr#12 **III** Fr#6

(1) **7th Division (attached) (7)** Girard: 8G(7)+1

1B/7: 12FrLT [6D] **2B/7:** 20FrLN [10D]

(2) **IV Corps (IV)** Gerard: 23G(5)+1 [5F]. Only 3 units in good shape.

(1) **12th Division (12)** Pêcheux: 8A(5)+0

1B/12: 24 FrLT [12D] **2B/12:** 16 FrLN [8D]

(1) **13th Division (13)** Vichery: 8G(6)+1

1B/13: 16 FrLN [8D] **2B/13:** 16 FrLN [8D]

(1) **14th Division (14)** Hulot: 8A(4)+0

1B/14: 16 FrLN [8D] **2B/14:** 16 FrLN [8D]

(1) **7th Division cavalry (7C)** Maurin: 10A(5)+0

1B/7C: 6 FrLC [3D] **2B/7C:** 6 FrLC [3D]

Artillery IV Corps

IV Fr#12 **IV** Fr#6

(2) **IV Corps Cavalry (IVC)** Milhaud: 13G(6)+1 [3F]

(1) **13th Division cavalry (13C)** Watier: 8A(5)+0

1B/13C: 4 FrHC [1D] **2B/13C:** 4 FrHC [1D]

(1) **14th Division cavalry (14C)** Delort: 8G(6)+1

1B/14C: 6 FrHC [2D] **2B/14C:** 6 FrHC [2D]

Artillery IV Cavalry Corps

IVC Fr#6 **IVC** Fr#6

(3) **Prussian Army (P)** Blücher/Gneisenau 0E(10)+3 and 50G(10)+2D respectively [21M]

(2) **I Corps (IP)** Ziethen II 23G(6)+1 [7F]. Only 7 units in good shape.

(1) **1st Brigade (1P)** Steinmetz: 10A(5)+0

1B/1P: 20 PrLN [10D] **2B/1P**: 20 PrLN [10D] **3B/1P**: 20 PrLW [12D]

(1) **2nd Brigade (2P)** Pirch II: 10G(5)+1

1B/2P: 20 PrLN [10D] **2B/2P**: 20 PrLN [10D] **3B/2P**: 16 PrLW [10D]

(1) **3rd Brigade (3P)** Jägow: 8A(5)+1

1B/3P: 20 PrLN [10D] **2B/3P**: 20PrLN [10D] **3B/3P**: 16 PrLW [10D]

(1) **4th Brigade (4P)** Donnersmarck: 8A(5)+0

1B/4P: 16 PrLN [8D] **2B/4P**: 16PrLW [10D]

(1) **Reserve Cavalry (CIP)**: Röder: 10G(6)+1

1B/CIP 12PrLC [6D] **2B/CIP**: 12PrLWC [7D]

(1) **Reserve Artillery (IP)**: **IP**: Pr#12 **IP** Pr#12 **IP**: Pr#6 **IP**: Pr#6 **IP**: Pr#6

(2) **II Corps (IIP)** Pirch I 23G(6)+1 [8F]. Only 7 units in good shape.

(1) **5th Brigade (5P)** Tippelskirch:8A(4)+0

1B/5P: 20 PrLN [10D] **2B/5P**: 16PrLN [8D] **3B/5P**: 16PrLW [10D]

(1) **6th Brigade (6P)** Krafft: 8G(6)+1

1B/6P: 20 PrLN [10D] **2B/6P**: 16PrLN [8D] **3B/6P**: 16PrLW [10D]

(1) **7th Brigade (7P)** Brause: 10A(5)+0

1B/7P: 20 PrLN [10D] **2B/7P**: 16PrLN [8D] **3B/7P**: 16PrLW [10D]

(1) **8th Brigade (8P)** Langen: 8P(4)+1

1B/8P: 20 PrLN [10D] **2B/8P**: 12PrLN [8D] **3B/8P**: 16PrLW [10D]

(1) **Reserve Cavalry (CIIP)**: Jurgäss: 10G(7)+1

1B/CIIP 12 PrLC [6D] **2B/CIIP**: 12 PrLC [6D] **3B/CIIP**: 12PrLWC [7D]

(1) **Reserve Artillery (IIP)**: **IIP**: Pr#12 **IIP** Pr#12 **IIP**: Pr#6 **IIP**: Pr#6 **IIP**: Pr#6

(2) **III Corps (IIIP)** Thielmann: 20G(7)+1 [2F]. Only 1 units in good shape.

(1) **9th Brigade (9P)** Borcke: 8A(5)+0

1B/9P: 20 PrLN [10D] **2B/9P**: 16PrLN [8D] **3B/9P**: 16PrLW [10D]

5.4. Special rules

5.4.1 Game Length: From 15 to 22 h (14 turns). The French are the first side.

5.4.2 Arrival times: The peregrinations of the I Corps played an important part in the battle, although only the part listed may arrive to the field and be engaged. They can arrive at 18 hours, so test for arrival from two turns before as usual. When the I Corps arrives, its area of deploy must be diced: 1-4: B5, 5-8: C5 and 9-0: D5. Due to the restrictive orders from Ney and D'Erlon, we can now see if the units are put in the table: D'Erlon must to pass a command test starting at the turn of arrival (lesser or equal to 5 is required, and no free rolls can be used). In subsequent turns a **-1** modifier is applied. When the test is passed the units can appear deployed on the table and engage 1 turn later. If the test is not passed, the units not are put on the table.

5.4.3 Options : The French have six free rolls and the Prussian six. The French have the initiative.

5.5 Victory Conditions

All buildings are worth 50/75 victory points each for French/Prussian. The cross-road at D4 and the road ends at A2 and A3 are also worth 50/75 victory points fro French/Prussian.

5.6 Historical Ligny

The battle of Ligny was a bloody engagement. The Prussians were defeated after Napoleon launched the Old Guard against Ligny and Blücher was almost taken prisoner at the head of Prussian cavalry. The fail of D'Erlon, which expended the day in futile marches and countermarches signified that the Prussians were not routed and were able to retreat. Napoleon failed to pursue the Prussians, that evaded Grouchy and appeared at Waterloo.

NOTES

a For infantry in square, use the other (OT) modifier if vs. any infantry. For infantry not in square, use the "OT" modifier if vs. any attacking cavalry, and not in a town, entrenched, or with friendly cavalry in the same combat. For attacking cavalry, use the "OT" modifier vs. infantry or artillery not in square and not in a town, entrenched, or with friendly cavalry in the same combat. Use the current modifier in all other combats.

b The "RSP (Response) number is used for cavalry recalls (with a "-1" modifier for Austrian HC and LC, a "-4" for British (not KGL) and "-2" for all other cavalry), rallying and for square (with a "+1" for Prussian GD, GN and LN in line formation until 1809, "+2" for Austrian GN and LN in column formation after 1807, and "+1" for all other infantry in column formation. General RSP modifiers are: "-1" if Poor, "+1" if Good and "+2" if Excellent. The disorder modifier is "-3". A modified RSP number is also the withdrawal modifier.

c **ROUTES** Infantry and gunners 46 cm, cavalry and limbered artillery 69 cm. Routing units always in column or limbered

d Subtract for the "LIN or UNL" speed. Also the cost to "about face". Cannot be used while within 3 cm of an enemy unit

e Eliminated on "1-3" when alone or attached to a routed, dispersed or eliminated unit

f Use the current formation modifier

g May evade infantry (horse artillery limbers, if not so when contacted) unless disordered or routed. Only reacting cavalry may evade enemy cavalry

h May dismount

i Same as when mounted

j Can all-out attack Number = army morale value

k Two fire hits from one shoot or One combat hit are required to eliminate an artillery, pack train or wagon crew figure (also disorders the unit). Any artillery, pack train or wagon is eliminated with two eliminated crew

l Use a "-1" modifier for artillery representing only 4-5 guns. Gunners without their gun lose their ability to fire

m Per 4 cavalry or infantry bases or per 1 artillery, pack train or wagon base. 1 point less for batteries of only 4-5 guns

n 10-12 gun batteries are represented by two separate artillery bases

p May not initiate combats

q May initiate combats only if attached to infantry or cavalry

s Is skirmish infantry

5.3 Ligny Information Chart

UNIT TYPE		COMBAT MODS				DRD	RSP	FIRE	MOVEMENT c			MOVE MODS		
		COL or LIM	LIN or ULM	SQ vs CAV	a vs OT	Rtr NO r	DSP b	MODS l	COL or LIM	LIN or ULM	MCH COL	RGH or SQ	BCK or SID	CG FM d
T	General eq	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
O	Messenger ep	-	-	-	-	-	-	-	-	90	-	2/1	1/1	-
D	Wagon/Pack Train p	-7	-	f	f	k	3/-	-	25	---	35	6/1	-	-
O	Dismounted Cavalry	-3	-2	+3	-7	i	i	5/-4	12	2	37	2/1	3/1	2
	FrGHC Guard Heavy Cav.	+2g	+3g	----	+5	2/4	8/A	-----	33	30	56	4/1	3/1	15
	FrHC Heavy Cavalry	+1g	+2g	----	+5	2/4	7/B	-----	33	30	53	4/1	3/1	15
	FrLC Hus., Lan, Chass. h s	-2g	0g	----	+4	2/3	6/D	-----	38	36	56	3/1	2/1	18
	FrOGD Old Guard Inf. j5	+2	+5	+9	0	4/5	8/A	10/0	30	13	46	2/1	2/1	5
	FrYGD Young Guard Inf. s	-1	+2	+7	-4	3/4	6/B	13/+1	30	10	46	3/2	4/3	5
	FrLN Inf. line s	-1	+2	+7	-4	2/4	6/D	10/0	25	8	46	2/1	2/1	5
	FrLT Inf. light s	-1	+2	+7	-4	2/4	6/D	13/+1	30	8	46	3/2	3/2	3
	FrG12# Guard Heavy Art p	-4	-2	f	f	k	8/-	30/+2	23	8	36	6/1	1/1	5
	FrG6# Guard Horse Art. p	-4g	-2g	f	f	k	8/-	23/+2	30	10	56	4/1	1/1	5
	Fr12# Heavy Artillery p	-5	-3	f	f	k	6/-	30/+2	23	5	31	6/1	1/1	5
	Fr6# Horse Artillery p	-5g	-3g	f	f	k	6/-	23/+2	30	10	53	4/1	1/1	8
	PrLC Hús,Lan,Dra h s	-1g	+1g	----	+4	2/3	6/C	-----	38	36	58	3/1	2/1	18
	PrLWC Cab. Landwher h s	-3g	-1g	----	+3	1/3	5/D	-----	36	33	61	4/1	3/1	18
	PrLN Infantería	-1	+2	+7	-5	2/4	6/C	10/0	25	5	41	3/1	2/1	5
	PrLW Landwher	-2	+1	+6	-5	2/3	4/D	10/0	23	5	41	3/1	3/1	3
	Pr12# Heavy Artillery p	-5	-3	f	f	k	6/-	30/+2	23	5	36	6/1	1/1	5
	Pr6# Horse Artillery p	-5g	-3g	f	f	k	6/-	23/+2	30	10	53	4/1	1/1	8

Note: All french units have their Dispersion letter one better due to the presence of Napoleon. The Fatigue numbers are also one better