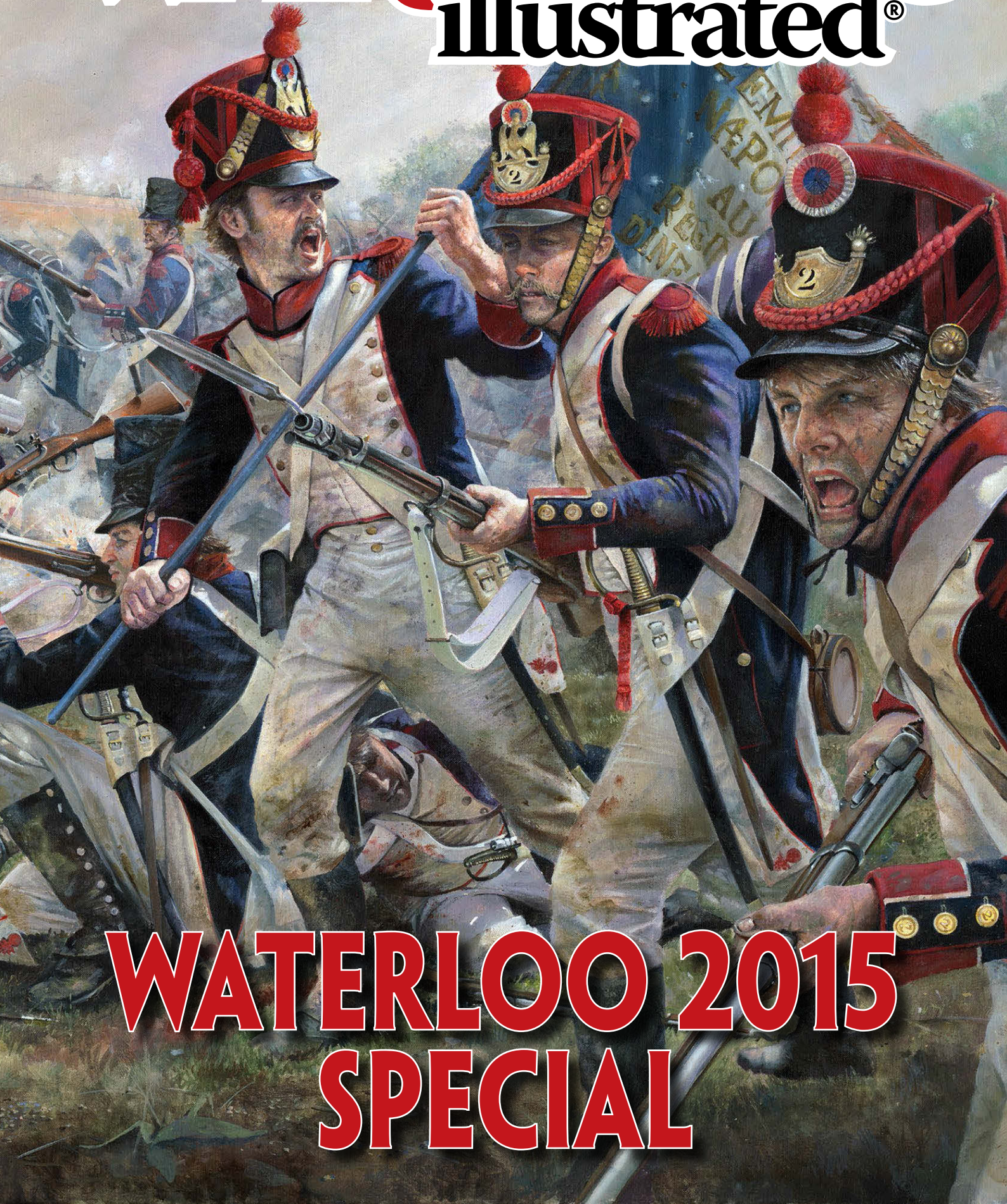
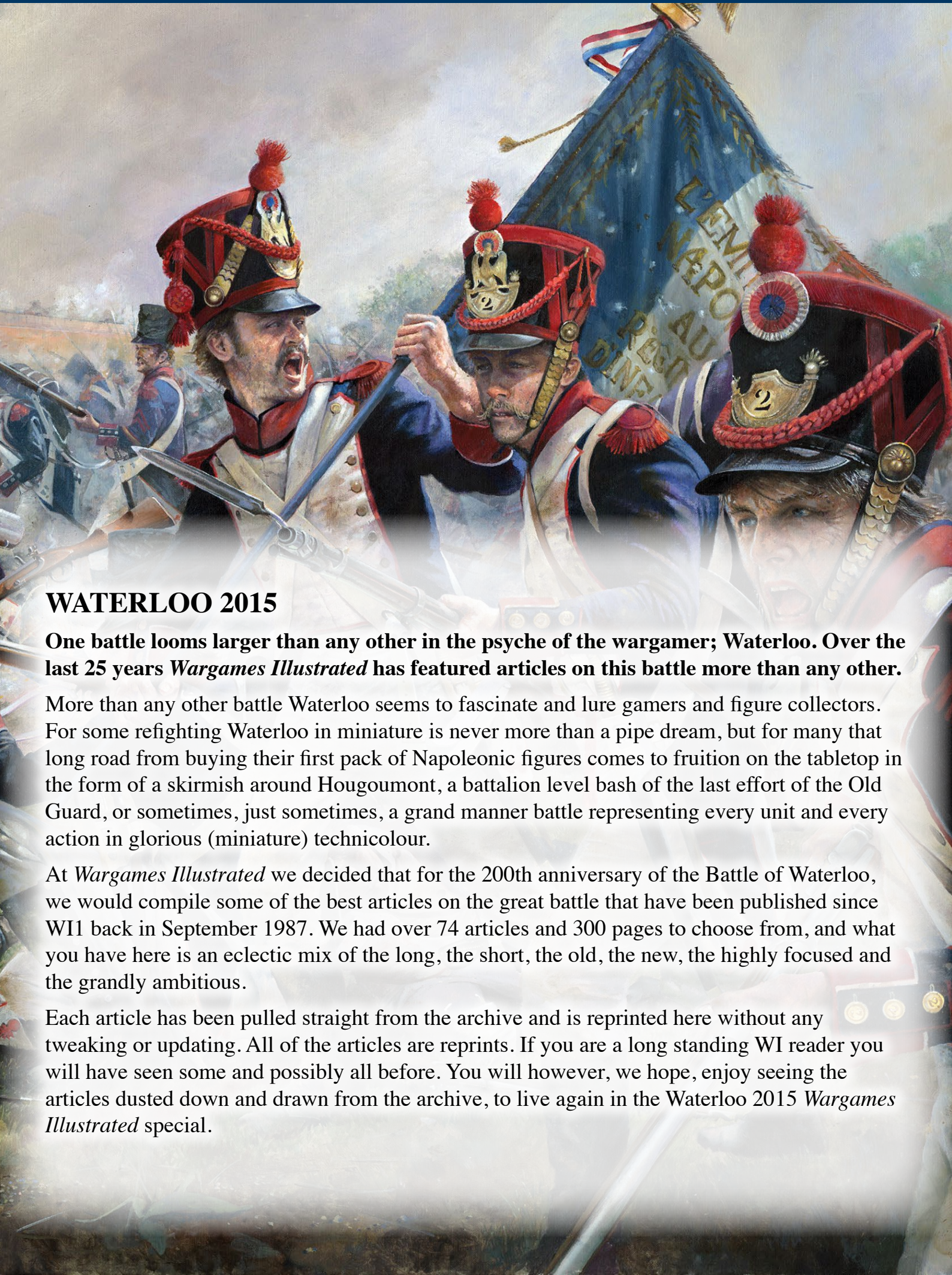


THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

WARGAMES illustrated[®]



WATERLOO 2015 SPECIAL



WATERLOO 2015

One battle looms larger than any other in the psyche of the wargamer; Waterloo. Over the last 25 years *Wargames Illustrated* has featured articles on this battle more than any other.

More than any other battle Waterloo seems to fascinate and lure gamers and figure collectors. For some refighting Waterloo in miniature is never more than a pipe dream, but for many that long road from buying their first pack of Napoleonic figures comes to fruition on the tabletop in the form of a skirmish around Hougoumont, a battalion level bash of the last effort of the Old Guard, or sometimes, just sometimes, a grand manner battle representing every unit and every action in glorious (miniature) technicolour.

At *Wargames Illustrated* we decided that for the 200th anniversary of the Battle of Waterloo, we would compile some of the best articles on the great battle that have been published since WI1 back in September 1987. We had over 74 articles and 300 pages to choose from, and what you have here is an eclectic mix of the long, the short, the old, the new, the highly focused and the grandly ambitious.

Each article has been pulled straight from the archive and is reprinted here without any tweaking or updating. All of the articles are reprints. If you are a long standing WI reader you will have seen some and possibly all before. You will however, we hope, enjoy seeing the articles dusted down and drawn from the archive, to live again in the Waterloo 2015 *Wargames Illustrated* special.

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Barry van Danzig uses wargaming to challenge many of the accepted views of the Battle of Waterloo. In this article Barry introduces us to several of his key points and concludes with a wargaming puzzle in which gamers can test out some of his ideas on the tabletop.

NEY'S CAVALRY CHARGES AT WATERLOO

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THE LITTLE FIGHTING FOURS

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6mm ARMIES FOR WATERLOO

Few of us tend to take our projects to the level that Stephen St Clair has decided to take his. Stephen is just about to put the finishing touches to a project close to 30 years in the making - 1:1 ratio armies at 6mm scale for Waterloo.

"VORWARTS, MEINE KINDER!"

Building a late Napoleonic Prussian wargames army.

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The cavalry action at Genappe.

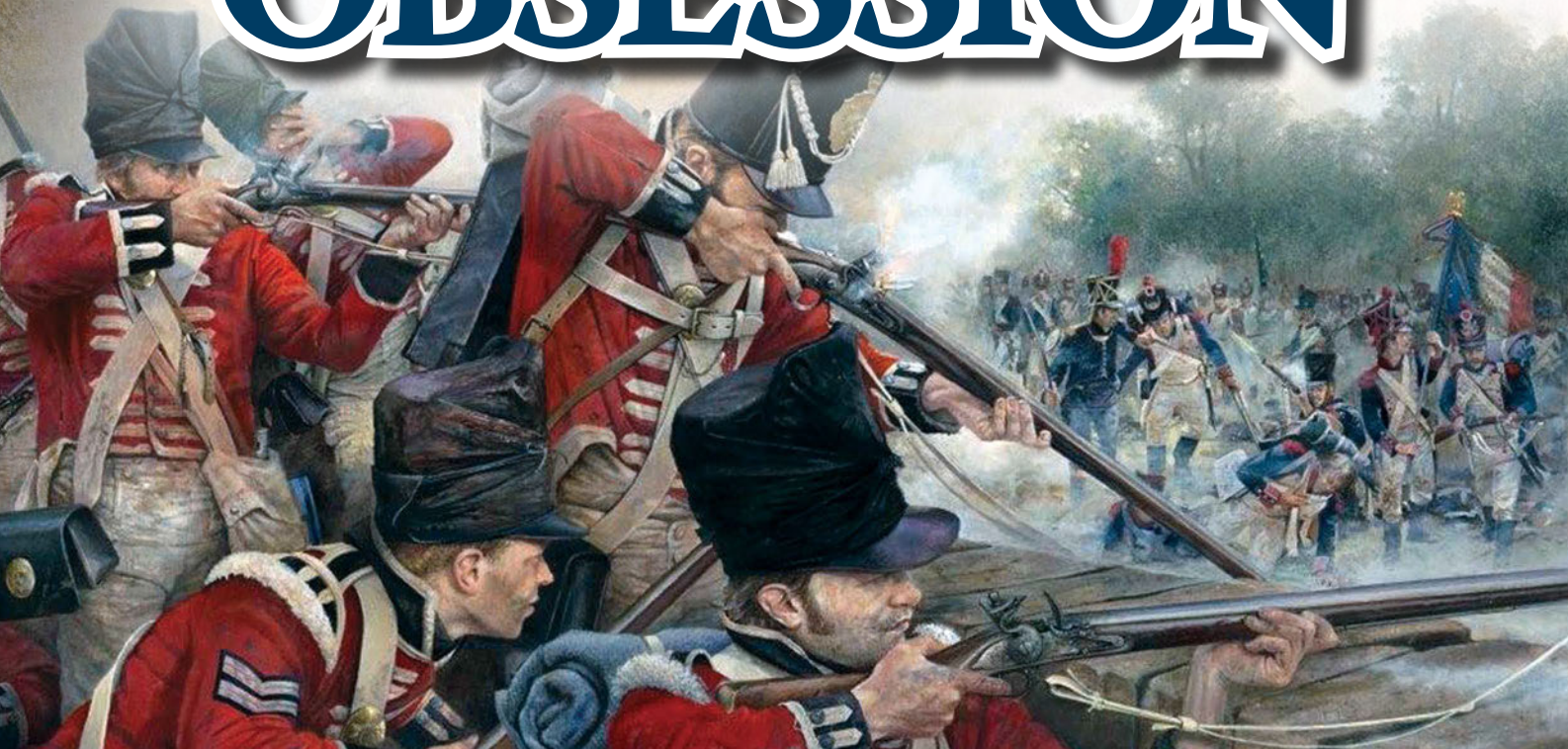
LA BATAILLE DE BELLE-ALLIANCE - PART 1

A photographic account of Napoleon's victory at Waterloo (yes, victory!)

LA BATAILLE DE BELLE-ALLIANCE - PART 2

The concluding photographic account of Napoleon's victory at Waterloo.

WATERLOO OBSESSION



Above: Artwork by Chris Collingwood, used courtesy of Project Hougoumont. www.projecthougoumont.com

Self confessed Waterloo obsessive Gary Kitching and his friends consider why the Battle of Waterloo holds such a fascination, if not obsession, for gamers of a certain age...

A lull had descended upon the battlefield. The cannonade had subsided and the thick acrid smoke clung to the Mont Saint Jean ridge like a blanket, absorbing the cries of the wounded and the hoarse shouts of command. The crisis of the battle had arrived. The Duke of Wellington sat astride his horse, Copenhagen, and stared into the gloom on what should have been a fine summer's evening. His features were tense and his jaw set – in the next 30 minutes the fate of Europe would be decided, perhaps for generations to come. His motley army of Dutch-Belgians, Germans and sterling British had done well to hold at bay one of the finest armies France had ever fielded but now the time of decision had arrived. Lying prone on the flattened crops in front of him were the serried ranks of the Guards – his final reserve! They were all that stood between the Corsican Ogre and victory.

There came a great roar as a thousand throats raised a shout of 'Vive l'Empereur!' Then the steady tap, tap

as the French drums beat the pas de charge! Accompanying the drums came the cadenced tramp, tramp as the French columns climbed the slope towards the thin British line. Somewhere from the prostrate British line came a voice, 'It's like the whole of bloody hell coming out of the ground!' The words were cut short by the stentorian shout of a Guards NCO. Wellington smiled – discipline makes an army. Then through the smoke shapes began to take form, giant men wearing bearskins – Napoleon's Guard. These veterans had never tasted defeat! They wore their campaign overalls but in their packs were their parade uniforms which would be worn on the morrow for the great victory parade in Brussels.

With his innate sense for the pulse of battle, Wellington had been at the points of crisis and exercised command throughout the day. Now as the battle reached its denouement he had once more placed himself at the point of greatest danger. Timing would be everything. Turning to Maitland, the Guards commander, he shouted, 'Now Maitland, now's your time!' The orders were given and, as one, the British Guards rose up from the ground and at the command

began to unleash a lethal platoon fire into the massed ranks of Napoleon's elite. The French officers were initially surprised by the sudden appearance of the red wall in front of them and the devastating fire unleashed on them but they were professionals and knew that they had to maintain the momentum of their attack. However, as each volley crashed into the column its cohesion dissipated and its progress became hesitant and then stopped. The officers attempted to flail their soldiers forward with the flats of their swords but to no avail. The column began to edge backwards. From somewhere in the wilting French ranks a shout went up, 'We are betrayed!' At first it was a lone voice and then others took up the shout. Suddenly, with a quiver, the column gave way and the once brave French Guardsmen streamed back down the slope. From his vantage point Wellington watched the retreat of his enemy. He grimaced, turned to the Duke of Uxbridge and said, 'Hard fought battle Uxbridge, but the day is won'. At that, he raised his hat. It was the signal for the general advance – a march that would end with the capture of Paris and the incarceration of Napoleon on St Helena.

OBSESSIONS ON DISPLAY

The iconic British victory at Waterloo saw the final defeat of our ancient foe, France, and brought a general peace to Europe that would last fifty years. It also reasserted Britain's natural position of world supremacy! It was so big we even named a railway station after it!

This may not be an interpretation of the battle recognised by everyone but for men of a certain age growing up in the sixties and seventies it had, and has, a certain currency. For young gamers of the time it gave rise to passion that has stayed with them to the present day. Indeed at the time it raised emotions on a par with those associated with late evenings spent leafing through the history A level syllabus with a copy of the Harrod's lingerie catalogue slipped into the centre pages!

However, those young gamers were starved of both resources to learn about the detail of the battle and initially the figures to play the wargame. Reading was at first confined to the few library books available on the subject and to sparse articles gleaned from the magazines of the time such as *Military Modelling* and the *Airfix Journal*. Initially the games were often fought using horribly mutilated and poorly painted Airfix American Civil War Confederate infantry. But then nirvana arrived in the form of Airfix Highlanders and Cuirassiers - a bizarre production combination but not a barrier to those intrepid young gamers on the march to Mont Saint Jean! Bit by bit the range expanded - but no French infantry appeared! It was of course a ploy by

Over the years, *Wargames Illustrated* and many of our readers have also shown themselves to have an obsession with Waterloo! Over the next few pages we look back at some of the many articles from the past that demonstrate this most ably, from the splendor of the show spectacle to the re-enactment for the testing of historical accuracy.

WATERLOO 1815 AT SALUTE 2013

At Salute in 2013, the Essex Gamemasters put on a 28mm scale demonstration version of this classic battle. Led by Robert Browning, the game was a series of 4' x 4' and 2' x 2' boards constructed from wood and polystyrene. Using a map bought at the site of Waterloo itself and a copy of Mark Adkin's *Waterloo Companion* as reference, it was decided to compress the timescale of the battle to allow for the creation of the classic 'high points' (or 'low points', depending on which side you favour). So, the late morning attack on Hougoumont exists quite happily alongside the action at Plancenoit. The figures used came from many different manufacturers and sources, but the whole spectacle was a monument to one man's dream of what a game of the Battle of Waterloo could be.



NAPOLEONIC WARS
1803-1815





Airfix to get us to buy dozens of boxes of French artillery in order to use the eight marching figures in the set as line infantry (of course both French and Prussian - yes some of the more diligent gamers had discovered by this point that other nations fought in the battle!). But no matter how many barriers were set in our way, like the stoic British Guards at Waterloo, we persevered and the sudden appearance of the Airfix 'Waterloo Farmhouse' model brought sheer joy - how many different battles has that little beauty appeared on?

If, for a moment, you began to waver in your commitment to fighting 'The Battle' then any flickering doubts that there were more gratifying wargaming periods, were quickly extinguished when Rod Steiger and Christopher Plummer burst onto the big screen in that film epic *Waterloo!* Never mind if your basic knowledge of geography gave you a niggling doubt about the mountainous Belgian landscape portrayed in the film and that by this stage your reading on the subject had begun to suggest that not all of

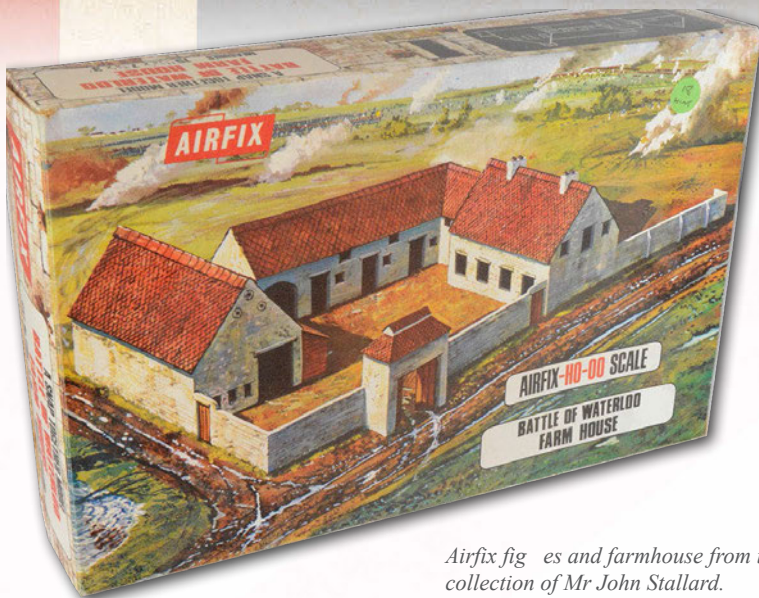
Wellington's troops wore red. The film is stupendous and is still a must on the night of a game - Rod's Napoleon is brilliant and Mr Plummer cuts a fine Wellington!

But as we approached adulthood why didn't we grow out of this youthful obsession? Well, put simply, every time we thought that it couldn't get any better - it did! As we began to tire of the limited range of plastic offerings, metal figures burst onto the scene. A range of producers including Hinchliffe, Minifig

WATERLOO AT BRITCON 2008

Over at Britcon 2008, the aim of the Mailed Fist Wargamers was to create a 15mm demonstration game that represented the actual terrain as closely as possible. Utilizing research conducted at the Royal Armouries in Leeds, UK where William Sibourne's original maps and the New Model of the battlefield were consulted. Using this and the Mark Adkin book, the club organizer drew up as geographically accurate a representation of the battlefield as he possibly could, which was then scaled to suit the tabletop. This had to take into account the need to be able to reach the centre of the battlefield for the average person's arm length and the sheer scope of the overall proportions, resulting in a table 6' wide and 16' long! Using layers of laminate flooring and underlay tiles, the different topographical 'layers' of the battlefield were modeled. Then the approximately 7,500 troops and 190 guns had to be painted and based, no easy task! The game was run over two days, leading to a stalemate but with the French within sight of victory, which would have created a whole alternate history for this version of Europe!





Airfix figures and farmhouse from the collection of Mr John Stallard.

and Hinton Hunt blossomed in the early seventies with figures that sent you pulse racing. However, as with all good businesses, these gaming entrepreneurs had taken stock of their market and delivered what the punters wanted - figures for the Waterloo campaign! In uniform terms the best part of twenty years of continental warfare was boiled down to a few days in 1815. Talk about reinforced behaviour! Not only was our thirst for figures being satiated but the desire to know more about the battle was also being met with books being published (and becoming affordable) by great military historians such as David Chandler and companies re-printing

works by earlier historians such as Sir Charles Oman. This is a trend that has carried on to the present day when we have a wealth of references available providing not just the British perspective but that of our allies and the French as well. Of course this wave of euphoria-inducing publications was underpinned by a rapid expansion of published wargames rules for the period from the likes of Bruce Quarrie and Charles Grant (senior) - if you ever get an opportunity to leaf through the former's *Napoleonic Wargaming*, published by Airfix, have a look at the photos it contains of a Waterloo wargame and you will see what set me on the road to perdition!

WATERLOO PROJECT 2010

Kelvin Pickup and the then members of the Scarborough Wargames Club created a true labour of love at Fylingdale village hall near Robin Hood's Bay, North Yorkshire in the UK. After working diligently over the course of many months, the club produced a 48' by 20' table which simulated as many as possible of the terrain features encountered at Waterloo in 1815. The layout filled almost the whole of the space in the hall and the table was filled with 8,000 fully painted 28mm figures mostly painted by Kelvin himself. Many of the key buildings like La Haye Sainte and Hougoumont were also present and almost everything on the table itself had been donated from companies like Old Glory, Victrix, and March Attack.

The event was timed to coincide with the Forces Weekend as homage to those who have served their country in the past and those who still protect us both at home and overseas. Small monetary donations were asked for from visitors and received. Back in 2010, this was one small part of a planned future world record attempt to have the most wargames figures on the tabletop at one time, requiring at least a staggering 40,000 figures to achieve this. As it was, this was an amazing looking visual spectacle and a fully functioning, multi-faceted wargame that aimed to re-create Waterloo for the simple joy of the hobby.



HOW WARGAMING SOLVED SOME HISTORICAL MYSTERIES FROM THE BATTLE OF WATERLOO

Barry Van Danzig, author of *Who Won Waterloo? The Trial of Captain Siborne*, embarked on a project which combined his status as a serious historian with his love of wargaming. Barry's project was designed to test out the accounts collected by Captain Siborne's wealth of data gleaned from as many of the participants as would respond to him. It soon became apparent that Barry would need at least 5,000 figures to represent at 1 to 36 ratio the 180,000 combatants. To achieve this objective, he used various figures but mainly 25mm hand-cast Prince August models.

He also wanted to model every aspect of the battlefield as accurately as possible, aiming for a ratio of 1mm to 1 yard, creating the need for a model that was 23' long and 'T' shaped, with a width of 8' in one area and 12' in another. This meant that no one could really reach the middle of the table, so he constructed the model with the ability to walk upon it in mind (!), using fibreglass on solid polystyrene and plaster bases. It then remained to play out a number of the more well-known or controversial aspects of the battle, such as the French attack on Hougomont, the 'running away' of Bylandt's Belgian brigade and the French cavalry charges, and, using as much of the history, eyewitness accounts and the actual physicality of the tabletop rendition of the battlefield as possible, come to conclusions about why these events happened the way they did, the reality of the commanders and soldiers on the ground and make conclusions based upon the 'reality' of this 'wargaming / time laboratory'.

Fantastic stuff, with the main conclusions to be found in Barry's book!



So there is a large body (not a pun) of men of a certain age, who have carried the Waterloo torch from their youth to this day. Some, like me, fell out of love with the battle for a while as we plunged into 'The Glory Years' of Napoleon's early victories and felt a huge frustration at the paucity of figures for the period – not something gamers experience today! However, as I started my preparations for the anniversary of Waterloo my interest in the battle was re-kindled and my reading of the texts available really brought home to me the wargaming opportunities it presents. Starting with the basics - there are lots of reference works on the campaign so that you can get a real feel for the period. For me this is really important because it kick-starts my imagination and drive to play the games. At the same time you can build armies, in the correct uniforms, for the campaign in all of the popular scales and this in turn means that you can build your battles to fit your budget and playing

area. Whilst on the subject of uniforms - the colour and range of uniforms worn by the armies is a painter's dream. Yes there were the basic blue and red uniforms but in addition to these being in a range of shades there were also black, white, green, and grey clad troops as well as lots of plumes! Okay the armies may have been a bit muddy but this is still a colourful campaign. My preference is generally to play the whole campaign - it presents really interesting challenges to all the protagonists. If you can build in the characters of the commanders - the charismatic and calculating Corsican gambler, the aloof and professional Englishman and the robust but slightly unhinged Prussian hussar with a burning hatred of the French - all the better!

In preparation for this piece I carried out a small survey of fellow addicts, asking them to list the reasons for their obsession with Waterloo. The scary bit is that except for small details they all gave the same response that I have

tried to summarise here. For some of us older gamers, re-fights of the battles of the Hundred Days Campaign - in fact many of the games that we play - have more than a hint of 'Last of the Summer Wine' about them. I am fairly certain that there is a business opportunity for budding young entrepreneurs willing to work through the Quick Reference Sheets and provide the outcomes for their older peers. If they could also be persuaded to move the figures - even better. As we throw our double sixes resulting in 'blunders' that force us to break and rout off table it is important that the next generation of gamers pick up the Waterloo torch and carry it forward. Hopefully the articles in this copy of the WI will fire the imagination and achieve just that.

My thanks to the following 'Waterloo Veterans' for their assistance in preparing this article - Andrew, Daf, David, Geoff and John.

TACTICA 2015

Bringing us right up to date, the Waterloo Themenraum at this German show in Hamburg demonstrated the continued popularity of this battle as an opportunity to not only wargame on a grand scale but to create visual masterpieces. In addition to the 28mm scale participation game displayed in a large, 4m. by 3m. horseshoe shape, there were also games representing Quatre Bras, Ligny and Wavre, plus scenic dioramas of the attack upon Hougomont and the rather lovely rendition of the 14th Regiment of Foot (Buckinghamshire) in square formation resisting the charge of the French Cuirassiers. Once again, these were obviously labours of love that showed the continued popularity of the Battle of Waterloo in particular and the whole Napoleonic period in general. The fact that this show dedicated so much space to the battles of 1815 only serves to show that the Obsession is alive and well, especially in the 200th anniversary year!

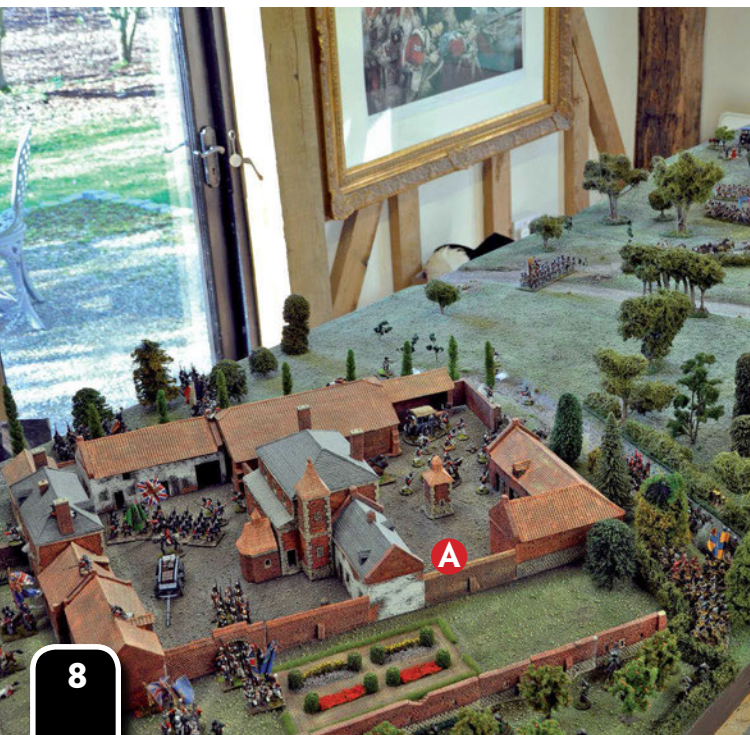


WATERLOO 1815

THE ESSEX GAMESTERS SALUTE 2013 DEMO GAME
Words by John Horwood. Photos by Joe Dever



If you were at Salute 2013 in London you will definitely have seen the 'Waterloo 1815' demo table by The Essex Gamesters. For one thing, at 22' x 14' it was hard to miss! As well as its impressive size, the sheer number of figures and quality of detail, in both the miniatures and terrain, would have caught your eye.



The Essex Gamesters are a small group with big ideas. When they present a game they do it on a very grand scale. Last year Corunna was the focus of their attention (see *W1298* for our feature on that one), this year the gang have brought their dream battle to the tabletop - Waterloo.

Robert Browning of the Gamesters took the lead on the Waterloo project, "Waterloo in 28mm was my ambition as soon as I got into wargaming," he explained, "I've been a re-enactor a lot longer than I've been a gamer actually, so one way or another I've been 'playing' at and fascinated by Waterloo for years".

Work began on the table in October 2012. Using wooden board, polystyrene and his trusty jigsaw Robert fashioned the table out of a number of 4'x4' (and a few 2'x2') boards. He used a map bought on a recent visit to Waterloo in conjunction with Mark Adkin's *Waterloo Companion* as his guide during construction.

In an effort to show several of the key events from the battle, the demo plays

fast-and-loose with the timescale of 18 June, displaying for example, the 11:25am action at Hougoumont and the 4:00pm massed French cavalry charge.

Most of the buildings, including the complete Hougoumont set, are by Hovels, with a few scratch-built by fellow gamester Ron Ringrose (like the church at Plancenoit), and the derelict buildings (again at Plancenoit) being from Warlord Games.

The figures come from the collections of Ron Ringrose, Robert Browning and Martin Monks and are mainly by Front Rank, Foundry, Perry and Elite, with quite a bit of conversion work being done along the way. Painted mainly by Artmaster Studios.

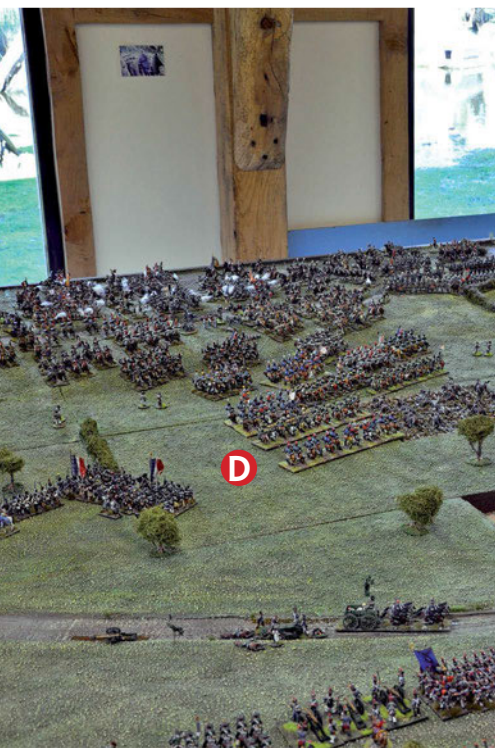
Without further ado let's take a look at the table courtesy of photos by Joe Dever and explanatory text by the Emperor himself... OK not quite, but by John Horwood, the man who played him and presented the talks at Salute.

Right: Robert Browning and Ron Ringrose at work on the table.



KEY

- A** 11:25am Hougoumont
- B** 1:30pm D'Erlon's Attack
- C** 1.30pm D'Erlon's Attack - Allix's Brigade attack La Haye Sainte
- D** 4:00pm Massed French Cavalry Attack
- E** 4:00pm Plancenoit. The Prussians Arrive
- F** 7:00pm The Guard Advance



11:25AM HOUGOUMONT

The battle commenced with an infantry assault by 13,000 French troops against 2,000 British Guardsmen on the farm of Hougomont, which is positioned on the French left flank

British troops successfully defended this building complex all day, firing from roof tops and loop holes in the perimeter walls. This was initially intended to be a diversionary French assault; however it lasted all day and consumed a large proportion of Napoleon's troops and resources.

French troops were caught in the open ground between the wood and the walls of Hougomont, where they sustained heavy losses.







1:30 PM D'ERLON'S ATTACK

Eighteen thousand French troops of D'Erlon's 1st Corps advanced on the Allied centre, which had been bombarded for two hours by twenty four 12 pounder cannon. Most of the Allied troops however had been safe on the reverse slope of a hill, beyond the Ohain road.

The French attackers were first faced with round shot. As they climbed the slope towards the Allies, they received canister and musket volleys from the British infantry, and all this while they were trying to deploy from column into line.

As the French were in chaos, Lieutenant General Sir Thomas Picton ordered the British line forward with the bayonet to sweep the French from the slope.

A British heavy cavalry charge finished off the attack by cutting through the retreating enemy.



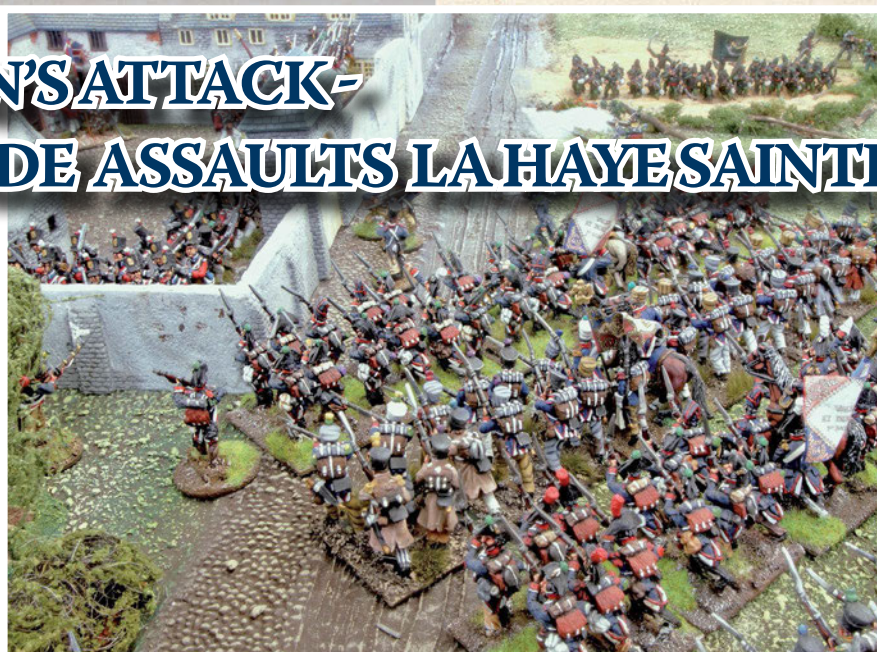


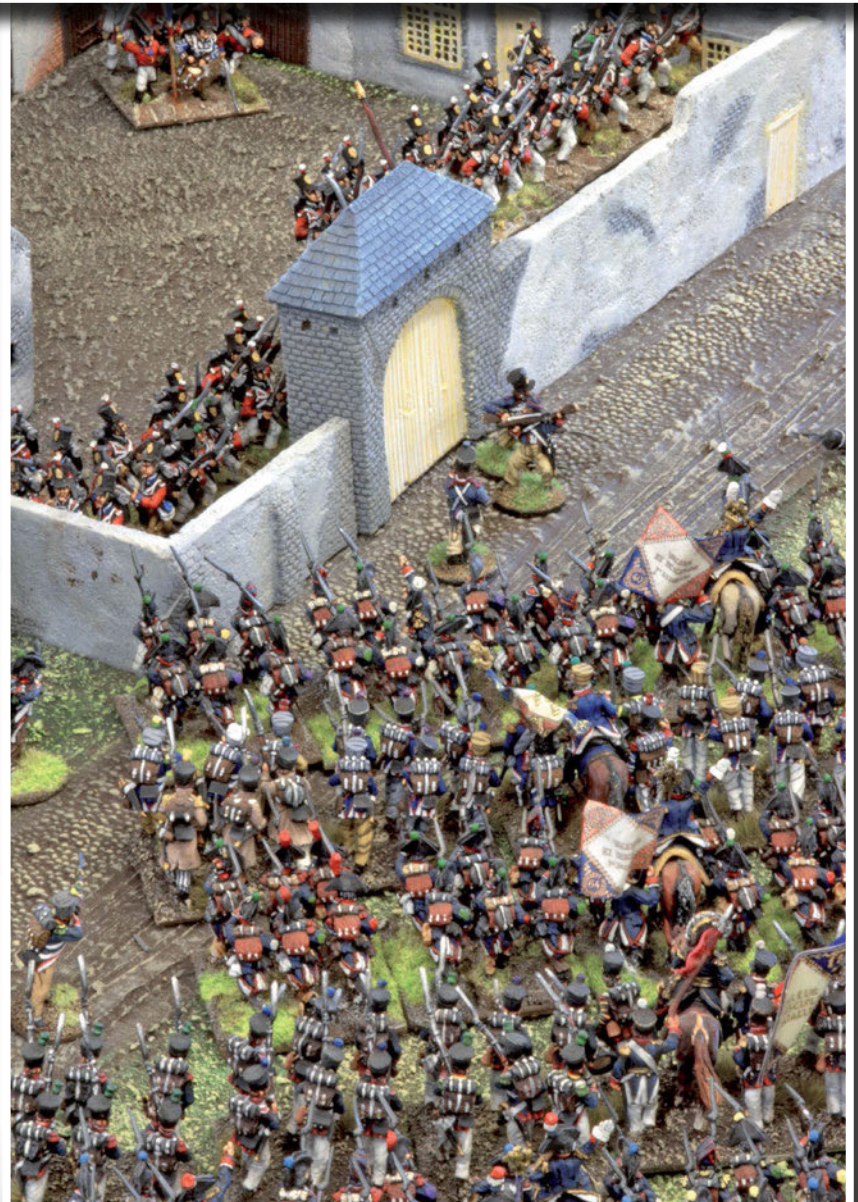
1:30 PM D'ERLON'S ATTACK - ALLIX'S BRIGADE ASSAULTS LA HAYE SAINTE

As part of D'Erlon's attack, two columns from General Jacques Allix's Brigade assaulted the farmhouse of La Haye Sainte, which lay between them and the Allied lines.

They cleared the surrounding orchard and drove the British 95th Rifles out of the nearby sand pit before pressing their attack on the German troops defending the farm.

Their progress was halted by the charging British heavy cavalry, including the famous Scots Greys sweeping down from the British lines.







4:00 PM. MASSED FRENCH CAVALRY ATTACK

Seeing Allied troops and wounded heading over the ridge, Marshall Ney took this as a retreat and ordered a brigade of French cuirassiers to press the retreat. This assault escalated in the excitement and confusion and ended up with 5,000 French cavalry heading towards the ridge west of La Haye Sainte.

Ney had been mistaken and the advancing French were faced with British squares that fired repeated volleys into the French cavalry. Slowed considerably by being forced to cross water logged fields between themselves and the British, the French horses were barely at a trot by the time they reached the squares.

As the assault escalated the French ended up committing 10,00 unsupported cavalry to this fruitless attack.





4:00 PM PLANCENOIT - THE PRUSSIANS ARRIVE



French troops were deployed to defend the small town of Plancenoit, which anchored the French rear right wing.

General Bulow's 4th Corps were the first Prussian troops to attack this small town, followed by Pirch's 2nd Corps.

Bloody hand-to-hand fighting took place in the streets, with the French finally being forced out. Seeing his flank weakening, Napoleon ordered two battalions of Old Guard to retake Plancenoit.

Within the hour the Guard had retaken the town and the French right flank had been stabilized





7:00 PM THE GUARD ADVANCE

Of the fourteen battalions of the Guard on the field, two were already committed at Plancenoit, which left twelve battalions available to the Emperor. Leaving three battalions near his headquarters at La Belle Alliance, Napoleon himself led the remainder forward in column along the main Brussels road, along which he divided the Guard and the final assault between himself and Marshal Ney.

This attack was met by 1,500 British Guardsmen of Maitland's Brigade. They stood as one and delivered rolling volleys at 50 yards into the French columns. The 52nd wheeled to the flank of the columns and shot into the sides of the advancing French. The attack was repelled, first wavering and then routing.

Wellington ordered an advance all along the Allied front and Napoleon and his army were swept from the field and back towards Paris.





A Weekend at Waterloo

Words: Peter Brown. Pictures: Graham Spencer.

Now I know what you are thinking. This is an article about what I did on my holidays. And to some extent you would be right. But bear with me, as this was no ordinary holiday, but one where I got to leave behind the wife and kids, pack dice and rulebooks rather than swimming trunks and sun tan oil and disappear off to darkest Leicestershire to refight the wargamers dream - Waterloo!!

The weekend was organised by Graeme Spencer, a member of the St Helens Spartans wargames group, and was to take place at Quorn Hall in Leicestershire over the weekend of the 9 - 11 November, 2007. The idea was to bring together a number of like minded individuals to play some fairly huge wargames over two days.

Right:
The French
deploy



One of the games on offer was a re-fight of Waterloo in 15mm on purpose built terrain. Worcester Wargames Club (or The Friends of General Haig as we like to be called - motto: Lead Lions by Donkeys) have often plotted and schemed to bring this battle to fruition. However, it is too much for one person to achieve and often too much even for a club to put together on any meaningful scale. Given the opportunity to play the game and to have someone else organise it for us was too good a chance to miss and so seven of us quickly booked our places at the table!

The plan was for guests to arrive on Friday night to view the terrain and get settled in before retiring to the pub to discuss strategy. As well as Waterloo, there was to be an Eastern Europe WWII game, also in 15mm, which was a two day battle, and a Wars of the Roses 10mm game on the Saturday to be followed by a 10mm Eastern Europe Renaissance game on the Sunday.

The venue was Quorn Hall, which is often used by the St Helens Spartans. The accommodation was fairly basic and would not suit those of you used to the good life. The building is an old manor house and is currently used as a youth hostel and for conferences. There were communal showers and toilets and the rooms were shared

Below:
French Old
Guard artillery

between two. A couple of lucky people did get en-suite, single rooms but these had to be booked early! However, the rooms were warm and clean and more than sufficed for our needs. There was ample parking and the town of Quorn was only a short walk away. Food was laid on for us on arrival on the Friday night, with full breakfast available each morning and buffet lunch provided on Saturday and Sunday. There was free tea, coffee and soft drinks available throughout the weekend, with very reasonably priced beer in the fridge for anyone who felt up to it. Given that we did not have to get involved in setting up or packing away and that the umpires were provided, the weekend was a bargain at only £100 per person!

The terrain over which we would fight this epic battle was purpose built and looked great. But what was really impressive was the scale in

which the battle would be fought. Every unit that was present at the battle was represented on the tabletop and not just in tiny 10 or 12 figure units, but in proper 24 to 36 figure battalions!! When the battle lines were laid out the battle looked awesome! It appears that the battle was made possible by pooling the resources of a number of local clubs. Practically every unit looked as it should have and I take my hat off to the organisers. The room into which the battle had been squeezed could have done with being a bit bigger, especially as the battle progressed with 14 or 15 players plus umpires manoeuvring around. (Wargamers are not the slimmest of people). But no-one seemed to mind and it created quite a good, if noisy, atmosphere.

When we arrived on Friday night I discovered that many of what I viewed to be the best commands (Ney, Prince of Orange, D'Erlon) had

“ The battle of Waterloo was won on the playing fields of ... Quorn Hall, near Loughborough! ”

Arthur Wellesley, Duke of Wellington (well, nearly!)





already been allocated to people from local clubs. This was explained as an effort to mix in those with knowledge of the rules (*General de Brigade*) with those who had none. The role of Napoleon had also been assigned, and the Emperor had left a written plan for us already. I find one of the best bits about being a wargamer is the ability to look back with 20: 20 hindsight and talk about how you would have done it differently. Having joined the French side I had hoped that the team would sit down to discuss strategy and then allocate commands at the same time. This would make everyone feel that they were part of the big picture. I know Napoleon said he would rather have one bad general than two good ones, and that strategy by committee is

often not best, but everyone was paying to be there and might have liked to feel more involved. As it was, I was allocated one of the worst French Divisions to command and trudged off to the pub rather disappointed!! I know someone had to command them, but I was rather hoping it wouldn't be me!

I have to say, not everyone was in this position. The British did sit down for a briefing and divided up the remaining commands (one of our club members got the poison chalice of being Wellington) and they did seem in good spirits.

Before we disappeared to the pub, the umpires took time on Friday evening to play a short tutorial to help those of

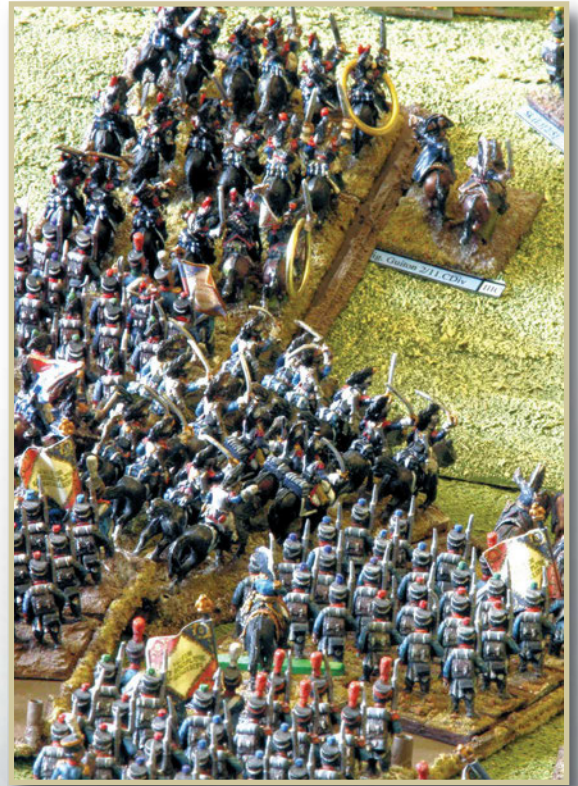
Above:
The French
break the
centre

us who hadn't played *General de Brigade* before. This was really helpful and much appreciated, especially as the umpires had been there most of the day setting up the game and must have been tired by then. Cheers guys.

Saturday began with a slap up breakfast and on to the French deployment stage! The Allies had been stuck with historical deployments, which was for a sound logistical reason. It had taken the best part of four hours to set out the Allied troops and to begin to re-arrange them would eat into gaming time. However, this did give the French an advantage in knowing where the various troops were and what their possible grade would be!!

Below:
Fench
cuirassiers





Napoleon's, plan was to attack Wellington's weaker left flank whilst pinning the centre and right. Hougomont was to be ignored and the troops pinned inside. This all worked rather well to begin with, and by lunch everyone on the French side was pleased with the progress. There were at least three umpires keeping us all on track and we were ahead of schedule! After lunch, it all started to go wrong. The Nassau and Dutch-Belgians put up a sterling fight and we could not shift them from the ridge. Despite being outflanked by French cavalry, the outnumbered and outclassed Allied infantry and cavalry held on! To speed up play, the French Guard were allowed to come on earlier than they would have

Above left:
The author
(left) puts on a
brave face

Above right:
French
columns
advance

historically. They also deployed to attack the Allied left, which they had hoped would be clear by now! The day ended with the Allies refusing their left flank and a mass of French infantry and cavalry re-grouping to sweep them away! It was only a matter of time. Where was Blucher?? On Saturday evening we were left to our own devices to track down food and drink in nearby Quorn. This was very easy as there was no end of pubs and restaurants, all within walking distance of the hall. The British players had looked up the *General de Brigade* website (mobile phone internet access - what is it good for?) and found that many of the Allied regiments had been reduced in

quality from what was recommended by the writers of the rules for this battle. This was made worse when they discovered that many of the French regiments had been upgraded (there were no conscript or militia battalions in the whole French army by the look of things). This caused much debate and a good evening was had by all as the battle was dissected and much history recounted over good food and ale. I think one of the best parts of wargames weekends, or wargames competitions for those of you who go, are the evenings. There is nothing quite like the heated debate and exchange of views between a bunch of armchair generals who are rather the worse for wear!





Sunday began with another full breakfast (for those who felt up to it) and straight on with play! The Nassau and Dutch-Belgians refused to give ground and had all but destroyed the Divisions sent to move them. However, a Division under Worcester player Phil Heath, backed by D'Erlon's Corps, had punched through the Allied left centre. While the Young Guard went to see off the Prussians on the French right, the Old and Middle Guard were directed toward the gap! Given that my Division had been all but destroyed by the Nassau and Dutch-Belgian troops and was in full retreat, the Emperor took pity and let me lead in the Middle Guard while he went off to tackle the Prussians. Again, for the sake of game time, the Prussians came on a little early, but no-one seemed to mind. (Least of all a hard pressed Wellington!)

Everything stopped at eleven o'clock for the two minute silence. All the gamers came down to the main foyer of the hall where there was time to reflect. Poppies were on display, as were occasional medals worn by those wargamers who are still serving in the forces and to whom the silence had particular poignancy.

After a cup of tea it was back to the game! By now there was a general attack going on all along the Allied line to pin them in place and stop them supporting the collapsing left flank! There were notable successes, such as the glorious charge of the Scots Greys, which steamrolled all

Left:
Action in the
centre

Below:
The Old Guard

The following extract is taken from **Waterloo Recollections - Journal of Napoleon's Equerry, written on the day of Waterloo.**

The whole morning he showed extreme depression; how-ever, everything was going on as well as could be expect-ed with the French, in spite of the uncer-tainty of the battle, when at 6 o'clock in the evening an officer of the mounted Chasseurs a Cheval of the Guard came to Napoleon, raised his hand to his shako and said 'Sire, I have the honour to an-nounce to your majesty that the battle is won.'

'Let us go forward,' Napoleon replied, 'We must do better still. Courage mes braves: Let us advance!'

Having said this he rode off at a gallop close to the ranks encouraging the sol-diers, who did not keep their position long, for a hail of artillery falling on their left ruined all. In addition to this, the strong line of British cavalry made a great onslaught on the squares of the guard and put all to rout.

It was at this moment that the Duke of Wellington sent to summon the Guard to surrender. General Kembraune replied that the Guard knew how to fight, to die, but not to surren-der. Our right was crushed by the corps of Billow who with his artillery had not appeared during the day but who now sought to cut off all retreat. Napoleon towards eight o'clock in the evening, seeing that his army was almost beaten, com-menced to despair of the success which two hours before he believed to be assured.

He remained on the battlefield until half-past nine when it was absolutely neces-sary to leave. Assured of a good guide, we passed to the right of Genappes and through the fields;

we marched all the night without know-ing too well where we were going until morning. Towards four o'clock in the morning we came to Charleroi where

Napoleon, owing to the onrush of the army in beating a retreat, had much dif-ficulty in proceeding. At last after he had left the town, he found in a little meadow on the right a small bivouac fire made by some soldiers. He stopped by it to warm himself and said to General Corbineau 'Tre bien Monsieur, we have done a fine thing.'

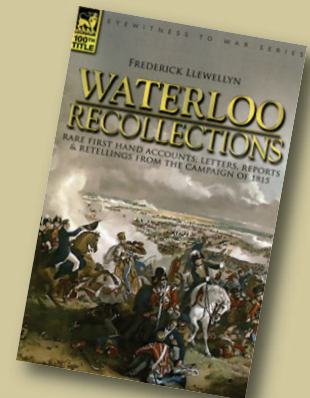
General Corbineau saluted him and replied 'Sire, it is the utter ruin of France.'

Napoleon turned round, shrugged his shoulders and re-mained absorbed for some moments. He was at this time ex-tremely pale and haggard and much changed. He took a small glass of wine and a morsel of bread which one of his equerries had in his pocket, and some moments later mounted, asking if the horse galloped well. He went as far as Philipeville where he arrived at mid-day and took some wine to revive himself. He again set out at two o'clock in a mail carriage towards Paris where he arrived on the 21st at 7 a.m. at the Elyssee.

Certified correct by me,

Jardin Awe.
Equerry to the Emperor Napoleon.

Waterloo Recollections and other Napoleonic books are available from;
www.wargamesillustrated.net





Left:
The British
defend the
ridge

Below:
The General
takes shelter

Bottom:
French Light
Infantry

in front of it, not to mention the Dutch-Belgian Hussars who caught the Guard cavalry halted and disordered and put them to flight! A storm of French cavalry attacked all along the Allied right and caused much mayhem before being seen off by the Brunswick reserves! But generally, it was all up for Wellington if the Prussians could not get through!

Lunch was eaten while we played as there was still much to do. Breaks between turns or at lunch gave the players an opportunity to look at the other games going on elsewhere in the building. The Wars of the Roses game looked lovely, in 10mm and on hex terrain. This made movement and





firing so much easier as everything was done in hexes (move one, fire two, cavalry move three, etc) and so dispensed with the clutter of tape measures and arc of fire templates! Meanwhile, on the Russian front, the Germans' retreat was being hampered by dogged Russian pursuit. Again, the game looked great and all seemed to be enjoying it. Throughout the weekend, everyone was friendly and keen to discuss the game they were in and there was a very good atmosphere.

Back at Waterloo, the Prussians were soundly beaten by the Young Guard and forced back to re-group. My Middle Guard were once more held

up by dogged resistance and massed guns (damn you, Dice Gods) but the Old Guard were through and were turning to roll up the Allied line. The Nassau and Dutch-Belgians had finally succumbed and the Allied left was no more. With no prospect of Prussians in the woods, Wellington had no choice but to retire his army under cover of dark. An extremely enjoyable and hard fought French victory! All that remained was to shake hands with the Allies, thank all the umpires and organisers for their

Above left:
The British.
Can John Stallard offer an explanation for that shirt?!

Above right:
The French attack

Below:
British Light Dragoons

patience and hard work and settle our bills. All agreed that the weekend had been a great success and we look forward to more of the same! I would recommend future weekends to anyone. Whilst the accommodation might not be to everyone's liking, you can put up with anything for a couple of days and those of us that did bunk in together had a great laugh. The food was good and suited all tastes, whilst the organisers were friendly and helpful throughout the weekend. Roll on 2008! This time it is my turn to be Ney!



The Battle of Waterloo
by William Sadler, 1854.

PAINTING FOR WATERLOO

A STEP-BY-STEP GUIDE TO GETTING YOUR ARMIES READY FOR THIS YEAR'S 200TH ANNIVERSARY REFIGHTS! By Dave Taylor



The 200th Anniversary of the Battle of Waterloo is just around the corner, a mere two and a half months from the date of publication of this very issue. How many of us have always longed to walk the hallowed battlefield sample the local beer, paint up some lovely toy soldiers, and perhaps even refight part of the Waterloo of Waterloos? Well, thanks to the lovely folks at Geek Nation Tours, I'm going to be able to do just that in June.

Wargames Illustrated has featured a few articles on Geek Nation Tours over the years, and even joined up with various tours as they've "passed through town", so it seemed like the best place to bring this article about this amazing tour from Teras Cassidey and his Canada-based tour company.

This year, Geek Nation Tours is running their *Signature Battlefield Series: The Battlefield of Waterloo* tour. Running from 14 -22 June, the tour starts and

ends in Brussels and encompasses: visits to the battlefields of Ligny, Genappe, Quatre Bras, and Wavre, plenty of time walking the French, Anglo-Dutch, and Prussian lines on the Waterloo battlefield with WI-regular (and author of *Republic to Empire*) Barry Hilton, a trip to a well-known Belgian brewery (including samples), and two days soaking in the spectacle that will be the 200th Anniversary re-enactment of the Battle of Waterloo. Obviously thousands

of military history enthusiasts will be flocking to Belgium for this week and many hotels in the area have already sold out. At the time of writing, only a few places remain on the Geek Nation Tours adventure. We highly recommend you check it out at the web address below.

One other thing that we'll be doing on the tour is sitting down and getting stuck into some miniature painting. Geek Nation Tours have partnered with Warlord Games and The Army Painter to provide the soldiers, paints, and brushes for the tutorials I'll be running on the tour.

What follows are the step-by-step guides I will be using with my 'students' on the tour. You might like to use them for your own figures. All paints are from the Army Painter *Warpaints* range.

OUR THANKS GO TO...

The Army Painter: These wonderful guys provided us with a set of their fantastic paints for this article and for the painting clinic I'll be running on the tour (including plenty of paintbrushes for the participants).

thearmypainter.com

Mont-Saint-Jean.com: I've only been painting Napoleonic miniatures for six years now, but one of the most invaluable resources I've come across has been this website. The small uniform guides in the corner of each page are from their very comprehensive "archive" of uniforms for all the forces involved in the Hundred Days Campaign.

centjours.mont-saint-jean.com/unites.php

Geek Nation Tours: Teras Cassidy and his team have been long-time supporters of the magazine and have put together a fantastic tour of the major sites of the Hundred Days Campaign. Add to the battlefield tours a visit to the internationally-renowned 200th Anniversary re-enactment, a painting clinic (with myself) and wargame with *WI*-regular Barry Hilton and you have the trip of a lifetime.

geeknationtours.com

Warlord Games: The manufacturer and distributor of some of the best Napoleonic models around provided us with the models for this article, as well as the models that will be used in the painting clinic on the *Signature Battlefields: Waterloo* tour in June 2015.

warlordgames.com

FRENCH FUSILIER - 17^{ÈME} REGIMENT DE LIGNE - MODEL FROM WARLORD GAMES

STEP ONE

Priming



Uniform Grey
Spray



STEP TWO

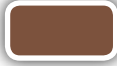
Blocking in the basecoats



Daemonic Yellow/
Lava Orange mix



Tanned Flesh



Oak Brown



Desert Yellow



STEP THREE

The Wash

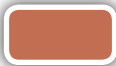


Strong Tone
Wash

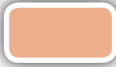


STEP FOUR

Highlighting



Tanned Flesh



Barbarian
Flesh



Uniform Grey



Ash Grey



STEP FIVE

Painting the white



Ash Grey/
Matt White mix



Matt White



Oak Brown



STEP SIX

Painting the black



Matt Black



Matt Black/
Uniform Grey mix



Oak Brown Leather Brown

STEP SEVEN

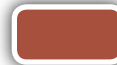
Metallics and other details



Gun Metal



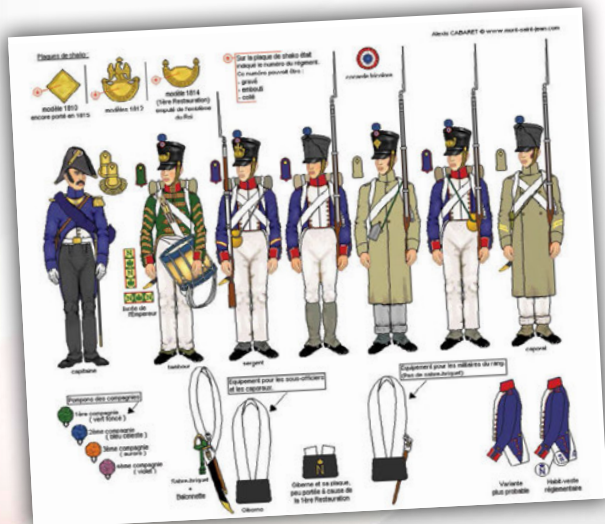
Shining Silver



Weapon
Bronze



Greedy Gold



BRITISH CENTRE COMPANY - 25TH REGIMENT OF FOOT - MODEL FROM WARLORD GAMES

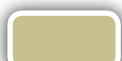
STEP ONE

Priming



STEP TWO

Blocking in the basecoats



STEP THREE

The Wash



STEP FOUR

Highlighting



STEP FIVE

Painting the white



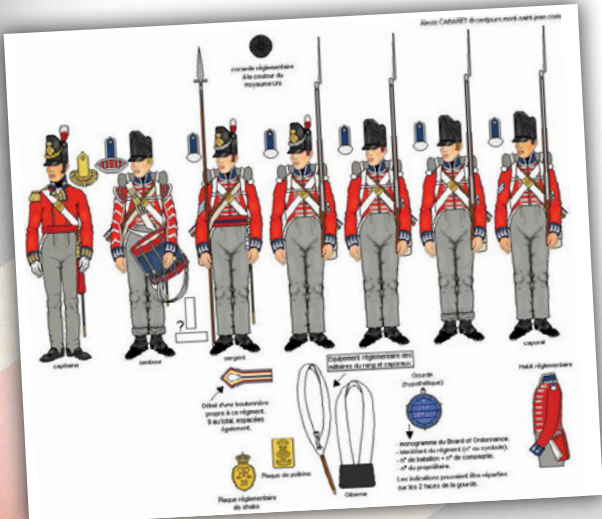
STEP SIX

Painting the black



STEP SEVEN

Metallics and other details



PRUSSIAN MUSKETEER - 8TH INFANTRY REGIMENT - MODEL FROM PERRY MINIATURES

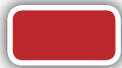
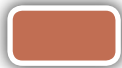
STEP ONE

Priming



STEP TWO

Blocking in the basecoats



STEP THREE

The Wash



STEP FOUR

Highlighting



STEP FIVE

Painting the white



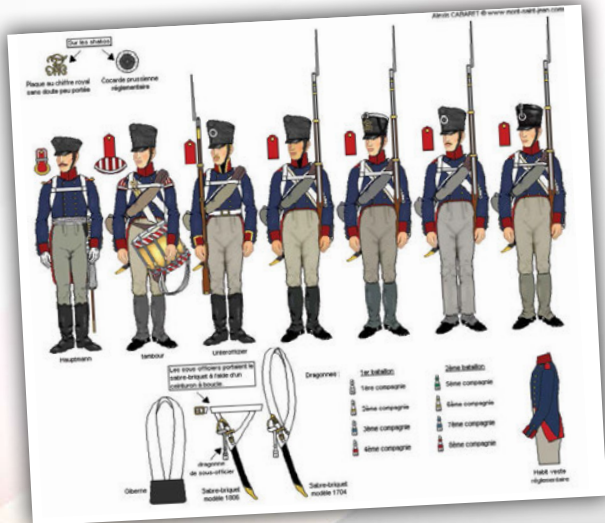
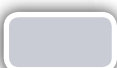
STEP SIX

Painting the black



STEP SEVEN

Metallics and other details



Waterloo @ Britcon

The Mailed Fist Wargamers from Hyde, Cheshire, have for the past few years put on large demonstration games at Britcon. As most of the members live in the Manchester area having a show at the University of Manchester is ideal, particularly as we have developed a good working relationship with the Britcon organisers.

The idea for re-fighting Waterloo was first mooted at Triples in Sheffield more than a year earlier. We realised to try to present this famous battle properly would mean a lot of work for all

involved. To be honest when we first agreed to do this we did not fully appreciate exactly how much (I never want to paint another 15mm Napoleonic for... well at least for a week or so).

The first thing to consider is the size of the table in relation to what you want to put on it. Obviously the organisers of a show can only allow demonstration games to take up so much space. Having established the table size (18ft x 6ft) you then need to establish that the actual battlefield you have chosen will fit on the allowed area!



The Battlefield

Waterloo as a battle has appeared at many shows over the years, and as a battle most wargamers would, given the choice, love to re-fight it. So what was going to be different about our demonstration game? Pete Hogan (the club organiser) was adamant that the terrain had to be

‘geographically right’. To that end, he went to, amongst other places, the Research Library in the Royal Armoury, Leeds (where, it should be said, the staff were extremely helpful) to inspect Sibourne’s original maps of the battlefield and see his first model. We all have our opinions of the man as an historian, but no one can dispute his abilities as a

cartographer. That research, allied with the multitude of information available on the net and in various publications (one of which that is particularly worthy of note is Mark Adkin’s *The Waterloo Companion*. “Excellent”!) enabled Pete to draw up a geographically accurate representation of the actual battlefield and scale it to the table size. Because of the



physical number of figures required on the table it was decided that we could not practically expect people to physically overstretch. (The inhibiting factor on any wargame table is the length of the players' arms. You can only reach so far, before you fall flat on your face.) So, we decided to stick with a 6 feet wide table and so as to stay proportionally in scale, 16 feet long. In hindsight the table width created a bit of a problem. Whilst it's important to get the scale distances right between the Allied ridge and the French grand battery ridge, in addition to the French main ridge, on a 6 foot table this means there would not be a great deal of room behind the Allied ridge for deployment, or God forbid, retreat; and to a certain extent the same could be said for the French deployment on their side of the table.

Terrain

O.K., so now we have the table and know the layout. The terrain would have to be made from scratch, but how? It was agreed it was important to differentiate between up slopes, the top of a ridge and down slopes. So it would have to consist of distinct layers. But layers of what? I had recently re-floored a room with laminate flooring and had used a compressed paper /card based insulating underlay tile. Just the right size and height, easy to cut /shape and cheap-ish. Readily available from DIY stores (B&Q). With a bit of pre-planning the tiles were cut, and glued where necessary, then fitted together to create the ridges, sunken roads and other prominent landmarks.



Now back to maps and research documents to enable me to place representations of fields/crops on the board. (Virtually the whole area was devoted to arable farming and at that time of the year was covered in crops of wheat, Rye etc that were in excess of 1.5 to 2 metres high). The height of these crops had a definite effect, particularly if you happened to be the first troops to move through a field.

Lastly the finishing touches.... buildings (some bought, some made from scratch), important roads, river's, sand pit, forests, and most importantly the hedges that littered the battlefield particularly on the Allied left and impeded troop movements... Done!



Troops

The bulk of the French army was provided by Chris Ginn who played Napoleon on the day, and the Allied army were an amalgam of figures owned by club members. It must be said that there were a lot of new purchases and newly painted figures on the table. I estimate we actually had in the region of 7500 metal figures and 190 guns on the table at the start of the game. As one visitor to the game said as he whistled through his teeth whilst taking photographs “Wow... That’s a lot of lead!” I must admit IT DID LOOK GOOD!

Friday, Day 1

Having had a practice at setting up the terrain we knew how long it was likely to take. What we hadn’t fully appreciated was exactly how long it would take to deploy both armies, particularly the Allies as Pete (Wellington) was the only player on the Allied side who knew the full deployment (lesson learnt for the future). We had agreed that all troops would be positioned as they were at 11.30 am on the actual day, with the exception of the French Grand Battery, which would fully deploy on the GB Ridge to save time. Whilst the Allies continued to deploy the French command went off for a ‘Thai’ lunch (I’m sure they didn’t have oriental cuisine available in 1815!) and on their return the opening shots of the game were fired. As happened on the actual day





Reille's Corps, commanded by Simon Holloway, advanced into the woods to the south of Hougomont, which was defended by elements of the Nassauers, and Hanoverians, backed by the Guards Division commanded by Dave Jones. In the centre the Grand Battery found itself with very few targets as most of the British facing them were on the reverse side of the ridge. (In reality we were at the bar taking on urgently needed liquids.) Behind the Grand Battery massed d'Erlon's Corps, commanded by Pete Buriak. Meanwhile Lobau Corps, commanded by Ralph (our club rules writer), started to deploy and advance towards the British ridge backed up by the reserve cavalry of Milhaud's Corps.

Saturday, Day 2

The French pushed forward their attack on the ridge. They knew the Prussians would appear, but not when. The fighting around Hougomont became more intense as the French and the British fed more troops into the fray. Lobau's Corps continued its advance and d'Erlon's Corps pushed on beyond the grand battery. On the French right, around the hamlets of Papelotte - Smohain and Frichermont, the 'bocage' hedges that cluttered this area were lined by 2nd and 28th Nassau, who were firing at the advancing French, forcing them to turn to face them. Meanwhile Wellington had

despatched two brigades of light cavalry around the Allied far left flank to make the French 'rethink their strategy' and slow down their advance. In hindsight not a good idea as they eventually obstructed the Prussian advance, commanded by Paul Rook. The French pressed on with their general advance but decided to reinforce their right by diverting battalions of Young Guard and the Chasseurs a cheval of the Guard. Then with the Prussians 'in the woods' so ended game day two. Well at least the wargaming part as both French and Allied commanders promptly retired to avail themselves of the many fine hostilities in the area and put the world to rights.

Sunday, Day 3

The French were now inside the walls of Hougomont and, reinforced by elements of Kellerman's heavy cavalry, continued their attack. Lobau's Corps advanced up the ridge and engaged in close-range musketry with elements of the 3rd British Division commanded by Adrian Gray. Meanwhile the 2nd British Division, reinforced by two brigades of Light cavalry had moved down to the right of Hougomont to counter any possible French out flanking movement around the chateau. D'Erlon's Corps, still advancing towards the ridge, - were now charged by Somerset's Household Brigade, which had moved across behind the ridge to the

left of the Brussels Road. They did not have the same effect as they had in the real battle... they effectively bounced off, and whilst retiring got cannistered for their sins, losing one full battalion of Lifeguards in the process. The French Chasseur-a-cheval of the Guard continued to engage the British light cavalry to the east of Plancenoit as the Prussians continued to deploy and advance through the woods.

Although the British were running out of reserves to defend the ridge the French realised they could not capture the Brussels Road and win in the time available - result: a DRAW!

Conclusion

To get a result we needed one more day's wargaming, and with that the French would have eventually won. Waterloo as a wargame is I believe, difficult for the Allies to win because it is virtually impossible to stop a whole Corps if they decide to march up the hill at you, unless of course you throw some exceptional dice. But, having said that... as a demonstration game it was Brilliant! We all enjoyed ourselves, made lots of new friends amongst other gamers and got lots of very positive feedback.

A good time was had by all. Well worth all the effort.



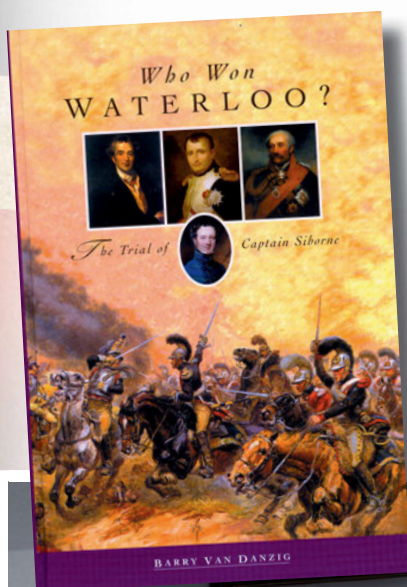
HOW WARGAMING SOLVED SOME HISTORICAL MYSTERIES



By Barry Van Danzig



FROM THE BATTLE OF WATERLOO



In his book *Who Won Waterloo* Barry Van Danzig uses wargaming to challenge many recent and accepted views of the battle of Waterloo. In this article Barry introduces us to several of his key points and concludes with a wargaming puzzle in which gamers can test out some of his ideas on the tabletop.

Wargaming is a wonderful hobby but it naturally has the detracting, and wholly unfair, sub text of 'Playing with Soldiers'. I have been a wargamer for forty years and have always enjoyed the cut and thrust of 'battle arguments' and indeed every aspect of the hobby.

I am however quite a serious historian and what I find most interesting about history is asking the question "Is that right?" History is written with great authority by eminent scholars who seem to be unchallengeable in their





Above: This young redcoat helps to demonstrate the impressive size of Barry's Waterloo table - 24' x 12'.

interpretation of events, which often they themselves did not attend. They rely upon letters and testimony of those who were there, but it always seemed to me that people will only write that which they could see and often what they write is done so as to put the best interpretation on events from the writer's point of view.

So I am often sceptical of the written testimony, for no one ever says "I ran away as fast as I could" but rather "We decided rapidly upon a strategic withdrawal".

Waterloo has always fascinated me and due to the splendid work of Captain Siborne, who wrote to everyone he could who was there, we have a great amount of data on the battle with which to work. Having so much data though creates its own problems as often one eyewitness account differs from another.

Being a wargamer, the obvious thing to do was to set up the scenario on a table so that you could see for yourself what was happening all over the field at the time of the reported incident. The most

fascinating thing to me was the recent (past twenty years or so) version of the battle claiming that it was in fact a German not a British victory. The claim was made that Siborne had distorted history by taking bribes to enhance the British part in the battle at the expense of the Prussians and indeed the Netherlands armies that also fought at Waterloo.

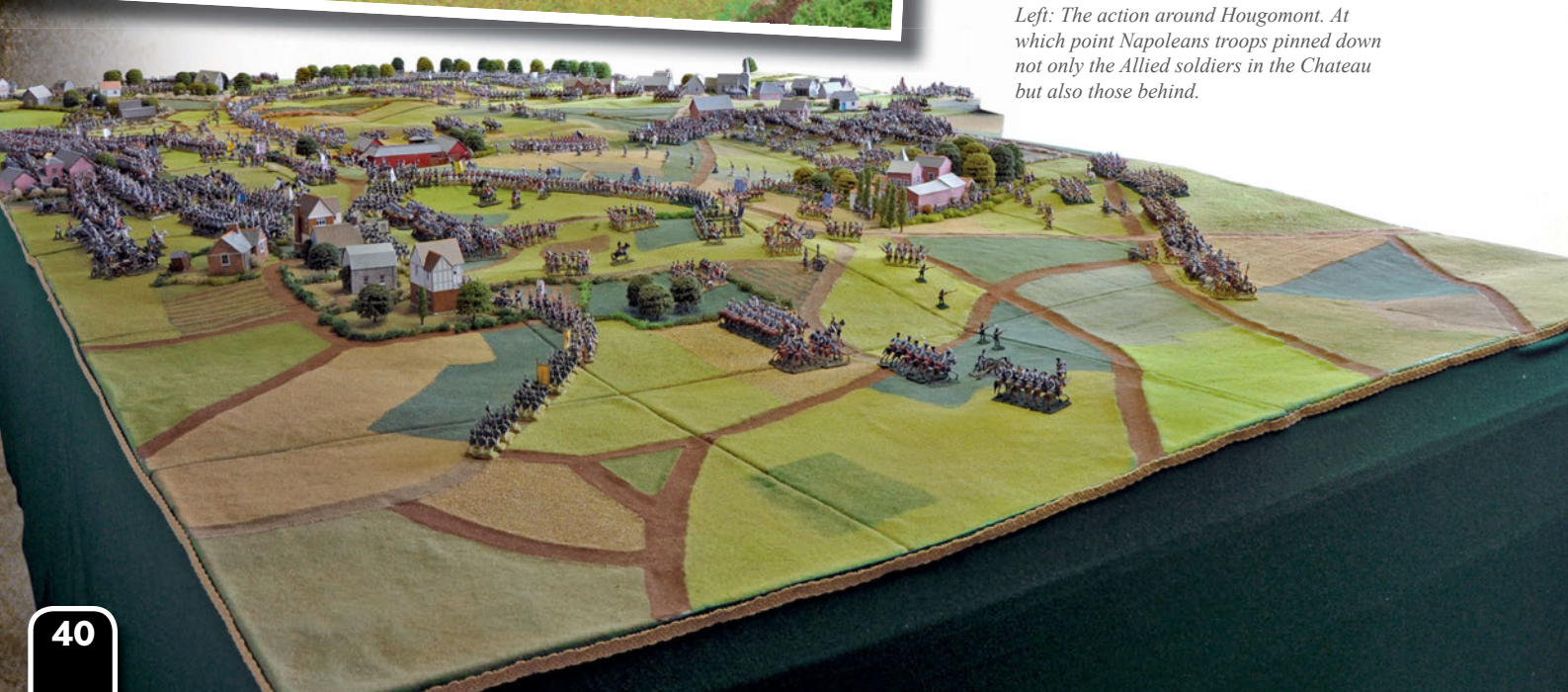
As an entrepreneur I found the idea an excellent one! Selling places in history in exchange for cash: what a great business! But how do you find out the truth in such a situation? One eyewitness says one thing, and another says something completely different. One may be lying, both may be telling the truth from different perspectives, or both might be confused by the passage of time. Wargaming provides the ideal tool to examine in great detail what was happening all over the field and one can see instantly what most probably occurred, and from that the truth - or the most reliable evidence of the truth - is much easier to see.

So having decided to embark on this project I needed to build a large-scale model of Waterloo. The model needed 5000 figures to represent (at a scale of 1 = 36) 180,000 combatants. The ground scale chosen was 1mm = 1 yard, making the model 7.2m long (23 feet 6 inches) by 2.4m (8 feet) and 3.6m (12 feet) wide. The model is something of a 'T' shape hence the two different widths. The figures used are 25mm of various manufacture but mainly hand-moulded Prince August. As the model is too wide to reach the middle the model had to be strong enough to walk on so I had to make it out of fibreglass on solid polystyrene and plaster bases. What I did was effectively make a series of 'drawers' with a base and sides of varying heights, which then matched another



KEY

- | | |
|-----------------------|-------------------------|
| A Merbe-Braine | D La Haye Sainte |
| B Mont St Jean | E Papelotte |
| C Hougomont | F Plancenoit |



drawer on each of its four sides. Each drawer was then filled with polystyrene and plastered over and then covered with fibreglass before finishing in the normal way with modelling materials. Using the less controversial historical evidence as to terrain and initial deployment I was able to set up the troops as they were at the start of the battle. We then come to the more controversial aspects of the battle a few of which are...

1.0 HOUGOUMONT.

The popular view of the French attack on Hougoumont is that two thirds of Reille's Corps, some 12,000 men, were engaged all day keeping a mere two hundred British Guardsmen tied down in Hougoumont. This attack therefore reduced Napoleon's numerical superiority by 11,800 effectively, making his army smaller than Wellington's. The Guards defended the Chateau all day against enormous odds and stopped the right flank of Wellington's army being outflanked.

What became clear from the model was that, yes, there were fewer troops actually in Hougoumont defending it than there were French attacking it; but that was not the whole story.

Napoleon's plan of attack was to keep Wellington's attention on his right flank whilst he deployed the grand battery on the centre left of Wellington's left wing behind which D' Erlon with 20,000 men was ready to launch the main attack. Reille's Corps had to pin down not only the few troops in Hougoumont but also the vast number of allied troops deployed behind Hougoumont on the ridge. The model showed quite clearly that in actual fact Napoleon pinned down 25,000 infantry, 4000 cavalry and 60 guns, who were so far to the west that they would not be able to interfere in

Left: The action around Hougoumont. At which point Napoleons troops pinned down not only the Allied soldiers in the Chateau but also those behind.



Left: The crisis of the battle as Wellington's centre comes under severe pressure.

near La Haye Sainte to withdraw from the column, as was common practice. It seemed to me that perhaps Bylandt mistook this withdrawal for a rout and the panic spread to his troops who fled the field.

Mark Urban then published his book *Rifles* and in this book was a letter from Colonel Barnard of the 95th Rifles in which he complains "a great number of our men went to the rear without cause after the appearance of the cuirassiers". The model shows what happened as events nearby, which happened at this time, affected the actions of Bylandt's Brigade.

D' Erlon's attack. So in fact instead of Napoleon using 12,000 infantry to pin down less than 1,000 allied troops he used 12,000 to pin down 29,000 men and 60 guns and their crews. This actually decisively changed the balance of power of available troops at the crucial moment from 72,000 French facing 67,000 allies to 56,000 French facing 35,000 allies. This obvious fact was clear from the wargaming model, but it has never before been seen by traditional historians as they did not have the benefit of a model set out at the time of the event to study.

2.0 WHEN D' ERLON ATTACKED THE BELGIANS RAN AWAY - WHAT CAUSED THEM TO RUN?

Having pinned down Wellington's attention to the right (west) of the battlefield Napoleon now opened fire with his grand battery of 80 cannon. The noise from these guns was heard in Kent, so you can imagine the noise on the battlefield. It would have been clear to Wellington once he heard the battery open fire that something was happening in the left centre and that the attack on Hougoumont was, after all, a feint. Up until that moment Wellington was behind Hougoumont from where he could not see the guns of the grand battery moving up the Brussels road. Once he knew they were there he detached himself from Hougoumont and rode back to the centre to see for himself what was happening.

Once again the model makes things clear.

The popular history tells us that the Belgian Brigade under Van Bylandt was deployed on the forward slope in full view of the grand battery and it suffered so many casualties from the gunfire that it fled the field as soon as the infantry columns of D' Erlon's corps advanced against them.

Once again the model helps in understanding what happened, together with more recently discovered documents from eyewitness accounts, which were not meant for publication.

When initially deployed on the forward slope Bylandt's brigade stuck out like a sore thumb. Wellington, the master tactician and deployer of troops, would have seen the error in an instant, especially as his command position was just across the Brussels road. Using the model I was able to plot the location of the eyewitnesses and it became clear that from their position they could not tell the location of Bylandt's brigade. Then Gareth Glover published the unpublished Siborne letters and in there was a map from Captain Gore, which clearly showed that they were actually deployed behind the Ohain road on the reverse slope. It was also clear from the casualty returns that they did not suffer 'enormous' casualties and in fact they suffered most of their casualties at Quatre Bras not at Waterloo. Clearly something else happened to make them flee the field.

We know that the British brigades further back down the rearward slope advanced to the Ohain road and arrived before the French infantry did. As we can calculate the speed of a French infantry column and the time it takes a British infantry line to form and advance we are able to plot on the model where each force was when Bylandt routed.

The model made it clear that the French columns were some 450 yards from the Ohain road when Bylandt broke and ran back. Any further away and Kempt's Brigade would have been at the Ohain road long before D' Erlon arrived, any closer and the French would have arrived before the British. The location of the French column was close enough to cause the 95th Rifles in the sandpit

Wellington arrived back at the centre some fifteen minutes after the grand battery opened fire and fifteen minutes before D' Erlon attacked. It was too late to move troops from the right to the left so he would have to fight with what he already had deployed in the area. Once D' Erlon's infantry, supported by Milhaud's



Private, Light Company, 2nd Line Battalion. Illustration by Bryan Fosten, from Campaign 15 - Waterloo 1815 The birth of modern Europe, © Osprey Publishing Ltd. www.ospreypublishing.com

cavalry, advanced through the grand battery it became clear to Wellington that La Haye Sainte was poorly defended and looked vulnerable. He ordered the Lunenburg light infantry (who wore green uniforms, similar to the Rifles) forward to support the farm's defenders. As they advanced the French 1st Cuirassiers, standing out of sight from the ridge in a dip, but in clear view of the advancing line of infantry, advanced at the gallop and cut the line into pieces. The Rifles saw this happen and panicked. They turned and ran back, right into the face of Bylandt's infantry. The Rifles were elite troops and any wargamer knows that if superior troops rout into the face of inferior troops the likelihood is that the inferior troops will join in the rout. Oddly enough most common wargame rules predict the rout of Bylandt in these circumstances.

You can try this out for yourself. An infantry brigade in line with routing troops on their right flank and enemy cavalry present within 200 yards. In their front superior allied troops routing into their line and bursting through them, and marching towards them enemy columns of greater strength, some 300 to 400 yards away.

The model clearly shows what written testimony cannot show. Even a plan or map does not make it clear enough as any experienced wargamer would see instantly what was going to happen in any given circumstance once he has a model in front of him, but a testimony written down or a flat map does not convey the same clarity.

3.0 THE FRENCH CAVALRY CHARGES - A DISASTER FOR NAPOLEON?

The popular version, written it must be said from the British perspective, is that the great French cavalry charges must have been a mistake as only a madman would send in cavalry unsupported by infantry and artillery upon heights defended by unbroken infantry squares. What must have happened is that Ney mistook the withdrawing wounded for a general retreat and decided to charge across the battlefield to turn the retreat into a rout.

What the model shows is that in fact the cavalry charges were a well planned and executed attack, which was the only sensible option open to the French at this time.

What the model shows is that after the defeat of D' Erlon's attack, and with the imminent arrival of the Prussians, the French could either wait until the infantry recovered, or attack the Prussians, or retreat, or attack Wellington with the heavy cavalry.

Clearly waiting was not a sensible thing to do. It would also be foolish to divert troops from Wellington to Blucher as once Blucher had been driven back Napoleon would still have to deal with Wellington, but he (Wellington) would have a well rested army facing his (Napoleon's) weakened and exhausted troops. Retreat was not an option, although I do not agree with the idea that this was because of the political situation in Paris. So the only option left was a

grand cavalry charge designed to wear down Wellington's line ready for the final attack later in the day by the Old Guard. Was it a sudden impulse decision based upon the mistaken belief that Wellington was retreating? It could not have been anything other than a proper well planned attack as the model clearly shows.

The first attack was made by Milhaud's Corps supported by the light cavalry of the Guard. These 5,000 horsemen were deployed to the east of the Brussels road in front of Plançenoit. They moved from this position across the road and formed up on the French left or western side of the Brussels road in front of Kellerman's Corps, (which was just as strong as Milhaud's) and Kellerman was equally supported by the heavy cavalry of the Guard as Milhaud was by the light cavalry. So, if it was a sudden impulse decision to catch Wellington in retreat, why didn't they attack on the eastern side of the field by charging directly to their front at the same time as Kellerman charged to his front on the western side of the field? The answer is that this was not a sudden impulse decision but rather a cool headed methodical plan that took at least half an hour to organise and prepare before it crashed into Wellington's squares with devastating consequences.

The claim that the attack was made without infantry or artillery support is patently incorrect as both infantry in column and strong skirmish order lines did attack Wellington's line during this

Below: The French cavalry charge the British squares, but was it the big mistake it is often billed as.



phase. Also the horse batteries advanced to within canister range and blasted Wellington's squares with grapeshot – but not a single Allied square broke, not one. This is remarkable, for by studying the casualty returns we can estimate the casualties caused to Wellington's line during this phase of the battle. During this phase of the battle (and this phase alone) Wellington suffered more casualties than he suffered in any of the battles of the Peninsular War. Wellington suffered some 6,000 killed, wounded and missing during this phase, compared to 4,927 suffered at Vitoria, which was the greatest loss he suffered in any of the Peninsular War battles.

The model challenges the traditional views of the battle and is able to show quite clearly that this was not an impulse nor an error, but rather a well organised and planned attack that devastated Wellington's right centre ready for the next and final phase of the battle - the attack of the Imperial Guard.

4.0 THE ATTACK OF THE IMPERIAL GUARD ON WELLINGTON'S LINE

Why did the Guard attack on the left between Hougomont and La Haye Sainte when they could have walked through in the weakened centre of Wellington's line?

At the moment of the attack of the Imperial Guard on Wellington's line La Haye Sainte was in French hands and the centre of Wellington's line was almost at breaking point. The Guard advanced, but instead of carrying on up the Brussels road they veered off to their left and attacked in the open field where the great cavalry charges had taken place a few hours earlier. This has been a mystery for nearly 200 years, but on the model it becomes clear as to why they attacked as they did.

There was a great gap in the line between Bachelu's Division and Foy's Division of Reille's Corps through which the Guard could pass. In front and to the left (east) of La Haye Sainte were Quoit and Donzelot's Divisions through which the Guard would have to pass if they were to attack the centre of Wellington's line. Passing one division through another is bound to lead to confusion in front of the enemy line; shrouded in smoke and hidden by the reverse slope such a manoeuvre was fraught with risk. Only a few hours before, at this very spot, D' Erlon had been driven off in rout by Wellington's cavalry exploiting the confusion in the French ranks being caught in open column by enemy heavy cavalry. What if Wellington did the same to his Imperial Guard?

It was safer to attack in the open ground with room to manoeuvre and form square if needed, rather than be mixed up with other troops in a confused mass hemmed in by La Haye Sainte and the sandpit.

THE FINAL ARGUMENT - WHAT CAUSED THE FRENCH TO ROUT?

When I wrote my book *Who won Waterloo?* I was not aware of the great row that had happened about Peter Hofschroer's book *Waterloo the German Victory*.

I thought that Peter's work was excellently done and, whilst partisan, it argued the premise that there were more Germans at Waterloo than British and that they had marched further, fought more French, and suffered more casualties than the British did.

This of course is perfectly true. The problem I had with this was that they had done most of their marching retreating away from the French. In their fighting they had been defeated each time by inferior numbers of French troops, and you do not win battles by suffering more casualties than anyone else in the fight.

The conundrum posed by Peter's work and also the excellent work of David Hamilton Williams in his book *Waterloo: New Perspectives* was that the Prussian's broke through at Plancenoit and at Papelotte and in so doing caused the rout of the French.

Below: The attack of the French Imperial Guard. The photos of Barry's model below show the topography of the field over which they moved forward - it was safer to attack in open ground with room to manoeuvre, than to be mixed up in the mass around La Haye Sinte.



Support for this opinion comes from the French themselves and indeed some British officers, notably Sir Richard Hussey Vivian.

Now of course it is impossible for anyone to know for certain what happened on a smoke filled field two miles long by one mile wide, where over 140,000 men were marching, firing, fighting, running and dying all over the place. Hundreds of historians have written about Waterloo and most if not all have referred back to Siborne's original eyewitness accounts as source material. They also checked the official regimental reports, but oddly enough Wellington's despatch, the most contemporary document about the battle in existence, (it was after all written within 24 hours of the battle ending) is often dismissed or ignored.

The only way I could see of working out what most probably happened was to refight the whole battle and examine each person's view of each stage of the battle to see if they stood the test of analysis. What emerged from this exercise, which took several years to fully complete and required a permanently set up large model on which to examine each stage, was a credible answer which is difficult to challenge as it has behind it the facts and, like all good science, the tests can be repeated by other wargamers.

What follows is the information you will need to recreate, as a wargame, what most probably happened at Plancenoit and Papelotte in the evening of 18 June 1815, nearly 200 years ago.



Above: The remains of Bulow's Corps that did not rout face up in defensive formation to part of Lobau's sixth Corps.

THE RESPECTIVE TROOPS AND THEIR LOCATIONS

WELLINGTON'S NETHERLANDS ARMY

5th Hanoverian Brigade - Colonel von Vincke

Men available in the ranks at this time of the battle

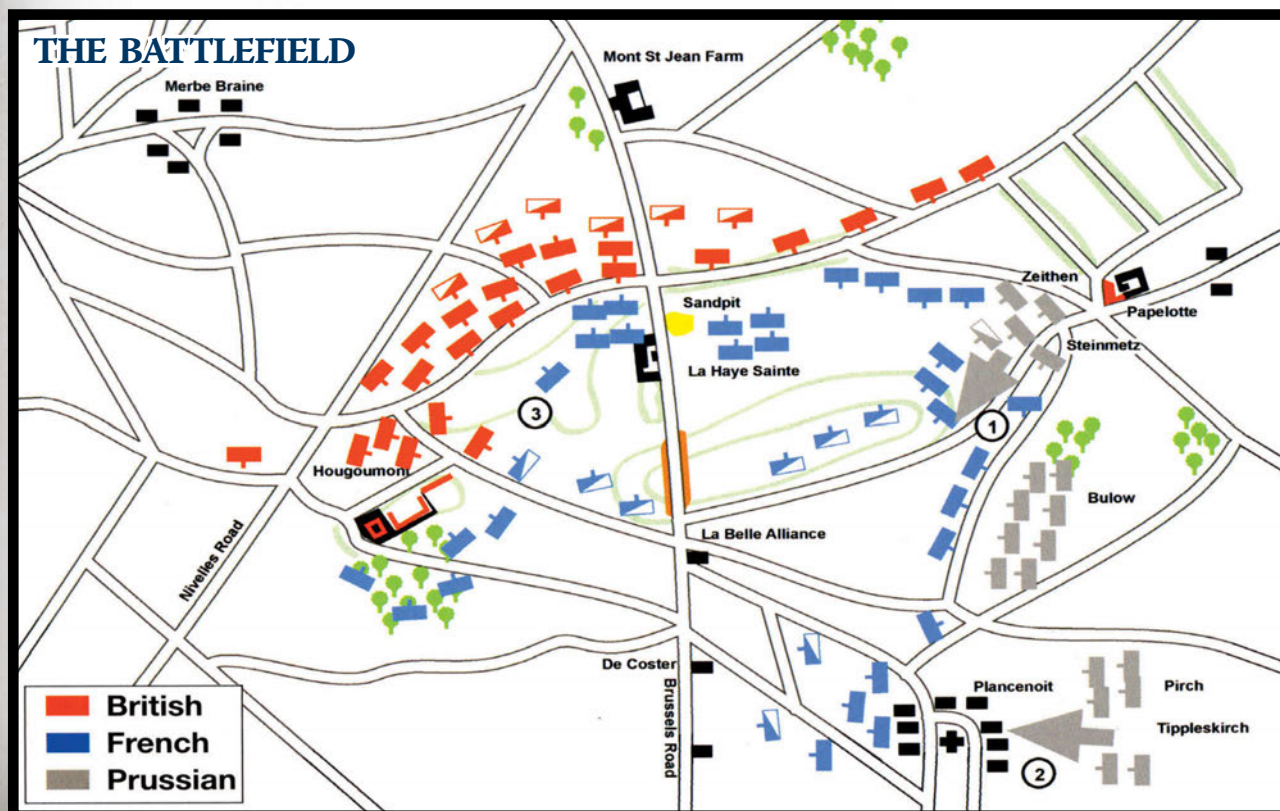
Gifhorne Landwehr	553
Hameln Landwehr	609
Hildersheim Landwehr	616
Peine Landwehr	579

2nd Brigade Prince Saxe Weimar

2nd Bn. Nassau regiment	706
3rd Bn. Nassau regiment	765
1st Bn. Orange Nassau	832
2nd Bn. Orange Nassau	584

- Von Rettberg's 6 pounder battery of five guns and one howitzer.
- Belgian foot battery of six eight pounder guns and two howitzers.
- Belgian foot battery of six eight pounder guns and two howitzers.
- 2nd North British Dragoons 245 (not capable of action)

Below: The Prussian view. (1) Steinmetz breaks through the line, outflanking the whole French army. (2) Tippleskirch attacks Plancenoit, driving out the Guard. (3) At the same time the French Guard make their attack on Wellington's line and are driven off by the British Guards and the 52nd Foot.



These troops were in fairly good humour and had fought comparatively little during the day. The Nassau units were in or around solid buildings and had suffered relatively few casualties. Von Vinke's Hanoverian Brigade suffered 35 killed, 199 wounded and 13 missing out of 2,604 troops. That is 1.34% killed, 7.64% wounded and 0.49% missing. The Nassau contingent at Papelotte comprised 3,542 troops and had suffered 50 killed, 290 wounded and 113 missing. That is 1.41% killed, 8.18% wounded and 3.19% missing. These are similar to the losses suffered by the Hanoverian troops.

From this we can deduce that they were not likely to be in a panicked state, but can be considered as steady troops.



Prussian Line Infantry - Grenadiers, 1st Foot Guards Regiment. Illustration by Bryan Fosten, from Campaign 13 - Waterloo 1815 The birth of modern Europe. © Osprey Publishing Ltd. www.ospreypublishing.com

THE PRUSSIAN FORCES

1ST ARMY CORPS VON ZIETHEN

1st Brigade - General Steinmetz

		Casualties suffered		
		Killed	Wounded	Missing
12th Line infantry	1460 (in three battalions)	16	79	55
24th Line regiment	1460 (in three battalions)	15	79	56

Casualties are recorded for the whole Brigade and I have distributed them equally between the regiments.

1st Cavalry Brigade - General Von Treskow

		Casualties suffered		
		Killed	Wounded	Missing
	Number of Troops	2	11	0
2nd Dragoons	290	The casualties are recorded for the whole brigade, but are so few it is not possible to divide them up between the regiments.		
5th Dragoons	340			
4th Dragoons	270			
3rd Dragoons	280			

1st Corps Artillery

		Casualties suffered		
		Killed	Wounded	Missing
Two foot batteries	8 guns each	1	4	0
One horse battery	6 guns			

Note: The Hanoverian brigade did not take any part in the action and the Nassau contingent only fought with the Prussians in this part of the action and did not join in with the attack on the French.

There are two distinct and separate actions, which need not be fought at the same time on your wargame table.

The first is the attack by 1st Corps through Smohain and against Durrutte. In the first instance you will have to fight a skirmish with the Nassau regiment in Smohain, but this causes more of a delay than casualties, although some Prussian casualties were suffered in this part of the action. Once through Smohain you must send in your light infantry to winkle the French troops out of the houses of the hamlet of La Haye. Once you have done that you must deploy your infantry in a brigade attack column (see plan below) and attack Durrutte's infantry division frontally and drive them off in rout.

Von Treskow's cavalry brigade marched along the northern road to support Wellington's line and did not take part in the attack until after the French had routed. Lutzow's cavalry brigade did not reach the battlefield in time and suffered no casualties. Von Treskow's brigade suffered only two killed and eleven wounded.

In this attack your objective is to drive Durrutte into rout, drive Jacquinet into rout or withdrawal, march past the edge of the Grand Battery causing its gunners to flee and march on to Plancenot, joining up with Tippleskirch to the east of the town and suffer no more casualties than listed above.

AND

You only have 45 to 60 minutes to complete the task.

The Prussian troops however can be regarded as fresh as they had a three hour rest at Chapelle Saint Lambert before marching the last few kilometres to the battlefield.

THE ATTACK AT PLANCENOIT

2ND ARMY CORPS - MAJOR GENERAL VON PIRCH

		Casualties suffered		
		Killed	Wounded	Missing
5th Infantry Brigade - General von Tippleskirch				
2nd Line Regiment	1630 (in three battalions)	0	0	0
25th Line regiment	1580 (in three battalions)	0	8	0
5th Westphalian Landwehr	1630 (in three battalions)	2	8	7

		Casualties suffered		
		Killed	Wounded	Missing
7th Brigade - Von Brause				
2nd Elbe Landwehr	1650 (in three battalions)	1	4	0

		Casualties suffered		
		Killed	Wounded	Missing
8th Brigade (attached to 7th under Von Brause)				
21st Line Regiment	825	0	15	4
23rd Line Regiment	825	7	36	9
3rd Elbe Landwehr	825	21	68	50

		Casualties suffered		
		Killed	Wounded	Missing
2nd Cavalry Brigade Maj. Gen. von Sohr				
3rd Hussars	537	0	1	8
5th Hussars	523	1	3	1

		Casualties suffered		
		Killed	Wounded	Missing
Artillery				
Three foot batteries	8 guns each	0	3	0
One horse battery	6 guns	1	3	1



The second attack is by 2nd Corps on Plancenoit. (Scenario one and two)

In the second attack (which happened at more or less the same time) you must attack Plancenoit and drive out the Guard infantry, which is supported by some of Lobau's 6th Corps, and capture the village.

In scenario one you may not use the 8th brigade as in the 'Prussian' versions of the attack the 8th Brigade were not involved.

In scenario two the Prussians use the 8th Brigade and the French must remove all troops from Plancenoit except the battalions of the Old Guard, (1st Grenadiers and 1st Chasseurs).

Once again you have 45 to 60 minutes to complete the task for both scenarios and must suffer no more casualties than listed for each Prussian regiment above.

Also once again the Prussian troops may be regarded as fresh as they had also had three hours rest before marching the last few kilometres to Waterloo.



**THE FRENCH FORCES
AT PAPELOTTE**

4th Infantry Division - Count Durrutte		
	Men	Initial Strength of men
8th Line Infantry	740	983
29th Line Infantry (See note)	448	1146
85th Line Infantry	574	974
95th Line Infantry (See note)	425	1100
6 pounder foot battery of 8 guns		

1st Cavalry Division - Baron Jacquinot		
	Men	Initial Strength of men
7th Hussars	387	439
3rd Chasseur à Cheval	307	365
3rd Lancers	351	406
4th Lancers	254	296
6 pounder horse battery of 6 guns		

Note: I have allowed for a battalion of the 29th and 95th line infantry (two battalions in total) to be re-deployed in the centre. There is little evidence of this, but it is mentioned in some histories.

Supporting artillery from the Grand Battery
Two 6 pounder foot batteries of 8 guns each
Supporting Troops from Lobau's Corps

1st Cavalry Division - Baron Jacquinot		
	Men	Initial Strength of men
5th Light Infantry	781	952
10th Line Infantry	1244	1431

As the French commander your objective is to delay the attack by the Prussians by more than 45 to 60 minutes and cause more casualties than those actually suffered as recorded above. After 45 to 60 minutes all of your troops rout from the field.

Below: This shot of the eastern side of the battlefield/table shows the impressive sweep of the Prussian army as it begins to squeeze the French who are anchored on Plancenoit (in the bottom left of the picture and in the photograph on page 70) with a salient being formed in support of their right wing out to the north. But was it the Prussian involvement in the battle that caused the French to rout?





THE FRENCH FORCES AT PLANCENOIT

The Old Guard

	Men	Initial Strength of men
1st Bn. of Grenadiers of the Guard	490	640
1st Bn. of Chasseurs of the Guard	374	653

1st Tirailleurs Regiment of the Young Guard

	Men	Initial Strength of men
1st Battalion	339	560
2nd Battalion	307	549

3rd Tirailleurs Regiment of the Young Guard

	Men	Initial Strength of men
1st Battalion	255	500
2nd Battalion	158	488

1st Voltigeur Regiment of the Young Guard

	Men	Initial Strength of men
1st Battalion	315	615
2nd Battalion	307	607

3rd Voltigeur Regiment of the Young Guard

	Men	Initial Strength of men
1st Battalion	186	480
2nd Battalion	212	487

Two 6 pounder batteries of 8 guns each

Supporting Troops from Lobau's Corps

	Men	Initial Strength of men
27th Line Infantry	657	821
84th Line Infantry	758	929

One 6 pounder foot battery of 8 guns

Cavalry support - 5th Cavalry Division Baron Subervie

	Men	Initial Strength of men
1st Lancers	275	415
2nd Lancers	296	420
11th Chasseur à Cheval	339	485

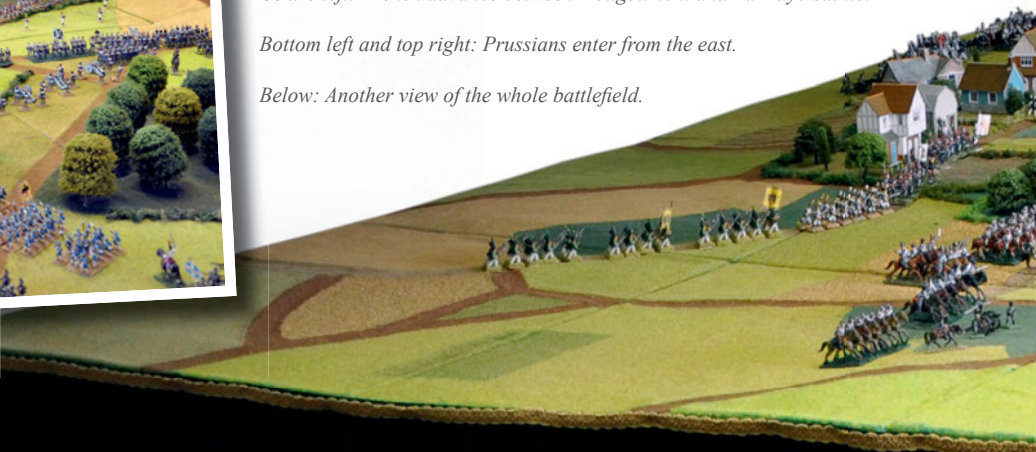
6 pounder horse battery of 6 guns

Top left: British Squares.

Centre left: French advance between Hougomont and La Haye Sainte.

Bottom left and top right: Prussians enter from the east.

Below: Another view of the whole battlefield.





The French by this time had suffered heavy casualties, as can be seen from the above estimates of losses per regiment. I have worked out the estimates for the whole day including the attacks yet to be carried out, in this wargame. As I believe that the attacks came after the rout of the French the casualty estimates are correct for the time of the alleged Prussian attacks.

As the French commander your objective is to hold off the Prussian attacks for 45 to 60 minutes and cause casualties greater than those suffered by the Prussians in the attack.

From this wargame it can be determined whether it is possible or probable that the Prussian attack took place and the key evidence is the casualty returns. For the attack on Plancenoit you should first try scenario one, the attack without the 8th Brigade, as all histories of the battle

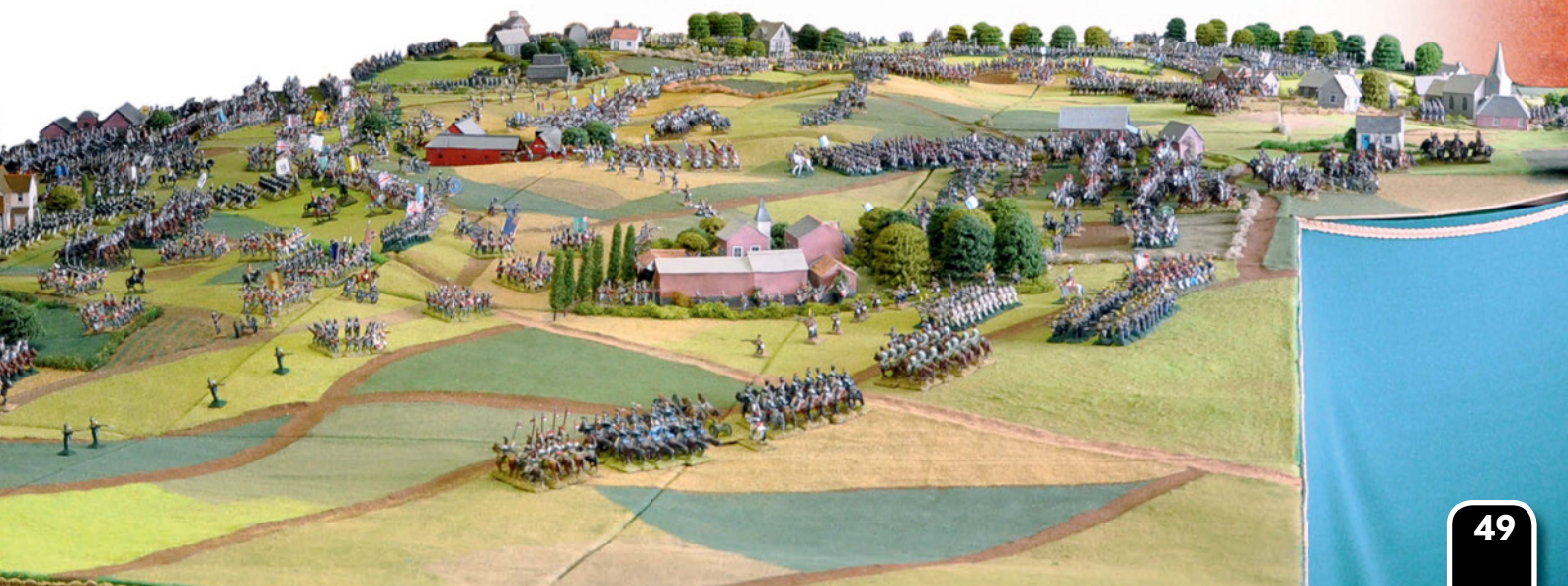
claim that the 8th Brigade did not arrive in time to join in the fight, but they do not explain how they suffered 210 casualties recorded as being caused at Waterloo.

Once this attack fails (unless you succeed), try again using scenario two the 8th Brigade. Then remove all of the French troops except the Old Guard and re-fight it using the 8th Brigade and you will get to roughly the correctly casualties actually suffered by the Prussians.

At Papelotte you can keep reducing the French troops until they cause the appropriate casualties to the Prussians. It will soon become apparent that the troops reduce to such a level that the casualties suffered by von Zeithen's corps (34 killed, 173 wounded and 111 missing) were most probably caused in the fight against the Nassau troops and in the pursuit of the Prussians once they had routed.

At least that is my conclusion but in the best interests of accuracy and using the stringent disciplines of any scientific theory in that it has to be repeatable, I place before you the facts and the method so that you can see for yourself what most probably occurred in the actual battle.

Only by using wargaming can this sort of analysis be properly carried out. The same is true of every conflict in history. The published history may or may not be accurate, people 'spin' the 'truth' to suit their means. As wargamers and historians (albeit amateur) we have a role to play in determining what most probably occurred in history. So next time anyone criticises our hobby you can tell them from me - Wargaming, used as a study instrument, is just as important and legitimate a form of historical study as any other branch including archaeologists and archivists.



NEY'S CAVALRY CHARGES AT WATERLOO

18 JUNE 1815

A GENERAL DE BRIGADE SCENARIO

by
Dave Brown

Ney's cavalry charges at Waterloo are often described as a rash reaction from a hot headed General who lost control of events and squandered thousands of the finest cavalry against steadfast British squares. But how often have you heard profoundly different versions of Ney's charges? Especially versions that consider the cavalry charges to be essential at the time they were launched and commanded by a General who knew exactly what he was doing and why, and with out such a vital and correct tactical decision the Battle of Waterloo would have effectively ended after the demise of D'Erlon's assault? This is the focus of this article and the following *General de Brigade* scenario.

Most readers will be well aware of the background to the 1815 campaign or "Hundred Days". Napoleon, after having returned from the Island of Elba, quickly re-established himself as head of the French nation. However his old enemies set about raising new armies to depose him yet again. Napoleon, not being one to sit back, decided to strike first. He increased the size of the standing army and set about invading the Low Countries, with the aim of knocking the British (under Wellington) and Prussians (under Blucher) out of the war, while at the same time bringing into line his old allies, Belgium and the Netherlands.

Napoleon's campaign began on 15 June, catching the British commander unawares, if not the Prussians. Early actions saw the French forces pushing into Belgium with Napoleon deploying a strategy of dividing the Allies and defeating each in detail. The Allies of course struggled to avoid this potentially catastrophic tactic. The opening battle of Ligny on 16 June revealed a Napoleon virtually as good as ever in inflicting a severe defeat upon the Prussians, which had potential to annihilate Blucher had it not been for the useless counter-marching of D'Erlon's corps between Ligny and Quatre Bras. Whereas Ney, fighting against a desperate Wellington for the crossroads at Quatre Bras, was eventually driven back by increasing numbers of British and Allied troops. Two days later Napoleon caught up with Wellington on the ridge at Mount Saint Jean. Here Wellington offered battle as the regrouped Prussians were not far from his left flank and marched with the firm intent of joining Wellington during the course of the battle.

WATERLOO

The Battle of Waterloo on 18 June saw Napoleon command an army of six French corps against Wellington's four larger Allied corps. Both commanders were roughly equal in infantry and cavalry, though Napoleon heavily outnumbered Wellington in artillery. Nonetheless this limited advantage would soon be more than reversed with the impending arrival of several Prussian corps. The opening shots of Waterloo saw Napoleon commit Reille's corps to a series of escalating diversionary engagements against the chateaux and woods of Hougomont, while the main French assault by D'Erlon's corps attacked Wellington's left under Picton. D'Erlon's formations very nearly succeeded in breaking through, but were thrown back and routed by a superbly timed counter-attack delivered by Wellington's heavy cavalry reserve.

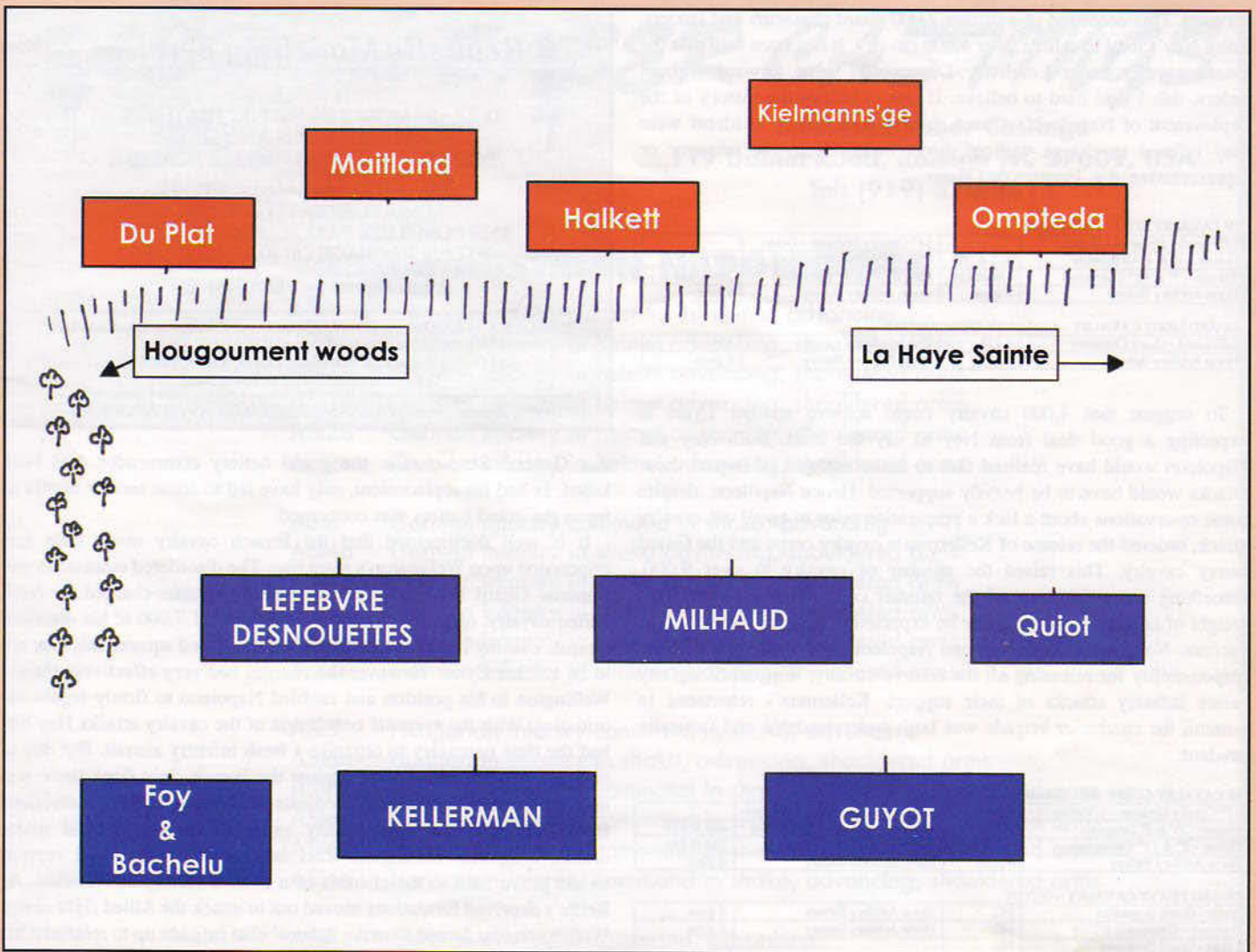
THE CAVALRY CHARGES

The defining moment of the Battle of Waterloo was now reached and with it the beginning of the end for the emperor's Hundred Day's campaign. With the rout of his main attack Napoleon was now on the defensive and facing a potential battlefield reverse. The Prussians were currently deploying across his right flank, forcing him to commit Lobau's corps to hold them. Of his three remaining infantry corps, Reille was engaged around Hougomont and D'Erlon's out of the battle for some time. This left just the Imperial Guard, small in number and too early in the battle to risk at this time. Thus the only significant fighting forces available to Napoleon at this juncture were the two heavy cavalry corps under Milhaud and Kellerman. Hence Napoleon's only offensive option was to attack with this heavy cavalry. The main reason dictating this option being that of TIME - or rather the lack of it. Now facing a numerically superior opponent, (the advantage of numbers had now passed to Wellington with the destruction of D'Erlon's corps) and with Prussians closing in, Napoleon could not afford to wait too long while he organised another D'Erlon style attack. As it had taken the French most of the morning to get D'Erlon's attack prepared it can reasonably be argued that to organise another combined arms attack using elements of Reille and the heavy cavalry would consume at least one or more hours. To assume the defensive while this organisation was carried out was simply not an option given the now critical situation. Not to put too fine a point on it desperate times call for desperate measures. Napoleon needed to take the initiative and pin his opponent, thus denying Wellington the chance to counter-attack and the opportunity to redeploy his forces. If Napoleon was to continue to give battle and have any real chance of victory the French army had to attack and attack quickly.

Thus the decision was made by Napoleon to hit Wellington's line with as much cavalry as necessary while preparations were made for another major assault, probably involving the Imperial Guard. These cavalry attacks would unquestionably wear down or even overthrow the Allied troops. (A similar attack had been carried out at Eylau in 1807 with Murat's great cavalry charge.) Napoleon may have intended to allow greater preparation time before launching the full-scale cavalry attack than Ney actually gave him, but this is unclear. On receipt of his orders Marshal Ney soon began preparations for the next series of French assaults, deploying Milhaud's cavalry across to the centre of the field, while limited infantry attacks from D'Erlon's corps to capture La Haye Sainte and attacks from Reille continued. [I'm reluctant to fully accept the well-worn theory that the reason for the cavalry charges was due to the appearance of a general retreat by Wellington, this being based either on his order to retire the British front line to avoid the French grand battery cannonade or the movement of prisoners and stragglers to the Allied rear. First, Ney was too experienced a General to confuse a retreat with redeployment or the general movement of prisoners, etc. The general movement of prisoners, stragglers and wounded, combined with brigade and divisional redeployments would have certainly occurred many times throughout every single Napoleonic battle and even junior level commanders would be familiar enough with such manoeuvres so as not to mistake them for genuine tactical retreat. After the committal of Milhaud's cuirassiers it should have been fairly clear that Wellington was certainly not retreating. And more importantly, it is highly unlikely that Napoleon would have supported such an erroneous decision by committing not only Kellerman's cavalry but also the entire Guard cavalry.]

At approximately 3.30 p.m. Ney led the first waves of cuirassiers, supported by Lefebvre - Desnouettes' Guard light cavalry up the ridge of Mount Saint Jean to attack Wellington. It should be noted that Milhaud's corps was somewhat depleted at this stage, having already lost much of Travers Brigade and certainly elements of Dubois' Brigade. These two brigades had escorted D'Erlon's attack and suffered at the hands of Somerset's heavy cavalry. This depleted corps only provided Ney with a little over 2,000 cuirassiers, certainly not enough to do the job. To assist Ney the light cavalry of the guard were ordered





Dave Brown's 15mm Waterloo Game



forward. This consisted of a further 2,000 guard chasseurs and lancers, bring Ney's total to a little over 4,000 cavalry. It has been said that the Guard cavalry under Lefebvre -Desnouettes went forward without orders, this I find hard to believe. If one examines the history of the deployment of Napoleon's Guard cavalry it is full of incidents were they refused to charge without direct orders from the emperor or representative, e.g. Fuentes de Oñoro.

IV CAVALRY CORPS - MILHAUD.

13 th Cavalry Division - Wathier		14 th Cavalry Division - Delort	
Dubois - 1 st & 4 th Cuirassiers	422 & 284	Vial - 5 th & 10 th Cuirassiers	479 & 327
Travers - 7 th & 12 th Cuirassiers	158 & 234	Farine - 6 th & 9 th Cuirassiers	263 & 378
Horse Artillery Battery	6 guns.	Horse Artillery Battery	6 guns.

GUARD LIGHT CAVALRY - LEFEBVRE-DESNOUETTES

Lallemand - Guard Chasseurs	1,138	Colbert - Guard Lancers	833
Horse Artillery Battery	6 guns.	Horse Artillery Battery	6 guns.

To suggest that 4,000 cavalry could achieve another Eylau is expecting a good deal from Ney to say the least. Both Ney and Napoleon would have realised that to make any sort of impact these attacks would have to be heavily supported. Hence Napoleon, despite some reservations about a lack a preparation prior to an all out cavalry attack, ordered the release of Kellerman's cavalry corps and the Guard heavy cavalry. This raised the number of cavalry to over 9,000, something along the lines of the number committed at Eylau. This weight of cavalry could certainly be expected to achieve some form of success. Nonetheless both Ney and Napoleon must share some of the responsibility for releasing all the reserve cavalry, thus depriving any future infantry attacks of their support. Kellerman's reluctance to commit the carabinier brigade was both understandable and tactically prudent.

III CAVALRY CORPS - KELLERMAN.

11 th Cavalry Division - L'Hertier		12 th Cavalry Division - D'Hurbal	
Picquet - 2 nd & 7 th Dragoons	550 & 476	Blanchard - 1 st & 2 nd Carabiniers	402 & 383
Guion - 8 th & 11 th Cuirassiers	427 & 308	Donop - 2 nd & 3 rd Cuirassiers	290 & 442
Horse Artillery Battery	6 guns.	Horse Artillery Battery	6 guns.

GUARD HEAVY CAVALRY - GUYOT

Jamin - Guard Grenadiers	752	Horse Artillery Battery	6 guns.
Dyonnet - Gendarmes d'Elite	102	Horse Artillery Battery	6 guns.
Letort - Guard Dragoons	765		

Ney's method of attack, using just cavalry, was absolutely right given the circumstances and limited time available. With regard to the obvious lack of infantry support, as already indicated the main cavalry attack was not meant to be supported by infantry nor was there time available to organise such support. Limited infantry attacks were already under way; the few brigades still available to Ney from D'Erlon's corps were engaged against La Haye Sainte. Moreover there was simply not the room between Hougomont and La Haye Sainte to deploy both the cavalry and say a divisional sized infantry force. Given that the combined cavalry of Milhaud and the Guard were literally jammed into the spaced between La Haye Sainte and Hougomont, which measures about 700 yards, just were was this additional infantry supposed to deploy if given the time necessary to organise such a combined attack? As for a distinct lack of artillery there are a number of very compelling reasons to suggest why these massed cavalry charges were supported by so few horse artillery. First, if one examines the available artillery, each cuirassier corps had just two supporting horse batteries. Kellerman had already lost some guns to support Reille, as had Milhaud in the support of D'Erlon. The horse batteries of the Guard were almost certainly deployed with the grand battery. This only leaves about two horse batteries free to support the cavalry. These were most probably committed, as it is generally agreed that elements of the French artillery advanced at the time of the cavalry charges. However one must bear in mind that the presence of numerous veteran allied cavalry units would have ensured that the French battery commanders deployed their pieces at a respectful distance from the Allied squares and not too forward of their own supports. Thus the likelihood of French artillery deploying within very close range of Allied squares would have been remote. Despite this, additional horse Artillery should certainly have been released from the Grand battery, especially the Guard pieces. This tactical error can be laid at Ney's door, but the fact



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that General St. Maurice, the grand battery commander, had been killed, as had his replacement, may have led to some serious inertia as far as the grand battery was concerned.

It is well documented that the French cavalry made little real impression upon Wellington's main line. The disordered cuirassiers and Imperial Guard horsemen were repeatedly counter-charged by fresh Allied cavalry, of which Wellington had around 7,000 at his disposal. Despite causing numerous casualties on the Allied squares this was not to be another Eylau. However the charges had very effectively pinned Wellington to his position and enabled Napoleon to firmly regain the initiative. With the eventual conclusion of the cavalry attacks Ney had had the time necessary to organise a fresh infantry assault. But due to serious Prussian intervention against the French right flank there was now no Imperial Guard; only elements of Foy and Bachelu's divisions from Reille's corps were readily available for this second major offensive against Wellington. This lack of Imperial Guard support would prove fatal to the chances of a French victory at Waterloo. As Reille's deprived formations moved out to attack the Allied right centre Wellington was forced to move Adams' elite brigade up to reinforce his front line and face this threat. The addition of Adams' superb troops, (52nd Light, 71st Light and 95th Rifles) to the line and with further support from Allied cavalry proved sufficient to drive off the French attack. Ideally of course, and with the great benefit of hindsight, Reille's attack should have been supported by the Old Guard and Blanchard's carabiniers. But the harsh world of decision making on the battlefield and events at Plancenoit denied Ney this opportunity.

The failure of Ney's massed cavalry charges to effect another Eylau followed by the failure of Reille's infantry attacks upon Wellington's line sealed the fate of Napoleon. The French army had used its last reserves other than the remaining six uncommitted battalions of the Imperial Guard. With no significant fresh forces available and now heavily outnumbered by the combined armies of Wellington and Blucher it was only a matter of time before the inevitable. The Battle of Waterloo was lost and no heroic last minute attack by the Old Guard would alter that.

THE SCENARIO

This scenario provides the Napoleonic wargamer with the opportunity to field as many cuirassiers as he can get his hands on! (I had to call on the reserves of two friends to complete the numbers required!) The scenario is fairly straight forward and has been reduced to roughly two-thirds in size to make it more manageable. Initially I decided to halve all the forces but then realised actually how few cuirassiers were present in Milhaud's depleted corps! The action starts at about 3.30pm with Ney leading the first charges up the slope, soon to be reinforced by the Guard heavies and Kellerman. The orders of battle are listed below. The Anglo-Allied army has been limited to those brigades that took the brunt of the French cavalry charges and again have been reduced by about two-thirds. The strengths or morale grades have been modified to reflect the bombardment by the grand battery.

GENERAL DE BRIGADE ORDERS OF BATTLE

NEY'S CAVALRY CHARGES - C in C - MARSHAL NEY + 1 x ADC.

Brigade:	Unit:	Strength:	Grade:
Wathier	1 st Cuirassiers	16 figs	Veteran - Inferior mounts
Delort	5 th Cuirassiers	18 figs	Veteran
	6 th Cuirassiers	16 figs	Veteran
	9 th Cuirassiers	18 figs	Veteran
L'Heritier	Dragoons	24 figs	Line - Inferior mounts
	8 th Cuirassiers	18 figs	Line
	11th Cuirassiers	14 figs	Line - Inferior mounts
D'Hurbal	Carabiniers	24 figs	Veteran
	2 nd Cuirassiers	12 figs	Veteran
	3 rd Cuirassiers	20 figs	Veteran
Corps Artillery	6pdr Horse Battery	3 model guns	Veteran
Desnoettes	Guard Lancers	24 figs	Elite
	Guard Chasseurs	24 figs	Elite
Guyot	Guard Grenadiers	24 figs	Guard
	Guard Dragoons	16 figs	Elite
Artillery	6pdr Horse Battery	3 model guns	Guard
Quiot (La Haye Sainte)	13 th Light	30 figs	Veteran
	17 th Line	30 figs	Line
	Skirmishers	12 figs	Line
Foy (Hougoumont)	92 nd Line	30 figs	Line
	93 rd Line	2 x 30 figs	Line
	Skirmishers	12 figs	Line
Bachelu	3 rd Line	24 figs	Line
	61 st Line	30 figs	2 nd Line
	108 th Line	2 x 24 figs	2 nd Line
Artillery	8pdr Foot Battery	2 x 3 model guns	Line
Artillery	12pdr Foot Battery	4 model guns	Guard

THE ANGLO-ALLIED CENTRE. C in C - WELLINGTON + 1 x ADC.

Brigade:	Unit:	Strength:	Grade:
Opmtda	5 th KGL Line	24 figs	Line
	8 th KGL Line	30 figs	Line
Kielmannsege	Luneberg Lights	24 figs	2 nd Line
	York Battalion	24 figs	2 nd Line
	Bremen Battalion	24 figs	2 nd Line
	Skirmishers	12 figs	Line
Sprecht - Brunswick	Brunswick Line	2 x 30 figs	2 nd Line
Halkett	30 th Regt.	30 figs	Line
	73 rd Regt.	32 figs	Veteran
	Skirmishers	12 figs	Line
Maitland	1 st & 3 rd Foot Guards	2 x 32 figs	1 x Guard. 1 x Elite.
Adams	52 nd Light	40 figs	Elite
	95 th Rifles	30 figs	Veteran
	Skirmishers	12 figs	Veteran
Du Plat	1 st & 3 rd KGL Line	2 x 30 figs	Line
Arentschildt	13 th Light Dragoons	16 figs	Line - Superior mounts
	3 rd KGL Hussars	24 figs	Elite
Dornberg	1 st KGL Light Dragoons	18 figs	Elite
Ponsonby/Somerset	Royal Horse Guards	12 figs	Veteran
	1 st /6 th Dragoons	12 figs	Line
Trip/Merlen	Carabiniers	18 figs	Conscript
	Hussars	18 figs	Conscript
Mercer	RHA Battery	3 model guns	Guard
Artillery	RA Battery	3 model guns	Veteran
Artillery	RA Battery	3 model guns	Veteran

MISSION

FRENCH: Break through the Allied line by crossing over the ridgeline and causing four allied infantry or cavalry brigades to break under brigade morale.

ALLIES: Prevent the French from achieving their victory conditions.

SPECIAL RULES & TERRAIN

The field of Waterloo is well known, with the Anglo-Allies drawn up on the ridgeline between the outer woods of Hougoumont and the farm of

La Haye Sainte. The playing area should cover this area of the battlefield, with Hougoumont woods forming one side of the table while La Haye Sainte forms the other. Table width should be limited to reflect the cramped nature of the ground between La Haye Sainte and Hougoumont woods. Hougoumont and La Haye Sainte mark the edges of the playing area and are considered out of play. However if you wish to actually include these feature it is suggested that suitable garrisons are placed and further French forces fielded to attack them. Due to the sodden nature of the ground troops defending the ridge should receive an uphill morale and melee bonus and all artillery movement on the slope of the ridge (except by road) is reduced to half.

Brigade Skirmishers - If shown in the order of battle skirmishers are already deployed.

DEPLOYMENT

The Allied deployment from right to left begins with Du Plat's Brigade deployed on the Allied right flank near Hougoumont, followed by Maitland, Halkett, Kielmannsege's Hanoverians, and finally Ompteda near La Haye Sainte. Adam is deployed to the rear behind Du Plat, the Brunswickers to the rear behind Halkett. The artillery and cavalry may be deployed as the player sees fit. Ney's forces deployment from right to left begins with Quiot by La Haye Sainte, followed by Wathier, Delort, the Guard lights, with Bachelu and Foy behind near Hougoumont. The cavalry of Kellerman and the Guard heavies form a second line behind. The player may choose where to deploy his artillery.

GENERALS

Wellington is C-in-C of the Allied centre. The is classed as excellent and has one ADC. Ney commands the French forces and is classed as average and has one ADC. For the purposes of this scenario Ney may lead two desperate charges.

POST SCRIPT: THE DENIGRATION OF MARSHAL NEY.

The usual criticism levelled by historians and wargamers alike at Ney's cavalry charges mostly centre on the fact that the cavalry were not supported by artillery and infantry. Hopefully this article provides a plausible reason as to this lack of support and shows Marshal Ney in a slightly better light than many commentators, who have delivered of this most capable Marshal denigrating critiques often tinged with an arrogance born of hindsight. One should recall that Ney was easily one of Napoleon's best Marshals, having probably fought in more engagements than most of his contemporaries. Allegations of hot-headedness are contradicted by his attitude at battles such as Busaco, Dresden and Quatre Bras. As for the troops Ney commanded at Waterloo, the French army in 1815 was a far cry from the army of Austerlitz. There remained a distinct lack of experienced middle level commanders, while many infantry and cavalry units were newly raised. Indeed the cavalry still suffered from a lack of decent mounts following the previous twenty years of almost continuous warfare. Even the Imperial Guard were not of the same quality as in previous years.

MAIN SOURCES:

Cavalry in the Waterloo Campaign - Wood.

Fields of Glory - Uffindell & Corum.

Waterloo: Battle of the Three Armies - ed. Chalfont.

Waterloo - Bowden & Tarbox.

Waterloo - Lachouque.

Waterloo - Hopper.

Waterloo Campaign - Nofi.

Figures from the collections of Dave Brown, Steve Hall & Pat Smith
Terrain: TSS Hougoumont & La Haye Sainte scratch-built
Trees: Realistic Modelling

SPOTLIGHT!

THE WARGAMES HOLIDAY CENTRE (UK)

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It's been around for over thirty years, no really it has! Peter Gilder started it, then passed it on to Mike Ingham, who was later joined by Gerry Elliott. Well, now it has a new manager and a new location. It was decided earlier this year to re-locate the Wargames Holiday Centre (WHC) to the southern counties of the UK. This move, along with a new website, will hopefully bring this little treasure to the gaming masses.



Above: A group of Wargames Holiday Centre gamers, mid-battle of Waterloo.

Access to the original centre in the sleepy village of Folkton, near Scarborough, was always a day's travel from most areas around the country. So, we thought it would be a great idea to move the WHC to within an hour of either Heathrow or Gatwick, and within 10-15 minutes of either the M3 or M4 motorways. What could be better?

We wanted to create a place where wargamers could just turn up with a toothbrush, a change of clothes and possibly have up to 10,000 figures at their command on a four hundred and twenty square foot table, taking away the headache of organising a large wargame.

Personally I love playing with 28mm figures (alright, our WWII collection is 20mm) - it means that the figures can be seen in all their glory. I have used smaller scale figures and they work really well on my gaming table in my garage, but when

Mark Freeth, owner of the WHC (UK), tells us about the centre and what it has to offer.

we have the kind of space we have at the centre, you just have to use the bigger figures. Used on a table of our size, it means they aren't lost and players get that "Grand scale" feel.

We currently cater for a number of periods, Napoleonics being the main period with over 33,000 figures in the collection. We also have over 7,000 ACW figures, 4,000 figures for the Marlburia period, 400 Plains War figures, and over 3,000 WWII tanks, artillery, aircraft and infantry. I think that's more than enough to be getting on with.

The rules we use are typically commercially available sets that have been modified to be suitable for our larger scale actions. Our mainstay is our Napoleonic ruleset, *In the Grand Manner*; these were first by Peter Gilde from an American ruleset published in 1964: *Miniature Wargames du temps de Napoleon* by John C. Candler, and have since been re-drafted by Mike Ingham and Gerry Elliott. Over the last thirty years, all the theoretical rules have been tried and tested, resulting in a quick, easy to learn and accurate set of rules. The means within these rules certainly justify the outcomes on the tabletop.

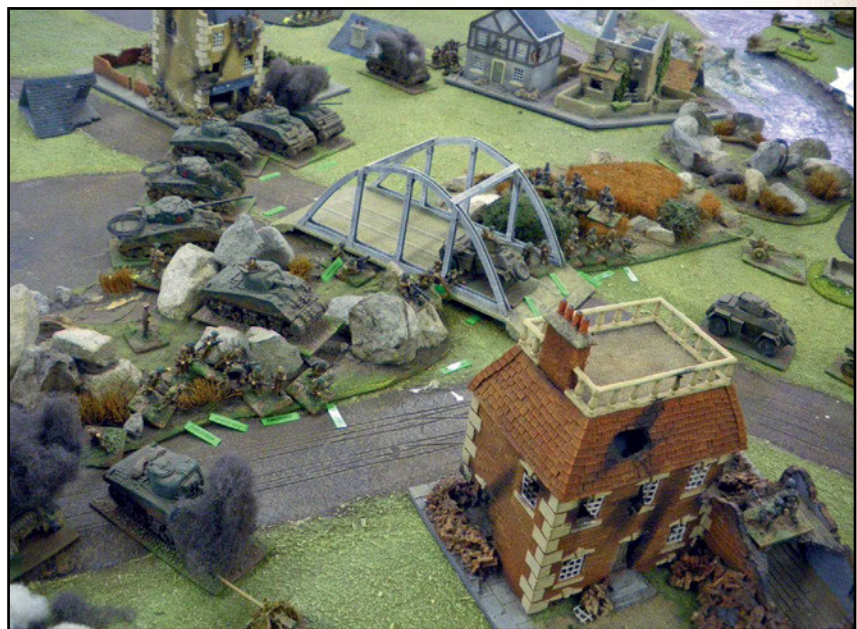
Our ACW for instance uses the fine set of rules, *Fire & Fury*, with our own amendments to allow a more manoeuvrable game with an evened out result for movement of regiments and brigades. The firing and melee table results are less dramatic as well, giving a better result when trying to get two thousand figures to where you need them.

Our WWII rules are fundamentally based on *Flames Of War*; again there have been changes made to facilitate a far bigger game, using figures that are a scale larger. This means that we had to work on morale, removing whole formations on the roll of one dice would leave huge holes. They work superbly in a game on a six by four foot table, but on a table twenty eight foot long and fifteen feet wide, that wouldn't make sense! Home rules have been devised and this allows for the same result, but the units are still there and can rally and then re-group. Movement and ranges had to be amended, along with templates. All in all a real fun set of rules, with a great feel to them and historically accurate outcomes.

The War of Spanish Succession set of rules again were written by Mike Ingham, they have been tried and tested, tweaked and re-written with a view to a simple, quick to learn set of rules providing an accurate



Above: American Civil War action at the Wargames Holiday Centre 2011.



Above: 20mm is the scale of choice for World War II games at the Wargames Holiday Centre 2011.

portrayal of combat during this era. Mike Ingham was a big fan of this period and spent many, many hours researching the tactics, weaponry and strategy of the time. We have always had a great response to any introduction to this ruleset.

Last but not least we have our 'Pony Wars' period, the rules covering these are taken from the Table Top Games set of rules of the same name. The big differences are in the combat and morale mechanisms, although the American Indians are still run by umpires as the players handle the U.S. Cavalry. It's a real fun day trying to save the wagon train.

So what is on the horizon? The plan is to provide the majority of the major battles from the Napoleonic wars. There will also be three battles featured from our other periods, WWII, ACW and The War of Spanish Succession (WoSS). We are also

holding a general week and a campaign week later in the year. The general week involves three of the periods; usually a Napoleonic, then a day saving the wagon train, followed by either a WWII, ACW or Marlburian battle (WoSS).

In the future we will be adding an American army to our WWII range, along with Pacific theatre troops. There is talk of a Sudan game; saving Gordon, jumping the cataracts on the Nile and fighting off the thousands of Hadendowa and Ansars of the Mahdi.

I look forward to welcoming you to the Wargames Holiday Centre, I don't think you'll be disappointed!

What follows, over the next four pages, is a report on a Waterloo refig held earlier this year at the Wargames Holiday Centre.



WATERLOO WEEKEND, JANUARY 2011

Here at the new Wargames Holiday Centre we had a weekend of fun playing out one of history's pivotal battles: Waterloo!

Fourteen participants, three referees, one waitress, four hundred and twenty square feet of sculpted terrain and over ten thousand figures. (Did I mention the waitress!?)

After a great deal of preparation, the first event on our 2011 calendar had finally arrived. The generals began to arrive on Friday, and the afternoon was taken up working out who would be on which side, followed by determining initial deployments using the army lists provided.

SPECIAL RULES

On this occasion both armies had an equal number of players on each side, although the British transfer two of theirs across to the Prussians, should they arrive.

It's worth mentioning that as an umpire I like to add as much realism to the game as possible. On previous occasions the

dice rolls for events like the arrival of the Prussians, the release of the French Imperial Guard, or even the arrival of Allied troops from Halle have all been made by the general of the corresponding army. They know in advance what they need (as inevitably does the enemy) and once the required score is achieved the opposition have usually taken steps to counter it. So to avoid all of this, I was rolling the dice, in secret. These dice rolls would be for the Prussian arrival, the arrival or interception of one or more Prussian Corps by Grouchy's force, the release of the French Imperial Guard or the behaviour of the infamous William, Prince of Orange. The results of these dice rolls saw a string of hand written "A.D.C." messages arriving at the C-in-C's headquarters. Expressions such as "there are columns on the horizon" for the French, while the Allies got "Prussians advancing on Plancenoit" provided a genuine sense of urgency and a certain amount of trepidation on both sides. The players really didn't know for sure if these troops would

arrive or who they might be. As for the Prince of Orange, his behaviour could be disastrous, inspirational or - as generally happened - useless!

SETUP

So back to our deployment. The French had three Corps, subdivided into five infantry divisions, averaging 10-12 battalions each. In addition they each had their integral light cavalry and a battery of artillery. The battle cavalry consisted of two heavy cavalry corps with three heavy cavalry regiments in each, plus a horse battery; and last but not least, the Imperial Guard. Marshal Ney was an additional commander to the allocated Corps commanders, providing an extra +1 to morale for any foot troops within 6", he could also join an assault and provide an extra +2 for the melee. However, on any roll of a double six, he would become a casualty and would be removed.

The Allied army comprised of three Army Corps and the combined cavalry reserve. The infantry Corps were further



subdivided into eight divisions, ranging from four to 13 battalions in strength, plus batteries in support. The cavalry amounted to 20 regiments plus four batteries of horse artillery. In comparison to the French forces the Allies were initially somewhat less numerous and the average quality was noticeably lower than their French counterparts.

The Prussians, should they arrive, would amount to three Armee Korps of seven infantry brigades, plus artillery, with 15 regiments of cavalry attached to the three Corps.

The French objective was to effectively destroy the British and Allies as a fighting force before the Prussians could arrive to tip the balance. For the Allies the objective was to hang on to their defensive position until the arrival of nightfall or Prussian reinforcements, whichever came first

My briefing to the French allowed them to deploy 6" onto the first of the 6' wide tables. The Imperial Guard were held in reserve, deployed on the 3' wide table the south of the battlefield and to be released only on my order.

The Allied briefing allowed them to deploy along the high ground from Papelette along to the ridge, then into La Haye Sainte, further along the ridge and finally occupying the Chateau of Hougoumont.

POSITIONS

The French deployment saw the two divisions, (Bachelu and Jerome) of Reille's II Corp opposite Hougoumont and the sunken road. The Brunswick Corps occupied Hougoumont and Clinton's Division took up a position



linking the chateau with the ridge. Opposite the ridge between Hougomont and La Haye Sainte, Kellermann's II Cavalry Corps was deployed in support of Durutte's division from D'Erlon's IV Corps, which was tasked with capturing the farmhouse. On the Allied side opposite the French cavalry were the two Dutch-Belgian divisions of the Allied First Corps.

Alten's Division held the farmhouse and the ridge behind it with his plucky Germans, with General Thomas Picton's Division and the Highland regiments on his left. Donzelot's Division from D'Erlon's Corps was placed opposite Papelotte and in Plancenoit Lobau deployed with the support of Milhaud's Cavalry Corps. Holding Papelotte was Lowry Cole's Sixth British Division. The British Heavy Cavalry Brigades of Ponsonby and Somerset were held in reserve behind the infantry divisions, between La Haye Sainte and Papelotte. The light cavalry brigades were posted along the line at intervals, ideally placed to slow the French advance.

THE BATTLE COMMENCES

The battle began with the French pressing all along the line. Hougomont was only sparsely defended and was quickly overwhelmed by the French. La Haye Sainte though was hotly contested, the French engaging the defenders and pushing on and up towards the ridge from La Haye Sainte to Papelotte.



The initial French attacks were repulsed with heavy casualties, however the arrival of Prussian reinforcements advancing on Papelotte released the Young Guard. The contest for the village of Plancenoit then began in earnest. In the Allied centre the line held, although most of the Allied batteries had fallen silent. The French were still wary of carrying their advance over the ridge into the sunken road and the close range volleys of the Allies.

After a good day of fighting the French had captured La Haye Sainte and

Hougoumont and were pressing the Allied right flank of the ridge. They were holding their own against the encroaching Prussians, who had been supported by large amounts of cavalry.

On the Sunday, the Imperial Guard cavalry was engaging the Prussians in support of their right flank around Papelotte and Plancenoit. The Old Guard was released from reserve and began its advance toward the Allied ridge. The Allies responded by bringing their own reserves into play, swinging the Guards

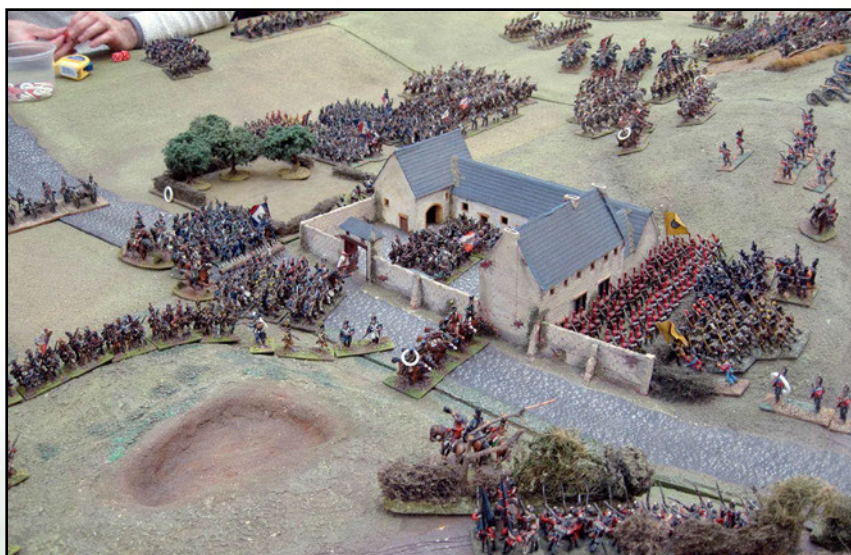
battalions and heavy cavalry regiments toward the advancing threat. At some point the French would have to crest the ridge and the massed ranks of the British Guards would be there waiting.

By mid day on the Sunday, the Allied far right began to collapse, French troops streaming past Hougoumont and on to the ridge. Fighting had broken out behind the farmhouse and the Dutch troops there were being pushed back. The Old Guard had split into two columns, the Grenadiers advancing toward the sunken road and the Chasseurs toward Papelotte. Plancenoit fell to the Prussians, but the arrival of another Prussian Corps appeared to come too late as the Allied right began to collapse dramatically. The cry went up from the Allied commanders to save the army and withdraw from the ridge.

THE END

The battle was over; the French held the field, however the Prussians were still in good order and the cream of the Allied army would live to fight another da .

The game had been both enjoyable and challenging and the fact that the commanders had doubts over whether reserves would arrive removed much of the predictability which sometimes makes historical refigths hard to o ganise.



THE LITTLE FIGHTING FOURS

HIS MAJESTY'S 44TH REGIMENT OF FOOT,
EAST ESSEX REGIMENT By Joe Krone 

The 17th and 18th Centuries witnessed revolutions, the rise and fall of monarchs, and the vast expansion of Britain that catapulted them into position as a major world power. The sun never set on the British Empire and their need to protect their interests required the enlistment of new regiments.

FORMING THE REGIMENT

Seven newly formed regiments were created during the War of Austrian Succession and one of them - on 7 January, 1741 - was the 55th Regiment of Foot. It was still very common at this point in history for the regiment to

take its commanding officer's name so the 55th was often referred to as Long's Regiment after Colonel James Long. While the War of Austrian Succession continued for seven more years, the 55th Foot experienced its first combat in 1745 at Prestonpans against the Jacobite rebels.

The majority of the veteran regiments of the British army were serving in Europe so the inexperienced 55th Foot debuted with a lackluster performance. By 1748 the treaty of Aix-la-Chapelle was signed and ended the hostilities, which allowed Britain time to reorganize its military. The peace enabled Britain to disband ten marine regiments numbered 44th-53rd, which allowed the 55th Foot to take its rightful place as it was renumbered the 44th Foot. Regiments were responsible for maintaining three different types of infantry consisting of a total of ten companies. Eight companies were



Joe was inspired to start collecting Napoleonic soldiers many years ago, but it was seeing a box of Victrix British Peninsular Infantry (victrixlimited.com) that pushed him over the edge. After assembling a handful of models he decided that if he was going to paint up an army, it might as well have a semblance of historical accuracy, so it was off to the Internet for Joe.

After searching around a bit, Joe came across the story of the Battle of Salamanca, perhaps the most pivotal battle of the Peninsular Wars, and it was the efforts of the soldiers of the East Essex Regiment that really captured his attention. Joe did a bit more digging, discovered their Regimental color scheme, and went from there.

A CHRONOLOGY OF THE 44TH REGIMENT OF FOOT

1741: Raised as the 55th
1745: Prestonpans
1747: Flanders
1748: Renumbered the 44th
1755: Monongahela (Fort Duquesne)
1758: Fort Ticonderoga

1759: Fort Niagara
1760: Montreal
1765: Ireland
1775: Boston
1776: Brooklyn and White Plains
1777: Danbury, Brandywine, Paoli, and Germantown
1778: Monmouth

1780-1786: Quebec
1782: Titled East Essex.
A system of territorially linking regiments to geographical areas.
1793: French East Indies (Guadaloupe and Martinique)
1795-1797: West Indies
1797-1800: England
1800-1801: Gibraltar

known as 'hat' or line companies which served as the main body or center of the regiment. One company formed the elite grenadiers and the other company were comprised of light infantry. It was these last two companies which were traditionally deployed on the wings of the regiment and were commonly referred to as flank companies. The flexibility of this new organization allowed grenadier and light companies from different regiments to form entire grenadier and light battalions. This gave the British officers the opportunity to create elite units based on the needs of the campaign.

OFF TO SEE THE WORLD

In Europe, the Seven Years War soon broke out and the 44th Foot was ordered to protect British interests in North America. While serving in North America in 1755, the 44th Foot - along with the 48th Foot - experienced a disastrous skirmish near Fort Duquesne, now Pittsburgh, Pennsylvania. Major General Edward Braddock, commander of the British expedition, was mortally wounded and an upstart Colonel named

George Washington took command and was forced to order the retreat of the British army. The 44th continued to serve in North America with mixed success until they returned to England in 1763. It wasn't until the American Revolution that the 44th Foot was ordered to return to North America and quell the rebellion. The 44th Foot landed in Boston in 1775, took part in the occupation of New York City, and participated in the Philadelphia campaign. By 1780 the regiment was quartered in Quebec, and it wasn't until the outbreak of hostilities with France and its new Emperor, Napoleon Bonaparte that they would take up arms again.

The regiment served in the Caribbean, attempting to acquire new territory for the British Empire, and eventually returned to England. After a few years stationed at home they were sent to defeat the French in Egypt. It was during this campaign in 1801-1802, at the Siege of Alexandria, where the regiment earned its first battle honors which they displayed proudly on their regimental colors.

EXPANDING THE RANKS

Shortly after the Egyptian campaign more regiments were required to defeat Napoleon Bonaparte and the 2nd Battalion, 44th Foot, was created in Ireland. The 2nd Battalion was placed under command of Lieutenant Colonel Charles Bulkeley and, on 20 March, 1810, they embarked for the Iberian Peninsula. It wasn't until 6 April, 1812 - as a part of Leith's 5th Division - that the 2nd Battalion participated in the storming of Badajoz. The 44th were the first to reach the top of the bastion walls of San Vicente and these types of successes would continue for the regiment throughout the Peninsular War. It was on 22 July 1812, when the 44th Foot fought in the Battle of Salamanca, that they captured one of only five French Imperial Eagles captured during the entire Napoleonic War. Lieutenant Pearce of the Light Company witnessed a French officer of the 62nd Regiment of Line attempting to hide the Eagle in his coat. The following account is taken from Lieutenant Pearce's personal diary:



By the time of the release of Lasalle (sammustafa.com), Joe had assembled a small group of gamers new to the period, and started his plans for a Salamanca refight. Although he had already painted a unit of the Victrix British, Joe decided he would lead the French side and promptly began painting up an army of Victrix, Perry, and Front Rank figures.

Although painting up Napoleonic models can take a bit of time (all that lace and frogging and equipment!), Joe found a few "short cuts" and work continues apace. One trick that he uses to identify his regiments on the battlefield is to stick laminated Regimental name tags to the back of each of his bases (right). Very handy in a large battle!



1801-1802: Egypt (Cairo and the Siege of Alexandria)

Earned its first battle honor "The Sphinx Superscribed Egypt" to be borne on the Regimental Color. A Sphinx formed part of the Regimental cap badge as well.

1803: 2nd Bn raised in Ireland

Possibly to commemorate the many Irishmen who served with gallantry in the ranks of the 44th and 56th in their earlier years that both regular battalions of The Essex Regiment always marked St Patrick's Day by the beating of reveille by the Corps of Drums playing traditional Irish airs - a custom still observed today.

1809-1812: 2nd Bn The Peninsular campaign (Malta, Sicily, Spain)

1812: 1st Bn and Light companies North America

1814: 1st Bn earned the honor Bladensburg for their occupation of Washington



Above: A depiction of Lieutenant Pearce (of the 44th) capturing the Eagle from a French officer during the Battle of Salamanca. Illustration by Bill Younghusband, from Campaign 48 - Salamanca 1812, © Osprey Publishing Ltd. www.ospreypublishing.com

'The Light Companies had been skirmishing all morning keeping up the interval between the 3rd and 5th Divisions. As the 5th Division advanced in two lines the Light Companies closed to the left and joined the first line on the crest of the hill, which was fringed with flax and eve green oak. The consequence was not knowing the French were so near; we came unexpectedly, as it were,

(The Green Horse) went right through them on their flank and we made the whole of them prisoners, with their eagle and the two colours. The officer who carried it must have wrenched it from the pole, as when I first saw it he was trying to conceal it under his grey coat, which he wore over his uniform. In taking it from him he offered no resistance but one of his men attacked me with his fixed

“The officer who carried it must have wrenched it from the pole, as when I first saw it he was trying to conceal it under his grey coat”

into each other's presence at no greater distance than twelve to fourteen yards. The French were in the act of deploying from grand divisions, and the second company, or grand division, had got about half its front out only, when, by simultaneous impulse, both parties fired a volley. We instantly charged them, and, being in such confusion, they turned. Two squadrons of the 5th Dragoon Guards

bayonet and Bill Murray, of the Light Company, shot him dead. There was a heavy column of French Infantry in sight at a considerable distance when we put the Eagle on one of the halberds and gave three loud cheers. The eagle was sent to the quarter guard with the colours of the Regiment the night of the battle, we sleeping on the field of battle

THE BATTLE OF SALAMANCA

Having a better understanding of the Battle of Salamanca will provide a better overview of the type of action that the 44th Foot witnessed. The six weeks leading up to the Battle of Salamanca frustrated Viscount Wellington because Marshal Marmont's French forces were blocking his path to Madrid. Wellington's advance into central Spain ended in disappointment when Marmont continued to receive reinforcements which resulted in the British and their allies withdrawing toward Portugal. The French forces, known as the Army of Portugal, repeatedly threatened Wellington's supply line as both forces kept watchful eyes on each other. There were several instances when opposing forces marched in parallel lines only a few hundred yards from each other, but neither side was prepared to commit themselves to battle. Wellington had determined that, unless a window of opportunity presented itself, the British army would withdraw back to Portugal. Well, on 21 July 1812, the winds of change had set in motion a battle that would heavily influence the politics on the Iberian Peninsula. The

1813-1815: 2nd Bn Holland and Belgium, Quatre Bras and Waterloo.

Earned the honors Badajoz, Salamanca, Peninsula and Waterloo

Lieutenant W. Pearce captured the Eagle Standard of the 62nd Regiment of French infantry during the Battle of Salamanca in 1812. This Eagle

(only five were taken in battle in all the wars with the French) rests in the Museum and an Eagle badge is worn as an arm badge by the Royal Anglian Regiment. The gallantry of the 2/44th in the Peninsular War gained them the nickname "The Little Fighting Fours".

1815: 1st Bn New Orleans

1817: 2nd Bn disbanded.

1822: India

1824-1826: Burma

Awarded the battle honor Ava

1841: Afghanistan. First Afghan War.

1854: Crimea

Awarded the battle honors Alma and Inkerman and Sevastopol.

Institution of the Victoria Cross named after Queen Victoria. One of the very

evening of the 21st brought a tremendous rainstorm. This was to become an omen for Wellington and his army as storms also preceded his victories at both Sorrauren and Waterloo. When the sun broke on 22 July it quickly dried out the ground, creating large dust clouds as the opposing forces began their marches. Despite this, Wellington was able to observe that Marmont had made the error of separating his left flank from his main body and he immediately ordered the major part of his army to attack the over-extended French wing.

The French army was moving south when they spotted Cole's 4th Division deploying on a ridge in the center of battle and a large dust cloud loomed off in the distance on the French left flank. The French commander Thomières, whose 7th Division was leading the march south, surmised that the majority of the British army was continuing its retreat to Portugal and the French army was only facing the rearguard. Thomières continued to move his division south with the hopes of turning the British right flank. Unfortunately for Thomières he couldn't have been more mistaken - Wellington was actually maneuvering his

own divisions behind the ridge poised for attack. Edward Pakenham's 3rd Division and D'Urban's cavalry were arriving from Salamanca and Thomières's strung out division was quite surprised when they spotted their advance. The opportunity for the British forces to strike was well at hand and Wellington signaled the attack.

Pakenham's Division and D'Urban's Portuguese Dragoons were the first to attack Thomières Division when they realized he was separated from the rest of the French army. At the same time, Wellington launched Leith's 5th Division and Lowry Cole's 4th Division forward at the main elements of the French army preventing Marmont from reinforcing Thomières Division. In the opening moments of the battle Thomières, on the French left flank, was killed and his division began to collapse under the pressure of the attack. One of these regiments forced to retreat was the 62nd Line and their path led them towards Maucune's 5th Division. In the middle of the French army, Antoine Maucune, under the threat of British cavalry, ordered his 5th Division to form into squares. Infantry fearing a cavalry charge

would form into square, giving them the ability to defend themselves on four sides. Although very effective against cavalry, the square formation weakened the amount of firepower the regiment could deliver. Leith's 5th Division, containing the 44th Foot, formed into battle line and delivered crushing volleys into Maucune's Division, forcing them to fall back. Stapleton Cotton, the commanding officer of the British cavalry brigades, ordered the heavy dragoons - under John Le Marchant - to run down the retreating French 5th Division and those who didn't surrender were cut down. During this time, when the British were collecting prisoners, it was Lieutenant Pearce who noticed a French officer of the 62nd Line Regiment attempting to hide the Eagle in his coat. After a quick altercation and celebration the Eagle and its French colors were sent back to a safer location.

Matters couldn't have been worse for the French army during the opening moments of the battle. On top of losing Thomières and the collapse of the 5th Division, they also witnessed the severe injuries of Marshal Marmont. As Marmont had awoken to the sounds of battle he left



Above: Forming part of the thin red line, the men of the 44th prepare their muskets for volley fire.

first to be awarded was to Sergeant W. McWhiney of the 44th.

1857: Indian Mutiny

1860: China, Taku Forts

Lieutenant R.M. Rogers and Private J. McDougal awarded Victoria Cross

1881: The Cardwell Reforms.

The 44th (East Essex) Regiment and the 56th (West Essex) Regiment were

brought together to form the 1st and 2nd Battalions of the Essex Regiment.

The system allowed one battalion to stay at home and one battalion to serve abroad.

1881-1885: Gibraltar, Malta, Egypt, Sudan, Cyprus, India, and Burma.

Awarded the battle honor Nile, 1884-5

1899-1902: South Africa, The Boer War

Earned the battle honor South Africa, 1889-1902 and 1st Battalion, formerly the 44th (East Essex) Regiment, also earned Relief of Kimberley and Paardeberg.

Lieutenant F. N. Parsons earned the Regiment's fourth Victoria Cross.

his tent and was immediately wounded by a British shell burst, breaking his arm and two ribs. The second-in-command, Jean Bonet, was also wounded shortly after Marmont and several minutes passed before General Bertrand Clausel assumed command of the French Army of Portugal. Attempting to salvage the situation and restore order to the French army, Clausel committed Sarrut's 4th Division to aid the faltering 7th Division on the left flank. He also risked a dangerous counterattack in the center using his own 2nd Division and Bonet's 8th Division, supported by Pierre Boyer's dragoons. The battle in the center raged and Clausel's initial attack met with success, breaking Cole's 4th Division and forcing Wellington to commit his reserves. After a long struggle the back of the French army began to break and its forces started their retreat. Maximilien Foy's 1st Division were posted as rearguard while the rest of the French army withdrew and, due to a miscommunication between Wellington

and Spanish Major-General d'España, the French were able to escape toward Alba de Tormes.

SERIOUS LOSSES

The Army of Portugal, consisting of approximately 50,000 men, lost over 7,000 killed or wounded and around another 7,000 captured. Marmont was severely wounded, two divisional commanders were killed and another wounded. In addition, the British captured 20 guns, six colors, and the best prize of all were the two captured French Imperial Eagles. On the British side, they lost a reported 5,214 including over 700 dead, with most of those casualties coming from the 4th and 6th Divisions. The British had three divisional commanders wounded - Cotton, Cole and Leith.

The Battle of Salamanca established Wellington as an offensive general taking advantage of the terrain and capitalizing on the mistakes of his foe. His reputation

continued to grow as an able commander choosing excellent positions, executing timely maneuvers and with the ability to conceal his intentions until the vital moment. The loss at Salamanca damaged the French foothold on the Iberian Peninsula and created political turmoil in Spain. The British entered Madrid in August 1812, but after a disastrous siege of Burgos the Anglo-Portuguese army retreated back to the safety of Portugal. By the time the British entered Portugal the 2nd Battalion of the 44th Foot could only muster 130 men fit for duty. It would take the 2nd Battalion the next few years to recuperate from its losses and train its new recruits for the climatic campaign in Belgium. It is somewhat ironic that the 44th Foot is one of the few regiments to capture a French Imperial Eagle, because it was Ensign Christie, of the 44th Foot, who successfully defended the regimental colors during the battle at Quatre Bras.

SOURCES

A special thanks to Ian Hook of the Essex Regiment Museum for providing a portion of Lieutenant Pearce's diary.

Essex Regiment Museum, www.chelmsford.gov.uk/museums

Ian Fletcher, *Salamanca 1812: Wellington Crushes Marmont*, Osprey Publishing, 1997

W.H. Taylor, *The 44th (East Essex) Regiment of Foot*, 44th.webs.com

44th East Essex Regiment reenactor website, www.44theast-essex.com

The Peninsular War 1808-1814, www.peninsularwar.org



Above: Wellington's Little Fighting Fours lead this column on their march through Spain.

1902-1914: India, Burma, and Mauritius
 1914-1918: World War One
 1919-1921: South Ireland
 1934-1935: Saarland
 1937-1938: Palestine
 1939-1945: World War II

Lieutenant-Colonel A.C. Newman earned the Victoria Cross during

the St. Nazaire Raid
 1953-1954: Korea
 1954-1956: Hong Kong
 1956-1958: Germany
 1958: East Anglian Regiment formed
 1959: Malayan Emergency
 1961: UK
 1962: British Guiana

1961-1964: 2nd Bn Germany
 1962-1964: Northern Ireland
 1963-1964: Brunei
 1964: Little Aden and the Radfan
 1964: Royal Anglian Regiment formed
 1965: 1st Bn Jebel Hurijah
 1966-1967: 3rd Bn Sheikh

Painting the 44th of Foot

Note: All colors used are from the Vallejo Game Colour paint range.

1



STEP 1: PRIMING

The soldiers were cleaned, assembled, and glued to their bases. Filler was added around their feet. They were then sprayed with the Army Painter Pure Red paint.

STEP 2: BASECOATS

- Collars and cuffs, plus haversack, were based with Bonewhite. Collars and cuffs were then highlighted with Gold Yellow.
- Trousers, bedroll, and gaiters were based with Cold Grey.
- Canteen strap and gun stock were based with Dark Fleshtone.
- Wooden canteens were based with Sombre Grey.
- Flesh and hair were based with Beastly Brown. Raised areas of flesh were then highlighted with Dwarf Skin.

2



- Backpack, shoes, cartridge box, metal on musket, bayonet scabbard, and shako were all based with Black.
- Tops of plumes, lace on cuffs, collar and coat, and all white leather were based with Stonewall Grey.
- Musket barrel, lock, ramrod and trigger were then based with Chainmail.

STEP 3: THE DIP

The miniatures were painted entirely with Army Painter's Dark Shade (the darkest of their dips). They were then allowed to dry for at least 24 hours, before they were lightly sprayed with Army Painter's Anti-Shine Varnish.

STEP 4: HIGHLIGHTS AND DETAILS

- Flesh was highlighted with Dwarf Skin, followed by Elf Skintone.

3



- Backpacks, cartridge boxes, shakos, and shoes were highlighted with Black Grey.
- Yellow cuffs and collar were highlighted with Sun Yellow.
- All white leather, lace, plume tops, and epaulettes were highlighted with Dead White.
- Brass Shako plates, and fittings were based with Hammered Copper, then highlighted with Glorious Gold.

STEP 5: BASING

To replicate the parched plains of Salamanca in the height of Summer, Joe glued down GF9 Basing Grit: Fine and pieces of GF9 Basing Grit: Rocky.

He then painted the entire base with Beastly Brown, followed by a drybrush of Plague Brown, and a final drybrush of Bonewhite. The larger rocks were highlighted up with Dead White. He then edged the bases with Beastly Brown.

Joe then glued down the "Regiment name plates" we showed earlier in the article. The final step was to glue on some tufts of Silfor's Late Summer Buffalo Grass.

4



1965-1996: 1st, 2nd, and 3rd Bns BAOR

1991: 2nd Bn Kuwait

1994: 2nd Bn Bosnia (UN)

1995: 1st Bn Bosnia (NATO)

2000: 2nd Bn Sierra Leone

2002: 1st Bn Afghanistan

2003: 2nd Bn Afghanistan

2005: 1st Bn Iraq

2006: 2nd Bn + 3rd Bn (TA) Iraq

2007: 1st Bn + 3rd Bn (TA)

Afghanistan

Above: Joe's finished 1st Battalion of the 44th Regiment, as they might have appeared at the Battle of Salamanca. The prominent flags are from Rick O'Brien (aka The Flag Dude) at flagdude.com

6MM ARMIES FOR WATERLOO

AN INTERVIEW WITH THE CREATOR OF THIS MASSIVE, 1:1 RATIO PROJECT, STEPHEN ST CLAIR.



At HISTORICON 2013, I spoke to friend-of-the-magazine (and irregular contributor) Bruce Weigle, of *1870* fame, over his fantastic Austro-Prussian War table. He introduced me to the unassuming Stephen St Clair, and mentioned I might want to talk to Steve about his 1:1 ratio Waterloo armies. I shook hands with Steve, jotted down some contact info, and let the guys get back to their game.

It wasn't until a few hours later that the enormity of Steve's project hit me. With hundreds of thousands of combatants at Waterloo, 1:1 ratio meant he had painted hundreds of thousands of tiny toy soldiers. An incredibly impressive - possibly completely unique - feat. All that remained, then, was to track Steve down and arrange a photo shoot of his amazing collection.



For our photo shoot, Steve put out one Dutch and two British brigades opposing a French light cavalry brigade and four French infantry brigades. This is just 6% of the whole collection!

HOW BIG IS A 1:1 BATTALION?

Below (and on the following pages) you can see one of Steve's Highlander battalions deployed in line, two ranks deep, with drummers on the flanks and the Colour Guard taking pride of place in the center of the line.



Thanks must go to Bruce Weigle, who not only introduced me to Stephen, but was gracious enough to host our photo shoot on one of his “generic European countryside” terrain cloths, lightly forested for the occasion. It was during this session I had the chance to ask Steve more about this amazing adventure in 6mm miniatures.

Wargames Illustrated: *Steve, could you tell us a little bit about your background? What you’ve done over the years that brought you to the wargaming hobby?*

Steve: My father was an Army officer and I grew up on multiple military bases around the world. I was always interested in military history and why armies fought the way they did. My wargaming started in the mid-60s, with the earliest Avalon Hill board games like Tactics II. While I was in college in 1968, John Hill (*Johnny Reb, Squad Leader* and more) and I formed the Purdue Wargamers. I was commissioned as a Second Lieutenant/Infantry/Regular Army in 1971 and

was assigned to the 3rd US Infantry Regiment (The Old Guard) in Arlington, Virginia. The Old Guard is the oldest regular Infantry regiment and escort to the President of the United States. While there, I got into living history with the 1st Maryland Regt, an 18th-Century living history organization. Using that knowledge, I was the project officer for the Commander-in-Chief’s Guard, a recreation of 18th Century troops for America’s bicentennial. I researched, equipped, and fielded a full company of elite infantry for the US Army. I also wrote a 350-page Unit Drill and Standard Operating Procedure for the C-in-C Guard that updated von Steuben’s Regulations, with diagrams and photos, needed for presidential level ceremonies.

In 1972 I started with miniatures with an English Civil War 15mm army in 1:9 ratio. In the early ’80s I started working on both American Civil War and Napoleonic 6mm armies. The Napoleonic army was also in 1:9 scale to better replicate actual ground distances on a terrain board. In the late ’80s I did a 1:9 game at HISTORICON that had over 20,000 figures. It went well.

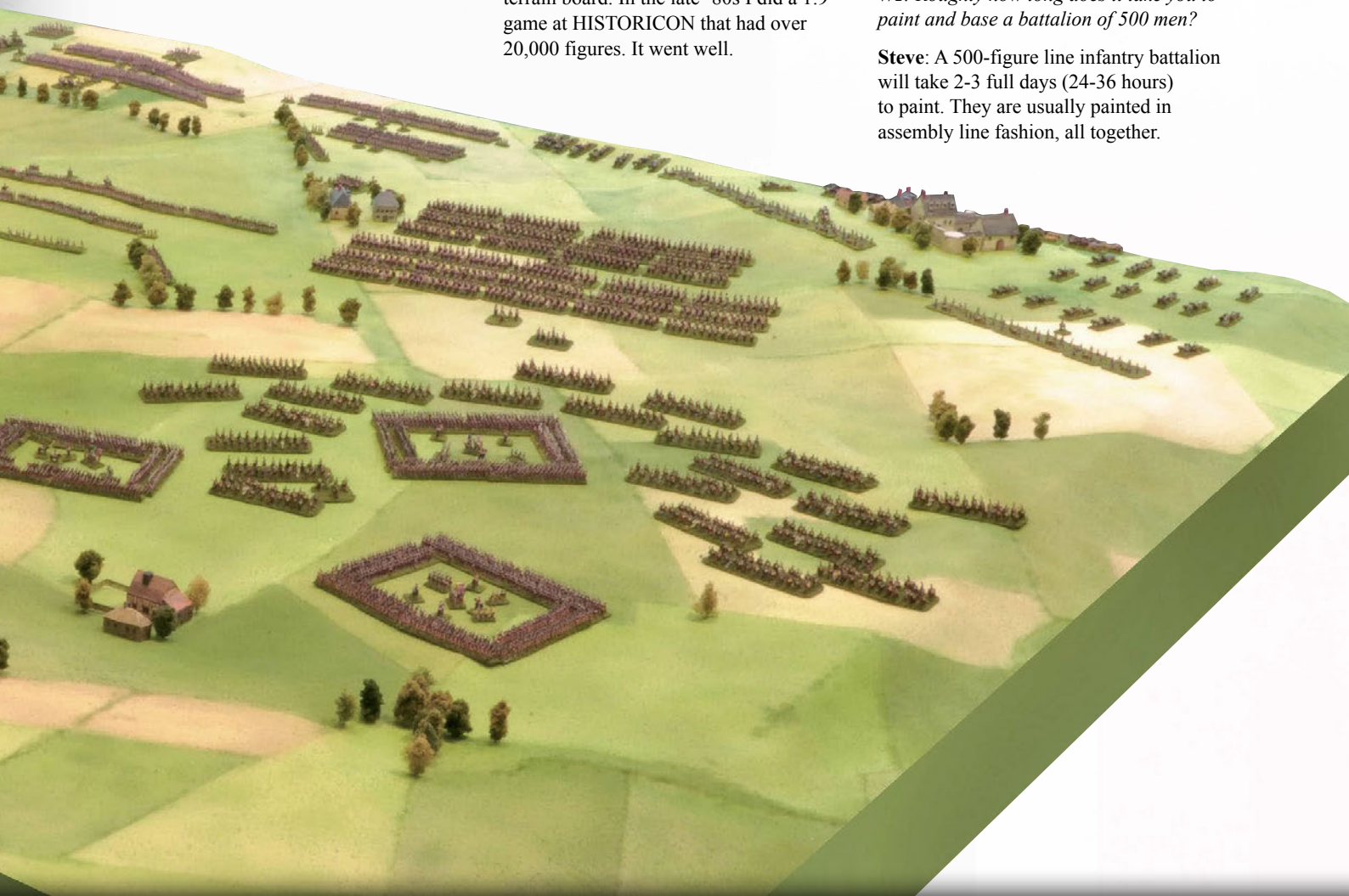
Later in my military career I had two company commands in the 82d Airborne Division, and a 2,135 soldier multinational battalion command in Korea. I retired in 1994 but returned to active duty in 2007 and deployed to Afghanistan for over two years retiring again in late 2009. (Went back to Afghanistan in 2011 with USAID, returning in 2013 for another retirement.)

WI: *During our conversation, you mentioned you painted your first battalion back in 1986. When did you finally admit you were on the path to completing this massive venture?*

Steve: When I painted my first 1:1 battalion in 1986 I had no idea I would do a full 1:1 recreation of Waterloo. I was working on my 1:9 Napoleonic armies and thought that would be my big project. I have well over 100,000 figures in the Army. But the 1:1 battalion looked great, so I continued. By the early ’90s I decided to try to do the armies at Waterloo, and have been working on them ever since.

WI: *Roughly how long does it take you to paint and base a battalion of 500 men?*

Steve: A 500-figure line infantry battalion will take 2-3 full days (24-36 hours) to paint. They are usually painted in assembly line fashion, all together.



WI: How much time do you spend researching each battalion before you start painting? Which are your favorite sources for uniform information?

Steve: I usually research the armies of nations collectively. Some of the best resources for me have been Haythornwaite for the British and Nash for the Prussians. Many sources are used. For TO&Es of unit strengths etc *The Waterloo Companion* has been wonderful.

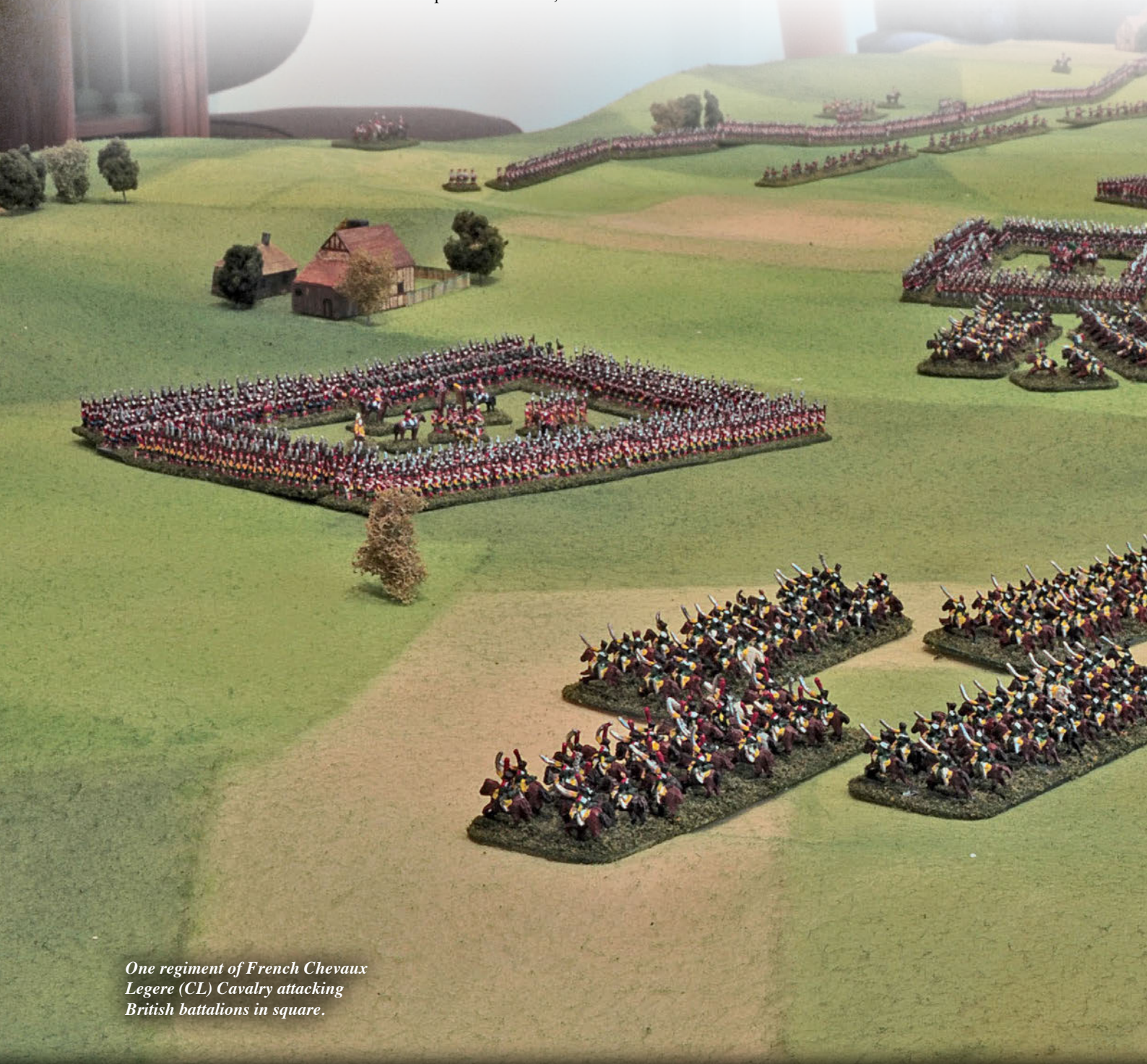
WI: It seems that painting each 6mm battalion would be just like the last one. How do you go about differentiating between them all at this tiny scale?

Steve: Some of the French infantry became pretty routine, but many regiments had peculiarities that made them unique. The cavalry, for example, was all different. The Anglo-Allied and Prussian Armies had uniquely specific battalions, with the Prussians

even having different uniforms for different squadrons in cavalry regiments. Uniform historians should be able to pick out specific units of each arm .

WI: I know you have a few conversions in the army, can you tell us about them?

Steve: There are quite a few conversions in the army. Wagons and limbers have been converted, sappers had tiny paper aprons added, and bass and kettle drummers were converted for foot and mounted bands. I found conversions a lot

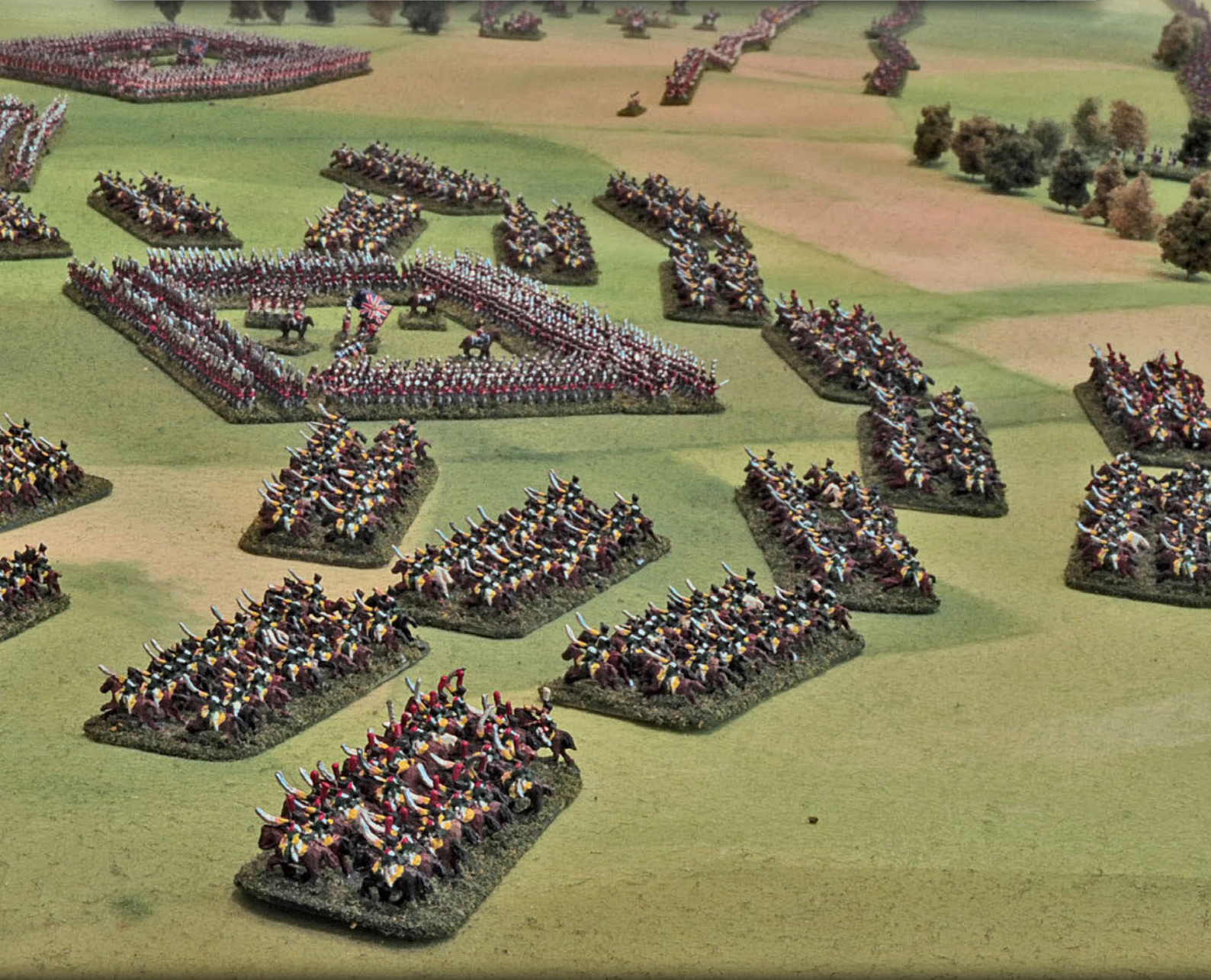


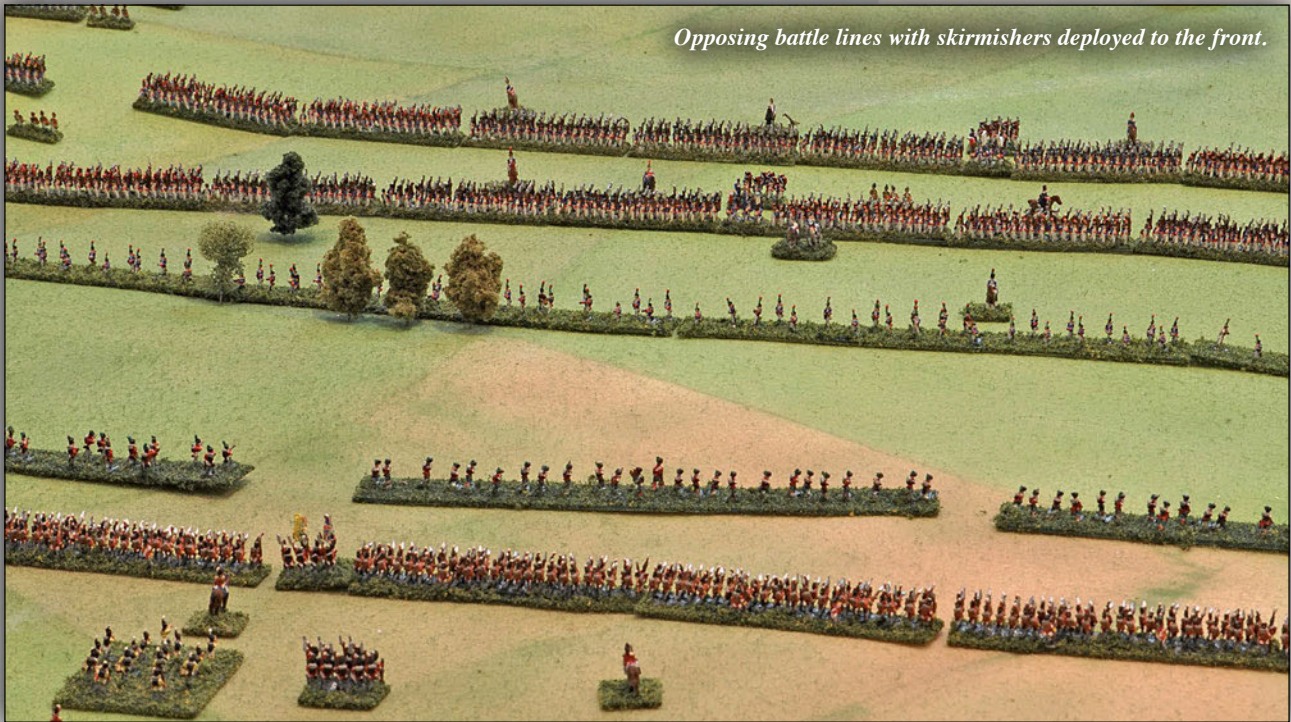
One regiment of French Chevaux Legere (CL) Cavalry attacking British battalions in square.





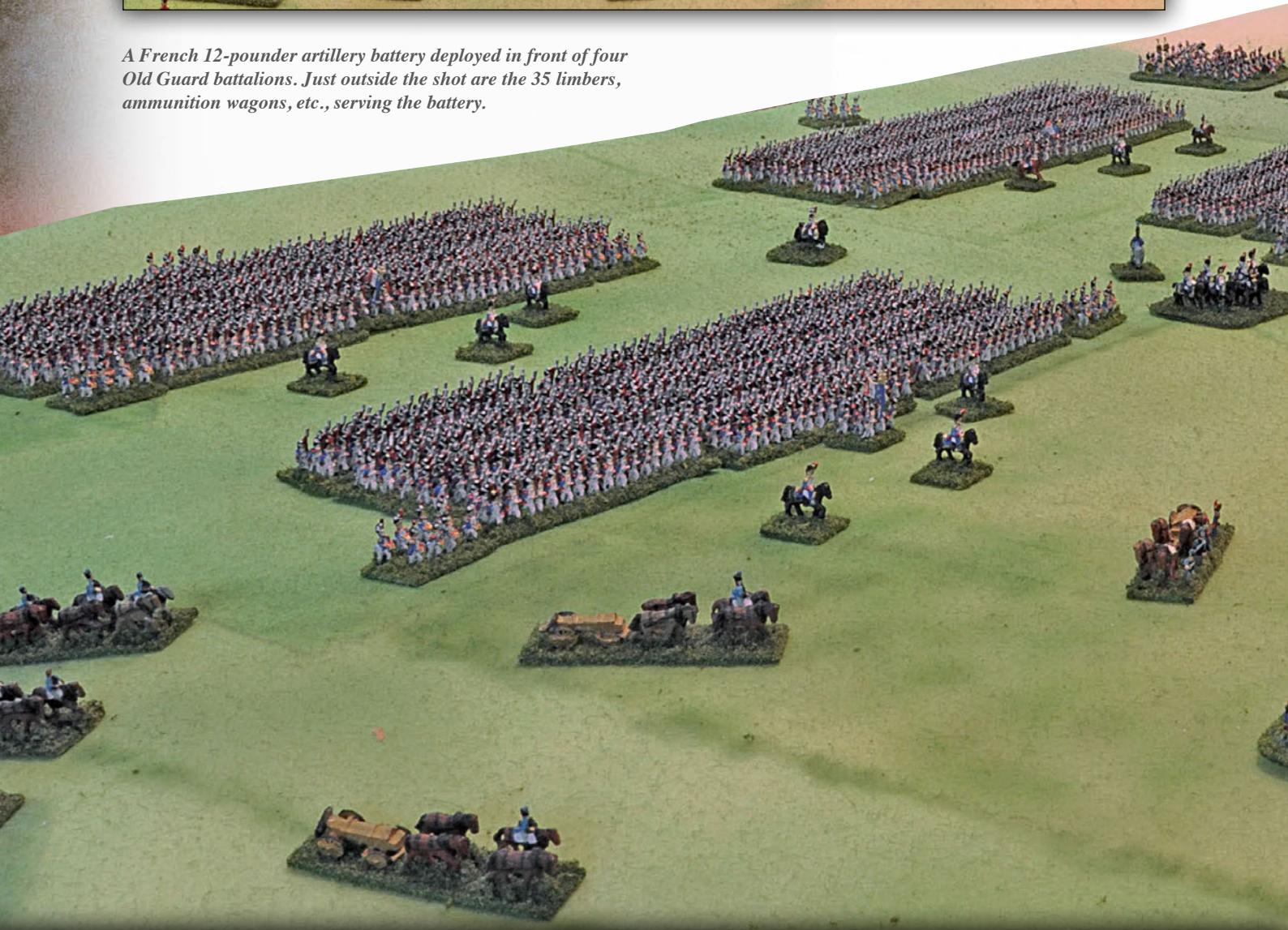
Two regiments of French CL Lancers in squadron columns.





Opposing battle lines with skirmishers deployed to the front.

A French 12-pounder artillery battery deployed in front of four Old Guard battalions. Just outside the shot are the 35 limbers, ammunition wagons, etc., serving the battery.



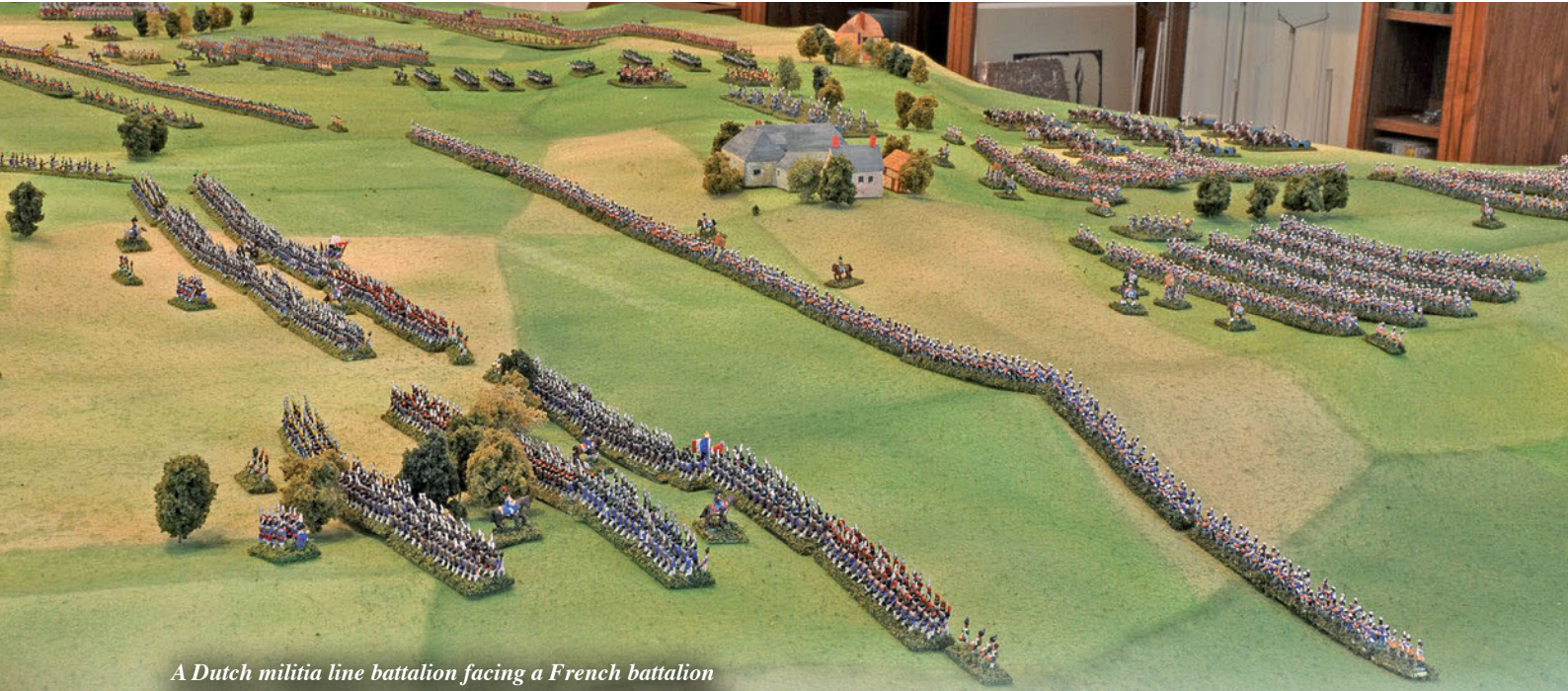
Steve has worked out that if he just laid the Anglo-Allied infantry battalions in one line (not including the Prussians) they would stretch across 372 pages of *Wargames Illustrated*. That's three whole issues! Note: behind the Highland line shown are the staff, sappers and pipe band not pictured.





A French Line infantry battalion in a column of divisions.

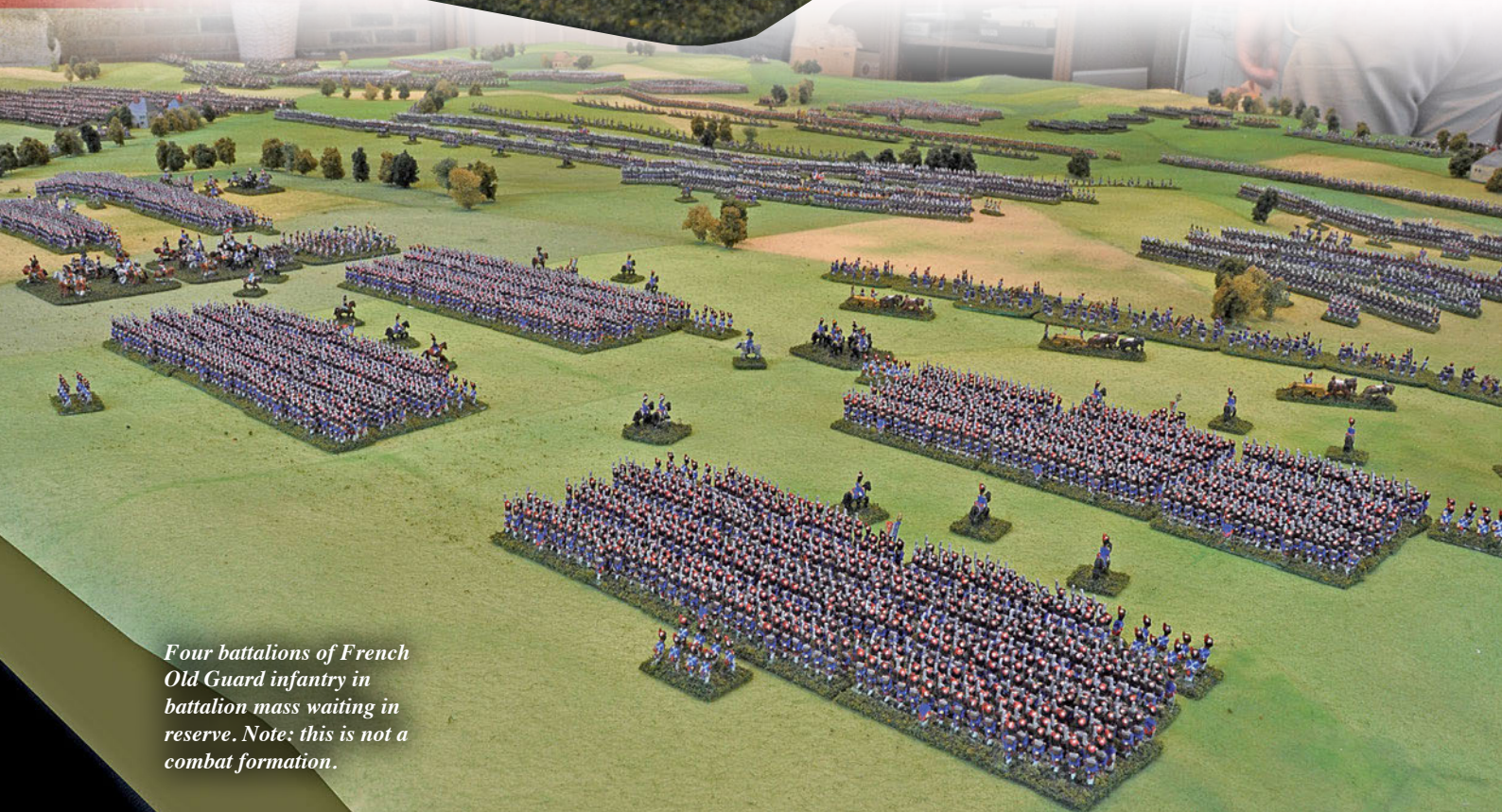




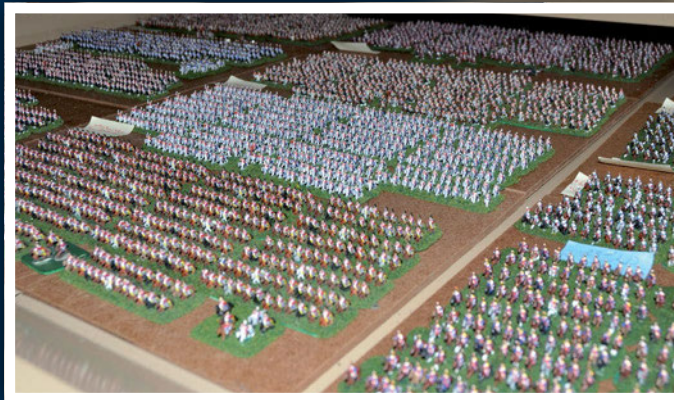
A Dutch militia line battalion facing a French battalion in column of divisions and another with a reinforced line.



Napoleon, his staff, and an Old Guard band.



Four battalions of French Old Guard infantry in battalion mass waiting in reserve. Note: this is not a combat formation.



Stephen St Clair (above) standing in front of his 20 planner drawers of miniatures. To give you some idea of the scope of it all, the figures seen throughout this article are the contents of a single drawer. The photos to the left are (from top to bottom): The French Logistics drawer, British Heavy Cavalry drawer (can you spot the Scot's Greys?), and French Light Cavalry drawer.

of fun. With 6mm figures, 'paint brush conversions were quite easy. It should be noted, many troops are painted twice. Light troops are represented by figures in line and skirmish order. Limbers and crews are painted with/without guns, and mounted/dismounted. Some battalions are painted in both line and march column.

WI: *Do you have a favorite battalion/regiment/brigade that you've painted for this project?*

Steve: My favorite units are the French Old Guard Grenadiers, partly because I served in their US counterpart and partly because their uniforms were absolutely beautiful and very distinct. The Scottish Highland regiments are also among my favorites, although by far they took the longest to paint.

WI: *As there'll be a lot of people who want to know, what manufacturers have you used for the miniatures?*

Steve: The figures used in the armies are almost all Heroics & Ros. I find they have excellent castings and correct physical proportions. Some 6mm figures have "out-of-scale" heads etc that make them look more like fantasy figures rather than historical ones. I've found working with Andy Kirk of Heroics & Ros very easy and his product is excellent, affordable, and delivered in a timely manner. He's a class act.

WI: *The biggest questions really are: When do you think you'll have it completed, and what do you plan to do with it once it's done?*

Steve: For the fighting elements, everything should be based and completed by December of this year. Having said that I will probably continue painting figures of units marching to the battlefield (who didn't make it in real life), more conversions of stretcher crews, and casualty figures - if I can convince Andy to cast some up.

What would I like to do with the collection? I'd prefer to donate it to a major museum who would display it on accurate terrain representing the Waterloo battlefield. Nothing of this scale has ever been done, and could be both a wonderful tourist attraction and an excellent learning tool for soldiers and historians. It can certainly help depict the massive scope of a Napoleonic battle. If not given to a major museum, the collection could be sold to a private individual or group who could display it as they choose.

“VORWÄRTS, MEINE KINDER!”

BUILDING A LATE NAPOLEONIC PRUSSIAN WARGAMES ARMY

By Martin Kelly. Photographs by Martin Kelly, and Stephen Maughan 
of the Napoleonic Archive, www.napoleonic-archive.com

Many Napoleonic wargamers in the English-speaking world have an understandably Anglo-centric view of the conflicts of that period. For them, wargaming revolves around the Peninsular War and the Battle of Waterloo. Is it surprising, then, that the Prussian army scores so low in the popularity stakes? After all, there were no Prussian forces in Spain and Portugal (save for the Regiment de Prusse in French service) and they turned up late in the day at Waterloo. The mere mention of the late Prussian army to many draws yawns and complaints of boring uniforms to paint and poor quality Landwehr militia units that are no fun to command.

Yet anybody who subscribes to this view is mis-informed and is missing out on the opportunity to add one of the period's most fascinating and effective forces to their collections. After all, the turn around in Prussian martial fortunes between 1806 and 1813 is probably the greatest comeback story of the age.

HISTORICAL BACKGROUND

In 1806, alongside its ally Saxony, Prussia suffered a devastating defeat. Although, man for man, Prussian soldiers were a match for their French counterparts, the way they were commanded was not prepared to cope

with French tactics and leadership. In one day, 14 October 1806, French forces under Davout at Auerstadt and Napoleon at Jena inflicted two heavy defeats on Prussia. Yet it wasn't so much defeat in the battles themselves that lost the campaign for Prussia, but rather the shameful disintegration of the army in retreat and the subsequent surrender of many garrisons and fortresses, often without a shot being fired.

Prussia quickly found itself under French occupation and had harsh limitations imposed on it by Napoleon in the Treaty of Tilsit, signed 9 July 1807 – the size of Prussia's army was limited to a

maximum of 40,000 men, Prussia had to pay reparations of 100,000,000 francs and the size of the Prussian state was reduced by almost half. Within days of these harsh constraints, the Military Reform Commission was appointed by King Friedrich Wilhelm III of Prussia to recommend how the Prussian military should be modernized.

The commission's membership, led by von Scharnhorst, included several key young figures in Prussia's reform movement, such as Boyen, Clausewitz and Gneisenau, and soon set about implementing changes that were to eventually enable Prussia to take up arms



Above: Silesia was the region that contributed the most Landwehr troops to the Prussian army and they were easily recognisable by their distinctive yellow facings



Above: These Calpe figures are Reserve Infantry wearing the Spring 1813 grey uniforms.

against Napoleon in 1813. There was a complete review of tactics, organization and command structures that resulted in the establishment of the now famous Prussian General Staff service. Other key changes included an enlightened attitude to discipline, opening up of officer training to young men outside the aristocracy, and the implementation of the Krumper system, which ensured that trained men rotated out of service to be replaced by new recruits. This last idea enabled the Prussian army to stay below the size limit imposed by Napoleon while building up a large reserve of capable men who could be called up to swell the ranks when the time was right.

And by late 1812, the time was indeed right, though it was Yorck, commander of the Prussian forces that participated in Napoleon's invasion of Russia, rather than the King who lit the touchpaper of revolt against France. Having heard of the fate that befell Napoleon's main army in Russia, Yorck contacted the Russians and, on 30 December 1812, signed the Convention of Tauroggen that declared the forces under his command to be neutral. Still within the clutches of the French, King Friedrich Wilhelm condemned Yorck and went through the motions of mobilising the rest of the Prussian army in support of Napoleon.

But once the King was able to move East to Breslau, out of reach of Napoleon, events moved quickly and the declaration to raise the landwehr militia forces was announced and Prussia allied itself with Russia by declaring war on France on 16 March 1813.

The stage was set for the *Befreiungskriege* or wars of liberation that would eventually lead to Napoleon's defeat and the late Prussian army, with its combination of regular soldiers, trained reserves, volunteers and hastily assembled militia, was to play a decisive role.

TYPICAL PRUSSIAN BRIGADE STRUCTURE, AUTUMN 1813

By Autumn 1813, a generic Prussian brigade would normally (but not always) comprise the following:

ONE LINE INFANTRY REGIMENT

- composed of two musketeer battalions and a fusilier battalion



ONE RESERVE INFANTRY REGIMENT

- composed of three battalions



ONE LANDWEHR INFANTRY REGIMENT

- composed of three battalions



ONE (or TWO) CAVALRY REGIMENTS



ONE FOOT ARTILLERY BATTERY



THE STRUCTURE OF THE PRUSSIAN ARMY

At a tactical level, the Prussian Army was composed of the elements familiar in all armies of the period – infantry battalions, cavalry squadrons and artillery batteries. Similarly, at the top of the structure, the army comprised a number of corps. The part that seems to confuse most wargamers is the bit in the middle: as well as containing conventional reserve cavalry and artillery elements, each Prussian corps was made up of several brigades.

These weren't brigades in the sense that those familiar with the British or French armies of the period would recognise. In those armies, a brigade was a subset of a division and would typically contain 4-6 infantry battalions (or, in the case of a cavalry brigade, several squadrons). The nearest equivalent to a Prussian brigade in other armies was the division, but it

would be a disservice to Prussian doctrine to say that they were the same.

While the Prussian brigade was similar in manpower to a division in other armies, it was conceived from the outset as an all-arms force capable of independent action. Divisions in other armies would typically contain line (and sometimes light) infantry battalions and a battery of foot artillery, but the Prussian brigade went further by the inclusion of cavalry. There are two choices when building a brigade-sized Prussian force for wargaming – construct an imaginary one based on typical Prussian practice or follow an historical order of battle.

If you intend to take the former approach, then it's useful to know that, by Autumn 1813, a generic Prussian brigade would normally (but not always) look like the depiction in the box above.

Some brigades would also be augmented

by the presence of a line grenadier battalion. It was common practice to brigade together units from the same region. So each reserve infantry regiment would typically serve in the same brigade as its associated *Stammregiment* (parent line infantry regiment). And the landwehr infantry would usually come from the same region. This helped foster comradeship and morale within the brigade.

The bulk of a brigade's light infantry capability came from the line infantry regiment's fusilier battalion. Additional light infantry was provided by the *Freiwilliger Jäger* detachments of other battalions in the brigade. These volunteers were typically young men from professional or wealthy families and were thus expected to provide their own uniforms and equipment, including hunting rifles. The trade-off for this expectation was that volunteering in this way was a route into the officer ranks. Yet more light infantry support came from the "third rank" of line and reserve battalions who received some relevant training. Even some of the landwehr infantry became capable of skirmishing as they gained battlefield experience.

Wargames rulesets don't seem to cope elegantly with skirmishing for the Prussians. Most rules are explicit about how to use "elite" light elements, like the French *voltigeur* companies or British light companies, though they seem to remain strangely silent about how you can deploy the "third rank" of a Prussian battalion. I suggest that you apply common sense and adjust such rules, while always bearing in mind that a Prussian commander would only ever allow a limited percentage of a battalion to be deployed in open order. One example is to adopt the section about light infantry battalions in the *General de Brigade* rules.



Above: Officially, Landwehr infantry were ordered not to carry flags in the field but there are eye-witness accounts of such flags existence.



Above: A regiment of Silesian Landwehr infantry begins its advance. Figures by Calpe Miniatures.

The cavalry element of brigades was almost always some form of light cavalry, but could be anything from a prestigious regiment like the Leib Hussars through to landwehr cavalry. The cavalry regiments in a brigade usually provided a total of about four squadrons between them and they too sometimes had Freiwilliger Jäger detachments. The brigade's foot artillery battery was usually armed with six 6-pounder cannons and two 7-pounder howitzers.

If you intend to take the latter approach, then it's important to recognize that the structure of Prussian brigades evolved

between Spring 1813 and the One Hundred Days Campaign in 1815. During the Spring 1813 campaign, Prussia had only just started mobilizing its forces and many units (especially the landwehr infantry and cavalry) weren't ready for combat. That's reflected in the historical orders of battle. An instructive example is von Zieten's Upper Silesian Brigade serving with Blücher's Second Corps.

The regional feel of the brigades and their all-arms capability is already evident in this example, but other aspects are yet to evolve. The ratio between the infantry and cavalry/artillery elements is

skewed towards the latter at this point. But the armistice at the end of the Spring campaign provided valuable time for the Prussians to bring in more forces and re-organize the brigades. By the start of the Autumn 1813 campaign, Prussia's field army was organized into three corps that boasted 12 brigades between them. (There were another two corps carrying out observation, blockade and garrison duties.)

VON ZIETEN'S UPPER SILESIA BRIGADE, SPRING 1813

FIRST SILESIA INFASTRY REGIMENT



SECOND SILESIA INFASTRY REGIMENT



SILESIA GRENADIER BATTALION



One Battalion from LEIB REGIMENT



Two Companies from the SILESIA SCHUTZEN BATTALION



NEUMARK DRAGON REGIMENT



FIRST SILESIA HUSSAR REGIMENT



SECOND SILESIA HUSSAR REGIMENT



FOOT ARTILLERY BATTERY NO. 11



FOOT ARTILLERY BATTERY NO. 13



HORSE ARTILLERY BATTERY NO. 9



**VON KRAFT'S 6TH BRIGADE,
AUTUMN 1813, SERVING IN
BULOW'S THIRD CORPS**

FOOT ARTILLERY
BATTERY NO. 16



COLBERG INFANTRY REGIMENT



9TH RESERVE INFANTRY REGIMENT



**1ST NEUMARK LANDWEHR
INFANTRY REGIMENT**



**1ST POMMERANIAN LANDWEHR
CAVALRY REGIMENT**



By this time the structure of the brigades was more consistent and many cavalry units and all the horse and heavy (12-pounder) artillery batteries had been re-organized into corps reserve cavalry and artillery elements. A typical example of a brigade is von Kraft's 6th Brigade serving with Bulow's Third Corps, above.

You can see how this conforms closely, but not perfectly, to the idea of a generic Prussian brigade. The main differences are that the landwehr infantry regiment was composed of four, rather than three, battalions and although there was a cavalry regiment of four squadrons, it was weak in terms of manpower, numbering under 300 in August 1813.

Brigades kept more or less the same structure throughout the Autumn 1813 campaign and through the 1814 campaign in Holland, Belgium and France. By the time we get to 1815, further changes had occurred. The reserve infantry regiments were incorporated into the line as regiments numbered 13 to 24; the grenadier battalions were grouped together in two regiments and the various freicorps and national cavalry regiments that had been raised during 1813 were absorbed into the line. The most significant organizational change was that there were now separate infantry and cavalry brigades in each corps and all the artillery was moved to corps-level

elements. Example infantry and cavalry brigades from Pirch's second corps typify the changes, shown below.

COMMAND AND CONTROL

Another aspect of the 1813-15 Prussian army that seems to get wargamers flustered is command and control. Again, I suspect this arises from the unique structure of Prussian brigades. In other armies of the period, the structure of an infantry division is easy to follow and is mirrored by its command structure. For example, a typical French infantry division would often have two brigades of approximately four battalions each. Each brigade would be commanded by a

**VON KRAFT'S 6TH INFANTRY
BRIGADE, LATE 1815 SERVING IN
VON PIRCH'S SECOND CORPS**

9TH (COLBERG) INFANTRY REGIMENT



26TH (ELBE) INFANTRY REGIMENT



1ST ELBE LANDWEHR REGIMENT



**3RD CAVALRY BRIGADE,
1815 SERVING IN
VON PIRCH'S SECOND CORPS**

4TH KURMARK LANDWEHR CAVALRY RGT.



5TH KURMARK LANDWEHR CAVALRY RGT.



4TH ELBE LANDWEHR CAVALRY RGT.



THE 2. POMMERSCHES
RESERVE-BATAILLON FORMS
AN ATTACK COLUMN FROM
LINE NEAR THE VILLAGE OF
GRABOW, 12 MAY 1813

On this day the blockading corps in front of the fortress of Stettin pushed back a sally by the French garrison. The 2. *Pommersches Reserve-Bataillon*, being part of this blockading corps, is forming an attack column: the 1st and 8th *Zug*, who originally stood at the right and left wing of the battalion, have almost completed their move into position. The battalion's casualties for this engagement will be one man dead, several lightly wounded, and one man severely wounded - Lieutenant von Puttkamer.

Illustration by Steve Noon from *Warrior 62 - Prussian Regular Infantryman 1808-15*, © Osprey Publishing Ltd. www.ospreypublishing.com

General de Brigade, who in turn reported to the General de Division. The role of each commander and the forces under his direct control are easy to understand and were rigidly followed. Things were a lot more fluid with the Prussians.

As an illustrative example of the flexibility of a Prussian brigade in action, let's consider Borstel's 6th Brigade's attack on the village of Klein-Beeren early in the battle of Gross-Beeren on 23 August 1813. The nominal command structure was that the brigade was commanded by General-Major Borstel, aided by two staff officers and two adjutants. The overall commander of the infantry was Oberst-Lieutenant von Schon (the commander of the Pommeranian line infantry regiment) and he was supported by two majors: von Reineke, commanding the Pommeranian grenadier battalion, and von Knobloch leading the three battalions of the 2nd Reserve Infantry Regiment; plus a commander of the landwehr infantry who I haven't been able to identify. The brigade's cavalry element was under the command of Major von Thumen, and the foot artillery battery was commanded by Premier-Lieutenant Magenhofer.

With all these officers and forces at his disposal, Borstel was able to select

appropriate elements and assign them to a commander for any given task. In the case of the attack on Klein-Beeren, he placed the following elements under the command of Major Knobloch:

- 1st and 2nd Battalions of the 2nd Reserve Infantry Regiment.
- Two squadrons from the Pommeranian Hussar Regiment.
- Four cannons from Horse Battery No. 11.

Several interesting observations can be made about this decision, which demonstrates the unique nature of Prussian command and control. Firstly, Borstel made the decision to create an ad hoc taskforce for the job in hand. This was by no means unusual for Prussians at the time and there are many accounts of their commanders doing this sort of thing.

Secondly, Major Knobloch was an infantry commander (and not even the most senior one in the brigade) yet he was placed in charge of a combined arms force of infantry, cavalry and artillery. Thirdly, elements were detached from their parent regiments for the task – two out of the three battalions of the 2nd Reserve Infantry Regiment, two of the four squadrons of the Pommeranian Hussars and half a battery of horse

artillery. Lastly, what about that horse artillery? It wasn't part of the brigade, but rather an element of the corps artillery reserve, yet it was still made available for the task.

It's true that you will find accounts of other armies of the period forming similar ad hoc forces. The difference, though, is that in other armies, these occurrences were driven by (often desperate) necessity; whereas in the late Prussian army they were the instrument of deliberate planning.

The challenge for wargamers is that few, if any, rulesets reflect the flexible organization of the Prussians and instead attempt to shoehorn the structure and command and control of a Prussian brigade into the more rigid form of other armies' divisions. The outcome being that Napoleonic wargaming novices often blindly accept what the rules tell them and the fascinating opportunities of commanding a Prussian force are lost. All of which add further weight to Prussia's undeserved reputation as a boring army to wargame. I urge you to rebel against this problem and adjust your preferred ruleset to take account of the historical reality I've described above, then you'll get a lot more pleasure from commanding your Prussian forces.

CHOOSING YOUR FORCES

It's impossible in the space available in this article to go into detail about every different way to construct a late Prussian wargames army. Some wargamers prefer corps-level rules with 6mm figures, while others go for skirmish games with 40mm figures. So I intend to discuss this challenge from my viewpoint – that of a collector and painter of 28mm figures building a 1:20 figure ratio army. Hopefully that'll satisfy popular middle ground, while still enabling devotees of other approaches to modify my suggestions to suit their own preferences.

The first challenge is to decide how big an army is practical for you to build, and what kinds of battles you want to fight with it. If, like me, you intend to fight "big battalions" wargames then a sensible sized force would be a brigade. If your ambitions stretch further then you could add more brigades over time or, for variety, add some corps reserve cavalry with horse artillery or corps reserve foot artillery with 12-pounder cannons.

If you go for a generic Prussian brigade, then you've got freedom of choice about which units you choose to include, but if you want to recreate an historical brigade you've got to make some decisions. The main things to consider when making your choice are whether you want to fight particular historical battles or model the brigade at a specific time (for example, Spring 1813 as opposed to 1815) and whether you've got any particular favourite units you want to include. For example, I have at least one friend who wants to paint up the 1st Leib Hussars with their famous death's head shako adornments for the Autumn 1813 campaign and that means going for Hessen-Homburg's 3rd Brigade if he wishes to follow an historical order of battle.

Another way to choose a brigade to model is to be led by aesthetics. Let's not kid ourselves, the flamboyant uniforms are one of the reasons many wargamers are attracted to the Napoleonic period. Sadly, a lot of wargamers have eschewed creating a Prussian force because of a common misconception that the Prussians were a dowdy-looking lot. While it's true that there's an awful lot of blue and grey – especially among the infantry, there's plenty of colour and variety to be found if you know where to look.

Not surprisingly, the hussar regiments are a great place to start: the black and red of the Leib Hussars, the brown and yellow of the Upper Silesian Hussars or the light blue and black of the Pommeranian Hussars, among others, offer plenty of colour. The reserve infantry regiments have a fascinating and complex history,



Above: Facing colors were used to show the regional origin of Prussian troops. Most of the units pictured in this article wear either yellow (Silesia) or white (Pommerania).

with some units changing uniform three times in the space of two years. Many reserves received surplus uniforms from Britain that were originally intended for the Portuguese army or rifle battalions. In fact, in some Prussian reserve infantry regiments, each of the three battalions wore a different uniform!

Even the landwehr offer scope for imaginative painting. Regional facing colours used on collars and cuffs included various shades of red (East Prussia, Neumark and Kurmark), black (West Prussia), yellow (Silesia), white (Pommerania), light blue (Elbe and Berg) and green (Westphalia). Couple that with non-standard items like blanket rolls and trousers and there's the scope for some artistic licence.

Finally, don't ignore some of the specialist units like the East Prussian Jagers and the Silesian Schutzen as

well as the holly green-clad *Freiwilliger Jager* units attached to both infantry and cavalry regiments.

When I made my selection, I wanted to combine my desire to fight actions from the Autumn 1813 campaign with a fair degree of uniform variation (not least, to provide continuing variety and interest in the long painting period). With both those factors in mind, I eventually settled on Borstel's 5th Brigade, serving with Bulow's Third Corps. As well as including the Pommerian line infantry regiment with white facings and four Kurmark landwehr infantry battalions with red facings, this brigade also gives me the colourful light blue of the Pommerian Hussars and the 2nd Reserve Infantry Regiment, which wore British-supplied uniforms. It also helps that one of my friends is painting up another brigade from the same corps – so our forces will complement each other nicely.



PRUSSIAN MINIATURES

Once you've made your decision, you can start to plan out your figure buying. As one of the major nations of the Napoleonic wars, Prussia is well catered for by figure makers in both 15mm and 28mm scale.

As it is for so many collectors of other 15mm Napoleonic armies, the best starting point for an 1813-15 Prussian army is AB Figures' range sculpted by Anthony Barton. Now owned by Eureka Miniatures in Australia (www.eurekamin.com.au), in the US at www.eurekaminusa.com but also available from Fighting 15s (www.fighting15sshop.co.uk), the range covers all the troop types you could need and offers a good variety of excellently-sculpted poses and is sold in smallish packs (infantry packs contain eight figures, for example) or better value unit packs (an infantry unit pack contains 24 figures).

The models shown below are from the AB range, supplied by Eureka for our painting guide on the following page.



Two more 15mm ranges are sold by 19th Century Miniatures (oldglory15s.com): the old Battle Honours range and the Old Glory 15mm line. Again, these both cover many troop types but are sold in large packs (typically 50 figures in the infantry packs). The other well-regarded 15mm range comes from WarModelling, formerly known as Fantassin (www.warmodelling.com). Again, the range offers good coverage of troop types and figures are available in small packs (eight figures in the infantry pack) but also in "battalion bags" and "division boxes" that both offer better value in terms of price per figure.

There are also several other 15mm ranges, but they tend not to be as consistent or as comprehensive as the four above.

The variety of interpretations of the meaning of "28mm" at the larger scale means that figure compatibility with your existing collections becomes more of an issue. If you're not bothered by larger 28mm figures then the Calpe Miniatures (www.calpeminatures.co.uk) range is head and shoulders above the rest in physical terms (the figures are really 30mm scale) as well as sheer quality and historical accuracy. The range covers virtually every troop type you'll need; the only omission at present being cuirassiers. Figures are currently sold individually rather than in packs.

Examples from Calpe Miniatures can be seen throughout this article, including the fantastic Leib Infantry Regiment shown at the top of this page.

Almost inevitably, there's a Wargames Foundry (www.wargamesfoundry.com) 1813-15 range which was sculpted by the Perry twins before they left to set up their own business. The figures are smaller and compatible with other Foundry Napoleonic and the variety of troop types and figure poses is a little limited – the biggest omission is the lack of horse artillery. Figures are sold in packs (eight figures per infantry pack), but there are various discounts for larger purchases including "collections" and "army deals".

Another option is the idiosyncratic Elite Miniatures (www.eliteminiatures.co.uk) range which sacrifices detailed sculpting in favour of highly animated poses. Again, the basic troop types are covered with the glaring exception of landwehr cavalry. Figures are sold in packs (four figures in each infantry pack), but there are discounts for purchases of larger numbers.

The models shown below are Prussian Dragoons from Elite Miniatures.



USEFUL WEBSITES

- German Historical Museum, the national museum situated in the old Prussian armoury in Berlin.
www.dhm.de/ENGLISH/

- *Prussian Reserve Infantry*: 1813-15, reproduction of a Napoleonic Association pamphlet written in the late 1970s. Some material superceded by more recent research, but still a useful grounding.
www.napoleon-series.org/military/organization/c_resinf.html

- Jugel/Wolf 1813-17 Prussian Uniform Plates, contemporary uniform plates from the period.
www.napoleon-online.de/html/preussen_juegelwolf1810.html

- Knötel Plates, scans of uniform plates drawn by the celebrated father and son team.
www.grosser-generalstab.de/tafeln/knoetel.htm

- Befreiungskriege 1813-15, feel free to follow my blog about building 1813 wargames armies and add your own comments.
befreiungskriege.wordpress.com

PAINTING YOUR PRUSSIANS

We painted up some 15mm Prussians from the AB range, courtesy of Eureka Miniatures (www.eurekamin.com.au) as members of the Leib Regiment.

All paints are from the Vallejo Game Color range or the Vallejo Flames of War range.

Jackets and Gaiters:

Base - Black Grey (862)

Highlight - Black Grey/Cold Grey (72050)

Flesh:

Base - Tan (72066)

Highlight - Dwarf Skin (72041)



Trousers:

Base - Black Grey (862)/

Earth (72062)

1st Highlight - Earth (72062)

2nd Highlight - Earth (72062)/

Khaki (72061)



Bedrolls and backpacks:

Base - Earth (72062)/Khaki (72061)

1st Highlight - Khaki (72061)

2nd Highlight - Khaki (72061)/

White (951)

Muskets:

Base - Beasty Brown (72043)

Barrel and bayonet:

Base - Chainmail Silver (72053)



Collar and cuffs:

Base - Flat Red (957)

THE PAINTING CHALLENGE

Few of us can contemplate the daunting task of painting all the figures for our army in one project. But, as the saying goes, the best way to eat an elephant is one bite at a time. It certainly takes a high level of commitment and dedication to see the task through to the end, so I'd like to offer several motivational tricks that I've found useful.

Firstly, make a quality versus quantity decision. This is essentially the perennial painter versus gamer question. Some people want to be able to field and use their army as quickly as possible. In order to achieve that, they place much less emphasis on the quality and accuracy of figure painting. For others, a big part of enjoyment of the hobby lies in the creation of little works of art and they're prepared to accept the trade-off that they'll take longer to complete their armies. Both approaches are equally valid so the only specific advice I'll offer in this area is be true to yourself. It's your hobby and you have a right to enjoy it the way that suits you. If you're primarily a gamer, then feel free to go for speed-painting techniques like simple block colours, dry-brushing and dips. If you aspire to something that you can display in a cabinet then, by all means, devote extensive time to careful brushwork.

Secondly, concentrate on one achievable target at a time. For most people that means focussing on one unit at a time, whether it's an infantry battalion, cavalry squadron or artillery battery. I recommend the self-discipline of finishing one unit before starting the next one. The reason this works is that completion of a unit provides a morale boost and also helps build up momentum. Nothing spurs you on and keeps you inspired like looking up from the painting table to see units on the shelf that are already completed! An achievable target doesn't have to be a whole unit, though, and that's not always easy and doesn't suit everybody's circumstances. Smaller, easier targets could be command figures, understrength units that can be reinforced later or even individual bases of figures.

That brings me on to my third tip: make a chart of your planned army with a block for each figure base. As you complete each base, colour in the corresponding block on the chart. The parents among you will know how effective "star charts" can be for motivating the kids to do chores. This idea makes use of the same psychology and you can borrow from it further by allowing yourself treats or rewards for getting sections of the chart completely coloured in – perhaps a day out at a wargames show, a visit to a military museum or that book you've been hankering after.

My fourth tip to help you keep going is to remember that you're not alone. Make use of the support and practical assistance of friends in the hobby. If you're a member of a wargaming club, use opportunities with fellow members to keep you going: make use of a club night as a social painting session, seek out members whose collections you admire and ask for their advice and constructive critiques of your figures. If you're lucky you'll find like-minded folk who are interested in build a Prussian army of their own or plan to paint the opposition. Having several of you working on the same project can really help things go more quickly and smoothly as you encourage each other with a bit of friendly rivalry.

Finally, search out and take inspiration where ever you can find it. I'm happy to admit that one of the reasons I'm writing this article is that it serves to help keep up my enthusiasm for the slow progress on my own Prussian army. I also happen to write a blog about collecting and painting Napoleonic wargames miniatures. I post pictures of my work-in-progress, and write about the paints, brushes and other equipment I use and the techniques I've tried. What I get in return is loads and loads of positive, encouraging feedback from people all over the world, many of whom are wrestling with similar challenges to the ones I've set myself, and some of whom have become good friends and regular correspondents.

You don't have to go as far as exposing your own work on the Web, there are plenty of really inspiring websites where you can see pictures of beautifully painted figures, read accounts of battles fought in peoples' garages, basements and spare rooms, and pick up invaluable tips and resources. There are an amazing number of uniform prints, re-enactment societies, wargames shows and archival materials from books, magazines, museums and private collections online now. I often refer to these, print them off or set them as the background on my computer as a source of inspiration.

Of course, there are many good sources of inspiration in the real world too! Great ways to recharge the batteries include museum visits, wargames shows, watching DVDs (one of my favourites is Ridley Scott's film *The Duellists*), wargaming magazines like the one you're reading now, and even just browsing through the shelves of the local bookshop or library. Don't forget that a change of pace like this can be as good as a rest!

CONCLUSION

I hope that I've managed to dispel the popular misconception that the late Prussian army offers little potential for wargamers. If you thought that the Prussians were dowdy looking with dull uniforms, full of poor quality militia units that would run away at the sound of the discharge of their own muskets, aren't interesting to command on the table and turned up late for Waterloo, anyway – well, I hope I've changed your mind!

The late Napoleonic Prussian army is one of the most fascinating of the whole period and bounced back from ignominy in 1806 to fight with patriotic fervour in 1813, despite severe limitations and lack of equipment. In many ways, it's these very problems that make the Prussian army so interesting: there was a great variety of uniforms compiled from personal clothing, supplies from Britain and re-use of old resources; the landwehr militia may have started poorly, but they soon became battle-hardened and well-

regarded by their regular comrades in arms. And the officer training and staff system introduced by the reforms after 1806 were to be influential in Germany and far beyond for the next century.

So if you fancy being a Blücher for your own Prussian army of little metal men, then I'd like to spur you on with a rallying cry of "Vorwärts, meine Kinder!"

Below: Pommeranian Landwehr Cavalry from the collection of Peter Fitzgerald.



BOOK RECOMMENDATIONS

Over the years, many English-language books have been published about the Prussian army and its campaigns. The older ones tend to contain more inaccuracies and newer ones written by German-speaking authors usually offer the best interpretation of primary source materials.

- *Prussian Landwehr and Landsturm 1813-1815* by Peter Hofschröder (RAFM, 1984): out of print, but it's still possible to find second hand copies. Despite being over 20 years old, this book still provides the best volume of factual data about the Landwehr forces.

- Osprey Publishing's Men-at-Arms series: everybody knows what to expect from these good value introductory titles. All five listed here are by Peter Hofschröder.

No. 149: *Prussian Light Infantry 1792-1815*

No. 152: *Prussian Line Infantry 1792-1815*

No. 172: *Prussian Cavalry of the Napoleonic Wars 2 1807-1815*

No. 192: *Prussian Reserve, Militia and Irregular Troops 1806-15*

No. 381: *Prussian Staff and Specialist Troops 1791-1815*

- *Prussian Regular Infantryman 1808-15* by Oliver Schmidt (Osprey, 2003): an excellent account by a respected expert.

- *Napoleon and Berlin* by Michael Leggiere (The History Press, 2002): a great description of the campaign in Prussia in Autumn 1813.

- Stephen Summerfield's two volumes about the Prussian infantry are, while not easy reads, thoroughly researched and detailed references, Published by Cavalier in 2009:

Prussian Regular & Guard Infantry 1808-1840 Vol 1: Line and Guard 1808-1814

Prussian Regular & Guard Infantry 1808-1840 Vol 2: Jäger, Reserve, Freikorps & New Regiments 1813-1840

- George Nafziger's three volumes about the 1813 campaigns: the prose style leaves a lot to be desired, but the level of detail is exceptional. Published by Emperor's Press between 1993 and 1996:

Lutzen and Bautzen: Napoleon's Spring Campaign of 1813

Napoleon at Dresden: The Battles of 1813

Napoleon at Leipzig: The Battle of Nations 1813

- Peter Hofschröder's two volumes about the 1815 campaign: controversial, but essential reading for a Germanic perspective. Published by Greenhill Books in 1998 and 1999:

1815: The Waterloo Campaign. Volume 1: Wellington, His German Allies and the Battles of Ligny and Quatre Bras

1815: The Waterloo Campaign. Volume 2: The German Victory

- *The Prussian Army, 1808-1815* by David Nash (Almark, 1972): this Seventies classic is out of print, but copies occasionally turn up. Newer research has thrown up a range of errors, but it's still useful.

Retreat to Waterloo: THE CAVALRY ACTION AT GENAPPE

by Dave Mustill

On the morning of 17 June 1815, the Duke of Wellington began to withdraw his force from Quatre Bras to the position it was to occupy during the battle of Waterloo. During the retreat, the British and French cavalry clashed violently at the village of Genappe.

BACKGROUND TO THE RETREAT

When Napoleon invaded Belgium in June of 1815 he manoeuvred so as to place his army between the Prussian army of Field-Marshal Blücher and the Duke of Wellington's force of British, Dutch and Belgian troops. Napoleon moved to engage Blücher at Ligny on 16 June while a smaller French force under Marshal Ney held Wellington at bay. After defeating the Prussians, Napoleon planned to turn on the Anglo-Allied army (see Map 1).

On 16 June the Duke of Wellington's Anglo-Allied force and Ney's French fought to a standstill at Quatre Bras. Initially outnumbered, Wellington held off repeated French attacks by deploying reinforcements as soon as they arrived from cantonments to the north and east. By the end of the day Wellington outnumbered Ney by around 31,000 men to 20,000. The fighting ended at around 9pm, the two armies settling down to an uneasy night's sleep that was punctuated by sharp skirmishing.

On the morning of the 17th both Wellington and Ney were initially unaware of the outcome of Napoleon's battle against

Blücher at Ligny on the previous day.

Wellington did not believe, however, that the Prussian's could have advanced after Ligny to threaten Ney's right. Instead, he thought that Napoleon may have advanced to interpose his force between Wellington's and Blücher's. A reconnaissance by a troop of the 10th Hussars confirmed that Blücher had been defeated at Ligny and had fallen back on Wavre.

Upon receiving this intelligence, the Duke chose, as he had earlier decided, to fall back to a position from which he could hold the French at bay until reinforced by significant numbers of Prussians. Wellington communicated to the Prussian commander that he intended to give battle on the 18th, provided that the Prussians could send two corps in support.

In order to give himself as much time as possible to cover his retreat, Wellington withdrew forces only as fresh units arrived from the west, the light troops maintaining their outposts until their supports retired. In this way he was able to present a force of apparently constant size to the French. The fact that Wellington appeared to be making a stand at Quatre Bras may be one reason why Ney was inactive that morning: he need only await the arrival of Napoleon's force from the east to crush the Anglo-Allied army.

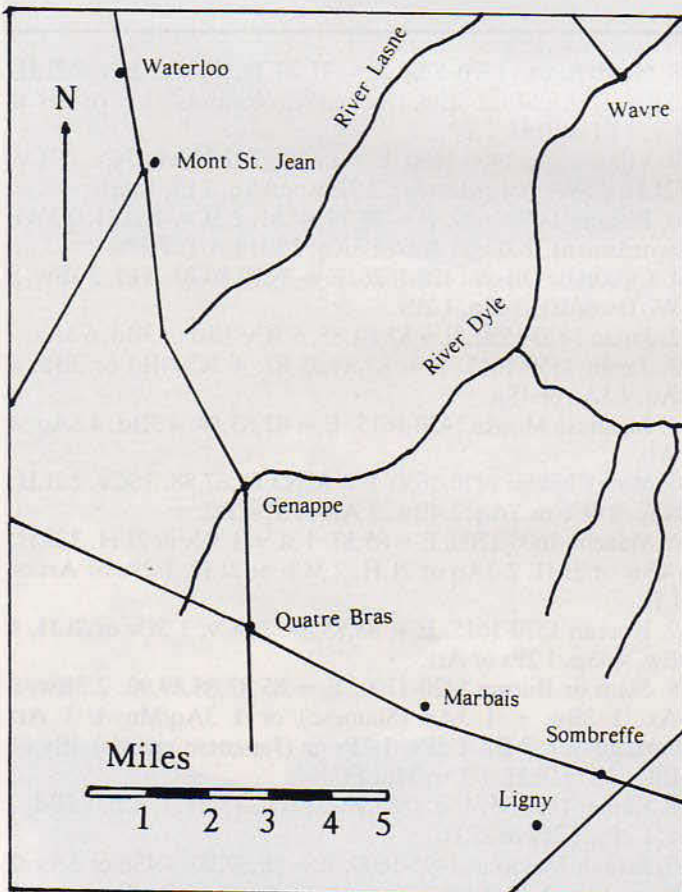
The withdrawal began at 10 o'clock. The last infantry to break contact with the French at Quatre Bras were the light companies of Byng's Brigade of Guards at 2 o'clock. The troops marched north around eight miles to a position south of Mont St. Jean, leaving a rearguard of cavalry and horse-artillery under the Earl of Uxbridge.

THE REARGUARD

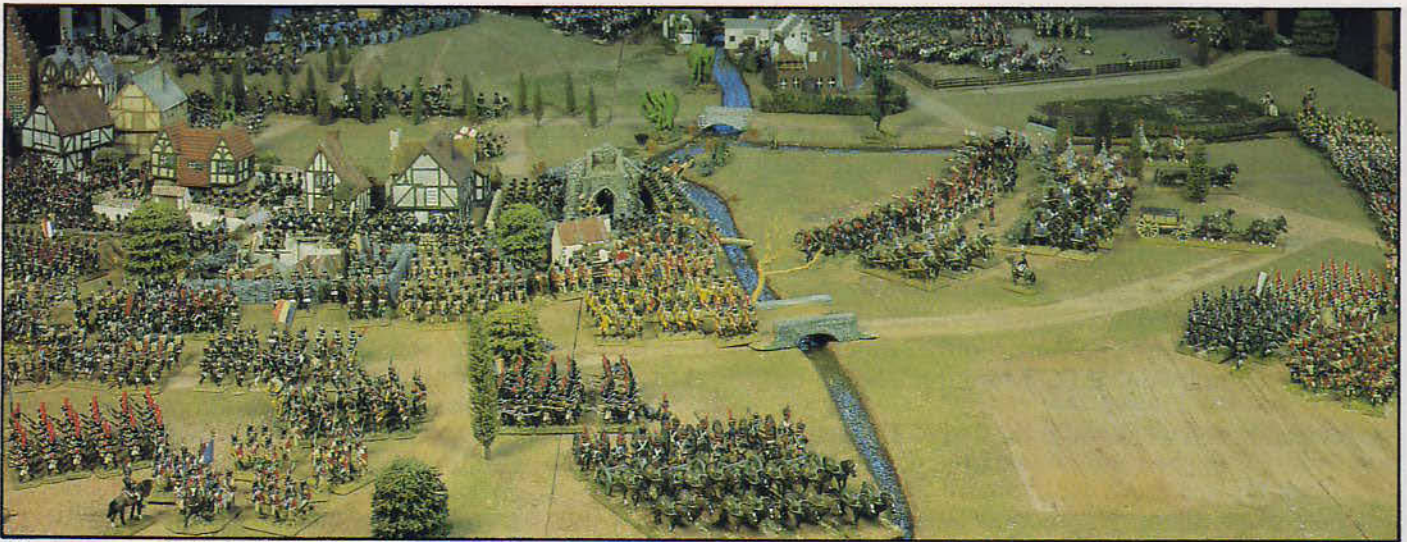
After the infantry had retreated the British cavalry picquets became engaged in skirmishes around Quatre Bras. To the east, about two miles along the road to Marbais, Wellington saw a large body of French lancers and cuirassiers forming up. Seeing that the French could move to molest his retreat north, the Duke consulted Uxbridge regarding the viability of holding the French at the Quatre Bras position. Given that the infantry had already fallen back as far as Genappe, two and a half miles to the north, and would not be able to offer support to the rearguard, Uxbridge advised withdrawing the British cavalry. With this Wellington concurred and the cavalry was subsequently divided into three columns for the retreat.

The right column consisted of part of the 3rd Light Cavalry Brigade (the 1st and 2nd Light Dragoons of the King's German Legion) and the 15th British Hussars with horse-artillery in support. This column forded the River Dyle upstream of Genappe and was not seriously molested by the enemy.

The left column was composed of Vandeleur's and Vivian's brigades, plus the 18th British Hussars and one battery of horse-artillery. This force crossed the river at Thuy, east of Genappe. This column was pressed to flank and rear by enemy cavalry and horse-artillery as it retreated. The 18th Hussars, supported by the horse-artillery, prepared to charge the advancing French lancers. At this time, the air was torn by a huge crash of thunder that presaged an afternoon of heavy rain. As the condition of the ground worsened the French relaxed their advance. The left column was then to be engaged only in skirmishes as it moved north.



Map 1: The Waterloo Campaign Area



Wargame wonder John T. Tuckey organised a Napoleonic Waterloo Campaign Quartet for Partizan '93 in May. The quadrillers in question were J.T.T. himself, ably assisted by alter ego Sam Crabbe, staging an extended version of their lovely Ligny game; Ken Hobby of K&M Trees, showing Charleroi to a host of hobbyists; John Hadley and a selection of S.O.D.S. once more with their wonderful Waterloo; and Nigel Rayner with the keen men of Milton Keynes recreating Quatre Bras. (John had originally hoped for more than four, but the would-be stagers of Wavre wavered.)

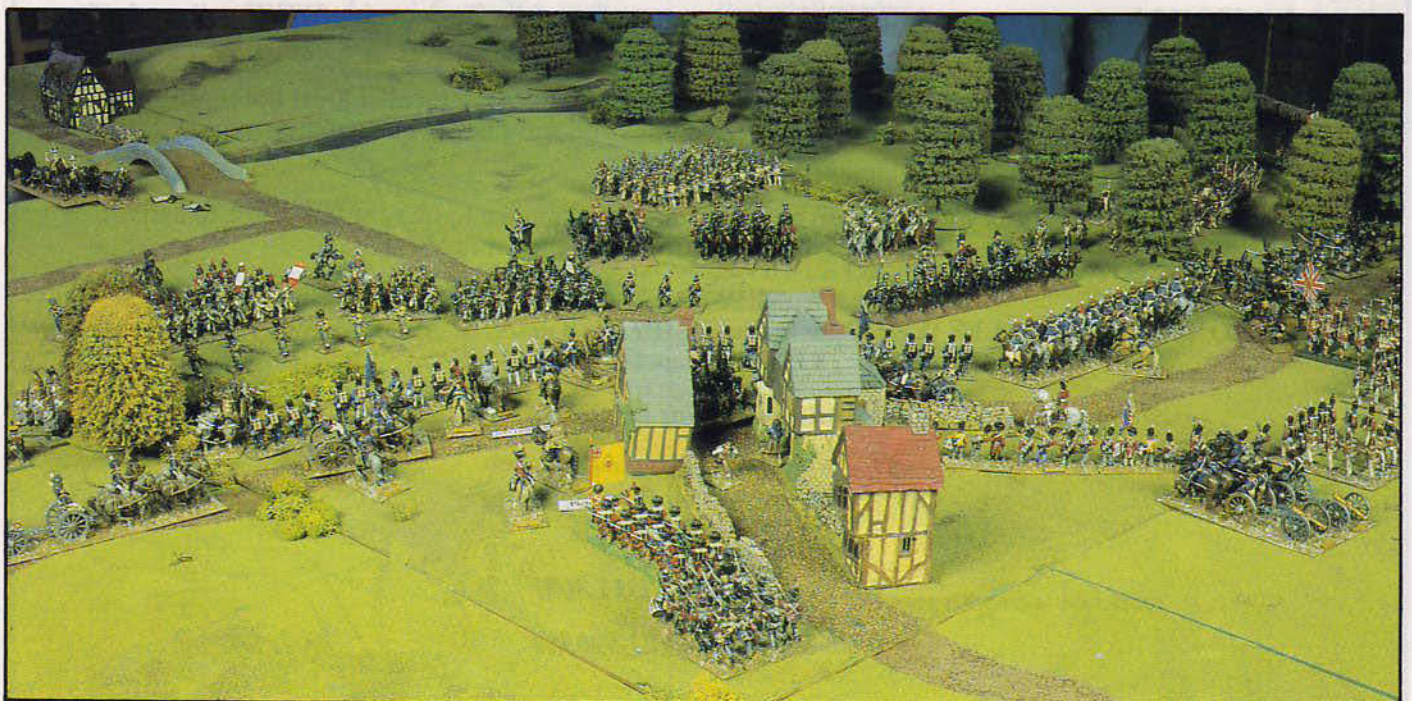
Here's a selection of pics – one from each game. It would be condescending of me to individually identify them – Napoleonics are so much the nitty gritty of the hobby that everyone will surely recognise the actions. (?) [Incidentally, we have conclusive proof that Napoleon has been reincarnated in the person of a leading English wargames personality – DON'T MISS NEXT MONTH'S GRIPPING ISSUE FOR THE IRREFUTABLE EVIDENCE!]

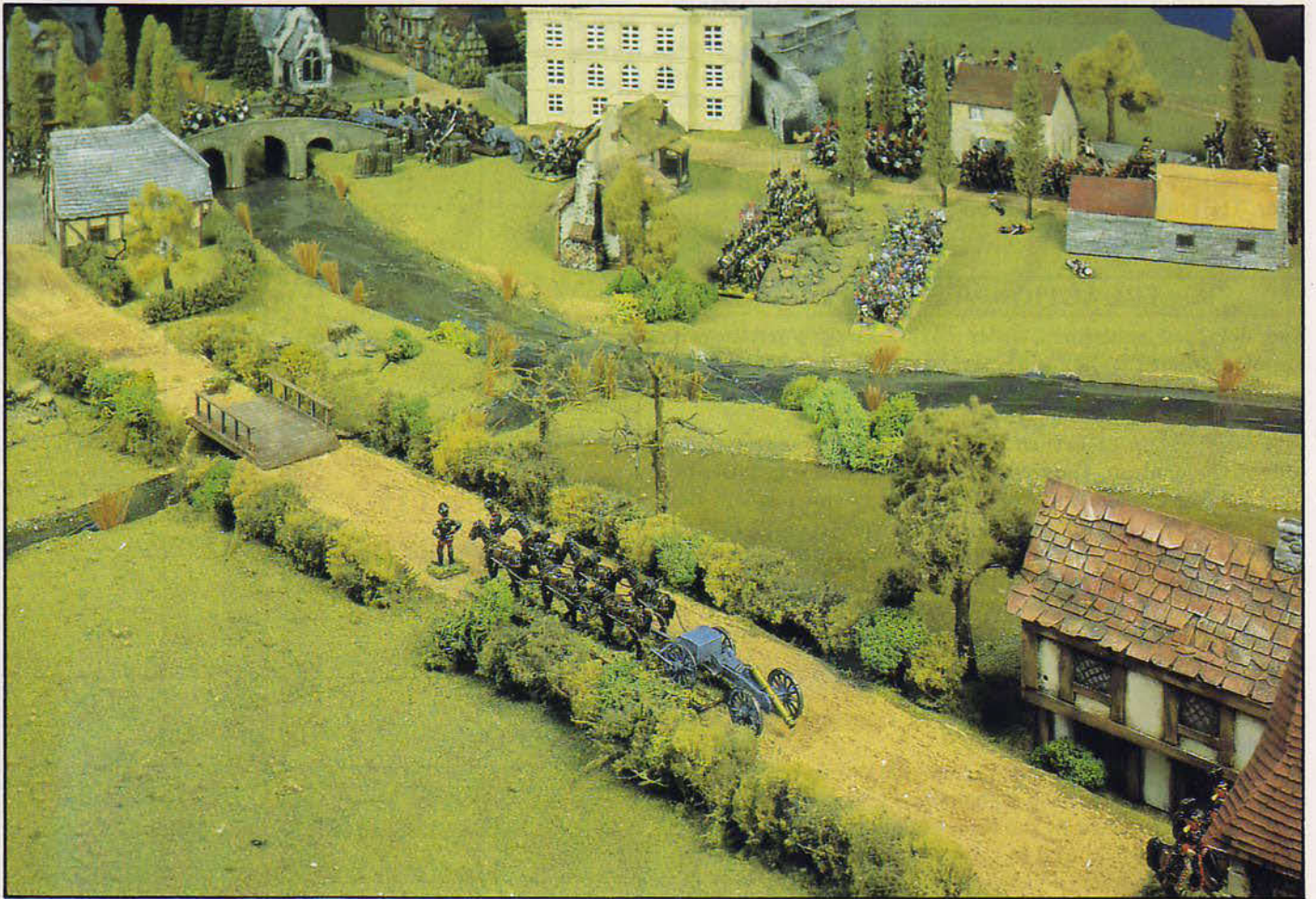
The centre column was formed of Somerset's Household and Ponsonby's Union Brigades of heavy cavalry, together with the 23rd British Light Dragoons, the 7th British Hussars, one battery of horse-artillery and one of rockets. This column retreated north along the Brussels road through Genappe and was to fight the major encounter of the retreat to Waterloo.

Ney, seeing Wellington mass his cavalry to cover the retreat, dispatched his own cavalry under D'Erlon. Ney had been ordered by Napoleon to evict the Anglo-Allied troops from their Quatre Bras position. Napoleon himself was heading west via Marbais, from where a corps was marching to aid Ney. Ney hoped to catch Wellington's retiring troops between his own cavalry force and that falling on the Anglo-Allied flank from the east.

GENAPPE

In 1815 Genappe was a village around 1000 yards long, built on either side of the Charleroi-Brussels road. Most of the village was built to the north of the bridge that spanned the River Dyle. The Brussels road was wide for the time, being able to carry fourteen horsemen riding abreast. To the north of Genappe the road, lying about eighteen inches above the surrounding fields and flanked by water-filled ditches, ascended a gentle ridge. The brow of this ridge lay six or seven hundred yards distant from the edge of Genappe. The ground to either side of the road consisted mainly of ploughed fields. The rain had so soaked the ground that movement at greater than a trot was difficult; horses sinking up to their knees and even their girths.





After passing through Genappe, the heavy cavalry were posted on either side of the road on the ridge, the Household Brigade to the west and the Union Brigade to the east. The 23rd Light Dragoons were posted on the rise about midway between the brow and the village. The 7th Hussars at this time formed the rearguard. A squadron of this last regiment dismounted and, armed with rifled carbines, held the village north of the river. The body of the 7th were positioned midway between the 23rd and the village.

THE ACTION AT GENAPPE

The detached squadron, under Major Hodge, tenaciously disputed ground as they were pushed out of the village by the advancing French cavalry. Loud cheers from Genappe heralded the French seizing the village.

A small group of French cavalry boldly charged Hodge's retreating squadron. The French were captured and found to be thoroughly inebriated. A few minutes after this incident the head of the column of around sixteen squadrons of French cavalry, led by lancers, appeared at the northern end of Genappe. Here the French halted.

Around fifteen minutes passed before the French advanced and started to form up on the road north of the village. Another twenty minutes passed before Uxbridge ordered the 7th Hussars, his old regiment, to charge the French, with the intention of using the narrow defile of Genappe to halt their advance.

The 7th charged towards the French, the lancers receiving the charge at the halt, forming a phalanx-like wall of lancers. The Hussars were repulsed by the French and driven back on their reserve. The 7th managed to rally and drove off the pursuing French. The Hussars re-formed and charged again but, the lancers having rallied in turn, were once more driven off. During this bloody series of charges Major Hodge and the lancer's commander, both of whom had fought courageously, were killed. The Hussars went about and were again pursued by the French, both sides losing men in the ensuing mêlée.

By this time, the French had positioned a battery of horse-artillery to the left of Genappe on the south side of the river. As the fire of these guns, reported as being directed by Napoleon himself, fell on the body of the 7th Hussars, Uxbridge decided to withdraw the regiment. They passed through the 23rd Light Dragoons and turned off the road to reform.

The French now seemed to become aware of the danger of crowding the defile of Genappe and withdrew the troops immediately in the rear of their advanced squadrons. Pleased with their success the lancers, to cries of "En Avant!", continued to advance on the British. At around this time the British horse-artillery battery on the ridge north of Genappe proceeded to return the fire of the French battery.

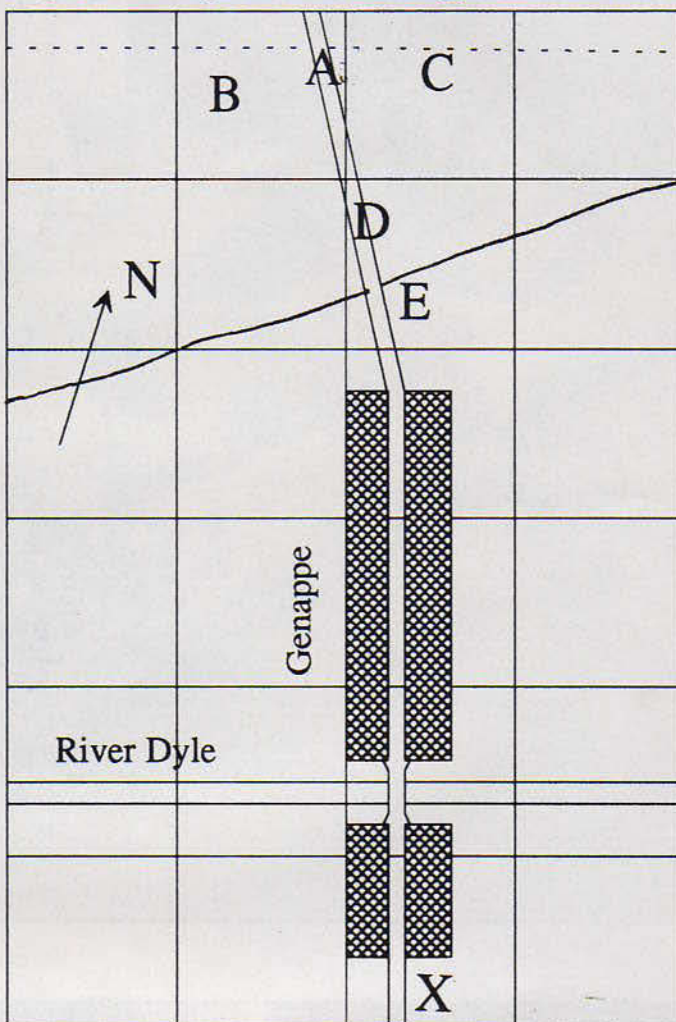
Uxbridge, seeing that the advancing French had their flanks unprotected, brought the 1st Life Guards forward through the 23rd Light Dragoons and charged the lancers. The 23rd followed in support.

The French, reported by one witness as breaking before the Life Guards made contact, were unable to hold their ground. The British charge smashed into the fleeing French, led by Colonel Sir John Elley, who distinguished himself by cutting down two lancers as the charge struck home. The French were pushed clean through Genappe, the Life Guards following, scattering French men and horses as they advanced. The Life Guards did not halt until they had chased the French south of the river.




WITHDRAWAL OF THE BRITISH CAVALRY

Uxbridge, whose task was to cover the retreat, could ill afford to become engaged in a lengthy cavalry battle. He judged that the

Map 2: 6'x4' Wargames Table for Genappe



Key

- | | | | |
|---|----------------|---|---|
|  | Buildings | A | British horse-artillery and rockets |
|  | Crest of ridge | B | Household Brigade |
|  | Ridge | C | Union Brigade |
| | | D | 23rd Light Dragoons |
| | | E | 7th Hussars (with one squadron detached in north part of Genappe) |
| | | X | Entry point for French forces |

poor state of the ground, due to the persistent rain, would prevent the enemy from turning his flanks and deemed it safe to withdraw. The 23rd Light Dragoons now formed the rearguard. The rest of the French pursuit was conducted with extreme caution. They tried to fall on the flanks of the central British column. By skilful manoeuvre – retiring by alternate squadrons and covered by skirmishers – the Union Brigade managed to keep the French at bay. Two or three times the enemy cavalry formed to attack but were not able to press home.

When the British cavalry reached the body of Wellington's army south of Mont St. Jean it was deployed at the foot of the position, ready to engage the French should they attack on the evening of the 17th. The French, however, halted on a height before the British position. There were to be no more cavalry clashes until the next day, when the two armies fought the battle of Waterloo.

Wellington had conducted a masterful retreat in the face of a strong enemy with a loss of around only a hundred killed, wounded and missing. He had escaped Napoleon's trap and placed his army in a strong position from which it could fend off the French until Prussian reinforcements arrived from the east.

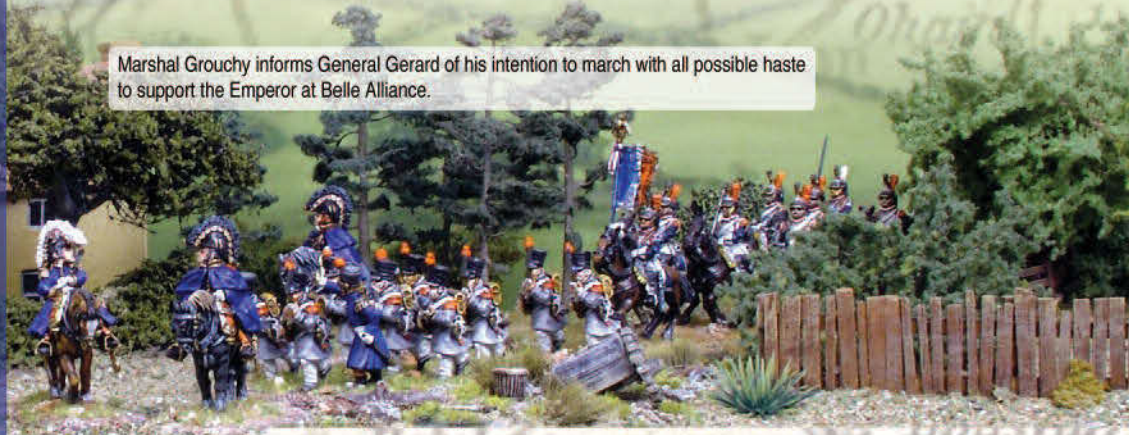
La Bataille de

It has been accepted that had Wellington, together with his Prussian ally, Field-Marshal Blucher, defeated the Emperor Napoleon on 18th June 1815, the name of the battle would in all probability have been Waterloo, named after the village chosen by the Duke for his headquarters on 17th June.

However, as we all know, history tells us differently and the Emperor's great victory on 18th June 1815 has been known ever since as Belle Alliance, after the 'inn' where the Emperor Napoleon slept on the night after his great victory over the Duke of Wellington.

Looking back to that momentous day which ushered in the Franco-Austrian dynasty, Napoleon's son, having inherited the throne of the French and Austrian empires, creating the world superpower we have today! And as we approach the 200th anniversary, it is fitting to recall the events of that Great Battle which changed the course of world history.

Marshal Grouchy informs General Gerard of his intention to march with all possible haste to support the Emperor at Belle Alliance.



Wellington, Uxbridge and de Lancey observe the arrival of Marshal Grouchy's troops, mid-afternoon at Belle Alliance.



Train d'Artillerie, limbering up for the desperate dash to Belle Alliance.

The Emperor is informed of Grouchy's arrival



All miniatures are Foundry, Connoisseur, Front Rank, and Elite conversions

Belle-Alliance

By Gabriel Mykaj



Marshal Grouchy leads his troops into the attack against Wellington's left wing.

The death of His Grace the Duke of Wellington. Shortly after the arrival of Grouchy's troops, the Duke was killed instantly by a French sniper.



NEXT MONTH: Part two, including Victory - The Emperor acknowledges the cheers of his victorious army.



Col. de Mercx leads his 5th Light Dragoons in a desperate attempt to 'halt' the collapse of the Allied centre when he receives a flank attack from Duroc's Cuirassiers



La Bataille de

By Gabriel Mykaj

The concluding chapter detailing Emperor Napoleon defeat of the British and their allies at Belle-Alliance on 18th of June 1815.

Marshal Ney and his staff prepare to attack the crumbling allied line.



All miniatures are Foundry, Connoisseur, Front Rank, Minifig, Laming and Elite conversions. Hougomont: scrach built by Gabriel Mykaj.

The Renouard, (Lanciers-Rouges) about to smash through the Allied Centre.



Belle-Alliance



Marshall Grouchy is presented to the Emperor

VICTORY

The Emperor acknowledges the cheers of his victorious army following Wellington's defeat. The Duke's horse Copenhagen can be seen lying close to the Emperor's mare 'La Desiree'. In the confusion of the defeat, the Duke's body was lost and must have been buried with the thousands of others in one of the many mass graves.



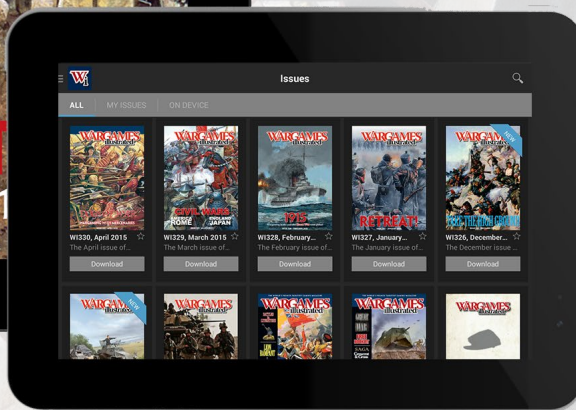
Hougoumont

The Emperor inspects Hougoumont. Napoleon expressed his disappointment in the Duke's poor tactical judgement in not defending the Chateau



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