

Marching Eagles - Waterloo AAR

I chose the Quatre Bras historical scenario. I particularly enjoy small scenarios that I can complete in one evening. The battle options I chose were - All options and Normal FOW. I played the French who have the more challenging position needing to attack. Event cards introduce an element of unpredictability so I have included them in the Options screen. First turn and -



Turn 1 - I chose to be aggressive and charged my Light Cavalry up towards Quatre Bras whilst pinning down the Nassau battalions near Grand Pierrepont Farm and in front of the woods with 3 squadrons of Lancers. My first cavalry unit charged and overran the artillery battery defending Gemioncourt. Seeing that the Dutch Light Infantry had not formed square near Gemioncourt, I charged in the second Light Cavalry unit but the enemy formed square before contact was made and no impact occurred.

Turn 2 - I moved up the 93e Ligne (3 battalions) to Thyle and encountered resistance from enemy light infantry / skirmishers. I also moved up a horse artillery unit to Grand Pierrepont farm and started to bombard the Nassau units that had formed square in that area. The 3e and 63e Ligne moved to the left of Bois de Bossu and began a fire fight with a battalion of Netherlands Line infantry. I also moved up the 2e Corps Reserve Artillery to strike the Dutch square near Gemioncourt.

The combat round resulted in my French Line Regiment suffering at Thyle but the artillery pounded the Dutch square into destruction at Gemioncourt. My horse artillery at Grand Pierrepont was also successful against the Nassau square causing a loss of 1 Strength point and ultimately they routed resulting in further losses. A reasonable start for the French :)



Turn 3 - Encouraged by my early successes, the 5e Lanciers charged in at Grand Pierrepont farm and caused further losses to the disintegrating Nassau square. The remaining troops of the 2e Nassau regiment surrendered to the lancers. The 1ere Chasseurs charged into Quatre Bras but were hit by the Belgian Foot Artillery unit in the area and suffered losses. The 4e Legere moved up to Materne Pond where Wellington was in the area. The 6e Lanciers carried on North of the woods leaving the Netherlands infantry to be cleared by my French Line Regiments.



The 1er Chasseurs overran the Belgian artillery at Quatre Bras but were now Shaken and needed to retire. The 4e Legere encountered the 28th Orange-Nassau Regt who were in square (presumably aware of the French Light Cavalry in the adjacent areas). This gave the French sharpshooters an easy target and they caused considerable losses on the Nassau unit. The Netherlands battalion on the left of Bois de Bossu routed and this cleared the way for a French advance. However, the Dutch Hussars moved down to intercept my lancers which resulted in a stand-off. I guess the Hussars had a change of heart. :)

Turn 4 - French reinforcements arrived in the form of the 6e Division. This timely arrival should help me push on to take Quatre Bras. Unfortunately I received the 'Imperial Indecision' Event Card -



This turn I concentrated on moving my scattered forces up to the front line.

British infantry moved into Thyle to support the Dutch Jagers already there. This was too much for the 93e Ligne and having suffered more losses the Regt routed. Enemy Light Dragoons charged into Quatre Bras and pushed out my 1er Chasseurs. The French 6e Lanciers attacked the 6th Dutch Hussars and drove them from the area North of Bois de Bossu.

Turn 5 - I decided to send the veteran 5e Lanciers in to Quatre Bras in an attempt to drive out the 5th Belgian Light Dragoons but they were ready and counter-charged. My Lancers suffered the loss of 1 Strength point. I had now assembled 2 artillery batteries at Gemioncourt ready to pour destruction into the Quatre Bras area.

The British Guards advanced past my routing 93e Ligne and clashed with the newly arrived 1e Ligne of the French 6e Division. The French infantry just forming into Attack Column suffered badly. The 2nd Brunswick Hussars charged into the French 6e Lanciers and a tough struggle followed. Fortunately, my 4e Legere at Materne Pond had more success and eliminated the remains of the 28th Orange-Nassau Regt.

Turn 6 - I charged the cuirassiers of the 11e Cavalry Division against the British Guards who quickly formed square. I also brought up a battery of Horse artillery to the same area.



An epic cavalry struggle now ensued around Quatre Bras and North of Bois de Bossu.



I moved in to Quatre Bras a fresh unit of French Light Infantry (1e Legere 6e Inf Division) who promptly cleared the remaining Nassau troops from the village. This gained temporary Victory points and moved the game status to a 'Minor Win' for the French.



Turn 9 -



The artillery had to be re-supplied this turn. Previous key actions had left them low on ammo. I now began to push units beyond Quatre Bras in an attempt to secure the crossroads. I still had not cleared the Dutch Jagers from the village of Thyle and this was preventing a 'Major Victory'.

Following the retreat of the 6th Dutch Hussars, the 2nd Brunswick Hussars launched an attack towards the French Horse Artillery battery West of Bois de Bossu.

Turn 10 - last turn

Just as I thought I had secured a 'Minor Win', Wellington (Computer AI) pulled a master stroke. In a desperate attempt to prevent the French from controlling the Quatre Bras area, he ordered the Light Infantry Brigade of the Brunswick Corps to charge the village. They did and my Victory point score dropped to a 'Draw' status. :(

Fortunately, I had assembled a strong force of French in the Quatre Bras area - 2e Legere 6th Inf Div, 108e Ligne Regt 5e Inf Div and a battery of foot artillery. - a total of 8 battalions. The Brunswickers crashed into the solid French force and after a heated encounter, routed from the village suffering the loss of 2 Strength points (equivalent to 2 battalions). My Victory status sprung back to a 'Minor Win' :)

