

La Garde avance !

Waterloo 1815: The Last Square

To my father, to whom I promised never to abandon his 'last square'.
F.B.

Scenario Specific Rules

0.1 Scales

One Strength Point represents about 200 men, 150 cavalry or 2 artillery pieces.

The scale is 100 m per hex. The range for artillery counters has been adjusted to this scale.

A game turn represents 20 minutes of real time.

0.2 Map

- The hexes of the Anglo-Allied defence line, identified by an ear of wheat, simulate the ridge line and the reverse slope that allowed the redcoats to hide out of sight of the French by crouching in the crops. These hexes provide the same terrain advantages as 'Difficult/Rough' hexes on the Terrain Effects Chart, until the end of the turn in which the ROGUET AM is played (see scenario) whereupon they revert to normal 'Clear' terrain hexes.
- The garden of Hougomont farm (1901) is an impenetrable hex occupied by the Anglo-Allies and the farm of La Haye Sainte (2513) is an impenetrable hex occupied by the French. These two hexes exert a ZOC with the normal effects, but no units may attack or enter them.
- The building of La Belle-Alliance (1312) is a decorative element with no effect on the game.

0.3 Combat units

Unlike other games in the Jours de Gloire series, some French units have their Cohesion rating reduced by two or three points instead of one point when on their disordered side. This recognises the fragility of the French army's morale and the exhaustion of its cavalry after a day's fruitless fighting, and the arrival of Blücher's army on its right flank.

5.1 Stacking

Due to scale, stacking of two cavalry, infantry, or artillery units is no longer permitted (other constraints or stacking effects from 5.1 are still applicable).

11.2 Formation demoralization

This chapter of the rules is ignored.

The squares of the Imperial Guard

For the eleven units of the French Imperial Guard (six battalions of the Middle Guard - MG - and five battalions of the Old Guard - VG) - and only these units - if they are alone in a hex then rule 4.2. **Forming square** is modified as follows:

- Units in square may not voluntarily leave square unless they have been disordered or routed
- Units in square may use reduced movement without leaving the square
- Units in square may engage in Shock or Counter-shock combat without leaving square; if a unit subsequently engages in Breakthrough shock it leaves square (this is a modification of 8.2).

Rule 6.1.2 **Effects of facing** is modified as follows:

- Units in square (six front hexes) may still attack through any of these six hexes by facing the counter in the direction of the attack before combat resolution, but without the normal -1 DRM. Units affected by this modification are then only obliged to attack enemy units in their 'normal' front two hexes, as if they only had 2 front hexes.

If during the scenario any of these units goes on to form square with an artillery unit, it then follows the standard rules 4.2 and 6.1.2 and applies their effects **without any modifications**.

Historical scenario

"La Garde meurt mais ne se rend pas !" (The Guard dies but does not surrender!)

"Merde !"

General Cambronne

Duration

The scenario begins with Turn 1 and lasts 5 turns, through to the end of Turn 5.

Victory conditions

Automatic victory:

The Anglo-Allied player wins and the game ends immediately if Napoleon is eliminated, or if the five battalions of the Old Guard (VG) are eliminated or routed. The French player wins and the game ends immediately if Wellington is eliminated.

Victory at the end of the game:

Victory is awarded to the player with at least 7 VPs more than his opponent. If the difference between the VPs scored by the two sides is 6 or less, the game ends in a draw.

VPs are allocated as follows:

French and Anglo-Allies:

- 1 VP for each routed unit that is still on the map at the end of the game;
- 2 VPs for each eliminated unit; 3 VPs in the case of VG or CG (Guard Cavalry) units.

French only:

- 7 VPs if the French controls hex 3106 at the end of the game.

‘Controlling’ a hex means occupying, or being the last to have passed through, the hex in question. A ‘unit’ includes any infantry, cavalry, or artillery units (but excludes commanders).

Initiative

The French automatically has the strategic initiative in the first turn and must select a Ney AM for this.

Retreat directions

Anglo-Allies: north edge of the map.

French: south edge of the map.

Initial deployment

The Anglo-Allied player deploys and faces his counters first.

Anglo-Allies:

6 AMs available: 2 x CENTRE AMs, 2 x CAVALERIE AMs and 2 x RESERVE AMs.

Wellington in 2707

CENTRE

3/95th Foot and Rogers in 2402

71st Foot and Sinclair in 2403

1/52nd Foot and Bolton in 2404

2/95th Foot and Bull in 2505

2/1st Foot G. and Kuhlman in 2606

3/1st Foot G. and Webber S. in 2607

2/69th-33rd and Mercer in 2808

2/30th-2/73rd and Ross in 2809

CAVALRY

Grant in 2603

Dornberg in 2705

Vandeleur in 2906

Arenschildt in 3108

Vivian in 3110

RESERVE

Aubreme in 2805

Detmers and Kraemer in 2806

Brunswick in 2910

Kielmannseg. in 2912

Kruse in 2811

Ompeda and Cleaves in 2813

French:

6 AMs available: 2 x NEY AMs, 2 x BACHELU AMs and 2 x DONZELOT AMs.

The two ROGUET AMs enter the turn following the first shock combat of a unit from formation NEY.

Napoléon in 1913

NEY

4^e Chasseurs (in square) in 2107

3^e Chasseurs/II (in square) in 2207

3^e Chasseurs/I (in square) in 2208

4^e Grenadiers (in square) in 2209

3^e Grenadiers/I (in square) in 2310

1^e Cie in 2108

2^e Cie in 2109
3^e Cie in 2110
4^e Cie in 2210
ROGUET
3^e Grenadiers/II (in square) in 1908
6^e Cie in 1807
1^{er} Chasseurs/II (in square) in 2009
2^e Chasseurs /II (in square) in 2010
2^e Grenadiers/II (in square) in 2011
1^{er} Grenadiers/II (in square) in 1210
1^{er} Grenadiers/I (in square) in 1212
5^e Cie in 1211
Lefèvre-Des. in 1708
Guyot in 1808
BACHELU
Husson in 1802
Campi and 18^e Cie in 1804
DONZELOT
Schmitz in 2412
Aulard and 10^e Cie in 2413
Kellermann in 2012
Milhaud in 2113

Hypothetical scenario (What if?)

What would have happened if the Guard had not attacked in battalion squares? This scenario is identical to the historical scenario, with the following single change: in his initial deployment, the French player is free to choose whether to place Square markers on any, none, or all of the Old and Middle Guard infantry battalions.

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Corrected counter for Trois Jours de Gloire:

The 'Erratum 1805' counter is for the Trois Jours de Gloire game, and corrects the uniform of the Carabinier regiments (replacing the 1810 uniform with the 1805 uniform appropriate for Austerlitz).