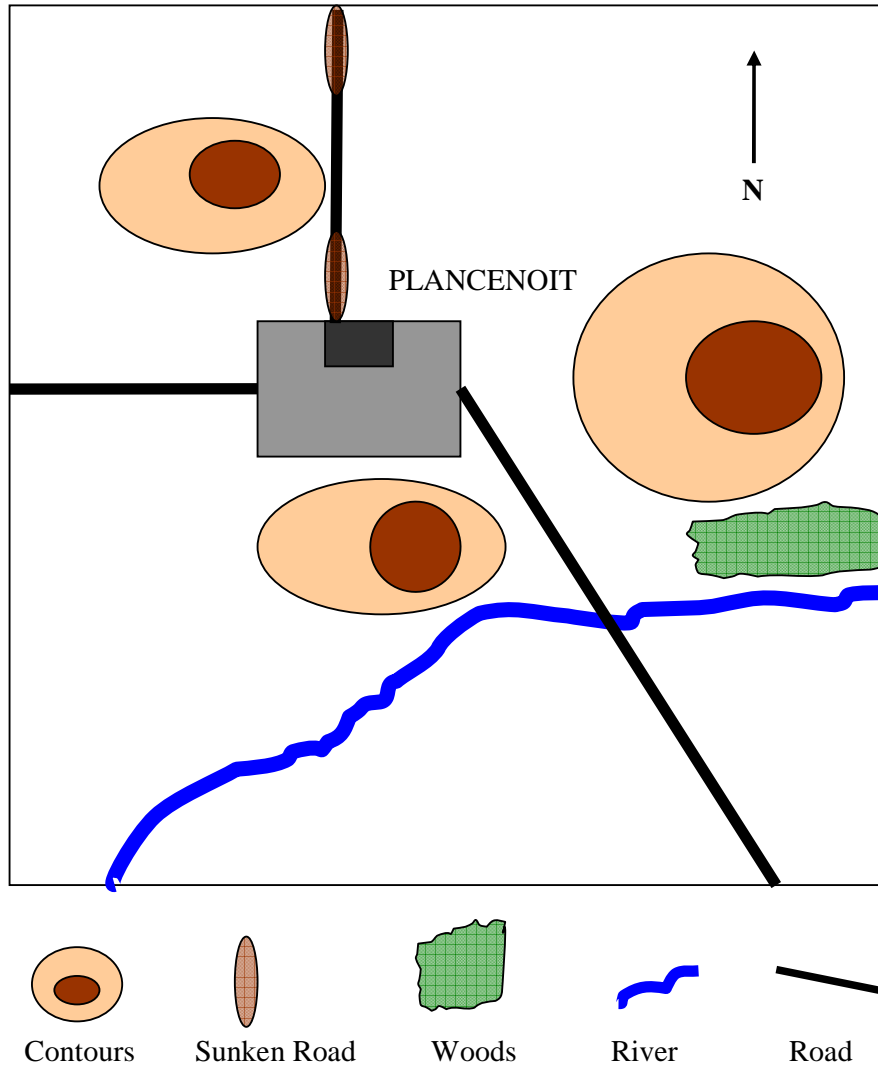


THE ATTACK ON PLANCENOIT 1815

In the late afternoon during the battle of Waterloo the French held village of Plancenoit was attacked by Bulow's 4th Corps of Bluchers Prussian Army. This proved to be one of the most critical actions during the whole battle, the village changed hands several times finally ending the day in the possession of the French Old Guard. Can history be changed or will it be repeated ?



The game is fought on a 2' x 2' table and the river is only crossable at the bridge. The Game lasts 12 turns, French deploy first, Prussians move first.

Order of Battle:

FRENCH:

Initial Forces: 1 x CinC (*Lobau*), 3 x Ms, 1 x LC, 1 x FA.

Reinforcements: arriving at the western road end, on a D6 score of 5 or 6.

From turn 4: 2 x Ms/LI (E) (Young Guard)

From turn 8: 1 x Ms (OG) (Old Guard)

PRUSSIANS:

1 x CinC (*Bulow*) 2 x LI, 2 x Ms, 6 x Ms(M) (3 are Silesian) 2 x FA, 1 x LC

DEPLOYMENT

The French deploy their Initial Forces anywhere west of the eastern edge of Plancenot, the BUA and Strongpoint can be Garrisoned at the start of the game.

The Prussians can deploy anywhere up to 600 paces in from the eastern table edge (*this then makes Plancenot 600 paces away*)

COMMAND & CONTROL

Both CinC's get one CAP dice and the Prussian get 2 extra CAP points on turn one.

VICTORY CONDITIONS

The Prussians win if they hold Plancenot and the Church at the end of the game. The French win if they destroy 7 Prussian units (*Bulow counting as two*) or holds Plancenot and the Church at the end of the game.

SILESIAANS

The Silesians were Landwehr (*Militia Type*) troops however they were highly motivated on the day and fought particularly bravely. Therefore they are classed as Regular Muskets when in Close Combat.

THE SUNKEN ROAD

This is an 'obstacle' it is impassable to cross for Cavalry & Artillery and only passable when moving via the road when it is considered to be Bad Going.

It is a minus 1 if moving to Close Combat through the obstacle.

PLANCENOIT

Plancenot is classed as a BUA but with a 'Strongpoint' in its northern side. The Strongpoint is the Village Church located on raised ground and surrounded by strong stone walls. Because of the area of the BUA contains a Strongpoint it is recommended to increase the area of the BUA to 120mm x 90mm

This unique Strongpoint follows the standard Strongpoint rules (2.1 para 11.11 & 12) however the Strongpoint can not fire into the BUA and vice versa. Also the BUA and Strongpoint suffer a minus one to their Combat Factor if adjacent to an enemy Garrison.

*11.11 **Strongpoint Factors.** The model Strongpoint should be on a base of 40mm x 30mm and can have its own small Garrison, known as a 'Detachment'. This Detachment is of a 'one Hit' strength and is created by donating a Hit strength from any Infantry Unit except Militia class Muskets. At a later stage in the game the Detachment can be withdrawn by moving the original donating Unit adjacent to it for one turn. This Detachment Garrison, like that of a BUA, can not be 'shot out' but is destroyed if drawn or beaten in Close Combat. It can Fire independently, it has a 360° firing range of 200 Paces with an adjustable Fire Factor of 2 and a non-adjustable Close Combat Factor of 5 and is classed as a Fortification when fired upon.*

*11.12 **Attacking a Strongpoint.** Due to its size, the Strongpoint can only be attacked in Close Combat by up to one Unit per Bound but the Attacker can only suffer a maximum of 1 Hit per round of Close Combat. A Draw result in Close Combat and the Defender is Destroyed but the Strongpoint is not occupied in that Phase.*