Grouchy's Waterloo (Players Briefing)

Waterloo, say that to any self-respecting gamer and you will get 'meh'. This is just the beginning of the 1815 campaign that will end with Napoleon's final defeat in the late summer of 1815. Yet Waterloo was important for a few reasons. First, it secured Napoleons strategic northern flank. Next, this battle effectively removed the British Army from the campaign. Wellington and his North German allies would not be ready to take the field again until hostilities where almost over. Even though the Prussians sustained significe losses too, they were able to reorganize, call in their reserve Corps (V, VI & VII) and still play a large role in the campaign to come. Also, many of the Dutch & Belgium soldiers would return to the tricolors adding sorely needed manpower to the French army. Finally, Marshal Grouchy would be the last person to receive an imperial title (Duke of Waterloo) before Napoleon's death later that summer.

Emmanuel de Grouchy, Duke of Waterloo (1766 – 1847). He was probably the best leader of large scale cavalry formations remaining to Napoleon in 1815. He performed well at Ligny on 16 June 1815 but botched the initial pursuit on the 17th. As the fortunes of war sometimes go, that would lead to his greatest moment. On the morning of the 18th, while looking to begin the attack at Wavre, he instead decides to force march his Cavalry Corps (I & II Cavalry) plus Vandammes III Infantry Corps towards Waterloo. Meeting and fighting numerous Prussian formations, finally the sound of the guns at Waterloo (The initial cannonade) caused Grouchy to attempt to recall (unsuccessfully) the remainder of his forces fighting at Wavre to join him.

Even though few of Grouchy's men made it to Waterloo battlefield, his attacks on the Prussians *marching to* Wellington's aid prevented a mass of Prussians from showing up on Napoleon's right flank. (About 2 - 3 Brigades worth of the Prussian IV Corps did arrive at Waterloo).

During the closing stages of Waterloo, reports where already arriving as to what Grouchy's wing had done in stopping the majority of the Prussian marching to the battlefield. By the time Grouchy finally meet up with his Emperor late on the 18th or early 19th (reports vary), Wellington was falling back on Brussels with his shattered army and the Prussians where retreating East. By the light of the Old Guard campfires on the field of Waterloo, Napoleon gave Emmanuel de Grouchy the title of "Duke of Waterloo". He also awarded GD Vandamme his long awaited Marshal's Baton. A move that he would probably regret but that is for another scenario

The scenario is basically Waterloo with a much reduced Prussian presence. Setup Anglo-Allied & French armies per normal. Units that make up to 2-3 Brigades (Divisions) are rolled for at various times during the battle.

1:00pm
French commanders see movement on their right flank. French CinC may begin moving units towards Plancenoit. May move into but not past Plancenoit.

3:30pm (Prussian units may arrive anywhere on Allied Armies left flank/French Armies right flank.)
      Roll 1D6. If greater than or equal 4, IV Corps, 15th Brigade, Bulow & Blucher may arrive. If dice roll fails, Prussian player may reroll again next turn with a +1 for every failed dice roll.

First turn after 15th Brigade arrives. (Prussian units may arrive anywhere on Allied Armies left flank/French Armies right flank.)
      Roll 1D6. If greater than or equal to 4, IV Corps, Reserve Cavalry & Reserve Artillery may arrive. If dice roll fails, Prussian player may reroll again next turn with a +1 for every failed dice roll.
      Once a successful dice roll has occurred, the player will make a 1D6 roll for every unit in the Reserve Cavalry & Artillery. A roll of 1-2, unit DOES NOT arrive. 3-6 the unit arrives.

Second turn after the IV Corps Reserve Cavalry & Artillery arrive. (Prussian units may arrive anywhere on Allied Armies left flank/French Armies right flank.)
      Roll 1D6. If greater than or equal to 5, IV Corps, 16th Brigade may arrive. If dice roll fails, Prussian player may reroll again next turn with a +1 for every failed dice roll.
      Once a successful dice roll has occurred, the player will make a 1D6 roll for all units in the 16th Brigade. A roll of 1-3, unit DOES NOT arrive. 4-6 the unit arrives.

      These are the only Prussian re-enforcements during the game.