



*Lasalle* uses a relatively small game scale, inviting you to create historical actions with anywhere from 5-15,000 men engaged on each side. Players interested in historical scenarios are most likely representing only a portion of a famous battle. We will do that here, as an example of using the game to depict a real fight.

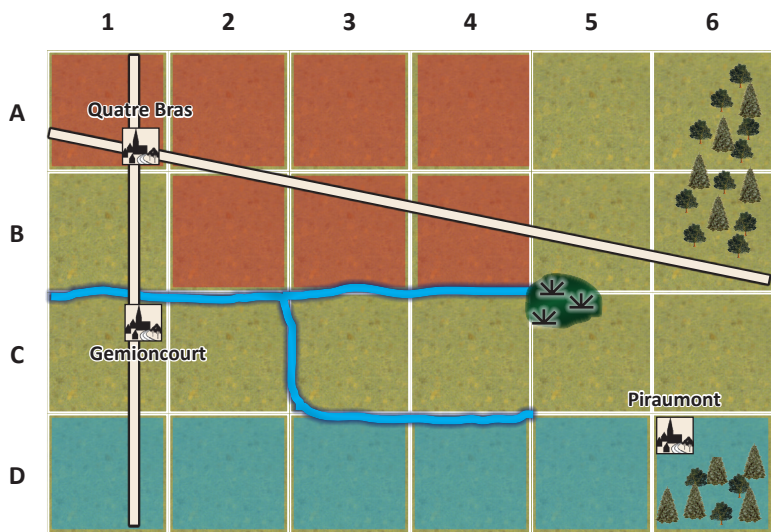
### The Decisive Moment at Quatre Bras

One day after crossing into Belgium, Napoleon's *Armée du Nord* has run into most of the Prussian army under Blücher, but Wellington's allied army remains scattered. While the majority of the French and Prussian forces clash at Ligny a few miles away, Ney's II Corps, reinforced by the III Cavalry Corps, tries to secure the crossroads of Quatre Bras, held initially by a very thin force of Dutch-Belgian troops. Wellington has ordered most of his nearby units to concentrate there.

This scenario takes about half of the battlefield (the eastern or "right" half), and looks at the roughly two hour period during which the French tried and nearly succeeded at seizing the crossroads. It provides us with a nicely-sized scenario, not to mention a very colorfully diverse allied army.

### The Map

Maps of Quatre Bras are very easy to find. The battle was about 1.5 kilometers across, meaning that a single *Lasalle* table is more than adequate to cover the eastern half and indeed gives us some room to leave flanks open.





## The Orders of Battle

Quatre Bras is a very well-studied battle and the O.B. for both sides is available in many places, including a Wiki page.

Our snapshot of the battle covers about 1530 to 1730 hours; the crucial turning point during which British reinforcements redressed Wellington's numerical imbalance and stymied Ney's efforts to take the crossroads. It was a "close-run thing."

Most of the infantry battalions on the field that day had strengths averaging about 550 men. On our part of the field the smallest was the 44th Foot, with only around 420; the largest was the Cameron Highlanders, with over 650. In other words, we have no need to amalgamate understrength units or to break up overstrength ones.

### *French O.B. Elements of Reille's II Corps*

#### ***Bachelu's 5th Division***

- 1st Bde (Husson): 4 Infantry BNs (veteran).
- 2nd Bde (Campi): 5 Infantry BNs (veteran).
- One Foot BTY.

#### ***Foy's 9th Division***

- 1st Bde (Marbais): 4 Infantry BNs (veteran).
- 2nd Bde (Jamin): 6 Infantry BNs (veteran).
- One Foot BTY.

#### ***Pire's Cavalry Division***

- 1st Bde (Hubert): 2 Chasseur Regts.
- 2nd Bde (Wathier): 2 Lancer Regts.
- One Horse BTY.

#### ***Corps Reserve***

- One Reserve BTY (heavy).

The French have six brigades. There are no reinforcements.

Setup area: Blue.

During setup the French player must attach each of his artillery units to a brigade in that division, or combine any of them into a new brigade (a grand battery) of at least three units. The reserve battery may be attached to any brigade.

### *Allied O.B. Elements of Wellington's Army*

#### ***8th Brigade: Kempt***

- 3 BNs of British infantry (veteran).
- 1 BN of Rifles (the 95th).

#### ***9th Brigade: Pack***

- 2 BNs of British infantry (veteran).
- 1 BN of British infantry (elite).
- 1 BN of British Guard infantry.

#### ***1st Hanoverian Bde: Kielmansegge***

- 5 BNs of Hanoverian militia.

#### ***4th Hanoverian Bde: Best***

- 4 BNs of Hanoverian militia.

#### ***2nd Light Bde: Merlen***

- 2 Regts. of Dutch-Belgian cavalry.

#### ***Artillery***

- 3 BTYs of British Foot artillery.

The Allies have five brigades. There are no reinforcements.

Setup area: Red.

During setup the Allied player must attach his artillery units to brigades (no more than one per brigade).



## Game Values and Victory Conditions

### Unit Qualities

Napoleon's *Armée du Nord* was composed primarily of veterans who had volunteered, as he was not permitted by France's new post-restoration legislature to introduce conscription. The quality of the French units was generally high and thus all battalions have been rated "veterans."

Historians differ in their opinions of the Allied army. Some British units were Peninsular veterans, others were recruits. The Dutch-Belgian and Hanoverian units have always been assumed to be inferior given their recent creation, but the campaign showed that both were full of fight. (Technically, some of the "Hanoverians" were north-German militia from places other than Hannover, but even these men, despite being called "landwehr," had seen some action in the 1813-14 campaigns.) If you are worried about play balance, you could upgrade the Hanoverian infantry by giving them a Resolve of 4+.

### Victory Conditions

This is not a "balanced" game. The French have a marked superiority in both quantity and quality but time is not on their side. In two hours substantial British reinforcements will arrive that will make Ney's task hopeless. So this scenario forces the French to win big if they're going to win at all. They must take the crossroads of Quatre Bras.

Therefore place one objective in the hamlet of Quatre Bras and make it worth 2VPs.

The game has 8 turns; the French need to rush.

Sudden death can be set for both sides at 1/3, which is basically the game standard.

### Other Considerations of Setup

The north-south road in column 1 was the key artery along which all of the French and most of the Allied forces were arriving. Therefore place the Allied baggage icon in A1 and the French in D1.

Alten's division was in the process of arriving on the Allied side. Kielmansegg's brigade had deployed along the east-west road and Halkett was coming up behind him, but wasn't involved in this part of the fighting. If you're (still!) worried about play balance, you can add Halkett's brigade as a reinforcement. It comprised four battalions of British veteran infantry.

French accounts of the battle frequently mention many dips and rises, some with fields of rye, that obscured the allied positions until point-blank range. For that reason have the French set up first, relatively "blind" as it were, to the allied deployment.

**Print-friendly excerpt from *Lasalle Second Edition* by Sam Mustafa**

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### Kempt

**28th Foot**  **20** 



6 5 4 3 2 1

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**32nd Foot**  **20** 



6 5 4 3 2 1

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**79th Foot**  **20** 



6 5 4 3 2 1


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**95th Rifles**   **23** 



7 6 5 4 3 2 1


### Kielmansegge

**Osnabrück**  **10** 



5 4 3 2 1

---

**Grubenhagen**  **10** 



5 4 3 2 1

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**Bremen**  **10** 



5 4 3 2 1

---

**Verden**  **10** 



5 4 3 2 1

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**Lüneburg**  **10** 



5 4 3 2 1

### Merlen

**5th Belgian Lt. Dragoons**  **15** 



6 5 4 3 2 1

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**6th Dutch Hussars**  **15** 



6 5 4 3 2 1

### Pack

**3rd BN, Royal Scots**  **24** 



7 6 5 4 3 2 1

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**42nd Foot "Black Watch"**  **22** 



6 5 4 3 2 1

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**44th Foot**  **20** 



6 5 4 3 2 1

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**92nd Foot**  **20** 



6 5 4 3 2 1

### Best


**Lüneburg Landwehr**  **10** 



5 4 3 2 1

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**Minden Landwehr**  **10** 



5 4 3 2 1


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**Osterode Landwehr**  **10** 



5 4 3 2 1

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**Verden Landwehr**  **10** 



5 4 3 2 1

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**Foot Artillery**   **10** 







2 1  4+


**Foot Artillery**   **10** 





2 1  4+

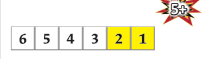
**Foot Artillery**   **10** 



2 1  4+



### Hubert


**1st Chasseurs**  **17** 



6 5 4 3 2 1


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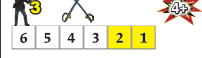
**6th Chasseurs**  **17** 



6 5 4 3 2 1



### Husson


**1/3rd Ligne**  **18** 



6 5 4 3 2 1



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**2/3rd Ligne**  **18** 



6 5 4 3 2 1



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**1/61st Ligne**  **18** 



6 5 4 3 2 1


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**2/61st Ligne**  **18** 



6 5 4 3 2 1

### Campi

**1/72nd Ligne**  **18** 



6 5 4 3 2 1

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**2/72nd Ligne**  **18** 



6 5 4 3 2 1

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**1/108th Ligne**  **18** 



6 5 4 3 2 1

---

**2/108th Ligne**  **18** 





6 5 4 3 2 1


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**3/108th Ligne**  **18** 






6 5 4 3 2 1


**Field Artillery**  **12** 





2 1  4+



**Field Artillery**  **12** 



2 1  4+

**Reserve Artillery**  **14** 





2 1  4+ 

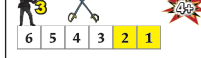
**Horse Artillery**  **12** 



2 1  4+ 



### Tissot


**1/92nd Ligne**  **18** 



6 5 4 3 2 1



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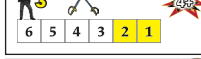
**2/92nd Ligne**  **18** 



6 5 4 3 2 1



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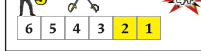
**1/2 93rd Ligne**  **18** 



6 5 4 3 2 1



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**2/93rd Ligne**  **18** 



6 5 4 3 2 1



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**3/93rd Ligne**  **18** 



6 5 4 3 2 1


### Jamin

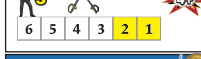
**1/100th Ligne**  **18** 



6 5 4 3 2 1


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**2/100th Ligne**  **18** 



6 5 4 3 2 1



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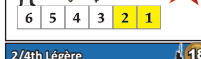
**3/100th Ligne**  **18** 



6 5 4 3 2 1



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**1/4th Légère**  **18** 



6 5 4 3 2 1



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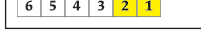
**2/4th Légère**  **18** 



6 5 4 3 2 1



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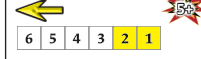
**3/4th Légère**  **18** 



6 5 4 3 2 1



### Wathier


**5th Lancers**  **18** 



6 5 4 3 2 1

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**6th Lancers**  **18** 



6 5 4 3 2 1

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Unit Labels for Quatre Bras