

COMMAND AND COLORS

NAPOLEONICS PLUS



SCENARIOS

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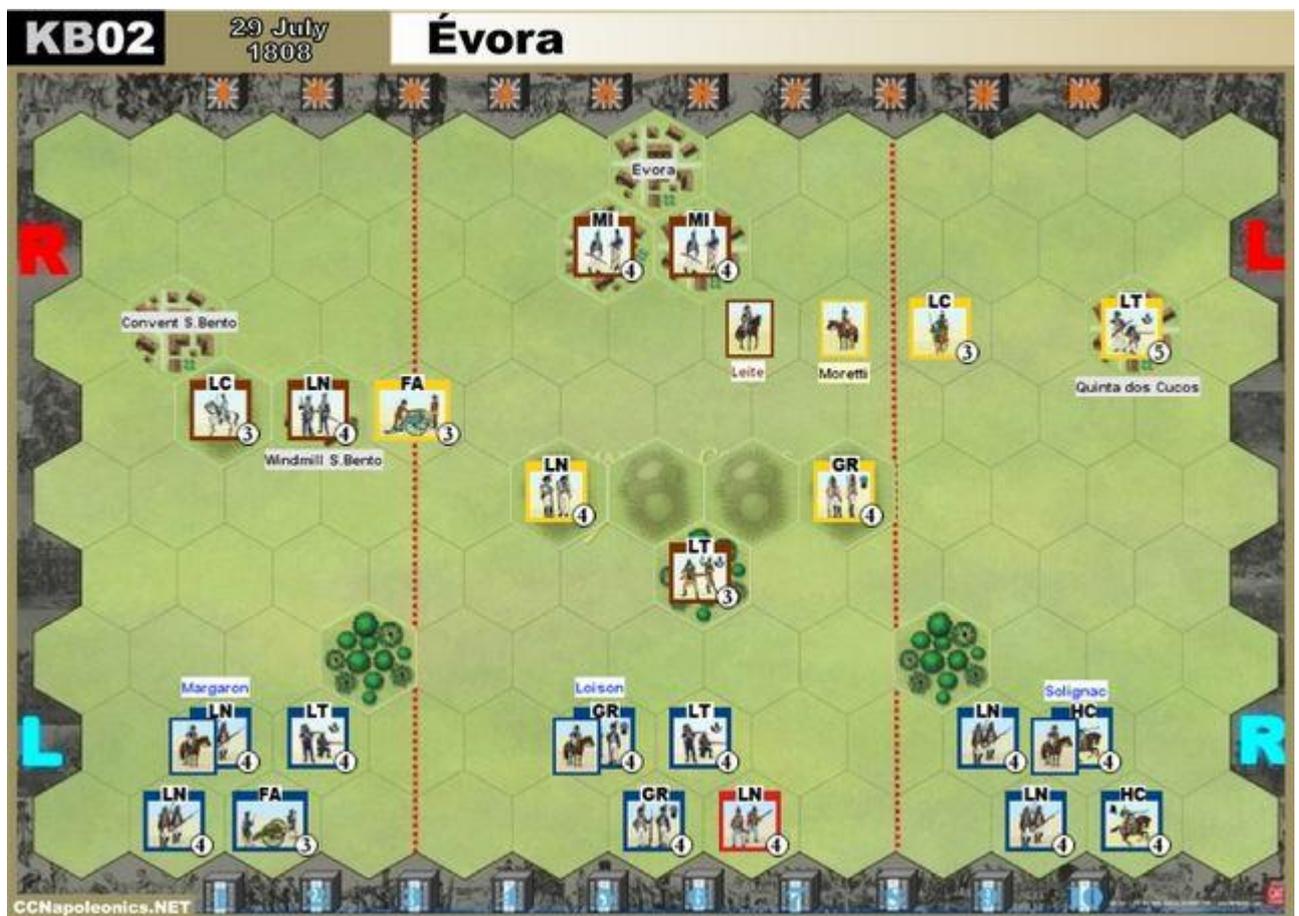
ÉVORA 29 - July 1808

Historical Background

The Spanish Dos de Mayo uprising against the French quickly spread throughout Spain and crossed the border into Portugal. The Portuguese countryside rose against the French and General Junot and his troops in Lisbon had their lines of communications cut with Spain and France. At the end of the July, Junot decided to send General Loison with a force of at least 7,000 men and eight artillery pieces to clear a path to the border fortress of Elvas.

On 29 July 1808, Loison's troops reached the outskirts of Évora to find a Portuguese-Spanish force arrayed across their path with 2,000 men and seven artillery pieces. Behind them, manning the ancient walls of Évora was a motley collection of poorly armed townsmen and peasants.

The French advanced quickly in three columns. The charging dragoons caused the Spanish hussars to flee. The impact of the infantry charge quickly broke the defenders leaving the town at the mercy of the French, the sacking of which lasted all night and following morning.



Portuguese-Spanish Army

- Commander: General Francisco de Paula Leite de Sousa
- Command Rating: 1
- Move First

French Army

- Commander: General Louis-Henri Loison
- Command Rating: 3

Victory

- 6 Victory Banners

Special Rules

- The French use British line infantry blocks for the Hanoverian Legion. The Hanoverian Legion is treated as French Line Infantry except that they do not get +1 when in Melee vs Infantry.
- The French gain Victory Banners in the normal way; one is gained for each enemy leader or each 4 enemy blocks eliminated. However no Victory Banners are gained for eliminating Portuguese Milita.
- The Portuguese-Spanish gain Victory Banners in a different way; one is gained for each enemy leader or each 2 enemy blocks eliminated.
- The Portuguese Milita may not voluntarily leave the town of Évora.
- The Portuguese-Spanish have LEADERSHIP, RALLY and no additional special action cards.
- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla card.

Historic Note

The battle was not balanced. With 7,000 good French troops against 2,000 inexperienced Portuguese-Spanish there was really no doubt about the outcome once the allies had decided to meet the French outside the walls. The French lost 90 dead and 200 wounded. The whole Portuguese-Spanish army was routed with huge loss.

The unusual Victory Banner rules mean that the Portuguese-Spanish army will win if they do better than their historical counterparts. The French must eliminate their enemies with small losses to their own side in order to win the scenario.

BAILEN - 19 July 1808

Historical Background

Large areas of Spain had rebelled against the French invasion. Dupont's French Corps advanced to occupy Cordoba and Sevilla. Most of Dupont's troops were newly formed conscript units. Soon Dupont found himself facing General Francisco de Castaños' force of 30,000 men to his front, and harassing guerilla forces that cut his line of communications until a reinforcing French division reopened it. Fearing that his communications would be cut again, Dupont retreated, but did so too slowly, encumbered by a long baggage train. Half of Castaños' army under Reding executed a decisive flank march that placed them on high ground at Bailén, squarely across Dupont's line of retreat. Dupont remained unaware of their presence until too late.

On July 19th Dupont's advance guard (Chabert's brigade) made contact with Reding's defensive line. Without reconnaissance, Chabert sent his 3,000 infantry and cuirassiers forward against three times their numbers. The attack was driven back. Most of Dupont's corps marched behind the baggage train, making reinforcement difficult. Arriving units were thrown into a second French attack piecemeal, and were again repulsed. Dupont arrived on the field and assumed command. Led by the Marines of the Guard, the third understrength French attack also failed. Adding insult to injury, most of Dupont's Swiss infantry, originally in Spanish service, deserted back to their former employers. With no additional reserves and the rest of Castaños' Spanish army moving in behind the French, Dupont surrendered.



Special Rules

- The entire Rumblar River is fordable.
- Both Spanish and French Swiss line infantry units have 5 blocks each. All Swiss infantry units that move and engage in ranged combat battle with one-half the number of blocks rounding down. They melee with one die per block and retreat one hex per flag. When ten blocks of French Swiss infantry are eliminated, all remaining French Swiss units are immediately removed from the battlefield. Their removal will not count towards Victory Banners for the Spanish player.
- The Leader and four infantry units on the French base edge may not move during the first 6 turns.
- The French player does not get a LEADERSHIP card.
- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with no Guerrilla cards.

Spanish Army

- Commander: Theodor von **Reding**
- Command Rating: 2

French Army

- Commander: Pierre-Antoine, comte **Dupont** de l'Étang
- Command Rating: 2
- Move First

Victory

- 7 Victory Banners

Historical Note

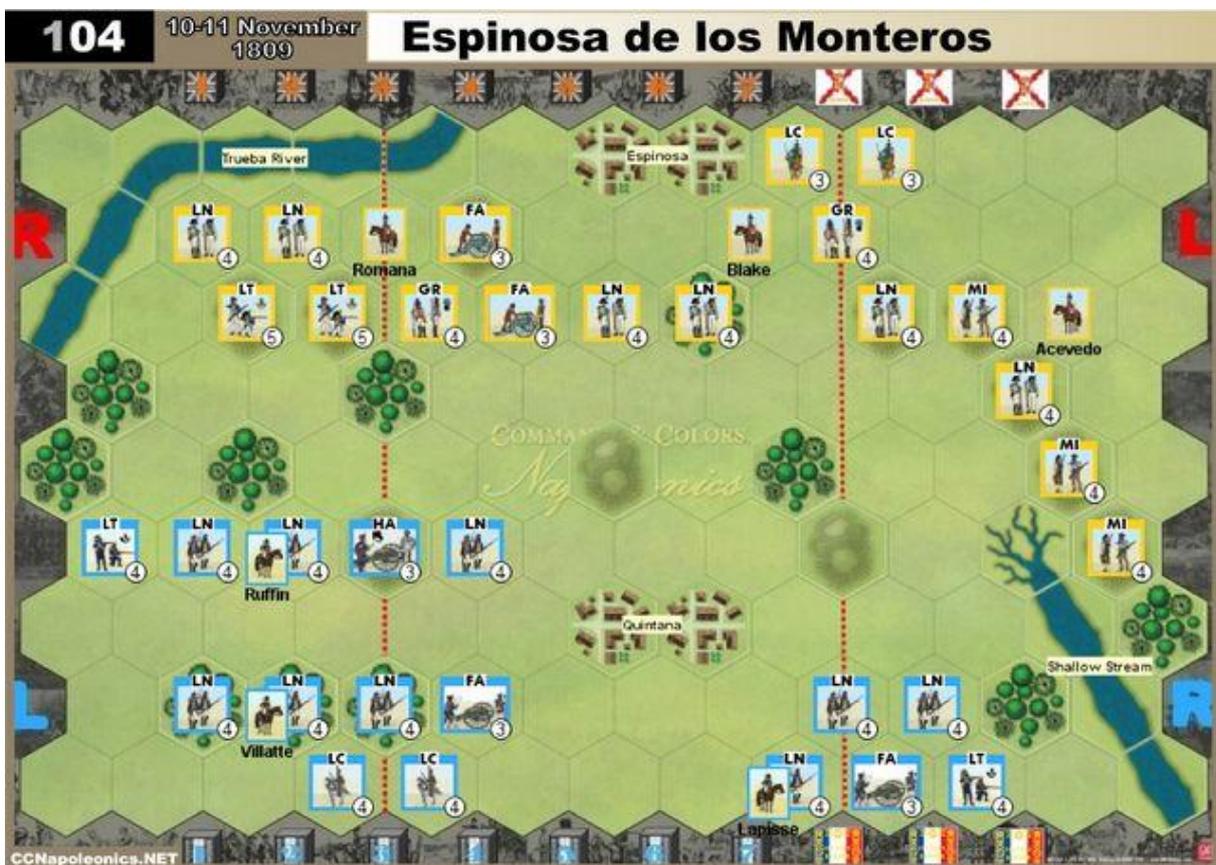
Swiss regiments were highly regarded mercenaries purchased from the Swiss Cantons for service in European armies. The Spanish Swiss regiments were uniformed in blue coats. Napoleon's Swiss regiments were uniformed in red coats. At Bailén, Castaños' army had one Swiss regiment, the 3rd "Jung" Reding. Dupont's French corps had 5 Swiss battalions: One Swiss battalion in French service, and four in the Spanish Swiss regiments 2nd "Alt" Reding and 6th Preux. When the French occupied Madrid, both regiments were coerced into French service. During the second French attack both of the Reding regiments came face-to-face and blazed away at each other. After the third French attack, the survivors of the 2nd and 6th Swiss regiments bolted *en masse* over to the Spanish lines. No longer trusted by either side, both regiments were quickly disbanded. Swiss policy about regimental deployment changed after the deadly Swiss against Swiss battle at Bailén.

ESPINOSA DE LOS MONTEROS - 10/11 November 1808

Historical Background

After the escape from Zornoza, Blake's army was still in trouble. Marshal Victor was pressing forward through the mountains and in position to cut off one of Blake's divisions under the command of Pedro Caro, Conde de San Romana, but Blake halted his retreat and turned to join Romana at Espinosa. The 23,000 Spaniards occupied a strong position. Romana's division, composed entirely of regular Spanish regiments, held the Spanish right flank. After defeating the Prussians in 1806, Napoleon demanded and received this division to garrison the Baltic coast area. Upon learning of Napoleon's invasion of Spain, the entire division boarded Royal Navy ships and returned to Spain to fight. On the first day of battle, they repulsed General Villatte's advance division of Victor's corps. When Victor arrived later in the day with the rest of his corps, he launched a second attack on Romana's division, but once again the French were driven back with heavy losses on both sides, including Romana himself, killed leading his troops.

Victor was no Napoleon, but he realized the day's attacks had forced Blake to weaken his center and left to shore up Romana's weakened division on the right. The following day Victor ordered Lapisse's division to attack on the Spanish left at Las Peñucas ridge. It was a fortunate decision. General Acevedo's division held this ground, but most of his troops were newly raised, inexperienced and untrained. After a short struggle, the Spanish left flank broke and fled. With Lapisse in firm control of the heights above Espinosa, Victor ordered a general advance and the Spanish army collapsed. After the battle over 8,000 Spaniards drifted away to return home rather than reform with Blake's shattered army at Reinosa.



Spanish Army

- Commander: Blake
- Command Rating: 3

French Army

- Commander: Victor
- Command Rating: 3
- Move First

Victory

- 7 Victory Banners

Special Rules

- The River Trueba is impassable.
- The Shallow Stream is fordable.
- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla card.

Somosierra - 30 November 1808

Historical Background

After success in the north, Napoleon marched on the Spanish capital of Madrid, but had to first push through Somosierra Pass in the Sierra de Guadarrama mountain range. The pass was defended by Don Benito San Juan's Spanish troops, who had been sent forward from Madrid. Both the terrain and troops constituted a formidable barrier to the French advance.

About 8A.M. on the 30th, Napoleon ordered forward the infantry of Ruffin's division, but their advance against a hail of cannon and musket fire, though steady, was too slow to suit Napoleon. He first ordered his 80-man personal cavalry escort to charge the guns, but most were killed or wounded, and the survivors retreated. Napoleon now ordered the Polish light guard cavalry to take the guns. The cavalry charge was made against the first enemy gun position and after a struggle, the guardsmen captured the battery. The Spanish musketry and cannon fire from the second battery could not stop the Poles and soon the second battery was also silenced. The surviving Poles then moved against the third battery, joined by the rest of the French cavalry, and together the last battery was taken.

It is not clear if Napoleon wanted the Poles to take just the first battery, or all the batteries, but the gallant charge can hardly be paralleled in the annals of military history. Immediately after the charge, Napoleon promoted the Polish light guard cavalry from the Young Guard to the Old Guard.



Spanish Army

- Commander: Don Benito San Juan
- Command Rating: 2

French Army

- Commander: Napoleon
- Command Rating: 4
- Move First

Victory

- 7 Victory Banners

Special Rules

- The French player scores a sudden death win if all three Spanish Artillery units are eliminated.
- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla card.

MEDELLIN - 28 March 1809

Historical Background

General Cuesta's army was retreating in the face of Victor's advance after being forced out of its defensive positions on the Tagus River. On the 27th of March, Cuesta's army was reinforced by the Duke of Albuquerque, and Cuesta decided it was time to fight. Cuesta's plan was to strike both French wings and hope to catch the French army with their backs to the Guadiana River. Victor was outnumbered, but had veteran troops who knew how to win, so he willingly deployed for battle. Victor's plan was to keep withdrawing his flanks closer and closer to the center until a powerful counter-attack could shatter the Spanish line.

Cuesta formed his infantry into one long, thin unbroken line since his greatest fear was that French cavalry could destroy his infantry if there were gaps in the line. At first, Cuesta's plan seemed to be working. Lasalle's position on the French left was at risk, but his men held on to their tenuous positions. Spanish infantry formations were also pushing forward against the French batteries on Latour-Maubourg's hill position. Latour-Maubourg flung his cavalry into a counter attack, but the cavalry was forced into a disorganized retreat. As the Spanish infantry threatened to capture the French guns, Latour-Maubourg ordered his reformed cavalry to attack again – this time against the Spanish cavalry covering the end of the infantry line. Events now unfolded quickly. The French cavalry charge succeeded and the Spanish cavalry fled the field, exposing the thin Spanish line to a devastating flank attack. Cuesta's left flank dissolved in panic. Lasalle and Villatte, seeing the opportunity, ordered a counter-attack that caught the right flank of the Spanish army between infantry to their front and cavalry to their flanks and rear. The result was a massacre. Entire battalions were destroyed as they tried to stand and fight, and the French cavalry showed no quarter in their pursuit of fugitives. Over 7,500 Spaniards became casualties. In the aftermath, Cuesta's shattered army retreated to Monasterio.

Spanish Army

- Commander: Gregorio de la Cuesta
- Command Rating: 4
- Move First

French Army

- Commander: Marshal Victor
- Command Rating: 3

Victory

- 6 Banners



Special Rules

- The Spanish player's Command Rating is reduced by 1 for each victory banner lost after the first, until the Command Rating reaches 2. Cuesta started over-confident but panic set in when the Spanish started taking losses.
- The Spanish infantry were hastily recruited and poorly trained. The Spanish infantry were not experienced in receiving cavalry which cut them to pieces. The first time a Spanish unit tries to form square it must roll 3+ on a D6 in order to succeed. Each successive time the score needed increases by 1. The fourth and subsequent attempts will only succeed on a 6.
- The Guadiana and Hortiga Rivers are impassable except at the bridge.
- The Spanish Guerrilla Action rule is in effect. The Spanish player starts with one Guerrilla card.

RIVER COA - 24 July 1810

Historical Background

After eliminating the garrison at Ciudad Rodrigo, Marshal André Masséna ordered Marshal Ney's 6th Corps to advance on the fortress of Almeida. Rather than retreat and cross the river as ordered by Wellington, Crauford courted disaster and chose to hold his bridgehead. Crauford and the French both wanted to control the narrow stone bridge which was the only way to cross the Côa for several miles.

In the early hours of July 24th, Ney pushed forward his entire force against Crauford's outnumbered Anglo-Portuguese Light Division. The first French attacks by Loison's Division were checked by intense musket and rifle fire. As the fight in the center raged, French light cavalry braved the fire of the guns of Almeida and charged forward, routing the left flank of Crauford's line.

With his line in danger of being rolled up, Crauford ordered an immediate retreat to the bridge. The Portuguese Cacadores and guns were first to cross the bridge while several British battalions held the French at bay. Soon these British units also fell back in good order across the river. Desiring a complete victory, Ney launched three disastrous assaults across the stone bridge, but all attempts failed to dislodge the British. That night Crauford withdrew toward Pinhel, leaving Masséna to lay siege to Almeida.



British Army

- Commander: Crauford
- Command Rating: 3
- Move First

French Army

- Commander: Marshal Ney
- Command Rating: 3

Victory

- 6 Banners

Special Rules

- Any ordered Anglo-Portuguese unit (regardless of strength) that exits the battlefield from the bridge hex will count as a Victory Banner for the British army. Exited leaders do not count for British Victory Banners.
- Anglo-Portuguese units cannot exit off the bridge hex when forced to retreat due to ranged or melee combat. Units must halt or remain on the bridge hex and lose one block for each retreat hex that cannot be taken. If the unit is eliminated, the French player receives one Victory Banner.
- The River Coa is impassable except at the bridge.
- The Fortress of Almeida is treated as a town. In addition, Anglo-Portuguese units on a Fortress of Almeida hex may ignore one flag. Anglo-Portuguese units in Almeida are considered to have all hex sides as front facing. British artillery in Almeida does not deduct one when firing out of a town. French units may not enter Almeida.
- The two hexes occupied at the start of the scenario by Portuguese Cacadores are steep hills. These function as normal hills except that an infantry or artillery unit on them may ignore one flag.

BARROSA - 5 March 1811

Historical Background

In early 1811, the French were engaged in a no-win siege against the Allies in the port of Cádiz. The French under Marshal Victor were not strong enough to reduce the port without a French sea blockade. After Soult drew off 8,000 of Victor's men for his invasion of Extremadura, the Allies saw an opportunity to raise the French siege using their sea power to land 14,000 British, Spanish and Portuguese troops on the coast south of Cádiz. If Victor remained in his siege lines, he would be trapped between Cádiz and the relief force. If he chose to fight the relief force, it would give the Cádiz garrison the opportunity to sortie and destroy the siege lines.

Victor soon learned of the Allied approach. He hoped to ambush the Allied column as they advanced, but the Allies advanced in strength and Graham's British division occupied Barrosa Ridge. Spanish General la Peña gave him a second opportunity, ordering the Spanish and British north now that communication had been established with Cádiz. A rearguard of several Spanish battalions remained on Barrosa Ridge.

Victor jumped at the opportunity and ordered Ruffin's division to attack the ridge with Leval's division advancing on his right. At the first sight of the French, the Spanish battalions bolted. Graham received news that the French were attacking and chose to disobey orders. While la Peña entrenched, Graham sent Dilkes' Guards brigade to retake the ridge and Wheatley's brigade to attack Leval. Dilkes' brigade came into contact with Ruffin's French battalions of infantry and grenadiers still advancing in column. The two forces engaged in a murderous firefight with British line firepower gaining the ascendancy. The gallant Ruffin was killed and his division retreated off the ridge. Meanwhile Wheatley's brigade advanced against Leval's division. Another firefight between a British line and French columns resulted in French defeat.

The Allies gave away the victory. Graham urged a new round of attacks to unhinge the French siege line – exactly what Victor feared would happen. General la Peña instead ordered a withdrawal back into Cádiz. Marshal Victor could not believe his good fortune and immediately re-established his siege lines. Other than confirming the valor of the soldiers on both sides, the battle had been a colossal waste of life.

British Army

- Commander: Graham
- Command Rating: 3

French Army

- Commander: Victor
- Command Rating: 3
- Move First

Victory

- 7 Banners



Special Rules

- The 11 Barrosa Ridge hill hexes serve as a Group Victory Banner objective for the side that occupies an absolute majority of these hexes at the start of its turn. Absolute majority means to occupy more of the hill hexes than your opponent. If your side occupies 1 hex and your opponent does not occupy any hill hexes, your side occupies the absolute majority. The Victory Banner is lost when a side no longer has absolute majority. The Victory banner may be gained or lost more than once by each side. At the start of the battle the Spanish player occupies 3 hexes of the hill group and starts the battle with one Victory Banner.
- The River is not fordable
- A Spanish leader may only command Spanish units, and Spanish units may only be commanded by a Spanish Leader or Graham.

ALBUERA - 16 May 1811

Historical Background

The Fortress of Badajoz dominated the southern invasion route from Portugal into Spain. The British had invested the fortress, but had few engineers and no siege train to speak of. The French were not idle. Marshal Soult set out toward Badajoz with a relieving force. Beresford, the temporary army commander, marched a force larger than Soult's to the small town of Albuera to meet the French. Beresford placed his army on the ridge behind Albuera, expecting to receive a frontal assault to split his army. Soult, however, formed most of his army behind the high ground opposite the Spanish on the right flank.

On the morning of May 16th, General Godinot's brigade attacked Albuera as a diversion, while Soult's main force moved unobserved across the Albuera River and delivered a flank attack upon Blake's Spanish contingent. The first Spanish unit attacked was Zayas's division, a veteran unit under a good commander. Though pounded by superior French forces, the Spaniards held until Stewart's British division arrived. Stewart threw Colborne's British brigade at the French flank and checked French progress, but none of Colborne's regiments were in square. French cavalry charged and virtually destroyed three of the four regiments. The rest of Stewart's division went into line behind the embattled Spaniards. The French made a fatal pause to allow a fresh division to come forward. Zayas's survivors drew off under no pressure. Now a solid line of British muskets awaited the French columns that had been successful against Zayas. As the fresh French and British formations met, both did fearful execution to each other at close range, British line fire prevailed, causing the battered columns to retreat. French reserves (Werle's division) advanced toward Stewart's remnants, but help was coming. Sensing disaster, General Cole advanced his British division without orders. His action won the battle, as British line fire triumphed over the French columns, but again at a high cost in British casualties. Soult could see Harvey's fresh Portuguese division advancing, and with no more fresh troops available, ordered a French retreat.

Although considered a British victory, when Wellington heard he had lost almost 6,000 irreplaceable British soldiers, he was reported to have said, "Another such battle will ruin us."

British Army

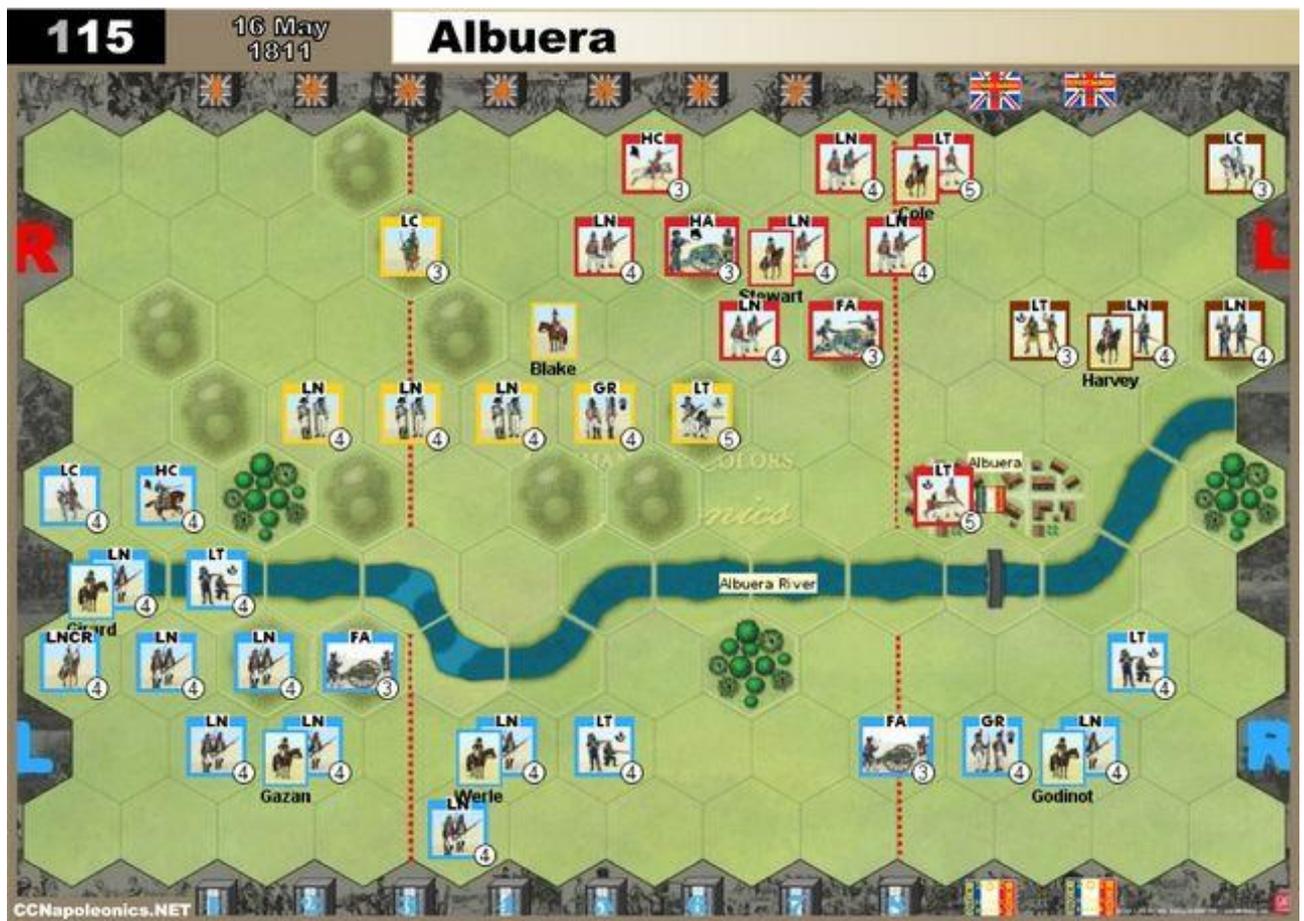
- Commander: Beresford
- Command Rating: 3

French Army

- Commander: Soult
- Command Rating: 3
- Move First

Victory

- 8 Banners



Special Rules

- Albuera town hexes are Victory Banner objective hexes for the French player. If a French unit occupies either town hex at the start of the French player's turn, the French player gains one Victory Banner. As long as the French unit remains on the objective hex, the French player retains the Victory Banner. If it moves or retreats off or is eliminated, the banner is lost. The French player can gain or lose this Victory Banner more than once.
- The entire Albuera River is fordable. In addition, at all ford hexes, a unit or leader's movement is not stopped.
- Replace the British Leadership special order card with a Guerrilla Action card.
- Stewart's Folly. Once per game, at the start of his movement phase, the French player may declare "Stewart's Folly". During that turn, the British player may not form square, nor may he play a First Strike command card if he has that card in his hand.
- A Spanish leader may only command Spanish units, and Spanish units may only be commanded by a Spanish Leader.

Vitoria - 21 June 1813

Historical Background

1813 was the year the balance of power swung in the Allies' favor in Spain. Wellington's army received substantial reinforcements from England. Napoleon drew large numbers of veteran troops from Spain to rebuild after the disastrous 1812 campaign. Wellington's Allied army advanced through the mountains into the North East of Spain, outflanking the French armies of Joseph Bonaparte and forcing them toward the French border. Joseph, encumbered by a massive baggage train, had fallen back to Vitoria to await General Clausel and reinforcements. Joseph unwisely deployed to the west of Vitoria. The defensive terrain was good, but he had only a single route of retreat through the pass and that massive baggage train was in the way. Army morale was suspect.

Wellington determined to strike at four vulnerable areas in Joseph's line and destroy the French army before Clausel's arrival took away his numerical superiority. The first attack was conducted by Major General Hill's corps and a Spanish Division against the French left flank. Kempt's Light Division was to cross the Zadorra and extend the British line. Two divisions, including Picton's, were to engage the French right flank, and two more divisions under Graham were to attack across the Zadorra north of Vitoria to block the retreat route.

Hill's attack slowly pressed the French back, and Kempt's division crossed the unguarded intact bridges on the Zadorra to aid the attack. Picton's divisions were late joining the fight, but luck was with the British. Hill's attack attracted virtually all of the French reserves. When Picton's divisions engaged, they made good progress, and the entire French army was pushed back into an ever-shrinking area. Over seventy guns on each side engaged in the largest artillery duel seen in Spain as the Allied infantry continued to press forward. By 4 P.M. the French were beaten, and Joseph's order to retreat turned into a full-fledged rout as the troops heard the sound of battle near their escape route through the pass.

The entire French army was saved from destruction by two events. First, terrain and fanatical French resistance prevented Graham from blocking the retreat path. Second, the Allied army dissolved into a horde of looters as they came upon the riches of the baggage train, effectively ending pursuit. As it was, Joseph's army suffered 8,000 casualties and lost all of its artillery and stores in addition to the baggage train.

British Army

- Commander: Wellington
- Command Rating: 4

French Army

- Commander: Joseph Bonaparte
- Command Rating: 2

Victory

- 9 Banners



Special Rules

- Move First. At the start of the battle, each player simultaneously selects and reveals one Command card from their respective hands. The card each player selects will be the card that each player must use on his first turn. The side that will move first is the side with the card that orders the lowest printed number of units. Counter-Attack, Elan, First Strike, Leadership and Rally Tactic Cards cannot be played. Remaining Tactic Cards are assumed to order the maximum number of allowable units. If a tie, the British player moves first.
- The Spanish Guerrilla Action rule is not in effect.
- The River Zadorra is not fordable.

LINDENAU - 16 October 1813

Historical Background

Count Ignác Gyulay's Austrians were on the left bank of the Pleisse River, to the west of Leipzig. Although ordered to attack, the main intent of his demonstration was to take pressure off the fighting on the right bank and possibly draw off some French reserves. For Napoleon, Lindenau was the only plausible withdrawal route for his entire army, yet the Allies did not grasp the obvious, and chose not to reinforce Gyulay. At 5AM the Austrians moved against Henri Gratien, Comte Bertrand's prepared French IV Corps. This corps had been in action since August and had been much weakened, but the soldiers now fought like veterans. A short cavalry clash sent the French cavalry screen back, but the Austrian cavalry could not overrun the French earthworks. Around 10AM Austrian artillery was moved into position on the heights and began to bombard the French earthworks, but with little effect. The Austrian infantry, by this time, had pushed the French back to Plagwitz and Lindenau, and for a short time had even gained part of the villages. A renewed French counter attack, supported by reinforcements, expelled the Austrians and drove them back to almost where they had started the battle.



Austrian Army

- Commander: Count Ignác Gyulay
- Command Rating: 3
- Move first

French Army

- Commander: Henri Gratien, Comte Bertrand
- Command Rating: 2

Victory

- 6 Banners

Special Rules

- Prior to the game commencing, both players may move any or all of their leaders up to their movement allowance.
- Command cards:
 - The French start the game with: 1 x Bayonet Charge, 1 x Rally, 1 x Leadership
 - The Austrians start the game with 1 x Battle Back Revenge, 1 x Bayonet Charge, 1 x Bombard, 1 x Rally, 1 x Leadership
 - The Cavalry charge cards are removed from the deck.
- The Allied player gains 1 Temporary Victory Banner each at the start of the turn for occupying Lindenau and the bridge.
- At the start of each turn prior to playing a Command card, the French player will make a reinforcement roll. Reinforcement roll is with 3 dice. The symbols and number rolled will determine the reinforcement unit that may be placed onto the bridge hex. The bridge hex must not have a unit on it for the reinforcement unit to be placed.

Three dice Reinforcement roll:

- 2 Infantry symbols = one Line Infantry unit
 - 3 Infantry symbols = one Light Infantry unit
 - 2 Cavalry symbols = one Light Cavalry unit
 - 3 Cavalry symbols = one Heavy Cavalry unit
 - 2 Artillery symbols = one Foot Artillery unit
 - 3 Artillery symbols = one Horse Artillery unit
- The Stream and Pleisse River are fordable.

QUATRE BRAS - 16 June 1815

Historical Background

Napoleon Bonaparte's surprise march placed his army squarely between Blucher's Prussians at Ligny and Wellington's Anglo-Allied army assembling around Brussels. Napoleon concentrated most of his strength against Blucher, but ordered Ney and the II Corps to capture the vital crossroads of Quatre Bras to deny Wellington the chance to reinforce Blucher. Ney procrastinated and his attack did not get underway until two in the afternoon. The delay allowed Wellington to bring fresh allied troops to support the Dutch-Belgians and the Nassau Brigade that were thinly deployed south of the crossroads.

The initial French advance was greeted with musket volleys, but the outnumbered Allied troops were forced back. The Allied units in the wood, however, managed to hold. Facing three infantry divisions and a cavalry brigade, the Allied situation was fast becoming desperate, but additional troops kept arriving and Wellington, now in command, directed them to key positions on the battlefield.

Ney realized that the numerical balance was shifting in favor of the Anglo-Allies and that he could only capture and hold Quatre Bras by a desperate move. He ordered General Kellermann to lead his cuirassier brigades forward and break through Wellington's line. The cuirassiers managed to reach the crossroads, but were driven back by close range artillery and musket fire. The arrival of the British Guards Division late in the day gave Wellington sufficient strength to launch a counter-attack that forced the French to give up all of their hard fought territorial gains.



British Army

- Commander: Initially Prince William of Orange-Nassau and then Field Marshal Arthur Wellesley, Duke of Wellington
- Command Rating: 3 for the first 6 turns and then 4.

French Army

- Commander: Marshal Ney, Prince de la Moskowa
- Command Rating: 3 (he would normally be rated better than the Prince of Orange but he just wasn't on form this day!)
- Move First

Victory

- 8 Banners

Special Rules

- The French player gains 2 Temporary Victory Banners at the start of the turn, if Quatre Bras is occupied.
- The entire stream is fordable. In addition, a unit or leader's movement is not stopped when moving onto a stream hex.
- Allied units are Nassau (Green), Brunswick (Black) and Dutch (Brown). Brunswick LC have 4 blocks and count as Lancers until they lose their first block in melee combat.
- The British replace the Impetuous Cavalry command card with a second First Volley card.
- The Grand Battery rule may not be used.

Reinforcements

All reinforcements arrive immediately for both sides when a French unit comes within 5 hexes of the British edge or a British unit (including allies) comes within 3 hexes of the French edge.

- The British place 2 x GG and 1 x FA anywhere in the orange hexes.
- The French place 2 x CU and General Kellermann anywhere in the green hexes.

Historical Note

This scenario has been inspired by William Barnes Wollen's painting: Black Watch at Bay. To this end the French lancers have been added and one of Picton's units upgraded to GR to represent the highlanders.

The crossroads was vital so now the French must capture it in order to win.

Kellermann's Cuirassiers and Cooke's Foot Guards are no longer available at the start of the battle.



WATERLOO - 18 June 1815

Historical Background

Napoleon retained his strategic brilliance, placing his army squarely between the Prussian and Anglo-Allied armies on June 16th. His tactical genius was fading. He allowed an entire corps to countermarch aimlessly on the 16th, deny him the opportunity for a decisive victory either at Ligny or Quatre Bras. Instead, at the end of the day the beaten Prussians escaped at Ligny and Wellington still held the crossroads at Quatre Bras. On the 17th Napoleon turned his main strength towards the British, after detaching Grouchy with two corps to pursue the retreating Prussians and prevent them from uniting with Wellington. A massive storm drenched the area on the 17th as Napoleon advanced upon the Anglo-Allied army that was deploying for battle in front of Mount Saint Jean. The 18th dawned clear, but the rain-soaked ground still made maneuvering cavalry and artillery difficult, so Napoleon delayed the start of the battle, waiting for the ground to dry. Wellington fielded an Anglo-Allied army of 50,000 infantry, 11,000 cavalry and 150 guns. In front of his line, there were three strong positions; the château of Hougoumont, the hamlet of Papelotte and the farmhouse and orchards of La Haye Sainte. Many of his veteran regiments from Spain had been sent to Canada and the United States to fight the Americans. Napoleon's army consisted of 48,000 infantry, 14,000 cavalry and 250 guns. Many of these troops were veterans of at least one campaign. It was about 11AM before Napoleon gave battle with artillery salvos and ordered the initial assault against Hougoumont. The battle of Waterloo is well documented, and rather than skim through the account, it is recommended that players take advantage of the numerous sources available and enjoy reading about this epic struggle between two of the greatest commanders in history.

British Army

- Commander: Field Marshal Arthur Wellesley, Duke of Wellington
- Command Rating: 4

French Army

- Commander: Napoléon Bonaparte
- Command Rating: 4
- Move First

Victory

- 8 Banners



Special Rules

- The Walled Farm terrain hex effect has been updated to allow a unit on a Walled Farm hex to ignore one flag. Hougoumont, La Haye Sainte and Papelotte are Walled Farms.
- The three Walled Farm hexes are Victory Banner objective hexes for the French player. If a French unit occupies an objective hex at the start of the French player's turn, the French player gains a Victory Banner. As long as the unit remains on the objective hex it will count as a French Victory Banner. If it moves off or is eliminated, it no longer counts.
- Use brown blocks for the Nassau (Green), Brunswick (Black) and Dutch (Brown) units. Use the Portuguese National Unit Reference card for the Allied troops. Line infantry units will retreat 2 hexes for each flag.

Reinforcements

The Allies player rolls 2 dice at start of each of his turn. For each INF symbol, the timeline for the Prussian arrival, increase by 1. When the timeline reaches 8, the Prussian reinforcements arrive.

The Prussian Force consists of 2 x LN, 2 x RI, 2 x LC and one LDR (Blücher). They get 1 Iron Will Card. The Allied player must setup all units and Blücher in any of the white marked hexes of the French right flank. These white hexes are considered to be the Prussian friendly map edge hex. Prussian leaders may only command Prussian units and Prussian units may only be commanded by Prussian leaders. All Prussians which are ordered during the turn they are set up are considered to have moved one hex to enter the board.

BIG WATERLOO - 18 June 1815

British Army

- Commander: Field Marshal Arthur Wellesley, Duke of Wellington
- Command Rating: 4

French Army

- Commander: Napoléon Bonaparte
- Command Rating: 4
- Move First

Victory

- 16 Banners

Special Rules

- Hougomont, La Haye Sainte and Papelotte are Walled Farms which allow a defending unit to ignore one flag.
- The French player gains 1 Temporary Victory Banner at the start of the turn, for each of the walled farm hexes occupied.
- Allied units are Nassau (Green), Brunswick (Black) and Dutch (Brown).
- The stream is fordable.
- The French player gets one extra CP each turn.
- The Allied player gets one extra CP each turn to use on non-Prussian units and if Blücher is on the table one extra CP each turn to use on Prussian units.

Reinforcements & Reserves

Prussian

The Allies player rolls 2 dice at start of each of his turn. For each INF symbol, the timeline for the Prussian arrival is increased by 1. If the timeline reaches 8, the Prussian reinforcements arrive.

The Prussian force consists of 2x LN, 2x RI, 2x LC, 1x HA and 1x LDR (Blücher) and 2 Iron Wills. They will enter on any hex marked with a dark blue star which counts as first hex of movement.

On the turn the reinforcements arrive, the Allied player may setup all units and Blücher. They will be automatically ordered. Alternatively the allied player may keep some of the units of table in reserve in which case they enter in the same way as other reserves.

French

French reserves consist of 4x LN, 1x LC, 1x OG, 1x MG, 1x YG, 1x GHC, 1x GLC and 1x LDR. They will enter on any hex marked with a light blue star.

Allied

Allied reserves consist of 2x LN and 1x LC. They will enter on any hex marked with a black star.

Reserves

These may enter the table on any turn. They must be ordered and will enter on a star which counts as their first hex of movement.

Hougoumont (18 June 1815)

Historical Background

At Waterloo, Wellington had little choice but to occupy Hougoumont, for it would prevent the French from gaining the heart of the British position along the ridgeline. In fact, Wellington came close to losing the battle by under garrisoning Hougoumont.

Opposite Hougoumont stood General Foy and Jerome Bonaparte with three divisions of the French II Corps. The initial attack began around 11:30 AM. The first assault met resistance, but the French infantry forced their way into the woods. As they came out on the other side, they were forced to fall back from the intense fire from the buildings and walled garden. The second assault gained a small lodgement, but the attackers again were driven back. A third attack breached the gate of the walled farm, and only the heroics of local Guards commander Lieutenant-Colonel James Macdonell and a small force succeeded in closing the gate and wiping out the attackers. Despite the success of the defenders, the crisis was not over yet, for Foy's Division joined the attack around 1 PM and gained the orchard. The Scots Guards then counter attacked from the ridge and drove the French out of the orchard. The orchard was attacked again in the late afternoon, but the British had reinforced the position and the attack again failed. The battle for Hougoumont was all but over by 7 PM.

British Army

- Commander: Field Marshal Arthur Wellesley, Duke of Wellington
- Command Rating: 4

French Army

- Commander: Napoléon Bonaparte
- Command Rating: 4
- Move First

Victory

- 8 Banners

