FLEURUS 1794
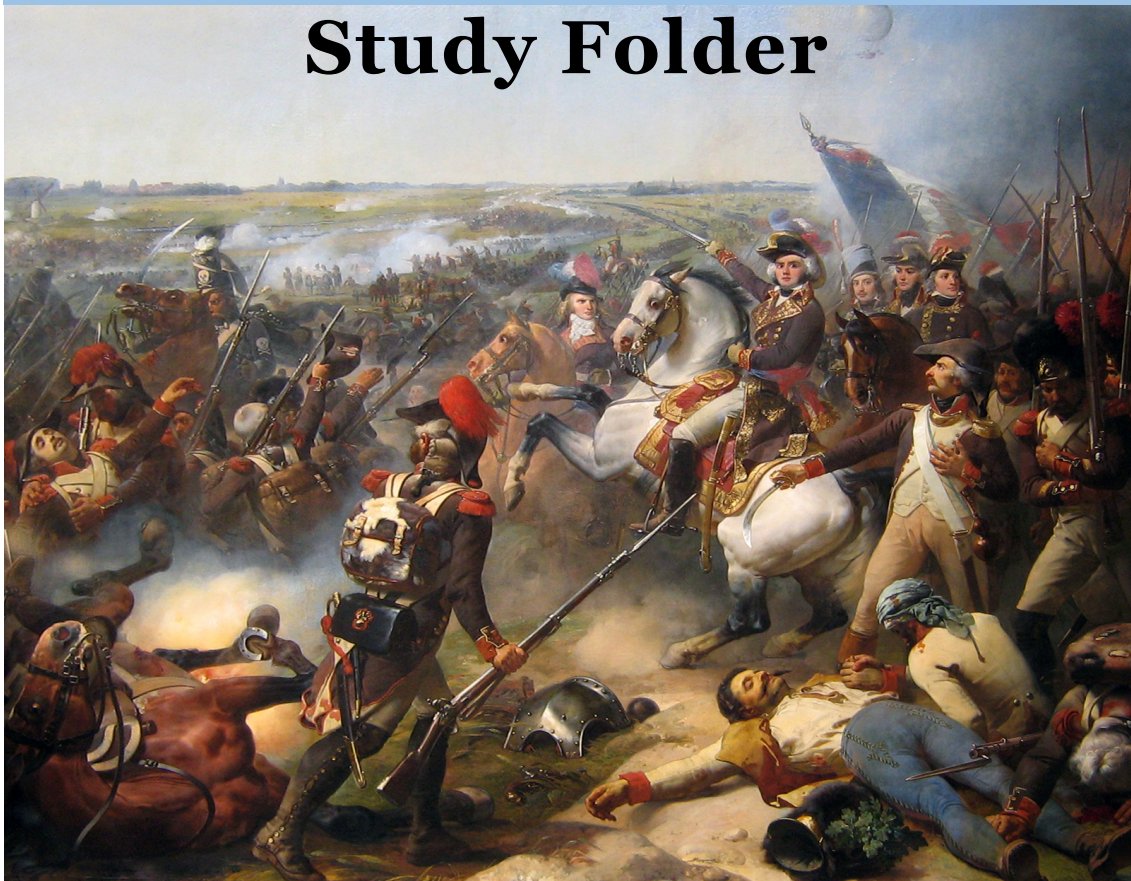
THE BATTLES OF FLEURUS AND MONT ST. JEAN, JUNE-JULY 1794

Scenario Information, Historical & Design Notes

Study Folder

OPERATIONAL STUDIES GROUP

FLEURUS 1794

ADDITIONAL COMPONENTS NEEDED FOR PLAY:
This Game Module requires the following components
from *Napoleon's Last Gamble* and *Expansion Kit*, also
available from OSG: North Map, South Map, SX Map,
and both Card Decks.

25.0 SCENARIOS

As the war dragged on toward its third summer, the ar-
mies of Revolutionary France faced a coalition of Aus-
trian, British and Dutch forces in the Austrian
Netherlands (Belgium). The *levée en masse* had given
the French Republic superiority over its enemies, with
750,000 men under arms. Despite this, the French had
been unable to make much headway.

France deployed three separate armies: the *Armée du
Nord, Armée de la Moselle* and *Armée des Ardennes*.
Cooperation between army commanders was very bad,
and during the spring and early summer the less numer-
ous professional armies of the Coalition won a string of
minor victories. By late June the focus of the campaign
was on French attempts to take the fortress city of Char-
leroi and open the road to Brussels. The outcome would
be decided in the next few days.

25.1 Scenario Information

Fleurus 1794 includes four different scenarios depicting
the battles of Fleurus and Mont St. Jean. Players select
a scenario, and then refer to the Initial Set-Up Cards
(25.2) and the appropriate section, below, for specific
scenario information for each battle:

27.0 Fleurus: Day of Battle, 26 June.
28.0 Fleurus: Approach to Battle, 25-26 June.
29.0 Mont Saint Jean, 6-7 July.
30.0 Charleroi Campaign, 25-28 June.

25.11 Turn Record Cards (TRC): A TRC is provided
for each battle. The Game-Turn marker is placed on the
turn designated as the Scenario Start.

25.12 One-Day Scenario: Players are encouraged to
begin by playing the Fleurus Day of Battle (DoB) sce-
nario.

25.13 Two-Day Scenarios: Players can choose to play
the Fleurus Approach to Battle or Mont St. Jean (two-
day) scenarios, or the Charleroi Campaign (four-days).

25.14 Coalition Nationalities: The Coalition Player
controls units of the following nationalities: • Austrian
(white) • British (red) • Dutch (green) • Hanoverian
(salmon) • Hessian (dark gray).

25.15 Coalition Units with Mixed Nationalities: The
brigades of Riesch and Frenelle contain Austrian and
Royalist French troops. The brigades of Hammerstein
and Würm contain Hanoverian and Hessian troops.
Linsingen's brigade contains Hanoverian and British
troops.

25.16 Coalition Commanders: Coburg is the Coalition
Army Commander, and he may place any officers and
units of the Coalition Army in command. William is the
Commander of the I Column, and he may place only
the officers Waldeck and Frederik (and units belonging
to their formations) in command. The Duke of York is
the Anglo-Hanoverian Army Commander, and he may
place only the officers and units belonging to that army
in command.

25.17 Non-Cooperation: Units that form part of the
Anglo-Hanoverian Army cannot stack or combine in an
attack with non-Anglo-Hanoverian units. If units from
different Coalition armies are adjacent to a single
French unit (or stack) only one of them can be subject
to 10.31. The other stack(s) remain "in contact." The
Anglo-Hanoverian Army includes British, Hessian, and
Hanoverian troops. Non-Anglo-Hanoverian units are all
Austrian and Dutch units.

25.18 French Division Abbreviations: The divisional
designations on the French counters are as follows:
Left Wing: Dhm = Duhesme, Mnt = Montaigu, Dau =
Daurier, Müll = Müller. **Right Wing:** Mrc = Marceau,
May = Mayer. **Center:** Chm = Championnet, Mor =
Morlot. **Reserve:** Hat = Hatry, Dub = Dubois. The Coa-
lition army has no divisions. The Coalition may not use
divisional stacking (3.22) or Divisional Initiative (6.34).

25.2 Setting Up the Scenarios

All units set-up as Hidden Forces (8.2). All reinforce-
ments are in supply upon entry.

25.21 Initial Set-Up: The Units to set-up are listed on

the Initial Set-Up Cards. The First Player (26.5) sets up first. The Initial Set-Up specifies the location for each unit. This may be modified by Mode Cards (24.5). If no hex number or arrival time is shown on the Initial Set-Up Card, the units are not placed in the PEU box, but are out of play; if ALT see (25.51). "Composition" and "Comments" are for historical interest only.

25.22 Hex Numbers: The hex numbers show where units were historically located at the start of each scenario. Place all combat units and leaders directly on the map in the hexes specified. The set-up may include overstacked hexes. Make sure to observe stacking limits on your first move.

25.23 Reinforcements (19.1), (25.5): Reinforcement arrival times listed on the TRC may be modified by the play of Arrival Cards (24.7). If a formation designation follows an officer's name, all units of that formation arrive on the same turn. If a division (Div) is listed, all units of that division arrive on the same turn.

25.24 Pontoon Trains: There are *no* Pontoon Trains.

25.25 Baggage Trains: All baggage trains set-up within **[7]** hexes of any unit in their respective formation, or enter as reinforcements (25.26) unless otherwise specified. Each formation has its own dedicated baggage train. In the Coalition I Column, the left and right wings each have their own officer (Waldeck and Frederik) but there is only one baggage train that provides supply for the entire I Column.

25.26 Train Reinforcements:

  • If a train is mentioned in the reinforcement schedule it enters as specified.

  • If a formation arrives as a reinforcement during a single turn, the trains arrive behind all combat units.

  • If a formation arrives over several turns, the trains arrive at owner's choice of time.

  • If part of a formation sets-up on map and part arrives later as a reinforcement, trains set up or arrive with either group at owner's choice.

25.27 Leaders: Leaders set-up in the hex specified, or, at owning player's choice: Commanders may set-up with any Friendly force—officers in any hex containing units of their formation—in supply and not in an EZOC. Leaders ignore Mode Cards unless specifically mentioned.

25.28 Vedettes: Vedettes may be deployed at the beginning of a scenario at the owning player's choice, anywhere within *three* hexes of their parent unit (not in an EZOC). The *second* player deploys any/all of his available vedettes first, then the *first* player deploys. Cavalry parent units for deployed vedettes are placed in the Holding Box.

25.3 Demoralization Markers
Demoralization Markers for the French, Dutch and Anglo-Hanoverians are provided with this game. Demoralization Markers for the Austrians are provided on the "Utility Marker Sheet" which is available separately from OSG.

25.4 Scenario Information Detail
The following information is provided in 27.0—30.0:

25.41 Duration: The game ends with the completion of the last turn specified under "Duration," or may end immediately when all of the formations belonging to one side are demoralized and/or have exited. The Level of Victory still has to be determined (26.2).

25.42 Mode Cards at Start: Specifies the number of Mode Cards to draw on the first turn only.

25.43 Remove Cards From Deck: Remove specified number of cards from card decks (24.2). See separate list of "Cards Removed From Deck" per scenario.

25.44 Bonus Cards: On the second turn of each scenario (and at the beginning of each *day* thereafter, for longer scenarios) each player draws a number of Bonus Cards specified for that battle.

25.45 Alternate Reinforcements (ALT): See (25.51).

25.46 Special Rules: Rules that apply only to this scenario. The 1794-Specific Rules (25.7) apply to every scenario of *Fleurus 1794*.

25.47 Victory Conditions: Victory Points (26.1) are awarded for control of locations on the map. Certain VP locations that *do not* count in a scenario may be listed.

25.5 Reinforcements
Reinforcement units (19.1) are listed on the Turn Record Cards. Reinforcements enter at the map-edge hex specified on the Turn Record. All units of the formation enter on the same turn unless listed separately, subject to card play, or depending on size of formation for multi-hex forces (25.53). When a division is listed, all units with that divisional designation arrive on the same turn.

25.51 Alternate Reinforcements (ALT): Alternate Reinforcements are listed in the Scenario Information by group number. One numbered group of friendly ALT Reinforcements appears for each Alternate Reinforcements Card (No. 29) played. ALT groups must appear in order of priority starting with #1. Each time an ALT group enters, the enabling card is *removed from play* after being scored. ALT groups enter at reinforcement entry hexes or as noted. In some cases they are accelerated reinforcements that appear on the TRC, arriving earlier than scheduled.

If not using the cards—roll *two* d6 during the Command Movement Segment of every Recovery Turn: on a result of 2 or 3, you may enter the next group of Alternate Reinforcements listed; if you roll a 4–12, there is no result. If you roll a 2 or 3, your opponent can roll 2d6 to delay the alternate reinforcements by one turn; the attempt is successful if he also rolls a 2 or 3.

25.52 Hidden Reinforcements: All Reinforcements enter the map as Hidden Forces. Vedettes may enter instead of their parent LC units.

25.53 Off-Map Reinforcements: For multi-hex forces, prior to entry, all additional stacks after the first are deployed off-map in a column (*see Glossary*), beginning with the leader at the front of the column, and ending with the baggage train. Reinforcements can enter in Road March at the owning player's option (19.2).

25.6 March Orders

One March Order per player may be issued prior to the start of any scenario, to any friendly force in play on the map, *if* a friendly Commander is on-map at the start of the scenario (20.1). Scenario instructions may modify this amount.

25.61 Pre-Programmed March Orders: The Special Rules may specify mandatory pre-programmed March Orders (see also 26.32). These orders represent historical conditions limiting a leader's freedom of action. They can be removed according to 20.23. One March Order can be changed at night (20.42).

25.62 Late Start Mode Card: If you want to change one of those pre-programmed March Orders and you drew a Late Start Mode Card, you'll need to wake up first. A "sleeping" leader moves with his units. NOTE: The Late Start Mode Card also allows many other kinds of delays to be represented.

25.7 1794-Specific Rules

25.71 Weather: The weather rules (23.0) do not apply in *Fleurus 1794*. The weather is considered to be Fair throughout all scenarios (no effect).

25.72 Recovery Turns: Recovery Turns (22.12) occur at 6 AM, 9 AM, 12 Noon, 3 PM, 6 PM and Night PM.

25.73 Demoralization Awards: As per 26.13, **[4]** VPs are awarded for each demoralized French Formation or each Coalition Column or Anglo-Hanoverian Division. EXCEPTION: The two separate wings of the Coalition I Column (IL, IR) are *each* worth **[4]** VPs.

25.74 Coalition Supply Sources: Units belonging to the Anglo-Hanoverian Army may only receive supply from Supply Sources labelled "A" on the map. All other Coalition forces may receive supply from any Supply Sources labelled "A" or "P" on the map.

25.75 Destroyed Bridge: The bridge in hex SX1410 is considered destroyed and is ignored in all scenarios.

25.76 Charleroi: The red line on the map surrounding Charleroi denotes the city's fortifications. Each hex of the city within the red line – SX1409, 1509, 1510 – is treated as a Chateau (15.2). Charleroi can be entered by units of either side only via road/trail hexsides, but friendly units are prohibited from entering if *any* hex within the city contains an enemy unit. In addition, all Combat and Bombardment across red line hexsides is prohibited.

NOTE: Although Charleroi's fortifications had fallen into disrepair by the time of the 1815 campaign, in 1794 they posed a formidable obstacle to any attacker and the city managed to withstand several sieges before it was finally taken.

25.8 Team Play

If playing with three players, the French player assumes the role of Jourdan; and the Coalition players represent Coburg and William. The Commanders control their historically-associated formations (25.16).

25.81 Communication Between Players: Players may *not* freely discuss their plans, tactics or strategy unless the Commanders they represent are within *four* hexes of each other.

25.82 Aides-de-Camp: Written notes may be passed between Coalition players. One message per player may be dispatched every friendly Command Phase.

25.83 Objective Hexes: Only place names, not hex numbers, may be specified as objective hexes.

25.84 Arrival Time: Written notes are dispatched in the Friendly Command Phase and are received during a later Friendly Command Phase. Travel times between leaders are as follows:

- on the same map section—*three* complete Turns
- from one map to the other—*six* complete Turns

26.0 VICTORY CONDITIONS

Victory is awarded to the player or team with the most Victory Points at the end of the game, or according to the ratio of each player or team's VP total (25.85).

26.1 Victory Point Awards

Victory Points (VPs) are awarded for Enemy Combat Strength Points eliminated, Enemy Corps Demoralized, etc. If playing a campaign scenario, calculate victory point awards at the end of each individual battle.

26.11 Determine VP Totals: VPs are awarded for…

- a) Enemy Combat SPs Eliminated (26.12)
- b) Enemy Corps Demoralized (26.13).
- c) Captured Enemy Baggage Trains (26.14).
- d) Controlled Hexes & Improved Positions (26.15)
- e) Total VPs of cards you have played (26.16)
- f) Leaders in a town through the Night (26.17)

g) Captured Commanders (26.18)

h) Units that have exited the map (26.31)

26.12 Total Combat SPs Eliminated:
At the end of play, total the losses in SPs of both sides, including the total SPs in the PEU, Unrecovered and Recovered boxes. Don't count SPs in the Full Strength Holding Box. Subtract the smaller from the larger total. The side losing the least SPs receives VPs as follows:

Difference	VP Award	Difference	VP Award
0-4	0 VPs	20-24	4 VPs
5-9	1 VP	25-29	5 VPs
10-14	2 VPs	30-34	6 VPs
15-19	3 VPs	35-39	7 VPs etc.

When calculating Total Combat Strength count the unit's Full Strength. EXCEPTION: For units *starting* the scenario at Reduced Strength, use reduced strength.

26.13 Enemy Corps Demoralized: Players receive **[4]** VPs for each enemy Corps demoralized at the end of play.

26.14 Captured Baggage Trains: Players receive **[2]** VPs for each Enemy Baggage Train captured (18.14).

26.15 Control: Players receive **[4]** VPs for each *Enemy* Supply Source and **[1]** VP for each *Enemy* Improved Position controlled at the end of the scenario. Each Player also receives the number of Victory Points printed on the map for each VP hex he controls.
EXCEPTIONS:
 • The Scenario Victory Conditions may specify certain VP hexes that do *not* apply in that scenario.
 • If a player begins the game in control of an enemy Supply Source, no VPs are scored for it.
 • VPs are not scored for the occupation of enemy Supply Sources by Reinforcements that enter there.
 • Gray triangle VP hexes on the Southern Expansion (SX) Map are treated the same as regular VP hexes.
The four hexes – SX0608, 1409, 2006, 2712 – have a value of 5 VPs each.

To be considered in control of a hex, a friendly Combat Unit *In Supply* must physically occupy the hex, or be the last Combat Unit to have occupied or moved through it. An occupying unit that is Out of Supply at the moment it enters or moves through a hex does not control that hex. To indicate the control of a hex, place a control marker of the appropriate side in the hex.

26.16 Cards: Add or subtract the VP Value of *each card* you have played during the game, if that card's event was actually used, as specified on the card. VPs of cards are tallied during the Night AM Card Segment (2.2A.3) before the cards are reshuffled (24.23).

26.17 Leader in a town throughout the Night: Each player receives **[1]** VP for every friendly Leader who remains in a town or a chateau all night.

26.18 Capture of Commanders: A player receives a number of VPs for each captured *Commander* equal to that Commander's Command Rating.

26.2 Levels of Victory
At the end of the battle the total of Victory Points achieved by the two players is compared as a ratio (French: Coalition) to determine the level of victory— Marginal, Tactical, or Strategic. Divide the French by the Coalition VP total.

26.21 Find VP Ratio:

1 to 2 or less	Coalition Strategic
1 to 1.5 / 1 to 1.99	Coalition Tactical
1 to 1 / 1 to 1.49	Coalition Marginal
1.01 to 1 / 1.5 to 1	French Marginal
1.51 to 1 / 2 to 1	French Tactical
More than 2 to 1	French Strategic

26.22 When Total of VPs is Zero: Convert scores of "0" to "1" in order to calculate VP ratio.

26.3 Exiting the Map
Either Player may choose to exit his units by playing the "General Retreat" card.

> If not using the cards, the Phasing Player may declare a General Retreat (20.5); the objective may be any supply source of the same army.

Either Player's forces may exit at any Friendly Supply Source hex, at any Friendly exit arrow, and may also exit where Enemy units have previously exited. The exiting unit pays the Movement Point cost of the hex it is leaving once again. Exited leaders may *not* reorganize units. Units that voluntarily exit the map cannot be returned to play (unless listed as ALT Reinf.) and are *not* considered eliminated for Victory Point (VP) purposes. Units forced to *retreat* off the map are eliminated (12.34).

26.31 VP Award: If he makes a "General Retreat" the Exiting Player receives **[4]** VPs for exiting each friendly baggage train, and **[1]** VP for every five combat units exited. EXCEPTION: The *total number* of friendly combat units that count for VP purposes may not exceed the total number of enemy combat units eliminated. EXAMPLE: The French lost 27 units with a total strength of 100 SPs. The Coalition lost 30 units totaling 90 SPs. Difference=10; award 2 VPs to the Coalition (26.12). The French exit 32 units, but only 30 count; award them 6 VPs.

26.32 Exit by March Order: A force may be assigned a March Order to exit the map. If a General Retreat has been declared, these forces garner **[1]** VP for every five combat units exited *(Exception at 26.31 applies)*.

26.33 No Award: Even if you do *not* declare "General Retreat" nor play the "General Retreat" card, you may choose at any time to exit individual units to prevent

their destruction, either at the Friendly Supply Sources or Friendly exit arrows, but you receive no VPs, and they cannot be returned to play.

26.4 Minimum Loss
The Player receives **[2]** VPs if the total of eliminated SPs in the Friendly PEU + Unrecovered + Recovered boxes at the end of the game is zero.

26.5 First Player
The First Player sets-up first. The Coalition Player is First Player in the Fleurus and Charleroi Campaign scenarios. The French Player is First Player in the Mont St. Jean scenario.

27.0 FLEURUS: DAY OF BATTLE
Jourdan's Triumph, 26 June 1794

27.1 Introduction
Following the surrender of Charleroi, Jourdan prepared to face Coburg's approaching army. It was risky to fight a battle with a river at his back, but Jourdan was confident that his superior numbers and the strength of his position would clinch the victory. Coburg's strategy was unconventional, as his army of 50,000 was about to attack an army 70,000-strong. The Coalition attack began at dawn, and the French were steadily pushed back towards the Sambre. The fighting was fierce, but Coburg's outnumbered troops could not deliver a knock-out blow. As evening approached the Coalition commander decided to break-off the battle and withdraw. In the end, Jourdan's judgement had proved correct, but it had been an extremely close thing and the result could have gone either way.
27.11 Duration: 26 June, 6 AM – 8 PM.
27.12 Mode Cards at Start: 1 French, 1 Coalition.
27.13 Bonus Cards, Turn 2: French 3, Coalition 3.
27.14 Pontoon Trains: None.
27.15 First Player: The Coalition Player is 1st Player.

27.2 Alternate Reinforcements
  FRENCH
  #1. Vezu, 25 arty/RW, SX2916
  #2. Div Müller/LW, SX0116
  COALITION
  #1. WALLMODEN/1D, S1000
  #2. YORK, ERSKINE/2D, S1000
  #3. ABERCROMBY/Res, S1000

27.3 Special Rules
27.31 Improved Positions at Start: S2527, S3133.
27.32 Damaged Bridges at Start: See (25.75).
27.33 March Orders at Start: One per side (20.1).

27.34 Map Area in Play: Set up all units in accordance with the "DoB" column of the Initial Set-Up. This scenario uses the *Napoleon's Last Gamble* Ligny–Quatre Bras (S) Map, and the Southern Expansion (SX) Map.

27.4 Victory Conditions
VPs are earned as per 26.1.
27.41 Control: VP hexes that do *not* count: S2107, S2109, S3315, S4319.

28.0 FLEURUS: APPROACH TO BATTLE
Coburg's Opportunity, 25-26 June 1794

28.1 Introduction
As Coburg's army converged on Charleroi during 25th June, the French were still pre-occupied with the siege. Apart from those forces directly investing the city, the remainder of Jourdan's army was spread over a large area, due to his uncertainty as to which direction the Coalition might approach. If the garrison at Charleroi could hold out, keeping the French distracted, Coburg might have an opportunity to defeat the enemy in detail. As the forces began to make contact during the afternoon, the scattered French formations fell back towards Charleroi, attempting to concentrate. If Coburg could move with great speed, there was a possibility he might be able to inflict a decisive defeat on his numerically superior enemy.
28.11 Duration: 25 June, 2 PM – 26 June, 8 PM.
28.12 Mode Cards at Start: 1 French, 1 Coalition.
28.13 Bonus Cards, Turn 2: French 3, Coalition 3.
28.14 Pontoon Trains: None.
28.15 First Player: The Coalition Player is 1st Player.

28.2 Alternate Reinforcements
  FRENCH
  #1. Vezu, 25 arty/RW, SX2916
  #2. Div Müller/LW, SX0116
  COALITION
  #1. WALLMODEN/1D, S1000
  #2. YORK, ERSKINE/2D, S1000
  #3. ABERCROMBY/Res, S1000

28.3 Special Rules
28.31 Improved Positions at Start: S2527, S3133.
28.32 Damaged Bridges at Start: See (25.75).
28.33 March Orders at Start: The Coalition Player has two. The French Player has one (20.1).
28.34 Map Area in Play: Set up all units in accordance with the "AtB" column of the Initial Set-Up. This scenario uses the *Napoleon's Last Gamble* Ligny–Quatre Bras (S) Map, and the Southern Expansion (SX) Map.
28.35 Charleroi Garrison: Regnac's brigade begins the scenario out of supply (17.2). In addition, if there

are French infantry/artillery units totaling at least 15 SPs in hexes adjacent to Charleroi during the Coalition Command Phase, the garrison must check for surrender. The Coalition Player rolls ONE d6; a result of 1-5 has no effect, a result of 6 means that Regnac surrenders (the garrison unit is immediately PEU).

28.4 Victory Conditions
VPs are earned as per 26.1.
28.41 Control: VP hexes that do *not* count: S2107, S2109, S3315, S4319.

29.0 MONT SAINT JEAN
The First Battle of Waterloo, 6-7 July 1794

The engagement at Mont St. Jean was little more than a rearguard action, as Coburg elected to withdraw his scattered army rather than risk another battle. This scenario gives players the opportunity to see what might have happened if the Austrian Field Marshal had decided to stand and fight.

29.1 Introduction
After the battle of Fleurus, Coburg withdrew his army and took up defensive positions south of Brussels. The *Armée de Sambre-et-Meuse* began to move north along the Charleroi-Brussels highway. Each side was unsure of the other's dispositions, and Coburg adopted a cordon defense on an extended front between Mont St. Jean and Wavre. Jourdan also dispersed his troops as he advanced, in an attempt to locate the main body of the enemy. On the afternoon of July 6th the vanguard of Jourdan's army encountered the forces of Archduke Charles and Prince Frederik at Mont St. Jean. It was a strong position – the same one chosen by the Duke of Wellington 21 years later – but would Coburg choose to stand and fight there?
29.11 Duration: 6 July, 12 Noon – 7 July, 8 PM.
29.12 Mode Cards at Start: 1 French, 1 Coalition.
29.13 Bonus Cards, Turn 2: French 3, Coalition 3.
29.14 Pontoon Trains: None.
29.15 First Player: The French Player is First Player.

29.2 Alternate Reinforcements
  FRENCH
  #1. KLEBER, Divs Duhesme, Montaigu/LW, 0124*
  #2. Div Daurier/LW, 0124
  #3. Div Müller/LW, L'Entreprenant, 0124
  Arrival accelerated from 8 PM
  COALITION
  #1. BEAULIEU/V, 6117*
  #2. WALLMODEN/1D, 0113
  #3. YORK, ERSKINE/2D, 0113

  #4. ABERCROMBY/Res, 0113
  Arrival accelerated from 6 PM

29.3 Special Rules
29.31 Improved Positions at Start: None.
29.32 Damaged Bridges at Start: None.
29.33 March Orders at Start: One per side (20.1).
29.34 Map Area in Play: Set up all units in accordance with the "MSJ" column of the Initial Set-Up. This scenario uses the *Napoleon's Last Gamble* Waterloo–Wavre (N) Map.

29.4 Victory Conditions
VPs are earned as per 26.1.
29.41 Control: VP hexes that do *not* count: 5110.

30.0 CHARLEROI CAMPAIGN
The Fate of Flanders, 25-28 June 1794

This mini-campaign scenario compresses the historical twelve-day campaign into four decisive days. Can the French take Charleroi and advance towards Brussels or will the Coalition be able to stop them?

30.1 Introduction
As Coalition forces approached Charleroi on 25th June, the city had already been under siege for seven days and Colonel Regnac, the garrison commander, unaware that relieving forces were approaching, was under pressure to surrender. Coburg's objective was to relieve Charleroi or make the French position north of the Sambre untenable. Failure to achieve either goal by the 26th led to the withdrawal of the Coalition army and brought the French a step closer to Brussels.
30.11 Duration: 25 June, 2 PM – 28 June, 8 PM.
30.12 Mode Cards at Start: 1 French, 1 Coalition.
30.13 Bonus Cards, Turn 2: French 3, Coalition 3.
30.14 Pontoon Trains: None.
30.15 First Player: The Coalition Player is First Player.

30.2 Alternate Reinforcements
  FRENCH*
  #1. Vezu, 25 arty/RW, SX2916
  #2. Div Müller/LW, SX0116
  Arrivals accelerated from times indicated on TRC
  COALITION
  #1. WALLMODEN/1D, N0131
  #2. YORK, ERSKINE/2D, N0131
  #3. ABERCROMBY/Res, N0131

30.3 Special Rules
30.31 Improved Positions at Start: S2527, S3133.

30.32 Damaged Bridges at Start: See (25.75).

30.33 March Orders at Start: The Coalition Player has two. The French Player has one (20.1).

30.34 Map Area in Play: Set up all units in accordance with the "Campaign" column of the Initial Set-Up. This scenario uses the *Napoleon's Last Gamble* Waterloo–Wavre (N) Map, the Ligny–Quatre Bras (S) Map, and the Southern Expansion (SX) Map.

30.35 Charleroi Garrison: Regnac's brigade begins the scenario out of supply (17.2). In addition, if there are French infantry/artillery units totaling at least 15 SPs in hexes adjacent to Charleroi during the Coalition Command Phase, the garrison must check for surrender. The Coalition Player rolls ONE d6; a result of 1-5 has no effect, a result of 6 means that Regnac surrenders (the garrison unit is immediately PEU).

30.36 Coalition Withdrawal: If Charleroi (SX1409) is under French control at the conclusion of the 8 PM turn on 26 June, then the Coalition army must withdraw. A General Retreat March Order (20.5) takes effect during the Night March Phase of the 26 June Night PM turn, with Mont St Jean (N1712) as its objective. This March Order may be cancelled at the Coalition player's option only for those forces which are on the North map and in Command.

30.4 Victory Conditions

VPs are earned as per 26.1.

30.41 Control: VP hexes that do *not* count: N5110, S2107, S2109, S3315, S4319.

30.42 Scoring: The total number of VPs earned by each player is tallied at the conclusion of the 8 PM turns on 26 June and 28 June (only). VP locations and Supply Sources on the North map are ignored on 26 June. VP locations and Supply Sources on the South/Southern Expansion maps are ignored on 28 June.

31.0 OBSERVATION BALLOON

The French used a hot-air balloon, L'Entreprenant, for aerial observation during the siege of Charleroi and battle of Fleurus.

31.1 Properties

The balloon unit has a Movement Allowance of 5 and the following properties:

31.11 Movement Mode: *L'Entreprenant* is treated as a Train unit while in movement mode (see 18.1). It requires a complete Movement Phase in a clear terrain hex to change from movement mode to observation mode, and vice versa. *L'Entreprenant* may not move or observe during a turn in which it changes mode. Flip the counter to the appropriate side.

31.12 Observation Mode (Aloft): *L'Entreprenant* can neither observe while in movement mode, nor move while in observation mode. While in observation mode *L'Entreprenant* may gather intelligence on enemy units within specified distance of the hex it occupies. The French Player rolls one die during the initial LOS Step of the friendly Combat Phase and obtains the following results:

(1) PRECISE INFORMATION
The French player can choose either to inspect THREE enemy stacks in clear terrain within 14 hexes of L'Entreprenant, **OR** TWO cards (selected at random) from the Coalition player's hand.

(2), (3) ACCURATE INFORMATION
The French player can choose either to inspect TWO enemy stacks in clear terrain within 10 hexes of L'Entreprenant, **OR** ONE card (selected at random) from the Coalition player's hand.

(4), (5) INEXPERIENCED OBSERVERS
No Effect.

(6) INACCURATE INFORMATION
The Coalition player can inspect ONE card (selected at random) from the French player's hand.

31.13 Capture of Balloon Unit: If an enemy combat unit moves adjacent to the balloon unit at any time, it is considered to be captured and is removed from play. The Coalition player receives **[2]** VPs for capturing L'Entreprenant.

France's Secret Weapon

The mathematician and physicist Gaspard Monge first pioneered the idea of using a hot air balloon for aerial reconnaissance. *L'Entreprenant* was a captive balloon held by ropes, which could ascend to an altitude of 400 meters. During the siege of Charleroi it was engaged in aerial observation of the fortress and in directing the bombardment of its fortifications by the French artillery. During the battle of Fleurus *L'Entreprenant* was used to observe Coalition movements. However, Jourdan felt that the balloon was of little military value, remarking that: "The only service it rendered was to astonish the enemy."[1] Three more balloons entered service with the French army in 1795, one of which (*L'Intrepide*) was captured by the Austrians following Archduke Charles' victory at Würzburg in 1796. Today it can be seen on display in the *Heeresgeschichtliches* Military History Museum in Vienna.

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[1] Phipps, *The Armies of the First French Republic*.

HISTORICAL NOTES
Derek Lang

The Campaign of 1794
French armies in Flanders had failed to achieve any decisive results during the spring and early summer of 1794. At the end of May, General Jourdan, commanding the *Armée de la Moselle*, was ordered to take the city of Charleroi, strategically located on the River Sambre. Jourdan discovered that Charleroi was already besieged by the *Armée des Ardennes* with support from part of the *Armée du Nord*. On June 3rd a Coalition force under Prince William of Orange[2] raised the siege and relieved the city before Jourdan could intervene.

A new army was created to improve operational efficiency. The *Armée de Sambre-et-Meuse* was formed by combining Jourdan's *Armée de la Moselle* with formations from the *Armée du Nord* and the *Armée des Ardennes.* This new army was placed under Jourdan's command.

Operational efficiency was scarcely any better on the Coalition side. The Austrian Field Marshal Coburg was nominally in command of the Combined Army of the Netherlands, which was made up of Austrian, Dutch and Anglo-Hanoverian troops. However, in reality, Prince William of Orange (commanding the Dutch) and the Duke of York (commanding the Anglo-Hanoverians) were more inclined to act independently than to cooperate with Coburg.[3]

On June 12th Jourdan's *Armée de Sambre-et-Meuse* crossed the Sambre and besieged Charleroi. Again Prince William of Orange led the Coalition response, this time with the support of Austrian troops under Beaulieu, Quasdanovich and Latour. On June 16th the Coalition army attacked, taking advantage of early morning mist to catch the besiegers by surprise. By mid-afternoon French ammunition was running low and Jourdan ordered a withdrawal. Charleroi was saved for a second time. The Coalition forces then withdrew, but not before Latour had detached Colonel Regnac with a regiment to take command of the garrison.

The Third Siege of Charleroi
On June 18th, his ammunition replenished, Jourdan recrossed the Sambre and besieged Charleroi once more. A few days later, Saint-Just—political commissioner from the Committee of Public Safety—arrived at army headquarters to oversee events. The siege proceeded too slowly for his liking, so he ordered Jourdan to arrest General Hatry (commanding the siege) and General Bollemont (commanding the artillery) and have them

both shot. To Jourdan's credit he refused to do so, despite incurring the wrath of Saint-Just.[4]

Meanwhile, there was dissention at Coburg's headquarters, where Waldeck had replaced Mack as chief-of-staff. Opinion was divided on whether the army should march to Charleroi and attempt to raise the siege. On June 20th Coburg received a report from William that the French army was too strong for him to attack without support. The following day Coburg issued orders for the army to concentrate in the direction of Nivelles: "The fate of Flanders will be decided on the Sambre."[5]

The Duke of York was invited to participate in the operation, but he declined: a decision which owed as much to political considerations as to military ones. The British government was reluctant to see its forces committed in pursuit of Austrian, rather than British, goals. In any case, with Pichegru's *Armée du Nord* in a position to threaten the channel ports, it probably would have been unwise to commit everything in support of Coburg. Nevertheless, the Duke of York did post a sizeable detachment of the Anglo-Hanoverian Army at Nivelles.

As Coburg's army approached Charleroi on the afternoon of June 25th the garrison was summoned to surrender. Colonel Regnac attempted to negotiate with the besiegers and sent out a letter asking for terms. Saint-Just is said to have responded: "It is not paper I want, but the place!"[6] Unaware that Coburg's army was approaching, Regnac surrendered the city at 5pm.

Coburg remained unaware of the capitulation, and when the Coalition army drew nearer he decided to make an attempt to communicate with the garrison. A young officer of Beaulieu's staff, Captain Radetzky, volunteered to undertake this dangerous mission. Infiltrating the French lines and swimming across the Sambre, Radetzky reached Charleroi as dawn was breaking, only to discover that the city was in enemy hands. Radetzky knew at once that he must report back with this important news; however the distant rumble of artillery indicated that the battle had already begun.[7]

Dispositions for the Battle of Fleurus
Jourdan awaited the Coalition attack in a strong defensive position with good interior lines. The French army was drawn up in a massive semi-circle with Charleroi and the Sambre to the rear. The left wing under Kléber, comprising the formations of the *Armée du Nord*, stretched from the Sambre to Courcelles. In the centre were the formations formerly belonging to the *Armée de la Moselle*, deployed between Gosselies and Fleurus under Jourdan's direct command. The right wing under

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[2] William became King of the Netherlands in 1815. His son commanded the Anglo-Allied I Corps in the Waterloo campaign.

[3] Witzleben, *Prinz Friedrich Josias von Coburg-Saalfeld*.

[4] Phipps, *The Armies of the First French Republic*.

[5] Witzleben, *Prinz Friedrich Josias von Coburg-Saalfeld*.

[6] Dupuis, *Operations Militaires sur la Sambre en 1794*.

[7] Witzleben, *Prinz Friedrich Josias von Coburg-Saalfeld*.

Marceau, comprising the former formations of the *Armée des Ardennes*, was deployed in front of Lambusart and towards the Sambre on the right flank.

The Coalition army advanced at daybreak in five columns. On the right (western) flank was the First Column, composed of Dutch and Austrian troops under Prince William of Orange. William divided his column into two separate wings: the right wing under Prince Frederik (his younger brother), and the left wing under Waldeck (younger brother of the Austrian chief-of-staff). The remaining columns of Coburg's army were composed entirely of Austrian troops. From right to left (west to east) they were: the Second Column under Quasdanovich, the Third Column under Kaunitz, the Fourth Column under Archduke Charles, and the Fifth Column under Beaulieu.

The Battle of June 26th

The progress made by each of the five Coalition columns is described one at a time.

The First Column (Prince William) opposed the left wing of the French army under Kléber. Initially, things went well for the Coalition: Waldeck occupied Courcelles and Frederik took Monceau, as the French were forced back. However, around noon Kléber sent in Duhesme's Division as his entire wing went over to the offensive. By 2pm the French had retaken Courcelles and it was now the Coalition's turn to be forced back.[8] Nevertheless, Prince William was still holding his ground at 6pm when he received Coburg's order to break-off the battle and withdraw.

The Second Column (Quasdanovich) had encountered outposts belonging to Morlot's Division on the road south of Quatre Bras the previous evening. The Austrians pushed the French back and occupied Frasnes by nightfall. At daybreak Quasdanovich resumed his advance, and Morlot was slowly forced back towards Gosselies.

The Third Column (Kaunitz) commenced operations at daybreak with an attack on Championnet's forces at Heppignies. The French had built an earthwork here: Jomini relates that "Championnet's position was an excellent one, supported by a redoubt."[9] Proceeding with caution, Kaunitz ordered his artillery to conduct a preliminary bombardment, and a fierce artillery duel began. At 10am Championnet launched a cavalry attack with Lerivant's brigade against Kaunitz's left flank, but this was beaten off. Kaunitz then decided to dispense with any further delay and ordered his infantry to move forward. Advancing across open ground, the Austrian infantry proved too determined for the defenders and Kempf's brigade succeeded in capturing the redoubt. A cavalry counterattack was driven back in disorder by the Austrian cavalry under Seckendorf and

Lothringen. Championnet was now in considerable difficulty, with only Legrand's brigade holding on around the church at Heppignies. However, Jourdan was alert to the danger, sending in Dubois' cavalry to stabilise the situation, and Kaunitz could make no further progress.

The Fourth Column (Archduke Charles) had occupied the area around St. Amand and Ligny overnight, and advanced at dawn towards Lefebvre's positions at Fleurus. Charles took Fleurus shortly after 6am as Lefebvre fell back towards Campinaire. Charles continued to press forward and by 11am the Fourth Column was in front of Campinaire, where the French had built another redoubt. Charles was attempting to coordinate with Beaulieu's Column to his left and there was now a brief delay as the Fourth and Fifth Columns manoeuvred to support one another. However, around noon Charles began his attack on Campinaire. Lefebvre held his position tenaciously, telling the defenders: "No retreat today!"[10] Three times Charles charged at the head of his troops, but three times Lefebvre drove them back. Charles was just about to lead a fourth attack when he received Coburg's order to withdraw.

The Fifth Column (Beaulieu) was opposed by the right wing of the French army under Marceau. Beaulieu moved forward at daybreak and immediately began to push Marceau's troops back. The Coalition had almost a 3-to-1 superiority in cavalry on this flank, and Beaulieu used this advantage to good effect. The Austrians swept all before them and Marceau's wing began to disintegrate. Disaster was only prevented by the efforts of Colonel Soult (Lefebvre's chief-of-staff) who had been sent over to find out what was happening. Soult assisted Marceau to rally his shattered units, which were in "complete disorder"[11] as the defenders barely managed to hold on.

Nevertheless, as noon approached, the Coalition army was closing in on Charleroi from the extreme left and right flanks. The situation was becoming critical for the French, and especially so for Jourdan, who knew that Saint-Just would be sure to demand his head if he ordered a withdrawal. As Beaulieu's victorious troops were about to take Lambusart, Jourdan sent in Hatry's Reserve just in time to prevent them from doing so. The French right flank appeared to have been stabilized, however the respite was only temporary. Shortly after noon, Beaulieu launched a new assault on Lambusart, which was timed to coincide with Charles' attacks against Campinaire. After several hours of house-to-house fighting, the Austrians finally succeeded in taking Lambusart. By now, part of the village was on fire, and the flames prevented Beaulieu from making any further progress.

[8] Dupuis, *Operations Militaires sur la Sambre en 1794*.

[9] Witzleben, *Prinz Friedrich Josias von Coburg-Saalfeld*.

[10] Phipps, *The Armies of the First French Republic*.

[11] Dupuis, *Operations Militaires sur la Sambre en 1794*.

Late in the afternoon, despite being twice wounded, Radetzky had managed to get back across the Sambre and report the fall of Charleroi to Coburg. The Field Marshal decided that there was little to be gained from continuing the battle, and ordered a withdrawal.[12] Both armies were exhausted, having suffered roughly 5,000 casualties each. Marshal Soult, writing many years later, described the battle as "fifteen hours of the most desperate fighting that I ever saw in my life."[13]

Aftermath and Consequences of the Battle

It had been a near-run thing. Around noon, victory had almost seemed to be within Coburg's grasp: Coalition forces were victorious everywhere, Jourdan's right wing had all but collapsed and Coburg's troops were pressing forward towards Charleroi. However, by late afternoon the Coalition offensive had stalled and the outcome of the battle hung in the balance. Radetzky's report of the fall of Charleroi, together with the fact that Coburg had no fresh reserves, probably justified the Austrian Field Marshal's decision to withdraw.

The main body of the army withdrew north to Mont St. Jean, while Beaulieu withdrew northeast to Gembloux, in order to cover Namur. At the same time, the Duke of York's Anglo-Hanoverian Army withdrew from Tournai to Oudenarde to protect the channel ports. The French did nothing for several days, as the *Armée de Sambre-et-Meuse* recuperated around Charleroi. Then, leaving Marceau to observe Beaulieu, Jourdan moved north with the remainder of his army in pursuit of Coburg. On July 2nd Coburg redeployed his forces between Mont St. Jean and Wavre, with his army spread out to cover the approaches to Brussels. On July 6th Jourdan's advance guard probed the Coalition positions. Not wishing to risk another battle, Coburg carried out a fighting withdrawal the next day. Following this rearguard action at Waterloo, the French entered Brussels on July 10th effectively gaining control of the Austrian Netherlands.

Mutual recrimination now ensued among the Coalition, as the British and Austrians sought to blame each other for the unfolding disaster. Unsurprisingly, the British government complained that the Austrians had not done all that they could have in return for the subsidies they had been paid, while Coburg wrote to the Emperor in Vienna: "England had, when approving the operational plan, promised 40,000 men, however no more than half that number ever took the field."[14] One by one the fortresses fell, as the Austrians withdrew over the Rhine into Germany, and the British and Dutch moved back into Holland. The loss of the Austrian Netherlands was bad enough for the Coalition, but worse was to follow in January 1795 when French forc-

es entered Amsterdam, ending Dutch participation in the war.

Thus, the battle of Fleurus had far-reaching consequences. Coburg's failure to relieve Charleroi led to the loss of Brussels and with it the province of the Austrian Netherlands, the loss of which in turn led to the French conquest of Holland. Coburg's prediction had proved accurate; the fate of Flanders had indeed been decided.

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[12] Witzleben, *Prinz Friedrich Josias von Coburg-Saalfeld*.

[13] Phipps, *The Armies of the First French Republic*.

[14] Witzleben, *Prinz Friedrich Josias von Coburg-Saalfeld*.

DESIGN NOTES
Derek Lang

Fleurus 1794 marks something of a departure for *The Library of Napoleonic Battles*, since Fleurus and Mont St. Jean are not really Napoleonic battles at all. It has been very exciting to break new ground with this project, and to take *TLNB* into the Wars of the French Revolution—the period before the rise of Napoleon Bonaparte.

We are entering uncharted territory here in many ways, because the earliest entry in *TLNB* so far, *The Coming Storm*, covered the battles of 1806-07. Not only is *Fleurus 1794* the first game in *TLNB* to venture into the earlier campaigns, but it is also the first time that these battles have ever been presented as historical board games.

We are also exploring the limits of the game system. One of the great strengths of the core design is the way it captures the essential characteristics of Napoleonic warfare. Warfare remained more or less unchanged throughout the period from 1792 to 1815, so *TLNB* is well-equipped to handle the earlier Revolutionary campaigns. There were changes in the way armies were organized and commanded, and those differences can be seen within the opposing army structures. These formations also have a slightly lower demoralization threshold, reflecting somewhat shakier morale.

The Coalition armies are organized very much along traditional eighteenth century lines. Each Column is basically a collection of individual brigades without any intermediate level of command. The French army, on the other hand, had begun a transition towards a more modern structure. The French have organized their brigades into divisions, which they grouped together into larger formations under the command of a senior officer. Here we can see an early version of the structure that would subsequently evolve and develop into the *Corps d'Armée* system, the system with which we are all familiar from later campaigns and which Napoleon would use to conquer most of Europe.

It remains to make a few comments regarding sources. A glance at the bibliography reveals very few sources available in English, and those are general studies not specifically relating to the battles of Fleurus or Mont St. Jean. The only detailed accounts of either battle are written in French and German, and most of these disagree on many points. Also, a hint of national bias can be detected in some of the older accounts, and arriving at a clear picture of the events that took place in the summer of 1794 has not been an easy task. Months of research were required to piece together the order-of-battle for *Fleurus 1794*.

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