

Napoleon's LAST Gamble

EXPANSION KIT II

THE ROADS TO HAL

JUNE 15-19, 1815

This Expansion Kit requires the use of the game equipment from OSG's Napoleon's Last Gamble and previous Expansion Kit I. This Kit includes new Anglo-Allied setup and arrival information for the WX map. The French and Prussian Scenario set up and arrival information is unchanged (except as noted). No new counters are required.

ROADS TO HAL EXPANSION KIT COMPONENTS:

1 Map sheet, Hal (WX) – 22" x 34" • 1 Study Folder (4 pages)
2 Initial Anglo-Allied Setup Cards • 6 Turn Record Cards
1 Casualty Record Card

OTHER COMPONENTS REQUIRED FOR PLAY:

Ligny/Q-B map (S), Waterloo/Wavre map (N),
Bruxelles map (NX), Charleroi map (SX)
2 NLG French Initial Setup Cards
2 NLG Prussian Initial Setup Cards
1 NLG and 1 NLGX-I Study Folder
1 NLG French Counter Sheet
1 NLG Coalition Counter Sheet
1 Set of NLG Playing Aids, Combat Tables, etc.

THE SITUATION:

Major General Wilhelm von Dörnberg learned of French concentrations to the SE between Maubeuge and Beaumont. Dörnberg relayed this intelligence by courier to Wellington, arriving late on June 15th.

Wellington had anticipated multiple attack routes, toward both Mont St. Jean and Hal. The Duke was most concerned that the master of maneuver might outflank his position at Mont St. Jean. Much to the chagrin of some critics, a corps of 17,000 men (under the command of the inexperienced, 18-year-old, Prince Frederik) would be positioned at Hal and would form a point of support for Wellington's infantry double-timing from Waterloo in case Napoleon chose this route.

"The Duke was still obsessed with the need to protect the roads leading from Mons and Ath to Brussels." He believed the climactic battle would likely be fought at Hal. On June 18th, in the early morning, just before Waterloo, Wellington wrote Louis XVIII's

nephew, the ultra-reactionary Duc de Berry, "It could be that the enemy will turn us at Hal..."

With the basic game and both Expansion Kits, the 4½ maps now cover the three major approach routes to Brussels: Wavre, Waterloo, and Hal. A quick glance at the road net will shed light on Wellington's predicament. Hal was an important route into Brussels, bypassing Waterloo, that protected his line of communications to Antwerp, Ostend and the French court, 40 kilometers west in Ghent.

The scenarios give a good cross section of the options available to the French under certain assumptions. "The Waterloo Campaign" (38.0) is an expansion of the historical *NLGX* grand campaign game (35.0) starting at 11AM, June 15th. Napoleon is already committed to crossing the Sambre River at Charleroi. The initial setup of the French and Prussian forces is the same as *NLGX*. (See 38.34). The additional map shows Brussels's western approaches. The terrain is more favorable for the French but requires a longer march. The Prussians have an even longer march to assist Wellington. Depending on the French success or lack thereof, location VPs are awarded or not available.

The Hal Battle (39.0) is a one map, one-day hypothetical scenario. It assumes that the main crossing was at Mons, rather than Charleroi. Grouchy with two infantry corps and one cavalry corps is holding off three Prussian corps just off the eastern edge of the "WX" map while the main body of the French Army led by Napoleon and Ney are about to assault Wellington's positions at Hal.

The Fields of Hal (40.0) is a four map, two-day hypothetical situation which allows players to command Grouchy's force and Prussians along with Napoleon and Wellington. If Napoleon attempted the western approach, historical Anglo-Allied march rates for arrivals from distant cantonments and the Prussian contingency plans/starting points were used.

The Turned Flank (41.0) begins with the historical positions on the evening of June 17th (slightly modified for Napoleon's wing) and makes the major assumption that Grouchy had properly determined the Prussian retreat and communicated this to Napoleon in his 10PM, June 17th update. Napoleon has ordered Grouchy to move closer to the main body for mutual support west of Mont St Jean.

In the Hal Battle, Fields of Hal and Turned Flank scenarios, *only* the VPs on the WX Map are counted. In the Waterloo Campaign, VPs count on a day-by-day basis, as they do in the *NLGX* Campaign game, with the addition of VP locations on the WX map (38.4).

38.0 THE WATERLOO CAMPAIGN

*Three Approaches to Brussels
15-19 June 1815*

On June 14th, Napoleon has concentrated his forces between Maubeuge and Beaumont and must decide whether to move directly on Brussels or shift westward through Nivelles to Hal and confront the Anglo-Allied Army at a distance from the Prussian Army.

38.1 Introduction

38.11 Duration: June 15, 11AM – June 19, 8PM. Use the five “Waterloo Campaign” TRCs for June 15th to 19th.

38.12 Mode Cards at Start: French 2, Coalition 1. French Mode Cards will be drawn again at night as soon as the levels of victory have been determined. The “Wellington Awakens” Rule (35.12) is always in effect.

38.13 Bonus Cards: Bonus Cards for the individual battle – Coalition 2, French 3.

38.14 Pontoon Trains: Coalition 1, with Wellington; French 3.

38.15 Counter Mix: Set aside La Souffel units (25.3).

38.16 First Player: The French Player is 1st Player.

38.2 Alternate Reinforcements

FRENCH:

#1 Albert/YG, SX1016 or SX1616

#2 Gd Hussars/YG, 4-5 arty/YG, SX1016 or SX1616

#3 RAPP, V Corps (-Beckheim) N6134 or WX3353

COALITION:

#1. 2/81st NX1510; McKenzie/7Br, Marsh/7Br, Bodecker/HR NX2101

#2. DECKEN, HR (-Bodecker, -Beaulieu) NX2101; DE BERRY, Roi NX0705

38.3 Special Rules

38.31 Damaged Bridges at Start: none

38.32 March Orders at Start: None. EXCEPTIONS: Optional March Order of Concentration (34.33). When Wellington “awakens” (35.12), two MOs are available.

38.33 Map Area in Play: This scenario uses the N, NX, S, SX, and WX maps. Required table space: 56" x 77".

38.34 Coalition and French Setup:

- Use the Anglo-Allied Expansion II Initial Setup Cards (38.0) for the Anglo-Allied forces.
- Use the French and Prussian Initial Setup Cards (“Extend” column) from *Napoleon’s Last Gamble* for the French and Prussian forces. (or 34.35, Free Deployment Option).
- Use the 38.0 TRCs for French, Anglo-Allied, and Prussian arrival times from June 15th-June 19th.

38.35 Remove Cards from Deck: Remove Cards listed under 27.0, Ligny and 28.0, Quatre Bras (take out the higher of the two quantities listed. EXCEPTION: Do not remove Cards No.25 from deck.). On subsequent days, add back into the deck any cards listed as being

removed on the first day except for Mode cards and all Cards No.29 that have been used. The Coalition Deck starts with only *two* Cards No.29 and the French Deck starts with *three* Cards No.29.

38.36. Other: Use Special Rules 35.34, and 35.36—35.39, including the roadblock rules (34.4).

38.4 Campaign Victory Conditions

Same as 35.4. Use 34.41 for June 15th and 35.41 for June 16th-18th. On June 19th, if the French control WX2912, the N map VPs are ignored. If the French control N1712 (Mont St. Jean), the WX map VPs are ignored. If the French control WX2912 and N1712 or control neither of these hexes at game’s end, both the N and WX map VPs are used.

39.0 THE HAL BATTLE

*No Relief in Sight
18 June 1815*

Off-map, Grouchy is delaying the Prussian Army from joining forces with Wellington. The Armies of the Emperor and the Duke are roughly equal. Who is the better commander?

39.1 Introduction:

39.11 Duration: June 18, 11AM to June 18, 8PM.

39.12 Mode Cards at Start: 1 French, 3 Coalition.

39.13 Bonus Cards for Turn 2: The Coalition receives 3, the French 2.

39.14 Pontoon Trains: Same as 38.14.

39.15 Counter Mix: Set aside La Souffel units (25.3), GROUCHY, French III Corps, IV Corps, and II Cav Corps, and *all* Prussian units.

39.16 First Player: The French is the 1st player.

39.2 Alternate Reinforcements

FRENCH:

#1. Albert/YG, WX3353

#2. Gd Hussars/YG, 4-5 arty/YG, WX3353

#3. Rapp, V Corps (-Beckheim), WX3353

COALITION:

#1. 2/81st; McKenzie/7Br, Marsh/7Br, Bodecker/HR, WX3600

#2. DECKEN, HR (-Bodecker, -Beaulieu), WX3600; DE BERRY, Roi, WX3600.

39.3 Special Rules

39.31 Damaged Bridges at Start: none.

39.32 March Orders at Start: none.

39.33 Map Area in Play: This scenario uses the WX map only. No TRCs are required for this scenario.

39.34 Anglo-Allied Set-up: Use the Anglo-Allied Expansion II Setup Cards (39.0) for the Anglo-Allied forces. The Anglo Allied Army must be setup within 8 hexes of Hal (WX2319 and WX2320), but not south of WXxx20. All Anglo-Allied forces are set up except

those designated as ALT. No Prussian forces are used in this scenario.

39.35 French Set-up: The French forces set up within 6 hexes of Lembeek (WX2024) and Schembecq (WX2623), but not north of WXxx22 or east of WX28xx. The French forces are comprised of NAPOLEON, NEY, I Corps, II Corps, VI Corps, Imp. Gd., I Cav. Corps, III Cav. Corps and IV Cav. Corps.

39.36 Remove Cards from Deck: Remove all Cards No.2, No.26 and two No.29 from the Coalition Player Deck. French Deck: remove all Cards No.25 and No.26, and one No.29.

39.4 Victory Conditions

VPs are earned per 26.1. Only the WX map location VPs are counted.

40.0 THE FIELDS OF HAL

*Wellington's Predicament
17-18 June 1815*

Wellington had prepared for battle at Hal and would have quickly assembled his forces in pre-planned positions. The Prussian Army would have strained every nerve to join forces with the Anglo-Allies, facing a longer march. Can Napoleon defeat Wellington before Blücher's arrival?

40.1 Introduction:

40.11 Duration: June 17, 11AM to June 18, 8PM. Use (40.0) TRCs.

40.12—40.14: Same as 39.12—39.14.

40.15 First Player: The French is the 1st player.

40.2 Alternate Reinforcements

FRENCH:

#1. Albert/YG, WX3353

#2. Gd Hussars/YG, 4-5 arty/YG, WX3353

#3. Rapp, V Corps (-Beckheim), WX3353

COALITION:

#1. 2/81st NX1510; McKenzie/7Br, Marsh/7Br, Bodecker/HR NX2101

#2. DECKEN, HR (-Bodecker, -Beaulieu) NX2101; DE BERRY, Roi NX0705

40.3 Special Rules

40.31—33 Same as 39.31—33 EXCEPTION: The N, S, NX, and WX maps are used.

40.34 Coalition Set-up: The Coalition forces set up first. Anglo-Allied and Prussian forces arriving as reinforcements utilize (40.0) TRCs.

ANGLO-ALLIED FORCES:

- Use the Anglo-Allied Expansion II Initial Set Up (40.0).
- Four Roadblock counters (34.5) may be placed anywhere south of Hal (WX2320) on the WX map.

PRUSSIANS:

- BLÜCHER, II Corps and III Corps Prussian forces set up on the road between Sombref (S4319) and Quatre Bras (S2107).
- The Prussian I Corps is placed within 4 hexes of Quatre Bras. Note: The I/2/2nd Westph. Ldw. is at full strength for this scenario.
- The Prussian IV Corps arrives per The Fields of Hal (40.0) TRC, it has a March Order to Mont St. Jean. Once the Prussian IV Corps has arrived at Mont St. Jean, it is free to move anywhere at the Coalition Player's discretion within the Command and Initiative Rules.

40.35 French Set-up:

THE LEFT WING

NAPOLEON and NEY, I Corps, II Corps, Imp. Gd., I Cav. Corps, and III Cav. Corps.

- The I Corps, I Cav. Corps and III Cav. Corps, NAPOLEON and NEY may be placed on any road hex between Braine Le Comte (WX0246) and La Bruyère (WX1233).
- The II Corps and Imp. Gd. arrive per The Fields of Hal (40.0) TRC.

THE RIGHT WING

GROUCHY, III Corps, IV Corps, VI Corps, II Cav. Corps and IV Cav. Corps.

- GROUCHY, III Corps, II Cav. Corps, and IV Cav. Corps may be placed on any road hex between Nivelles (WX3353) and Braine Le Chateau (WX2631).
- The IV Corps and VI Corps arrive per The Fields of Hal (40.0) TRC.

40.36 Remove Cards from Deck: Same as 39.36.

40.4 Victory Conditions

VPs are earned per 26.1. Only the WX map location VPs are counted.

41.0 THE TURNED FLANK

*Napoleon's Phantom Left-Hook
18-19 June 1815*

"I think I should have respected the English infantry more...and that I should not have taken the bull by the horns; I should have turned a flank. I should have kept the English army occupied [at Mont St. Jean] by a demonstration to attack...whilst I was in fact moving the main body by Hal on Brussels." —Wellington.

Wellington politely failed to mention that French command issues could be fatal to any strategy. This scenario allows the players to explore Wellington's Turned Flank strategy while minimizing French command errors. Can Napoleon prevail?

41.1 Introduction:

40.11 Duration: June 18, 11AM to June 19, 8PM. Use (41.0) TRCs.

41.12 Mode Cards at Start: 1 French, 1 Coalition.

41.13 Bonus Cards for Turn 2: Same as 39.13.

41.14 Pontoon Trains: Same as 38.14.

41.15 Counter Mix: Set aside La Souffel units (25.3).

41.16 First Player: The French is the 1st player.

41.2 Alternate Reinforcements

FRENCH:

#1. Albert/YG, N2234

#2. Gd Hussars/YG, 4-5 arty/YG, N2234

#3. RAPP, V Corps (-Beckheim), N2234 or WX3353.

COALITION:

#1.

DECKEN, HR (-Bodecker, -Beaulieu) NX2101; DE

BERRY, Roi NX0705

41.3 Special Rules

41.31 Damaged Bridges at Start: None.

41.32 March Orders at Start: The French have two March Orders. The Prussians have one March Order.

41.33 Map Area in Play: This scenario uses the N, S, NX and WX maps.

41.34 Anglo-Allied Set-up: Utilize the Anglo-Allied Expansion II Initial Setup (41.0). Anglo-Allied arrive per (41.0) TRCs. The Hal Forces are Stedman's 1N Div, Colville's 4Br Div (-Mitchell), Anthing's and Estorff's Brigades. They have 3 March Orders. Four Roadblock counters (34.5) may be placed on the WX map anywhere south of Hal (WX2320).

OPTIONAL SET-UP: The Hal Forces may set-up within 3 hexes of HILL, but do not have any March Orders.

41.35 Prussian Set-up: Prussian forces set-up as follows: (See *NLG* Prussian Initial Set-up—"Wavre" column for eliminated or reduced units).

- BLÜCHER: N5110.
- I Corps: Within 2 hexes of N4710.
- II Corps: Within 2 hexes of N5211.
- III Corps: Within 2 hexes of N5007.
- IV Corps: On the road between Wavre and Dion-le-Mont (N5210, N5311, N5312, N5412, N5413, N5514, N5614, N5715, N5816, N5915).

41.36 French Set-up: French forces setup as follows:

- NAPOLEON, NEY, Imp. Gd., I Corps, II Corps (-7th Div), VI Corps (-21st Div) (+Domon and Subervie), III Cav. Corps, IV Cav. Corps: Free deployment within 6 hexes of La Maison du Roi (N1721).
- GROUCHY, III Corps (-Domon), IV Corps, 21st Div/VI, and II Cav. Corps: Free deployment within 6 hexes of Gembloux (S6013) on the Chaussée de Charleroi.
- 7th Div/II ® at Ligny (S3921, S3922 or S4021).
- I Cav. Corps (-Subervie) at Mazy (S5624)

- Some French units are reduced. Check the *NLG* French Initial Set-up—"Wat" and "Wavre" columns. These reduced units are marked "®".

41.37 Remove Cards from Deck: Coalition: Remove all Cards No.1, No.8, No.24 and three No.29. French: Remove all Cards No.6, No.25, No.26, and one No.29.

41.4 Victory Conditions

VPs are earned per 26.1. Only the WX map location VPs are counted.

42.0 WELLINGTON REINFORCED

The Corps from Hal—Two Variants

18 June 1815

*Historians are often dismissive of Wellington's decision to leave 17,000 men at Hal. These are two variants for the *NLG* "Battle of Waterloo" (30.0) which explore the What If possibilities if these units were better utilized. All other 30.0 rules are in effect.*

30.5 Wellington Recalls Frederick: The Hal forces (defined, 41.34) arrive at N0113 at 11AM, June 18th.

30.6 Frederik Marches to the Sound of Guns: The Hal forces (defined, 41.34) arrive at N0113 at 3PM, June 18th.

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