

Napoleon's LAST Gamble

EXPANSION KIT

THE HIGHWAY TO BRUSSELS

JUNE 15-19, 1815

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This Expansion Kit requires the use of the game equipment for OSG's Napoleon's Last Gamble. The Southern Expansion map is used for the Crossing of the Sambre. The Grand Campaign uses the Scenario Information for starting on June 15th (34.0), adding the Northern map Extension (35.0).

COMPONENTS:

- 2 Map Sheets—one 11" x 34" and one 22" x 34"
- 1 Rules Folder (4 pages)
- 3 Turn Record Cards

34.0 CROSSING THE SAMBRE

15 June, 1815

34.1 Introduction

Around 9 AM Prussian outposts fell back before elements of Reille's II Corps and Domon's horsemen. As Steinmetz retired on Gosseilles, Pirch was ordered to abandon the river line and concentrate on Gilly. Pajol's Cavalry Corps followed-up, moving through Charleroi. Duhesme's Young Guard took the place of the delayed III Corps. With the defection of General Bourmont, commander of IV Corps's lead division, the ensuing chaos delayed Gerard's marching columns.

The limited number of bridges on the Sambre, with their steep and narrow approaches, caused great delays, even with the Prussians scrambling to get away. This scenario is a race against time, to see if the French player can get into a better position for the battles of the 16th.

34.11 Duration: June 15, 11 AM—June 16, 1 PM. Use the Grand Campaign TRCs for June 15-16.

34.12 Mode Cards at Start: French 2, Coalition 1. French Mode Cards will be drawn again on the first turn of 16 June. French Late Start card is in effect for the first daylight turn of 16 June. Remove French Card No. 5, "early arrival."

34.13 Bonus Cards: Bonus Cards for the Individual Battle—Coalition 2, French 3 (25.51).

34.14 Pontoon Trains: Coalition none; French 3.

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

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

34.2 Alternate Reinforcements

FRENCH

- #1. VANDAMME and all units of the French 8th Division, if not already in play (accelerated).
- #2. All units of the French 10th Division (accelerated).
- #3. All units of the French 11th Division (accelerated).

NOTE: Any or all ALT Reinforcement Cards may be played as inapplicable at the French player's choice. EXAMPLE: The first ALT card is played at 2PM, and the French player declares it inapplicable. The second ALT card is played at 3 PM—too late to affect the 10th Division, so it is also inapplicable.

PRUSSIAN

None

34.3 Special Rules

All 1815-Specific rules apply (25.7).

34.31 Damaged Bridges at Start: None. No bridges on the Sambre River may be damaged.

34.32 March Orders at Start: The French Player may issue March Orders to up to 1 on-map Friendly Forces. The Coalition Player has 4 March Orders.

34.33 Optional March Order of Concentration: All Prussian units are under a March Order to St. Amand (3423), Sombref (4319) or Fleurus (3428)—only *one* objective, chosen by the Prussian player—as a concentration point for the whole of I Corps. All elements of I Corps have a March Order to the chosen location.

EXCEPTION: The Prussian Player may exclude any of his units, individually rolling for their initiative or leaving them in place.

34.34 Map Area in Play: Use the "Extend," June 15th column on the Initial Set-up cards. This scenario uses the Ligny/Q-B (S) Map and the Southern Expansion (SX) map; join them together, SX overlapping S.

34.35 Free Set-up (Recommended): All units set-up hidden. Prussian units and vedettes of the I Corps set up freely north of the Sambre, and/or Marchienne, SX 0608, and Châtelet, SX 2712. Then the French 6th and 8th Divisions, Domon and Dumont set up freely south of the Sambre, but not within 3 hexes of any Prussian unit. French reinforcements can be reassigned to any French entry hex; write them down before play begins. Place the note face-down next to the map and reveal it upon the arrival of all regularly-scheduled reinforcements.

34.36 Remove Cards From Deck: Remove Cards No. 2, 4, 7, 23, 25, 26, 29 and 31 from Coalition Player Deck. French Deck: Remove Cards No. 4, 9, and 29 x1.

34.4 Victory Conditions

The object for the Prussian player is to block the roads to Brussels and Fleurus for as long as possible without losing any units. For the French player the object is to get as far forward as possible, placing significant forces at Quatre Bras and Fleurus by game's end. VPs are earned as per 26.1.

34.41 Control: The Prussian player receives 1 VP for *each turn* that Prussian units control each gray triangle location (26.15). All VP locations are under Prussian control at start. The French receive no points for control of VP locations on the SX map. Do **not** score points for Ligny (S3922) or Sombreffe (S4319) in this scenario.

34.42 Exit: No units may exit the map area in play.

34.5 Road Blocks

A roadblock represents a physical obstruction plus some hundreds of men. A roadblock prevents all movement through a road or trail hexside.

34.51 Roadblocks at Start, June 15th: Prussians: 5; Anglo-Allies: 2 to be placed north of the Sambre at a *Defile*—bridge, town, up slope, or woods hexside. Roadblocks are deployed like hidden units. Use any Hidden Force marker.

34.52 Construction: Each army can construct up to 3 Roadblocks each Night PM turn, on any road or trail hexside in a defile (34.41), not in EZOCs, within 3 hexes of a friendly unit. Construction is automatic—simply place the Hidden Force/Road-block Marker on the map. Make sure to place the marker on a hexside. It only affects that one hexside.

34.53 Defending: Infantry units attacked exclusively through roadblocks are doubled in strength. The roadblock is automatically cleared when the unit(s) defending the hexside are removed by combat. Cavalry may not attack through a roadblock.

34.54 Clearing roadblocks: It costs an infantry unit 2 MPs to clear a roadblock marker from the map—unless infantry are defending the hexside. To clear a roadblock a unit must be in either of the two hexes adjacent to it.

35.0 THE GRAND CAMPAIGN GAME

Beyond Waterloo, 15-19 June, 1815

The Grand Campaign uses the Scenario Information for 15 June (34.0), except for the end dates and the additional special rules below.

The Grand Campaign uses the Northern map Extension to extend the game through the 19th.

35.1 Introduction

Crossing the Sambre was no achievement in itself, unless it was followed by a sudden attack on the Prussians, before the British could arrive. Napoleon did not anticipate the Duke's prompt arrival at Quatre-Bras, and failed to ensure the occupation of this point when it was still lightly-occupied by Perponcher's division.

35.11 Duration: June 15, 11AM—June 19, 8PM. Grand Campaign Turn Record cards are provided for June 15, 16 and 19. Use with the TRCs from the regular game for June 17 and 18.

35.12 Mode Cards at Start: French 3, Coalition 1. French Mode Cards will be drawn again at night as soon as the levels of victory have been determined, including French Late Start card in effect at daylight on June 16, 17 and 18. (32.34) Anglo-Allied Late Start is in effect beginning at 11AM on June 15. Begin rolling for Wellington to wake up at 6 PM on June 15. Wellington and all forces that begin the game on the NX map may not move until Wellington awakens.

If you aren't using the cards begin rolling for the French Leaders and Wellington as stated on Card No. 2. If you are using the cards, the Late Start card counts as one of the Mode cards that each player must draw.

35.13 Bonus Cards: *Same as 34.13*

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

35.15 Counter Mix: *Same as 34.15*

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

35.2 Alternate Reinforcements

Use Alternate Reinforcements from 32.2. Some of the French ALT reinforcements for 32.2 enter at S1433. That should be SX1016 or SX1616 for the Grand Campaign. The British 2/81st, McKenzie and Marsh (Garrison units) appear at NX 1409; DECKEN (Hanoverian Res.) and DU BARRY (French Royal Army) arrive at NX 0706.

35.3 Special Rules

Use Special Rules from 32.3, 34.3, 34.4 and 35.0.

EXCEPTIONS FOR THE GRAND CAMPAIGN:

Ignore the last sentence of 34.41. You do score points for Ligny & Sombreffe as printed. Ignore 34.32. Use 35.32 for the number of March Orders at start. The Optional 34.33 may be used.

35.31 Damaged Bridges at Start: *same as 34.31*

35.32 March Orders at Start: The Coalition Player has 2 March Orders at start (32.32). The French Player has **none**. Anglo-Allied forces may not receive a March Order until Wellington "awakens" (35.12).

35.33 Map Area in Play: Use the "Extend," 15 June set-up. Use the Northern Extension (NX) and the Southern Expansion (SX), overlapping on the N and S maps.

35.34 Bruxelles: The city had lost its fortified walls by 1815. Three sections that remained—NX1211, NX1312, and NX1511—are regular chateau hexes (15.0).

35.35 Remove Cards From Deck: Remove Cards listed under 27.0 Ligny and 28.0 Qtr-Bras (take out the higher of the two quantities listed). The French deck starts with all four Cards 29. On subsequent days, add back into the deck any cards listed as being removed on the first day except for Mode cards and any and all Cards No. 29 that have been used.

35.36 Arrival Time: Written notes between players in a multi-player game are received during a later Friendly Command Phase (25.84).

- Travel time when more than one whole map section intervenes between leaders—**9** complete turns.

35.37 Wellington's Strategic Reserve Arrival (May also arrive as Alternate Reinforcements.)

Set up at Anderlecht

Beaulieu/HR, NX0610

June 18th, 11 AM (from Antwerp)

McKenzie, Bodecker, Marsh, enter NX 2101

June 18th, 7 PM (from Ghent)

French Royal Army, enter NX 0708

June 19th, 11 AM (from Ostend)

DECKEN, Bennigsen, Munro, enter NX 0708

June 19th, 12 NOON (from Ypres)

Bülow, enters NX 0708

35.38 Baggage Train Movement: All Formations must recover any units awaiting reorganization before their baggage trains move away from the current friendly supply source. If the Formation's Trunk Line (17.43) is increased, roll for each unit of the Formation still on the Reorganization Display: on a die roll of 5 or 6 move the unit to the PEU. All units that are out of supply (or lack a baggage train) upon reorganization must also roll as above.

35.39 Campaign and Grand Campaign Card Text

French Cards Nos. 20 and 24: Ignore the instruction and any VPs for playing the Suchet and Davout cards, if they don't appear within the first 24 hours of the campaign. Remove these cards from play after being scored.

ALT Reinforcement Cards No. 29: For both sides, ignore instruction and any VPs after June 16th, 9 PM.

EXCEPTION: In the Grand Campaign, the Anglo-Allied player may apply the instructions (and the VPs) at any time on the 17th or 18th to get the Anglo-Allied Forces at Hal into play.

35.4 Grand Campaign Victory Conditions

Score the Level of Victory during the Night 9 PM Game-Turn (32.4) of each day. See the "Campaign Ratio" Section of the Victory Worksheet to determine the overall level of victory for the campaign.

35.41 Control: (•) indicates VP Hexes and Supply Sources that do **NOT** count (per map section).

MAP:	SX	South	North	NX
• June 15		*	•	•
• June 16	•		•	•
• June 17	•	•	•	•
• June 18	•	•		•
• June 19	•	•	•	

* Ligny (S3922) and Sombref (S4319) do not count.

35.42 Exit: same as 32.42, 32.43

36.0 THE BATTLE OF IXELLES

19 June, 1815

36.1 Introduction

Napoleon expected to fight the united Prussian and Anglo-Allied Armies in front of Brussels. This scenario assumes that none of the Prussians marched from Wavre to support Wellington. Hence the Duke would have fought only a medium-sized rearguard action at Waterloo, buying time his army to arrive near Brussels.

"If the allied army had been obliged to fall back from Waterloo, the roads from Braine-l'Alleud, from Waterloo, and from Wavre, meet upon very strong ground about a mile and a half in front of Brussels—the right ... at Uccle upon the Senne, its centre at Vleurgat, and its left thrown back at Ixelles."¹

36.11 Duration: June 19, 7 AM—8 PM (14 turns).

36.12 Mode Cards at Start: 1 French, 3 Coalition

36.13 Bonus Cards, Turn 2: For the individual battle, the Coalition receives 3, the French 2.

36.14 Pontoon Trains: none.

36.15 Counter Mix: Set aside Coalition units that appear at La Souffel.

36.16 First Player: The French Player is 1st player.

36.2 Alternate Reinforcements

FRENCH

#1. 7th Div/II Corps, 1734

#2. Albert/YG, Gd Hus., 4,5 Arty, 1734

#3. RAPP, V Corps, 4634

COALITION

#1. 2/81st (Brussels garrison), 1409

#2. McKenzie, Marsh, Bodecker, 2106

#3. Bennigsen, Munro, 0705

#4. DECKEN, HR, De BERRY, Roi, 0706

36.3 Special Rules

36.31 Damaged Bridges at Start: none.

36.32 March Orders at Start: one per side (20.1).

¹ An Engineer officer on Wellington's staff, writing in 1825.

36.33 Map Area in Play: This scenario uses the Northern Extension (NX) map only.

36.34 Set-up: The Anglo-Allied and Prussian forces set-up first. The Anglo-Allies set up freely within 7 hexes of 0913, including all the Anglo-Allied forces with a set-up hex in the “Wat” column, plus all units “At Hal” (4th Br Div., 1st NL Div., Anthing and Estorff). The Prussian IV, II, and I Corps (less units with Stengel at Limale) set-up freely within 6 hexes of 1607. French forces deploy on or adjacent to the specified roads, south of hex row 0024: the Left Wing (Waterloo force) under Napoleon on any of the three roads leading to N 1709; the Right Wing under Grouchy on the Wavre road. After both sides have completed their set-up, remove losses of June 18th (36.35), attrition at night (36.36), and then apply any Mode Card effects.

36.35 Accounting for Losses on the 18th: All forces set up at their June 18th strength. EXCEPTIONS: Grouchy’s loss at Wavre must be deducted (any combination of units totaling 12 SPs). Also deduct 12 SPs from the French left wing and 12 SPs from Anglo-Allied strength. Thielmann’s Prussian III Corps is *out of play* (remnants retreating to Louvain), along with Stengel’s I Corps units (the 19th Inf Rgt and Lützow). The Prussian IV, II and I Corps (less Stengel’s group, out of play) set up at their June 18th strength.

36.36 Accounting for Attrition at Night: Each Player rolls 1d6. Multiply the result by 2. Remove that number of SPs (at least) from friendly units of your choice. Take whole units and/or reduce units by flipping to their reduced side.

36.37 Remove Cards From Deck: Remove all Cards No. 2, No. 25, and No. 26 from Coalition Player Deck. French Deck: remove all Cards No. 25 and No. 26.

36.4 Victory Conditions

VPs are earned as per 26.1.

36.41 Control: VP hexes that do NOT count: none

36.42 Exit: Units may exit at their own Supply Sources.

37.0 CREATE YOUR OWN SCENARIO

15-19 June, 1815

37.1 Introduction

Special March Tables for the French, Anglo-Allied, and Prussian Armies (available for free download at www.Napoleongames.com) show the positions of all divisions (and Prussian brigades) at several times between June 15 and June 17. You can use the set-up information on these charts to start the Grand Campaign at any time listed. All Grand Campaign rules apply. The hex numbers start with a letter code: N-North, S-South, SX-Southern Expansion, OM = Off Map.

You may need to interpolate data where the chart doesn’t specify a hex number, never setting up within 3 hexes of an enemy unit.

There may be overstacking, since most of these set-ups only show the head of a division or corps column. Move the excess anywhere within 2 hexes that is *not* in an enemy ZOC. If in Road March, set up units trailing behind the head of the column (consider the force’s prior location to determine its direction of march). The French Player sets up first.

37.2 Alternate Reinforcements

Use Alternate Reinforcements from the closest start.

37.3 Special Rules and Victory Conditions

Use appropriate Special Rules for the same day. Use the Victory Conditions that correspond to the end date of your scenario. VPs are earned as per 26.1.

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