

Napoleon's Later Campaigns Scenario Description

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26 Napoleon's Last Battles – Special Rules and Command Arrangements

Use leaders in all scenarios. Place all leaders with any subordinate unit. Note that these rules were written for the Decision Games NLB re-edition; accidental incompatibilities with earlier editions cannot be ruled out.

26.1 L'Armee du Nord. Ney and Grouchy are *wing commanders* (WCs). Ney can be assigned up to five corps, Grouchy up to 3 corps as component formations (cavalry corps count ½ for Grouchy). The Old, Middle, and Young Guard each count as a division.

Command ratings: Napoleon 4, Grouchy 3, Vandamme and d'Erlon 2, Kellermann 4, other corps commanders 3. Ney has 3 for Attack/Probe, otherwise 1, and cannot get Probe and Delay orders through Initiative.

Ney is rated a 3/1 not because I consider him an aggressive idiot (I think he did OK although with some serious lapses) but because this poor sod who had been thrown into wing command at a moment's notice had to make do with a single staff officer.

Note: The French have the Initial Action on the first turn of every scenario.

Special leader effects (optional): Napoleon can add 25% to attack and defense strength of infantry units he is stacked with. Ney can add 25% to any *attacking* units he is stacked with. **Either cannot** then give orders the next turn. (*Players may also wish to experiment with a rule that any time an order is complied with or a French unit attacked in Ney's line of sight, Ney rolls a die. On a roll of 1-3, all units of the affected formation gain the bonus and Ney cannot give orders the next turn.*)

Corps Demoralisation Levels: Gd-20, I-15, II-19, III-13, IV-12, VI-8, IC-3, IIC-4, IIIC-4, IVC-4.

26.2 Die Armee vom Niederrhein. The Prussian army has a normal corps structure. Its overall commander is Bluecher, but he only operates at his full command rating of 4 when stacked with his HQ, otherwise 3. Bluecher's HQ can continue to hand out orders (except Attack/Probe) even when he is not there with a rating of 3. (Buelow accepts orders from the HQ with 2 shifts left, since he resented being ordered around by Gneisenau who was junior to him). All corps commanders are rated 3.

Special Leader effects (optional): Bluecher gives a +1 leader value modifier to Attack Confidence checks made

within command range, a +1 morale modifier to reaction charge die rolls, and a -1 to the morale value of units making a Form Square check if he is involved in a charge. (*Not because they can't form square but to reflect the energetic charge*). However, once within range of attacking subordinate leaders he must move to remain within range of one as long as an attack order lasts. (*Note that this is a mixed blessing and it is up to the player to give orders to move his HQ with him.*)

Corps Demoralisation Levels: I-20, II-20, III-14, IV-19.

26.3 The Army of the Low Countries. There were several corps formations in Wellington's army. For all practical purposes, the only one that matters are the units officially commanded by William of Orange (the N2, N3, and 1st and 3rd British divisions). If he is within 5 hexes of Wellington, he ceases to function as a corps commander and all his divisions are directed by Wellington through divisional orders. Wellington's HQ is not used for command purposes except on night turns, but Wellington still functions normally as if his HQ were in his hex during daylight turns. All subordinates of Wellington have a 1L shift for initiative.

Command ratings: Wellington's rating is 4. William of Orange has a rating of 3 (due to his Chief of Staff Constant Rebeque), but not the ability for multi-unit advance. Others: Uxbridge[2], William (Cooke[2], Colville[2], Perponcher[3], Chasse[2]), de Collaert[2], Brunswick[3], Clinton[2], Picton[3], Cole[2], Alten[2].

Demoralization: A division is demoralized if either the majority of its strength points are made up of demoralized nationalities, or more than 1/3 of its strength has been eliminated. Note that individual units of a particular nationality can be demoralized without their division being demoralized. If both a unit's nationality and division are demoralized, the unit's morale and movement rating are still only reduced once.

Original limits are: British 40, KGL 33, Hanoverians 12, Brunswick 10, Nassauers 8, Netherlands 7.

26.4 Ligny. The 7th division of II Corps (Pilat's and de Villier's brigades) is assigned to III Corps. (See 20.12 for attachment effects.) Bluecher's HQ starts at Brye. Napoleon's HQ starts at Fleurus.

At-start orders: All Prussian corps have Defend orders for their commander's location. Vandamme has Attack orders to take St. Amand, Wagnelee, and afterwards, Brye. All others have Reserve orders.

Demoralization/Disintegration: French 35/-, Pr 55/74. (Prussian limits -3 for every hex of St Amand and Ligny that is French occupied - 0922, 1021, 1022, 1122, 0423, 0524, 0624).

French Victory: Prussians demoralized, French not. Prussian Victory: Otherwise.

26.5. Quatre Bras. Merlen's cavalry is attached to Alten's 3rd Division. Lefebvre-Desnouette's cavalry unit is commanded directly by Ney, but he has to roll for Initiative with a -1 rating before he is able to give it any orders other than the initial March orders (he was expressly ordered not to use the unit in combat). Note that Wellington has a HQ that starts with him but Ney (being a WC) has not (and does not need one).

At-start orders: Ney has orders to March and Probe towards Quatre Bras, as do the IIIC and II Corps. Lefebvre-Desnouette's cavalry unit has March orders to Ney. Allied units on the map have Defend orders. All incoming formations have March orders to their side's HQ (Ney for the French). (*The initial Probe orders for Ney express his extreme caution at the start of the battle; he has to change them through Initiative.*)

Demoralisation/Disintegration: French 10/- until 1500, 25/- from 1600. Allied: 25/40.

Victory: 1 point for every enemy strength point eliminated, 1 point for each end of Game Turn that a player's units occupy Quatre Bras, 5 points if player occupies Quatre Bras at end of game.

26.6 Wavre. No orders specified since this is an alt-hist scenario. Choose freely.

Demoralisation/Disintegration: French 30/-, Prussian 40/50. French Demoralisation is raised by the current French VPs.

Victory: 5 French VP for every combat strength point exited from the western edge north of hex 0117 during the game. 1 Prussian VP for each Prussian strength point exited from western edge north of 0117 (inc.) up to turn 4. One VP for every enemy strength point destroyed. 1 French VP for every Prussian strength point still on map at end of game.

26.7. Historical Wavre. At-start orders: III Corps has Defend orders. Grouchy and the French III and IV corps have orders to March to and Attack Wavre, all French cavalry corps have Probe orders for Wavre. One division of II Corps is attached to IV Corps.

26.7 La Belle Alliance. Napoleon's HQ is placed 2 hexes south of La Belle Alliance. Wellington's HQ is at Waterloo.

At-start orders: All Anglo-Allied corps have Defend orders on the crest running from Plancenoit to Hougomont. Buelow has Attack from March orders for Plancenoit and Maison du Roi. Ziethen has Attack from March orders for Frischermont and La Belle Alliance. French I Corps has Attack orders towards Papelotte and Mont St Jean, II Corps for Hougomont and Mont St Jean, all other French have Reserve orders. Domon of the French IV Corps and the Reserve Div of IC Corps are assigned to the IVC Corps.

Reinforcements: Move Buelow's arrival times up by one hour. On the 1500 turn, add the following reinforcements: Ziethen, 24th Line, 12th Line, Luetzow, I Horse Art., at B2912 or B2909. Pirch I, 25th Line, 5th WL, 26th Line, 9th Line, 1st Elbe LW, at B2912 or B2914. All units except the horse artillery are on their reduced side. Increase the Prussian demoralization and disintegration limits by 5.

The scenario as printed does not allow the Prussians enough time for Buelow to reach Plancenoit, or to repeat the attack of Ziethen's troops that initiated the French collapse after the Guard was repulsed.

Optional orders: To see the effect of a flank attack, give Reille's II Corps orders to attack Braine L'Alleud and Mont St Jean, or allow either side to choose orders.

Demoralisation/Disintegration: French 60/-, ALC: 45/55, Pr 25/35. Demoralizing either the Army of the Low Countries or the Prussians increase the French Demoralization level by 10 points. If a French unit enters a hex of Waterloo, the ALC levels decrease by 20 points. At the moment of the first combat between Prussians and French, the ALC limits increase by 10 points. If an Allied unit enters Plancenoit, the French Demoralization Limit drops by 5. If an Allied unit enters Maison du Roi or any of the adjacent road hexes, the French Demoralization limit drops by 20.

Victory: French win by demoralizing both ALC and Prussian army, or disintegrating the ALC, while not being demoralized at the end of the game, otherwise the Allied player wins.

26.8 Campaign. Use the Ligny/Quatre Bras setups and initial orders.

For d'Erlon's I Corps, roll a die at the start of the 1600 turn of the first day. At the moment it turns up, place it in road column with the northernmost two units in hex 1721 (if it has orders for Frasnes) or 1923 (if it has orders for Wagnelee). Time of appearance and orders are determined as follows:

- 1 Roll again. On 1-3, has March orders for Frasnes. On 4-6, has March orders for Wagnelee.
- 2-6 Roll again next turn.

On the 1700 turn: 1 – march to Frasnes, 2 – march to Wagnelee, 3-6 – roll again next turn. On the 1800 turn: 1-2 – march to Frasnes 3-4 – march to Wagnelee, 5-6 roll again next turn. On the 1900 turn: 1-3 – march to Frasnes, 4-6 – march to Wagnelee.

Army Demoralization and Disintegration: On each 9:00 turn, compute the demoralization value of each army group (Wellington's, Bluecher's, Ney's and Grouchy's). Each corps assigned counts 10 points, each French cavalry corps and Allied division 5, the French Guard 20, each Prussian corps 17 (due to their size), and the Brunswick/Nassau/ Netherlands divisions 3 each. The

disintegration value of each group is 140% its demoralization value. The moment a French formation is more than 10 hexes from its wing leader and closer in hexes to the other wing leader it switches to the other wing and demoralization/disintegration limits have to be recomputed. **Note that this means that each army group can be given a separate General Retreat order based on its demoralization status.**

Example: Grouchy's army at Wavre consists of 2 infantry and 2 cavalry corps for a demoralization value of 30. Wellington's army at La Belle Alliance consists of 10 divisions (4 Brunswick/Nassau/Netherlands) for a demoralization value of 42.

Use the demoralization modifiers of the Grand Waterloo scenario, except that the -20 shift for taking Maison du Roi instead applies to any French army group that has its supply cut for more than one turn, and the -20 for French units entering Waterloo instead apply the moment that Wellington's army can no longer trace supply to Brussels for more than one turn. The only effect of Army Demoralization is application of some of these modifiers. The effect of Army Disintegration is that units can no longer enter ZOCs and each stack that suffers a hit in normal combat must involuntarily retreat (except for chateau effects).

The French demoralisation level is reduced by 5 when any French unit adjacent to an Allied unit is flanked by a Prussian unit. It is reduced by 10 if an assaulting French Imperial Guard unit (except Young Guard units) involuntarily retreats unless either the Anglo-Allied or Prussian Army are demoralized or disintegrated. (Remember also that all French morale values are reduced by 1 at this point.)

Victory point values: One French point per eliminated Allied strength point. Two French points for each strength point that exits the map from hex B0605 and hex W0901. The French gain 2VP not just for exited units but also for units that have an route unblocked by enemy units or ZOCs of no more than 10MP to the exit hexes at the end of the game. If the French exit more than 20 SP, their points for exiting are doubled. Exiting French units must trace a supply line at the moment of exit. The French player wins immediately upon reaching 230 points Marginal French victory (optional): 150+ points Tactical: 190+. Allied Tactical: less than 100. Allied Decisive: Less than 50.

One Allied point per eliminated French strength point.

With the original victory conditions, even if Napoleon had broken through Wellington's army on the evening of Waterloo (note that the Guard's assault went in on the 1900 turn), the loss ratio would not have been greatly in his favor, he would not have had time to exit many units, and therefore the game would count this as a defeat! Yet it is clear that if he had been pushed out

of Waterloo, Wellington would not have contested Brussels but instead would have retreated towards Hal, where he had 18,000 troops stationed to cover an eventual embarkation. Thus, any French survivors in reach of Brussels should count for victory. As for hex W0901, examination of maps or operational games on the topic will show that the easterly road was not the main route but still a way into Brussels as pointed out in the victory conditions of the Grand Waterloo scenario. Its disadvantage is that its distance from the Charleroi-Brussels road means it will take very long for the French to get there, not to speak of fighting their way through to it.

26.9 Grand Ligny. Special rules as per Ligny/Quatre Bras scenarios.

26.10 Grand Waterloo. Special rules as per La Belle Alliance/Historical Wavre scenarios.

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