

QUATRE-BRAS 16 JUNE 1815

Having escaped from exile in Elba, Napoleon landed in Southern France on 1st March 1815 at the start of perhaps the most famous 100 days in military history. He slowly moved North, amassing an army on the way, and arrived in Paris on 20th March 1815. With uncharacteristic agreement the Allies declared war on him on 25 March 1815 and set about mobilising their armies. Napoleon realised that with 5 armies ranged against him he would need to move fast, and so decided that his only option was to defeat them in detail before they could converge. On the 15th June 1815 Napoleon, with his 128,000 man *Armee du Nord*, crossed the Belgian Frontier intent on defeating the Prussian and the Allied armies in separate engagements. Whilst he attacked the former at Ligny with his Centre and Right Wings he ordered his Left Wing, commanded by 'the bravest of the brave', Marshall Ney, to seize the strategically important crossroads at Quatre-Bras, in preparation for his attack on Wellington's Allied Army.

Allies:

1 x CinC - The Duke of Wellington (+1 CAP)
2 x Super-Numery Commanders (The Prince of Orange and the Duke of Brunswick)
2 x Ms(E) (British Guard)
4 x Ms (3 British and 1 Nassau)
3 x Ms(M)(1 Dutch-Belgium, 1 Brunswick and 1 Hanoverian)
1 x Jg(E) (British 95th Rifles)
1 x Jg (Brunswick Advance Guard & Life Regt)
2 x LI (1 Dutch-Nassau and 1 Hanoverian)
1 x LI(M)(Brunswick)
2 x LC(M)(1 Dutch-Belgium and 1 Brunswick)
1 x FA (British)
2 x HA(M)(Dutch-Belgium and Brunswick)
2 x Strong Point Garrisons

French:

1 x CinC - Marshall Ney (-1 CAP)
1 x Super-Numery Commander - Reille
6 x Ms
2 x LI
2 x LC
1 x HC
2 x FA
1 x HA

The Battlefield

A map of the battlefield is at Appendix A.

Designers Notes:

This is a cracking! little scenario. This scenario was first created for DBN-V1 I have now made some small refinements. I have increased the playing area to 3'x 3' thus allowing for the inclusion of the southern most farms, I have added the use of 'Strong Points' and 'Super-Numery Commanders' and I have refined the armies to make them a little more unique and interesting but still historically correct.

The challenge for the Prince of Orange as the initial Allied CinC is to decide on whether to delay the French and 'defend forward' or to 'concentrate forces' nearer to Quatre-Bras, Wellington when he takes command must 'plug the gaps' and decide when to counter attack. Ney must decide whether to make a quick 'all out' attack or wait for a build up of forces and then attack. Ney must also decide if he should get personally involved in Close Combat. This scenario is quite unique and should prove challenging and fun for both sides.

Command and Control To simulate the historical command and control situation the Prince of Orange commands the Allies for the first 4 turns and the Duke of Wellington from Turn 5 onwards. To reflect their relative levels of experience the Duke of Wellington adds +1 and the Prince of Orange -1 to their CAP dice roll and Ney is -1 CAP.

Once Wellington has taken command the Prince of Orange becomes a Super-Numery Commander, this means that as a 'Super-Numery' he has one free movement per turn, to move himself and or a Dutch-Belgian-Nassau unit or formation that he is attached to but with no CAP dice throw and gives no Close Combat benefit. The Duke of Brunswick is a Super-Numery Commander but can move and command only the Brunswickers, he was an inspirational leader and gives +1 to a Brunswick unit in Close Combat, but must test for Commander Casualty if winner or looser in Close Combat. Reille is also a Super-Numery he gives +1 in Close Combat and can move any French units. The Duke of Wellingtons close combat support factor of +1 is only applicable with British and Hanoverian troops. The French move first with Ney receiving +2 CAP for the first turn only.

Gaming Notes. The game is to last up to 25 turns. In order to reflect the historical sequence of events both sides deploy and arrive in accordance with Appendix B.

Terrain Notes. The sunken road to the East of Quatre-Bras provides -1 for protection to infantry against Artillery fire only and the stream to the East of Gemioncourt Farm because of its steep banks counts as 'up hill' to the defenders when in close combat. Gemioncourt, Pierrepoint and Piraumont Farms each count as Strong Points with 360 degree arcs of fire and Quatre-Bras as a Fortification.

Victory Conditions In order for the French to win they must Destroy:

- 2 Allied units by the end of turn 4
 - 3 by the end of turn 6
 - 4 by the end of turn 7
 - 6 by the end of turn 11 and 7 there after.
- The capture of Quatre-Bras counts as two destroyed units.

For the Allies to claim victory they must hold Quatre-Bras and destroy 5 French units. All generals count as a unit for victory calculation purposes.

Marshal Ney This guy was known to have mental problems, he was slightly 'shot away' and had never fully recovered from the hardships of the Russian Campaign. He took command of the Left Wing of Napoleons army at the very last minute upsetting many senior officers and had no time to get to know his staff. He was not liked by his senior commanders but was very brave; he led from the front and was a great motivator of his troops. To reflect all of this Neys CAP Factor is -1 but he will give +2 to any unit he is attached to in close combat, however he tests for 'Commander Casualty' if he wins or looses in close combat.

Strong Points: This is a Special Rule. With historical battles certain large fortified buildings were used as Strongpoint's like the 'Granary' at Aspern-Essling or La Haye Sainte at Waterloo and they became much more significant to the battle than there size anticipated. However because of the troop scale used in this Battle the Strongpoint's Gemioncourt, Piraumont and Pierrepoint would contain a garrison of 200 to 400 troops and would not usually be represented on the DBN table top however they may have a significant impact on the battle, therefore it is felt that they should be able to be represented in DBN and this rule allows for it.

The model Strongpoint should cover an area of 30mm x 25mm, it has an intrinsic garrison that is not represented by a separate combat unit on the table top. This garrison like a garrison of a BUA can not be 'shot out' and is destroyed if a draw or beaten in Close Combat. It has a firing range of 200paces with a Fire Factor of 2 and a non-adjustable Close Combat Factor of 5. However because of the size of the Strongpoint it can only be Close Combat attacked by up to one unit per Combat Round but this unit can only suffer a maximum of one Hit per Combat.

DBN V2 SCENARIO APPENDIX B

QUATRE-BRAS UNIT DEPLOYMENT & ARRIVAL TIMES

TIME	TURN	FRENCH		COMMANDERS	ALLIES	
1400	1	5 th DIV DEPLOYED	2 x Ms 1 x LI 1 x FA	PRINCE OF ORANGE MARSHAL NEY & REILLE	2 nd DUTCH BELGIUM DIV DEPLOYED	1 x Ms(M) 1 x Ms (Nassau) 1 x LI 1 x HA(M) 2 x SP Garrisons
1430	3	9 th DIV ARRIVES	2 x Ms 1 x FA		DUTCH-BELGIAN CAV BDE	1 x LC(M)
1445	4	2 nd CAV DIV ARRIVES	2 x LC 1 x HA			
1500	5			THE DUKE OF WELLINGTON	5 th DIV ARRIVES	2 x Ms (Brit) 1 x Ms(M)(Hann) 1 x Jg(E) 1 x FA
1530	7	6 th DIV ARRIVES	2 x Ms 1 x LI	THE DUKE OF BRUNSWICK	BRUNSWICK CORPS ARRIVES	1 x Ms(M) 1 x LI(M) 1 x Jg 1 x LC(M) 1 x HA(M)
1630	11				3 rd Div ARRIVES	1 x Ms (Brit) 1 x LI (Hann)
1700	13	CUIRASSIER BDE ARRIVES	1 x HC			
1830	19				1 st Div ARRIVES	2 X Ms(E)

Deployment Notes:

1. The Allies deploy first as far forward as the Piermount and Pierpoint Farm. The French may then deploy up to 600 paces in from the southern table edge, having seen the Allied dispositions, and take the 1st Bound.
2. The French 5th Div with Ney & Reille and the Allied 2nd DB Div with the Prince of Orange start the game deployed all other Divisions must arrive in their own sides Bound, at the cost of no CAP, deploying up to 400 paces from their entry point as a single group. The French arrive anywhere along the southern table edge. All Allies arrive at Point A except the Brunswickers and 5th Div at Point B and Wellington at Point C.
3. Newly arrived Divisions having made their initial deployment move can take no further action other than to react to enemy action until their sides next bound.