

QUATRE-BRAS 16 JUNE 1815

Having escaped from exile in Elba, Napoleon landed in Southern France on the 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.

For the following Army Lists, each Ms unit represents approximately 2000 men and each LC unit approximately 1100 men.

Allies:

1 x CinC - The Duke of Wellington (+1 CAP)
 1 x Temporary Commander - Prince of Orange (-1 CAP)
 1 x DSC - The Duke of Brunswick
 2 x Ms(E) (British Guard)
 5 x Ms (3 British, 1 Hanoverian and 1 Nassau)
 4 x Ms(M) (1 Dutch-Belgium, 2 Brunswick and 1 Hanoverian)
 1 x Jg(E) (British 95th Rifles)
 3 x LI (1 Dutch-Nassau, 1 Brunswick and 1 Hanoverian)
 2 x LC(M) (1 Dutch-Belgium and 1 Brunswick)
 2 x FA (British)
 2 x HA(M) (Dutch-Belgium and Brunswick)
 2 x Strong Point Garrisons (Nassau)

French:

1 x CinC - Marshall Ney & Reille
 2 x DSC - Prince Jerome and Kellerman
 6 x Ms
 3 x Ms/LI
 1 x LI (Combined Light Companies)
 2 x LC
 1 x HC
 2 x FA
 1 x HA

The Battlefield A map of the battlefield is at Appendix A.

Command and Control. To simulate the historical command and control situation, the Prince of Orange commands the Allies for the first 5 turns and the Duke of Wellington from Turn 6 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. 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 and Kellerman are Divisional Sub Commander (DSC's) both with an intrinsic 2 CAP and an unrestricted radius of 300paces. Brunswick can move and command only the Brunswickers, Kellerman only the Heavy Cavalry. Both are inspirational leaders and gives +1 to their units in Close Combat, but must test for Commander Casualty if winner or loser in Close Combat. Prince Jerome, for this battle operated somewhat independently and detached '*because he could and because he was Napoleons Brother*'. Therefore Jerome is classed as a DSC with an intrinsic 2 CAP's, however he didn't want to get too involved in a 'detached' battle as he was not under the eye of his brother, therefore he will not willingly get involved in any Close Combat. It also costs the French CinC 2 x CAP's to give Jerome 1 x CAP.

The Duke of Wellingtons close combat support factor of +1 is only applicable with British and Hanoverian troops.

Marshal Ney & Reille Ney 'The Bravest of the Brave' was the overall Wing Commander and Reille was the Corps Commander. Ney 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 including Reille. He had no time to get to know his staff, he was autocratic and a micro manager but was liked by his troops and very brave. He led from the front and was a great motivator of troops. To reflect all of this, Ney and Reille are a combined command with a CAP Factor of 'Parr' however Ney can detach himself from the CinC command and give +2 to any unit he is attached to in close combat, however he tests for 'Commander Casualty' if he wins or loses in close combat. If Ney is detached Reille and the command become -1 CAP, if Ney is killed or becomes hors de combat, then the French CinC Command returns to 'Parr' ?, yes I know, it's true !

Ney/Reille must capture and hold 2 of the 3 Strong Points by the end of the game otherwise Ney will be 'sacked' by Napoleon for 'lack of effort' and 'disloyalty to France'.

Gaming Notes. The game is to last up to **25 turns** (the last two turns are with reduced visibility at 600 & 300paces). The French move first with Ney/Reille receiving +2 CAP for the first turn only. 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 is classed as Bad Going if moving across the road and as a Fortification if fired upon. The stream counts as Bad Going. Gemioncourt, Pierrepoint and Piraumont Farms each count as Strong Points with 360 degree arcs of fire and Quatre-Bras as a NLF.

Victory Conditions The French win if they hold Quatre-Bras by the end of **turn 18** or destroy **10** Allied units.

All 'on table' Allied combat units 'flee the battlefield' if:

- 3** Allied units are Destroyed by the end of turn 4
- 6** Allied units are Destroyed by the end of turn 6
- 8** Allied units are Destroyed by the end of turn 10
- 9** Allied units are Destroyed by the end of turn 18 and **10** thereafter.

The capture of Quatre-Bras or death of a CinC counts as two destroyed units. The Capture by the French of all three Strong Points counts as one Casualty. Allied units that 'flee the battlefield' do not count towards Victory Conditions. On the turn following any Allied units 'fleeing the battlefield' Wellington for that turn only has a maximum of 1 CAP. All Generals count as a unit for victory calculation purposes.

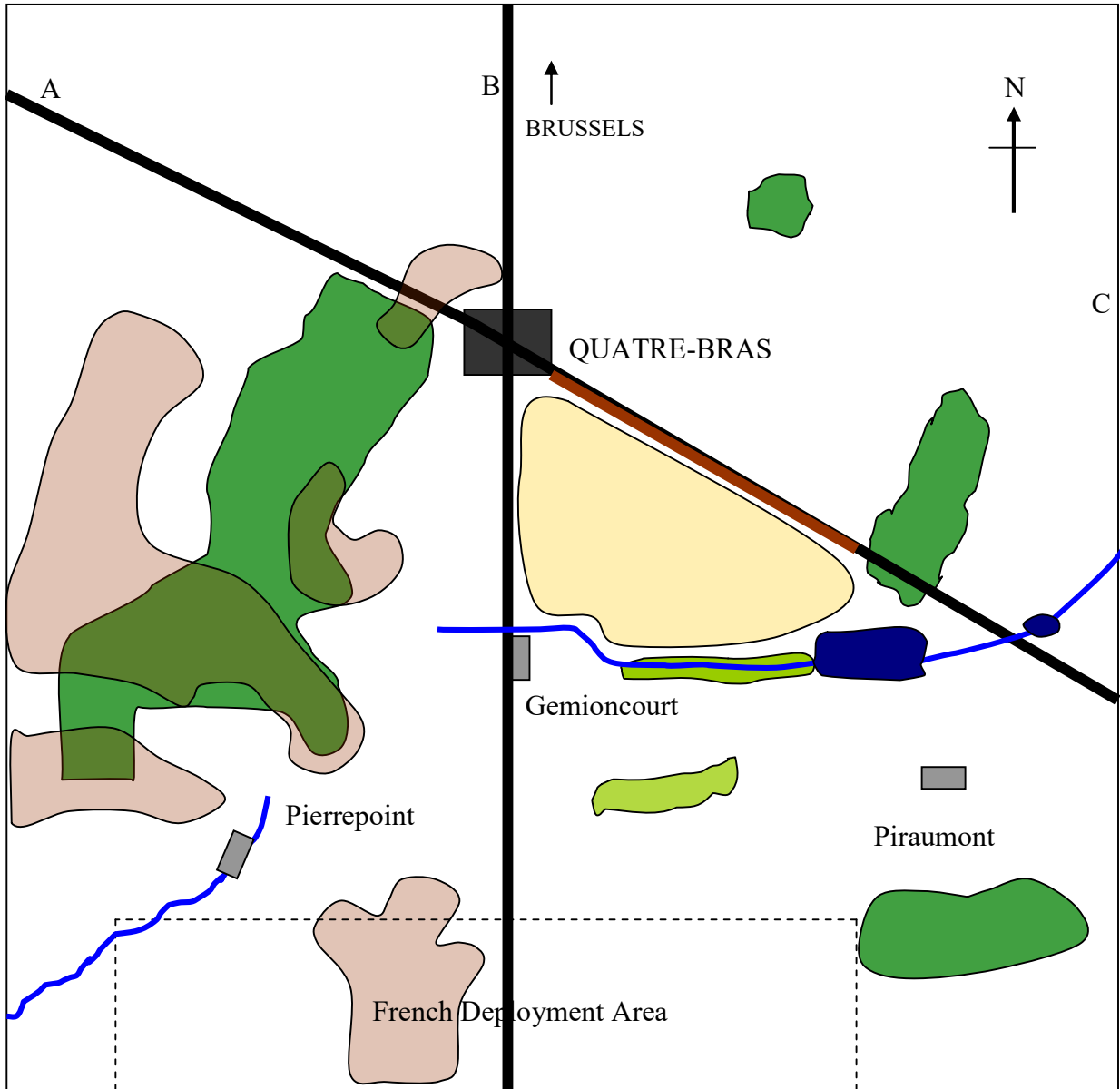
For the Allies to claim victory they must hold Quatre-Bras and destroy **8** French units.

Designers Notes:

This is a cracking! little scenario. This scenario was first created for DBN-version 1, 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-Numerary 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. Nay 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.

DBN V2 SCENARIO QUATRE-BRAS 1815



This battlefield is based on a 3' x 3' table



The stream is Bad Going and fordable by all except Artillery. There is no uphill advantage from the contours however they do block line of sight.

The Corn/Rye Field had a giant crop of 4 to 5 feet tall, this reduces visibility and ballistic fire effect, therefore Musket Fire is reduced to 100paces into the field and artillery Fire to 600paces. All normal unit movement is reduced to a maximum of 300paces, it is not bad Going. Also for the 'Response Test' (rule 11.14.1) infantry are always 'surprised'

Quatre-Bras is classed as a Fortification and Gemioncourt, Pierrpoint and Piraumont are classed as Strong Points.

The Bush areas are Bad Going but only provide cover to Jg Units.

DBN V2 SCENARIO APPENDIX B

QUATRE-BRAS UNIT DEPLOYMENT & ARRIVAL TIMES

(1 x Ms = 2000 men, 1 x LC = 1200 men)

TIME	TURN	FRENCH		CinC COMMANDERS	ALLIES	
		5 th DIV DEPLOYED	2 x Ms 1 x LI 1 x FA	<i>PRINCE OF ORANGE</i> <i>MARSHAL NEY with REILLE</i> DEPLOYED	2 nd DUTCH BELGIUM DIV DEPLOYED	1 x Ms (M) 1 x Ms (Nassau) 1 x LI (Nassau & DB) 1 x HA (M) 2 x SP Garrisons (Nas)
1400	1	9 th DIV ARRIVES 2 nd CAV DIV ARRIVES	2 x Ms 1 x Ms/LI 1 x FA 2 x LC 1 x HA			
1430	3				DUTCH-BELGIAN CAV BDE ARRIVES POINT A	1 x LC (M)
1500	5	6 th DIV ARRIVES	<i>Prince Jerome</i> 2 x Ms 2 x Ms/LI	<i>THE DUKE OF WELLINGTON</i> ARRIVES POINT C	5 th DIV ARRIVES POINT B	2 x Ms (Brit) 1 x Ms (M) (Hann) 1 x Jg (E) (95th) 1 x FA
1530	7				Brunswick Corps ARRIVES POINT B	<i>DSC D of Brunswick</i> 2 x Ms (M) 1 x LI (Combined Lieb & Adv Gd) 1 x LC (M) 1 x HA (M)
1630	11				3 rd DIV ARRIVES POINT A	1 x Ms (Brit) 1 x LI (Hann) 1 x Ms (Hann) 1 x FA
1700	13	CUIRASSIER BDE ARRIVES	<i>DSC KELLERMANN</i> 1 x HC			
1830	19				1 st DIV ARRIVES POINT A	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 600paces in from the southern road 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 no CAP cost and deploying up to 400 paces from their entry point as a single group. In the following Turns the 'arriving units' have one intrinsic CAP per turn to move towards Quatre-Bras until they move within CinC command radius. 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.