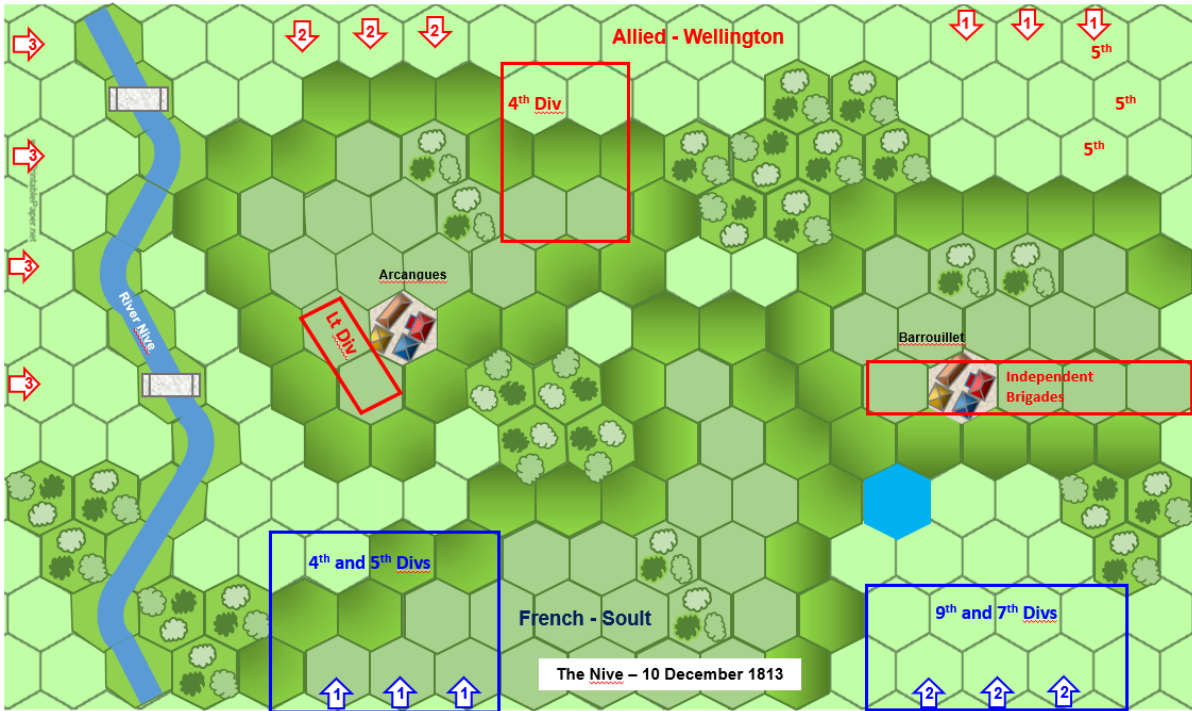


Battle Of the Nive - 10 December 1813



Standard Map Symbols

	River/stream		Impassible mountains
	Hillside		Woods on a hilltop
	Hill top		Woods on the flat
	Rough Ground [fields, vineyards etc]		Towns
	Impassable cliff edges		Defensive Works
	Swamp		Major River
			Bridge

Note: Only full hexes can be entered by stands

STANDARD UNIT SYMBOLS

	Line Infantry		Foot Artillery		Light Cavalry
	Light Infantry		Horse Artillery		Heavy Cavalry
	Grenadiers		Guard Artillery		Irregular Cavalry
	Grenzers		Heavy Artillery		Conscript Infantry
	Guard Infantry		Objectives		Mixed Unit
	Landwehr Infantry		General		Reinforcement Arrival Point

NAPOLEONIC HEX SCENARIO

French Units	Corps	Elan	Traits	Move
<b>Marshal Soult</b>			Overall Commander – 26 Units – 9 Morale	
<b>Reille</b>			<b>1<sup>st</sup> Corp</b>	
9 <sup>th</sup> Division [Boyer]				
Line Inf x 1	1 <sup>st</sup>	6	Sk, Art attached	2-1
Line Inf x 2	1 <sup>st</sup>	6	Sk	2-1
7 <sup>th</sup> Division [Leval]				
Line Inf x 1	1 <sup>st</sup>	6	Sk, Art attached	2-1
Line Inf x 2	1 <sup>st</sup>	6	Sk	2-1
Villate's Division			<b>Arrives Turn 15</b>	
Line Inf x 1	1 <sup>st</sup>	6	Sk, Art attached	2-1
Line Inf x 2	1 <sup>st</sup>	6	Sk	2-1
Light Cavalry	1 <sup>st</sup>	5		4-2
<b>Clausel</b>			<b>2<sup>nd</sup> Corps</b>	
4 <sup>th</sup> Division [Taupin]				
Line Inf x 1	2 <sup>nd</sup>	6	Sk, Art attached	2-1
Line Inf x 2	2 <sup>nd</sup>	6	Sk	2-1
5 <sup>th</sup> Division [Maransin]				
Line Inf x 1	2 <sup>nd</sup>	6	Sk, Art attached	2-1
Line Inf x 2	2 <sup>nd</sup>	6	Sk	2-1
6 <sup>th</sup> Division [Daricau]			<b>Arrives Turn 3</b>	
Line Inf x 1	2 <sup>nd</sup>	6	Sk, Art attached	2-1
Line Inf x 2	2 <sup>nd</sup>	6	Sk	2-1
<b>D'Erlon</b>			<b>3<sup>rd</sup> Corps</b>	
3 <sup>rd</sup> Division [Abbe]	3 <sup>rd</sup>		<b>Arrives Turn 5</b>	
Line Inf x 1	3 <sup>rd</sup>	6	Sk, Art attached	2-1
Line Inf x 2		6	Sk	2-1
2 <sup>nd</sup> Division [D'Armagnac]			<b>Arrives Turn 7</b>	
Line Inf x 2	3 <sup>rd</sup>	6	Sk	2-1
1 <sup>st</sup> Division [Foy]			<b>Arrives Turn 9</b>	
Line Inf x 2	3 <sup>rd</sup>	6	Sk	2-1

NAPOLEONIC HEX SCENARIO

British Units	Corps	Elan	Traits	Move
<b>Wellington</b>			<b>Overall Commander. Intuitive, Mobile. 23 Units - 8 Morale</b>	
<b>Hope</b>	LF		<b>Left Flank</b>	4
5 <sup>th</sup> Division [Hay]	LF			
British Line x1	LF	6	Firepower, Sk, Steady, Art attached	2-1
British Line x1	LF	6	Firepower, Sk, Steady	2-1
Portuguese Line x 1	LF	6	Sk	2-1
Independent Brigades	LF			
Portuguese Line x 1	LF	6	Sk	2-1
Portuguese Line x 1	LF	6	Sk, Art Attached	2-1
British Line x1	LF	6	Firepower, Sk, Steady	2-1
1 <sup>st</sup> Division [Howard]	LF		<b>Arrives Turn 6.</b>	
Guards x 1	LF	7	Firepower, Sk, Steady, Shock	2-1
Line x 1	LF	6	Firepower, Sk, Steady, Art attached	2-1
Line x 1	LF	6	Firepower, Sk, Steady	2-1
<b>Beresford</b>	Cen		<b>Centre</b>	4
Light [Alten]	Cen			
Light x 2	Cen	7	Firepower, Sk, Steady, Mobile	2-1
4 <sup>th</sup> Division [Cole]				
Line x1	Cen	6	Firepower, Sk, Steady	2-1
Line x1	Cen	6	Firepower, Sk, Steady, Art attached	2-1
Portuguese Line x 1	Cen	6	Sk	2-1
7 <sup>th</sup> Division [Walker]			<b>Arrives Turn 4</b>	
Line x2	Cen	6	Firepower, Sk, Steady	2-1
Portuguese Line x 1	Cen	6	Sk	2-1
3 <sup>rd</sup> Division [Cole]			<b>Arrives Turn 8</b>	
Line x1	Cen	6	Firepower, Sk, Steady	2-1
Line x1	Cen	6	Firepower, Sk, Steady, Art attached	2-1
Portuguese Line x 1	Cen	6	Sk	2-1
6 <sup>th</sup> Division [Clinton]			<b>Arrives Turn 8</b>	
Line x2	Cen	6	Firepower, Sk, Steady	2-1
Portuguese Line x 1	Cen	6	Sk	2-1

<b>French</b>	<b>1</b>	<b>3R</b>	<b>5R</b>	<b>7R</b>	<b>9R</b>
<b>Allied</b>	<b>2</b>	<b>4R</b>	<b>6R</b>	<b>8R</b>	<b>10</b>
<b>French</b>	<b>11</b>	<b>13</b>	<b>15R</b>	<b>17</b>	<b>19</b>
<b>Allied</b>	<b>12</b>	<b>14</b>	<b>16</b>	<b>18</b>	<b>20</b>
<b>French</b>	<b>21</b>	<b>23</b>	<b>25</b>	<b>27</b>	<b>29</b>
<b>Allied</b>	<b>22</b>	<b>24</b>	<b>26</b>	<b>28</b>	<b>30</b>

### Background

Wellington has advanced into France but is caught in a narrow triangle of land between the Nive River and the sea with the fortress town of Bayonne in front of him. He starts a complicated set of manoeuvres to push the French forces back to Bayonne so that he can cross the Nive River. In doing this he splits his army. Marshal Soult sees an opportunity to attack the allied army whilst it is split and moves his forces to his right flank and advances.

### Organisation

The French have three corps for activation purposes. The Allies have two corps. Unusually for Wellington he had established a 'corps' structure for the complex battles around the Nivelle and Nive Rivers. Wellington himself is not available until the start of turn 8. No units may be activated by command until he arrives.

### Set Up

Units are set up anywhere in their specified deployment area. No units are in Reserve status at the start of the battle. No unit starts in prepared status.

### Reinforcements

Allied:

Turn 4 - 7<sup>th</sup> Division arrives Red 2

Turn 6 - 1<sup>st</sup> Division arrives Red 1

Turn 8 - 3<sup>rd</sup> and 6<sup>th</sup> Divisions arrives Red 3

French:

Turn 3 – 5<sup>th</sup> Division arrives Blue 1

Turn 5 – 3<sup>rd</sup> Division arrives Blue 1 or 2

Turn 7 – 2<sup>nd</sup> Division arrives Blue 1 or 2

Turn 9 – 1<sup>st</sup> Division arrives Blue 1 or 2

Turn 15 - Villatte's Division arrives Blue 2

None of the reinforcements are in reserve status. The hex they arrive in is the first hex of a two hex move as per normal reinforcement rules. They arrive in the Status Phase and no Momentum points are required to bring them on. They can be brought in on any hex in the reinforcement area they are assigned to.

### Victory Conditions

If neither sides breaks the battle is a draw.

### Scenario Specific Terrain Rules

Hill tops give uphill advantages against attackers on the slopes and they provide crests for infantry fire. The Nive River can only be crossed at the bridges. Arcangues and Barrouillet are both urban areas for combat purposes. All hill hexes [slopes and hilltops] are difficult going for the cavalry unit.