

Battle Of the Nivelle - 10 November 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

Background

Wellington is advancing into France but needs to get past a number of defensive lines which Marshal Soult has established. The first of these was the Bidassoa River. Wellington forced this by crossing the river near its mouth which Soult had left largely undefended. Not to be caught out again, at the Nivelle Soult strongly fortified the coastal end of the river. Wellington feinted towards this position with troops under General Hope whilst throwing his weight against Soult's inland defences.

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.

Set Up

Units are set up anywhere in their corps deployment area including half hexes at the side of a their deployment box. When these half hexes are in the deployment zones of two corps either corps can be deployed in that hex. No units are in Reserve status at the start of the battle. French units behind defences start in prepared status. The French set up first.

Reinforcements

Turn 8 – 1st Division [Foy] arrives anywhere in the area bordered by the Blue 1 Arrows

Turn 10 - Villatte's Division arrives anywhere in the area bordered by the Blue 2 Arrows

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. Villatte's Division is in reserve status.

Victory Conditions

The Allies need to break the French army to win. The French will not break, regardless of losses, unless the Allies have captured at least 4 of the Victory Point positions. If the French do not break, but the Allies capture all of the Victory Points the allies win. Any other result is a French victory.

Scenario Specific Terrain Rules

Hill tops give uphill advantages against attackers on the slopes and they provide crests for infantry fire. The Nivelle River can be forded in its upper reaches [marked in light blue on the map].

NAPOLEONIC HEX SCENARIO

French Units	Corps	Elan	Traits	Move
Marshal Soult			Overall Commander – 19 Units – 7 Morale	
D'Erlon			3rd Corps	
3 rd Division [Abbe]	3 rd			
Line Inf x 1	3 rd	6	Sk, Art attached	2-1
Line Inf x 2		6	Sk	2-1
2 nd Division [D'Armagnac]				
Line Inf x 3	3 rd	6	Sk	2-1
[Part of] 1 st Division [Foy]			Arrives Turn 8	
Line Inf x 1	3 rd	6	Sk	2-1
Clausel			2nd Corps	
8 th Division [Taupin]				
Line Inf x 1	2 nd	6	Sk, Art attached	2-1
Line Inf x 2	2 nd	6	Sk	2-1
6 th Division [Maransin]				
Line Inf x 1	2 nd	6	Sk, Art attached	2-1
Line Inf x 2	2 nd	6	Sk	2-1
4 th Division [Conroux]				
Line Inf x 1	2 nd	6	Sk, Art attached	2-1
Line Inf x 2	2 nd	6	Sk	2-1
Reserve				
Villate's Division			Arrives Turn 10	
Line Inf x 1	R	6	Sk, Art attached	2-1
Line Inf x 2	R	6	Sk	2-1

NAPOLEONIC HEX SCENARIO

British Units	Corps	Elan	Traits	Move
Wellington			Overall Commander. Intuitive, Mobile. 24 Units - 8 Morale	
Hill [Inspiring]	Hill		Right	4
2 nd Division [Stewart]	Hill			
British Line x 1	Hill	6	Firepower, Sk, Steady, Art attached	2-1
British Line x 3	Hill	6	Firepower, Sk, Steady	2-1
Portuguese Line x 1	Hill	6	Sk	2-1
6 th Division [Clinton]	Hill			
British Line x 2	Hill	6	Firepower, Sk, Steady	2-1
Portuguese Line x 1	Hill	6	Sk	2-1
Portuguese [Hamilton]	Hill			
Portuguese Line x 2	Hill	6	Sk	2-1
Beresford	Ber		Left	4
Light [Alten]	Ber			
British Light x 2	Ber	7	Firepower, Sk, Steady, Mobile	2-1
4 th Division [Cole]	Ber			
British Line x 1	Ber	6	Firepower, Sk, Steady	2-1
British Line x 1	Ber	6	Firepower, Sk, Steady, Art attached	2-1
Portuguese Line x 1	Ber	6	Sk	2-1
7 th Division [Walker]	Ber			
British Line x 2	Ber	6	Firepower, Sk, Steady	2-1
Portuguese Line x 1	Ber	6	Sk	2-1
3 rd Division [Cole]	Ber			
British Line x 1	Ber	6	Firepower, Sk, Steady	2-1
British Line x 1	Ber	6	Firepower, Sk, Steady, Art attached	2-1
Portuguese Line x 1	Ber	6	Sk	2-1
Longa				
Spanish Line x 2	Ber	5		2-1
Bradford	Ber			
Portuguese Line x 1	Ber	6	Sk	2-1

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