

**THE LIBRARY OF NAPOLEONIC BATTLES**  
**NAPOLEON'S LAST GAMBLE, THE ROADS TO HAL EXPANSION**  
**THE TURNED FLANK SCENARIO (41.0)**  
**PRUSSIAN ANGLO ALLIED SETUP SHEET #1, v1.02**

Notes: A). Leaders may also setup at start with any subordinate unit.  
 B). Vedettes may setup anywhere within three hexes of their parent unit.  
 C). PAA player may adjust any one friendly unit by one hex prior to first player turn.

**At Start**

**Wellington**  
  
 [4]  
 10  
 N1714

**Pontoon Train**  
  
 Optional

**ROAD BLOCK**  
  
 N2316\*

Note: Setup for most Pontoon/Baggage trains are marked as Optional. See Rules 25.24, 25.25, and 25.26 for setup and arrival restrictions.

<b>Pr. William</b> [1] 10	<b>Cooke</b> 1Br (3) 6	<b>Adye</b> 1Br 2 3 4	<b>Maitland</b> 1Br 4 4 4	<b>Byng</b> 1Br 6 4 4	<b>von Alten</b> 3Br (4) 6	<b>C. Halkett</b> 1Br 4 3 4	<b>Kielmessege</b> 1Br 4 3 4	<b>Williamson</b> 1Br 2 3 4	<b>Ompeda</b> 1Br 5 4 4
N1113	N1515	N1515r	N1516		N1714			N1715	

<b>Perponcher</b> 2N (3) 6	<b>Bijlandt</b> 1N 4 2 4	<b>van Opstal</b> 1N 1 2 4	<b>Saxe-Weimar</b> 2N 6 3 4	<b>Chassé</b> 3N (3) 6	<b>d'Aubreme</b> 1N 5 2 4	<b>Smissen</b> 1N 2 2 4	<b>Detmers</b> 1N 4 2 4
N1915	N1915r	N2115		N1115			N1212

<b>Collaert</b> NC (2) 6	<b>A. Trip</b> NC 2 3 6	<b>de Ghigny 2</b> NC 2 3 7	<b>van Merlen</b> NC 1 3 7	<b>Petter</b> NC 1 2 6	<b>I Corps</b> 
N1713	N1813	N1613r	N1613	Optional	

<b>Offermann</b> Repl (3) 6	<b>Buttlar</b> Res 4 2 4	<b>Specht</b> Res 4 2 4	<b>Cramm 2</b> Res 2 3 7	<b>Mahn</b> Res 2 3 4	<b>Kruse</b> Res 4 1 4	<b>Res Corps</b> 
	N1513				N1614	Optional

<b>Hill</b> [1] 10	<b>Clinton</b> 2Br (3) 6	<b>Adam</b> 1Br 5 3 4	<b>Gold</b> 1Br 2 3 4	<b>Cambrind Hus</b> 1Br 1 1 7	<b>du Plat</b> 1Br 5 4 4	<b>H. Halkett</b> 1Br 3 1 4	<b>Mitchell</b> 1Br 4 4 4	<b>II Corps</b> 
N2013		N1614		N1414	N1413	N1415	Optional	

Note: A). "\*" indicates Roadblock set up at Chateau de Frischermont per Rule 30.36.  
 B). "r" in the setup hex indicates that the unit starts on its reduced side.

<b>Picton</b> 5Br (4) 6	<b>Kempt</b> Res 5 4 4	<b>Heisse</b> Res 2 3 4	<b>Pack</b> Res 3 4 4	<b>Vincke</b> Res 3 1 4	<b>Lambert</b> 6Br (2) 6	<b>Smith</b> Res 5 3 4	<b>Bruckman</b> Res 2 3 4	<b>Best</b> Res 3 1 4
N1814		N1914r	N2013		N1812			N2013

<b>Usbridge</b> Cav (4) 6	<b>Vivian 2</b> Cav 3 3 7	<b>Fraser</b> Cav 4 3 6	<b>Somerset</b> Cav 3 4 6	<b>Ponsonby</b> Cav 3 4 6	<b>Whinyates</b> Cav 1 3 6	<b>Dornberg 2</b> Cav 3 3 7	<b>Arntschldt 2</b> Cav 2 3 7	<b>Vandeleur 3</b> Cav 3 3 7	<b>Grant 2</b> Cav 2 3 7	<b>Cav Corps</b> 
N2212	N1714		N1813		N1614	N2113	N1515	Optional		

<b>Colville</b> 4Br (3) 6	<b>Johnstone</b> 1Br 5 3 4	<b>Lyon</b> 1Br 4 2 4	<b>Hawker</b> 1Br 2 3 4
	WX0247/WX0346		

<b>Stedman</b> 1N (2) 6	<b>H. Trip</b> 1N 2 2 4	<b>d'Hauw</b> 1N 5 2 4	<b>Erens</b> 1N 5 2 4
	WX0247/WX0346	WX0925	WX1628

<b>Anthing</b> 1N 5 2 4	<b>Estorff</b> 1N 2 2 7
WX2024	WX2627

**ROAD BLOCK**  
  
 x4  
 South of  
 WX2320

3 March Orders Available

<b>Blücher</b> [2] 10	<b>Zieten</b> (4) 6	7 1 3 4	6 Inf 5 3 4	3 1 3 4	8 1 3 4	4 Wstph Ldw 3 1 4	Lützow 3 2 2 7	Rentzell 5 3 4
N5110		Within 2 hexes of N4710						

12 Inf 3 3 4	24 Inf 3 3 4	1 Wstph Ldw 3 3 4	7 Inf 3 3 4	29 Inf 3 2 4	Treskow 1 3 6	<b>I Corps</b> 
Within 2 hexes of N4710r						

Note: As an option, the Hal Forces (Colville's Div, Stedman's Div, Anthing's Brig, and Estorff's Brig) may setup within 3 hexes of HILL, but do not have any March Orders.