

# Napoleon's Last Gamble

UPDATE

25 March 2018

## TURN RECORD TRACKS

### 15th June Grand Campaign

9 PM (not 6 AM 16 Jun)

Brunswick, Specht, and Cramm arrive NX 2101.

### 16th June Mini-campaign

7PM Remove Dornberg/Br Cav. The unit is not present.

### 16th June Campaign

7 PM (not 4 PM 17 Jun) Cavalry Brigade Grant arrives at Nivelles. March Order may be freely assigned.

### Quatre-Bras & Mini-Campaign

3PM van Merlen/N Cav arrives, 1101.

8 PM Kruse's arrival is correct—disregard the “Bw.”

### Waterloo

4 PM MAJ Bardeleben replaced Braun as Arty/IV.

8 PM The Prussian 2/I and 3/I units that arrive are ones listed in 29.32 of the Wavre scenario as having March Orders.

Delete the reference to Prussian 4/I units.

## WEATHER TABLE

The first turn of the day is the 6AM turn.

## INITIAL SET-UP CARDS

- If Initiative Ratings on the Set-up cards are different from the counter, the counters are correct.
- **Set-up, A-A:** A revised version of the Initial Setup has been published (.pdf available for free download). Change van Opstal's set up from S2008 to S2109.
- **Set-up, Prussian:** The 28th Inf Rgt. (2nd Brigade) should be reduced @ at Ligny and Eliminated (E) at Wavre (not set-up in hex 4612).

## WATERLOO

**Set-up, French:** HArt Gronnier/II 1317 (not 1613).

Pégot/I 2117 (not 2116). Piré 1317 (not 1316).

## LA SOUFFEL

**Map:** 0734 is a French entry hex.

**Set-up, French:** 16th Division artillery 1115 (not 0909).

**TRC:** 11AM (not 1 PM) 4th Division enters at 2701.

11AM (add) WILHELM.

12 NOON (change) French 17th Div., Arty., Grouvel, 0734 enter at NOON not 2PM.

1PM (add) Hessian 2nd Div., 1101.

## COALITION CASUALTY RECORD TRACK

- The French Royal Army is not listed. It is demoralized when one unit of the Formation becomes a casualty.
- At Quatre Bras, the following formations should appear in the same Level boxes as they do at Waterloo: 1Br (4), 3Br (6), BrCav (10).

## STUDY FOLDER

**25.18 Wellington's Anglo-Allied Army:** Wellington is not required to place any particular formation in command.

**25.71 Thunderstorms:** Thunderstorms only last for one hour, on the same turn the weather table yielded the Thunderstorm result. The next two turns are rain plus mud.

**25.77 Grand Battery Movement:** Units in a Grand Battery are limited to 1 hex of movement each turn the Grand Battery is in effect. The Grand Battery can be declared only when the appropriate card is played, and hence this rule is ignored when not using the cards.

**26.12 PEU units:** PEU units are removed from the Reorganization Display once their VPs have been scored for the day. They should not be counted again on succeeding days of the campaign.

**26.13 Enemy Corps Demoralized:** Change the word “Corps” to “Formation” in the first sentence.

### 26.3 Exiting the Map

Either Player may choose to exit his units by playing the "General Retreat" card once per game/campaign. If not using the cards, the Phasing Player may still declare one General Retreat per Army (20.5).

**26.51 VP Cards:** At the beginning of every day, when players draw a new hand of cards, the loser draws cards equal to his previous day's hand. The winner draws the number of cards stipulated by his victory level then discards down to his previous day's hand size +1. Shuffle all discards back into the deck.

### 30.2 Alternate Reinforcements, Coalition

#2 (add) Anthing, Estorff

**30.34 Reinforcement Notes:** Delete the reference to the 4/I units as none arrive at this time.

**30.36 Frischermont Chateau:** Place a Coalition Roadblock (34.4 see below) in hex 2316 at start.

**30.37 Prussian Supply Sources:** For this battle, hexes 3109, 3111, 3114, and 3115 are Prussian supply sources.

**32.12 Mode Cards at start:** delete ~~of each day~~ and delete ~~Reshuffle the Mode Cards each night at 9PM.~~

### 32.2 Alternate Reinforcements, Coalition

#2 (add) Anthing, Estorff, and STEDMAN's 1 N div

#2 (change) All of these units enter at N0113.

**32.3 Special Rules:** Also apply 28.35. When playing without the cards use 32.37. In the Campaign Game, d'Erlon will be released on June 16, Night PM, if not before.

**32.34 French Late Start:** Early Arrival cancels Late Start for the French in the Campaign Game.

### 33.34 All other Scenario Information

Change the reference to 23.37 to 32.37.

## COUNTERS

### French Young Guard

YG initiative is 3 (not 4). 11.3 does not apply.

## MAP

Ignore the trestle across the S5426/S5526 hexside.

There *should* be a trestle symbol on the S5432/S5433 hexside.

## CARD DECK

### **Coalition Card No. 6—Formation Scattered**

**1-2. Troops Needed Rest** (*change*): “The strongest stack of the scattered formation is removed...”

*NOTE: Players may opt to remove both Coalition Cards No. 6 for a more historical opening of the campaign.*

## CARD RULES

**24.2 Player Decks** (*Ignore the Example*)

**24.2 Player Decks:** When combining scenarios into a mini-campaign, include all cards that are included in any of the scenarios being combined. For instance, include French card 16 in the Ligny mini-campaign.

**24.34 Night Turns:** Change the reference to 2.2C.

**24.57 Scatter** (*remove words*): “~~rolls 1d6~~”