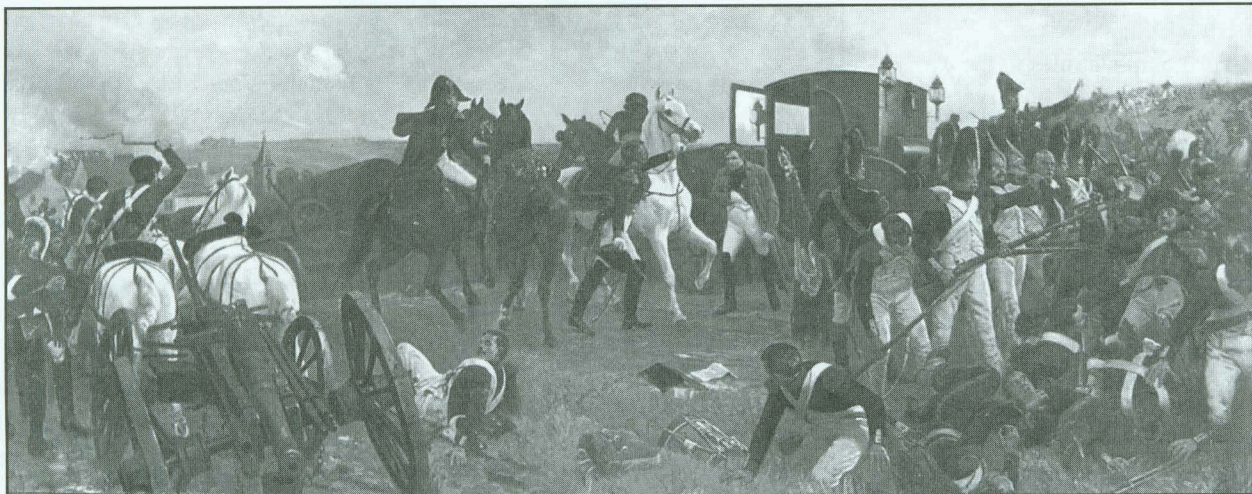# Napoleon's Last Battles

Standard Rules for
LIGNY, QUATRE BRAS, WAVRE, LA BELLE ALLIANCE

The Evening of the Battle of Waterloo by E. Crofts: the battle lost, Napoleon prepares to flee.

[1.0] INTRODUCTION

[1.1] The Subject of the Game

Napoleon's Last Battles is an operational level simulation of the battles which comprised the Campaign of 1815 in Belgium, which was the culmination of Napoleon's brief, hundred-day reign after his return from exile on the island of Elba. The four battles are Ligny, Quatre Bras, Wavre and Waterloo; the components of these four games may be linked together to create the Campaign Game.

[1.2] How the Game is Organized

This rules booklet actually applies to five different games: the four battle games (Quatre Bras, Ligny, Wavre and La Belle Alliance) and the Campaign Game. Each battle game has one 17"x22" map and 100 counters; if you are playing one of the battle games, you do not need to be concerned with rules or components which apply only to the Campaign Game. The Rules for combining all the battle games into the campaign game are given later in this booklet.

[1.21] The Rules for the game are divided into Major Sections, which are arranged in the order in which they are used in a complete Turn of the game. Each Major Section is numbered with a whole number (e.g., 1.0, 2.0, 3.0, etc.). The Major Sections lead off with a General Rule, which is a simple summary of the rules in that section.

[1.22] Players new to conflict simulations should examine all the main components of the game before reading any further in the

rules. Examine the charts and tables, the playing pieces and the map. Then break out the counters and place them on the map as shown (their positions are printed on the map and on the Turn Record Track).

[1.23] The complete rules to the game, presented as rigorous positive statements, are contained in the General Rules, Procedures and Primary Cases (e.g., 5.1, 5.2, 5.3, etc.). Players should first read through these, skipping over the secondary cases (e.g., 5.11, 5.12, 5.13, etc.). If any confusion arises concerning intent or interpretation, go back and read the pertinent secondary cases under the topic heading concerned (the index may be used to find the right section).

[1.24] Players should be sure that they are familiar with all the aspects of at least one of the individual games before attempting the more complicated Campaign Game.

[2.0] GENERAL COURSE OF PLAY

Each game is primarily intended for two Players, although they can be played solitaire, and the Campaign Game is well suited to multi-Player use. One Player assumes the command of the French Armies, and the other Player assumes the command of the Prussian and/or Anglo-Allied Armies.

During his Turn, each Player may move his units, by expending Movement Points from their total Movement Allowance for each hex entered; after which he may conduct attacks, by comparing the total Combat Strength of all units in an attack with the Strength of the units being attacked, and rolling the die to determine the outcome of each attack.

[3.0] GAME EQUIPMENT

[3.1] The Game Map

Each 22"x17" map section portrays the area in which a battle was fought. It includes all the significant terrain on the battlefield, a Terrain Key and a Turn Record Track. Each hex number is preceded by an understood code-letter: Q=Quatre Bras; L=Ligny; W=Wavre; B=La Belle Alliance.

[3.11] A hexagonal grid is superimposed over the terrain features printed on the map in order to regularize movement

[3.41] Sample Unit & Unit Types

Unit Sizes:
X=Brigade
III=Regiment
XX=Division
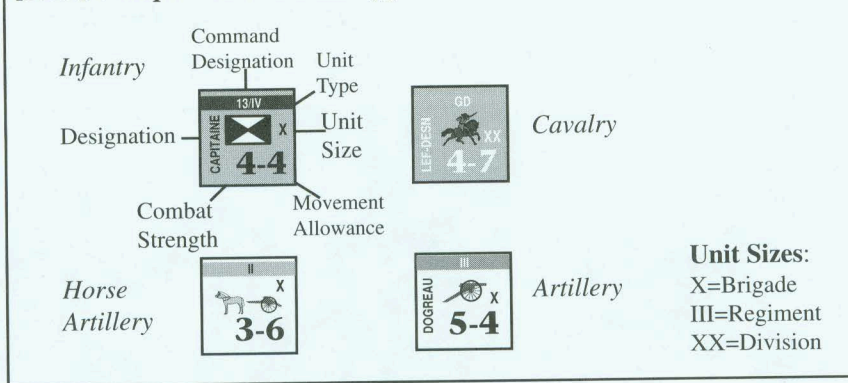
and positioning of the playing pieces. To make the map lie flat, back-fold it against the creases.

[3.12] After the maps were printed, the following errors were discovered. Feel free to mark your maps to correct the following:

1. The ROAD NET around 1601 does not properly mate. If you place the southern map over the northern one the main road will be O.K. BUT one of the hexes of Wilroux (1634) will be obscured along with a small ridge in the area.

2. The CRTs for **Wavre** and **Ligny** are incorrect on the 4-1 column. A die roll of "5" should result in a "Dr" not an "Exchange".

3. The **Ligny** terrain key is missing the "forest symbol." The **Wavre** and **Quatre Bras** terrain keys (counter symbols) show simply a cavalry symbol instead of horse artillery symbol.

4. All Prussian infantry reinforcements are regiments not brigades as indicated on the map.

5. The following diagram replaces the reinforcement schedule on the Wavre map at 0300:

W2512
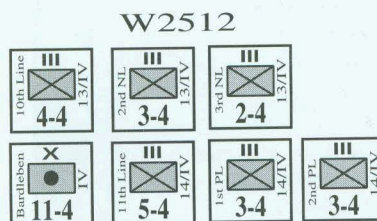
[3.2] Game Charts and Tables

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Terrain Effects Chart, the Com-

bat Results Table, and the Turn Record Track.

[3.3] The Playing Pieces

The cardboard pieces represent the actual military units that took part in the original battle. The numbers and symbols on the pieces represent the strength, movement capability and type of unit represented by that piece. These playing pieces will hereafter be referred to as "units."

[3.4] How to Read the Units

[3.41] Sample Unit see above.

[3.42] Definition of Terms

Combat Strength is the relative strength of a unit when attacking and defending, expressed in terms of Combat Strength Points.

Reduced Strength (reverse side) of a unit is shown for some units in the initial deployment at the start of the game; in the Campaign Game, eliminated units which are subsequently reorganized show their Reduced Strength side.

Movement Allowance is the maximum number of Clear terrain hexes that a unit may be moved in a single Movement Phase, expressed in Movement Points. More than one Movement Point may be expended for certain hexes.

Designation is Brigade commander's name or Regiment's name.

Command Designation is to the right of the slash in two part designations; to the left is the division i.d..

[3.43] Counter errata: The following units in the original counter sheet were misprinted and should be replaced by their replacement counters (included in the second edition box and available from Decision Games for owners of the first edition).

1. The Old and Middle Guard Unit's combat strengths cannot be read. The Friant and Michel units are 6-4/4-4; the Rouget and Morand units are 7-4/4-4.

2. [La Belle Alliance]: Noury Artillery should be VI Corps and have a white stripe on the front of the counter (the back is correct).

3. [La Belle Alliance]: The Kruse 3-4 Infantry of the Nassauers should be color coded in the purple of the 6th Division.

4. [Ligny]: Billard (5-4 Inf) should be III Corps and have an orange color code.

5. [Ligny]: Guyot (6-6 Gd) should be Cavalry not artillery.

6. [Ligny]: The Prussian 8th Line 4-4 Infantry is wrongly color coded on the back (Small countersheet).

7. [Quatre Bras]: The 5-4 Weimar Infantry (Nassauers) is wrongly color coded on the back (it should be yellow instead of orange).

[3.5] Game Scale

Each hexagon on the map represents 480 meters of real terrain from side to side. Each Strength Point represents between 350 and 750 men, or one battery of artillery. The Game Turns are hourly, for the most part, as indicated on the Turn Record Track.

[3.6] Parts Inventory

2 22 x 34 inch map sheets

340 Die-Cut Counters

Rules Booklet

If any of these parts are missing or damaged, write:

Decision Games, **Napoleon's Last Battles, PO** Box 4049, Lancaster CA 93539.

Questions regarding the rules of the game will be answered if accompanied by a stamped, self-addressed envelope. Send to: Game Questions: Napoleon's Last Battles, at the above address.

[3.7] Setting Up the Game

The cardboard playing pieces should be punched out of the Unit Counter Sheet. The differently colored units represent forces of the various contingents. The French Player always controls all French units (only); his opponent always controls units of all other nationalities and contingents. Players should determine which side each will play. The Players then place a unit of the speci-

fied type and nationality in each hex on the map which has a picture of a unit printed on it.

Some units will be shown at their reduced (reverse side) Strength. These units, only, are setup showing their reverse side. Units can be flipped over only in the Campaign Game. Unit setups for the Campaign Game only (these, in **La Belle Alliance** only, are identified as such directly on the map) should not be used in the battle game (and vice-versa). The initial deployment hex of Leaders contain the Leader's name, only. Leaders are used only in the Campaign Game (in which each Leader should be setup in his corresponding hex).

Combat units not included in the initial setup will be brought in as reinforcements. Reinforcements are shown adjacent to the Game Turn of entry on the Turn Record Track. Below each group of reinforcements is shown the exact hex or hexes upon which they appear. Leaders appearing during the course of the Campaign Game are listed in the spaces on the Turn Record Track which contain the Leader's name; these indications are to be ignored in the battle game. Furthermore, any reinforcements which are shown on the Track to fall before or after the course of the battle game are ignored when playing the battle game.

[4.0] SEQUENCE OF PLAY

The game is played in successive Game Turns composed of alternate Player Turns. During each Player Turn, the Player maneuvers his units and resolves combat in sequence, according to the following outline, and within the limits provided by the rules which follow. At the conclusion of the final Game Turn, the Victory Conditions are consulted and a winner is determined.

[4.1] Sequence Outline

The Game Turn is divided into a French Player Turn and a Prussian and/or Anglo-Allied Player Turn. The Player whose Player Turn is currently in progress is termed the Phasing Player. The activity which may take place during each Phase is outlined below.

1. FRENCH PLAYER TURN

A. Movement Phase. The Phasing Player may move all, some or none of his units as he desires within the

limits and restrictions of the rules of Movement. The Phasing Player may bring reinforcement units onto the map as allotted by the Turn Record Track and the Reinforcement rules. The non-Phasing Player's units may not move.

B. Combat Phase. The Phasing Player uses his units to attack the non-Phasing Player's units according to the rules of Combat and Artillery. During this Phase, neither Player may move his units except when called for as a result of the Combat Resolution procedure.

2. PRUSSIAN OR ANGLO-ALLIED PLAYER TURN

The Prussian and/or Anglo-Allied Player now becomes the Phasing Player and accomplishes movement and combat in the manner and sequence described above.

3. GAME TURN RECORD INTERPHASE

The Game Turn Marker should begin the game on the Turn Record Track in the space marked "Begin Battle" if the battle game is being played, or "Begin Campaign" (in both tracks) if the Campaign Game is being played. At the end of each Game Turn, the Game Turn Marker should be advanced one space to mark the passage of one Game Turn and signal the start of another.

[5.0] MOVEMENT

During the Movement Phase, the Phasing Player may move as many or as few of his units as he desires. They may be moved in any direction or combination of directions.

PROCEDURE: Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As a unit enters each hex, it must pay one or more Movement Points from its total Movement Allowance.

[5.1] Movement Limitations

The number of Movement Points which may be expended by a unit during a single Movement Phase may not exceed the unit's Movement Allowance.

[5.11] Movement may never take place out of sequence. A Player's units may be moved during his own Movement Phase. During the Combat Phase, a unit which is either attacking or defending may be called upon to advance or re-

treat after its combat is resolved. During the Enemy Player's Movement Phase, and during both Players' Combat Phases, except when advancing or retreating as a result of combat, Friendly units must not be moved.

[5.12] No combat takes place during the Movement Phase. Once a Player has begun to resolve combat, and has thrown the die, he has irreversibly initiated the Combat Phase.

[5.13] A unit may expend any portion of the Movement Allowance, but unused Movement Points may not be accumulated until another Movement Phase or transferred to another unit.

[5.14] Movement from hex to hex must be consecutive; that is to say, a unit may not skip hexes.

[5.15] Once a unit has been moved, and the Player's hand is taken from the piece, it may not be moved any further during that Movement Phase, nor may it change its move without the consent of the opposing Player.

[5.2] Effects of Terrain on Movement

The basic Movement Point cost is one Movement Point per hex. The cost to enter certain hexes and/or cross certain hexsides may be more or less than one MP, as shown on the Terrain Effects Chart.

[5.21] A unit which moves from one Road hex directly into an adjacent Road hex through a Road hexside expends only 1/2 of a Movement Point, regardless of other terrain in the hex.

[5.22] A unit which moves from one Trail hex directly into an adjacent Trail hex through a Trail hexside expends only one Movement Point, regardless of other terrain in the hex.

[5.23] Units may cross River hexsides only by moving through a Bridge hexside. There is no additional cost for moving through a Bridge hexside.

[5.24] Units may cross Stream hexsides. Movement through a Stream hexside costs two additional Movement Points. Example: If an infantry unit moves through a Stream hexside into a Forest hex the cost is four Movement Points.

[5.3] Stacking Friendly Units

A maximum of two Friendly units may be stacked in a single hex at the end of any Phase.

[5.31] A Friendly unit may move through hexes occupied by other Friendly units. There is no additional cost for entering a Friendly-occupied hex.

[5.32] There is no limit to the number of Friendly units which may pass through a single hex in one Movement Phase.

[5.33] Friendly-controlled hexes never inhibit the movement of Friendly units.

[5.4] Zones of Control

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. A unit may never exit an Enemy controlled hex during any Movement Phase. Zones of Control never extend through non Bridge River hexsides or into Chateau hexes.
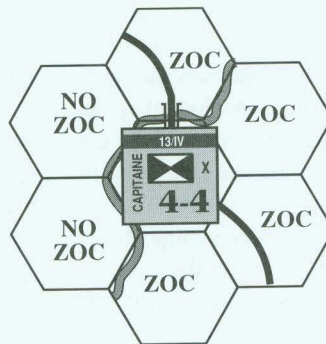
[5.41] All units exert a Zone of Control throughout the Game Turn, regardless of the Phase or Player Turn. The presence of Zones of Control is never negated by units, Enemy or Friendly.

[5.42] Units do not pay any additional Movement Points to enter an Enemy controlled hex.

[5.43] There are only two ways to exit a hex in an Enemy Zone of Control: Either by retreat or advance as a result of combat, or by removal of the Enemy unit exerting the Zone of Control as a result of combat.

[5.44] Obviously, if a given unit is in an Enemy controlled hex, the Enemy unit is also in its controlled hex. The two units are equally and mutually affected.

[5.45] If there is an Enemy and Friendly Zone of Control exerted over the same hex, both Zones coexist, and that hex is mutually controlled by both Players. There is no additional effect from having more than one unit exerting Zones of Control onto a single hex.

[5.5] Night & Rain Game Turns

Units may not enter Enemy controlled hexes during Night or Rain Game Turns, nor may units already in Enemy controlled hexes exit them.

[5.6] Terrain Effects Chart

(See back page of this book).

[5.61] Terrain Effects are cumulative for movement purposes, but not for combat purposes. Thus, to enter a Forest hex through a Stream hexside costs four Movement Points. A unit in a Chateau hex which is attacked through a Stream hexside is merely tripled.

[5.62] Forest, Town and Chateau hexes and Crest hexsides are the only types of terrain which block artillery bombardment Line of Sight. (see 8.3)

[6.0] EXITING THE MAP

A Player may exit his units from the map at specified hexes only. To exit the map, a unit must expend a number of Movement Points equivalent to the cost for entering the imaginary hex off-map identical to the hex it exits from.

[6.1] Restrictions

[6.11] An exited unit is removed from play and may never return to the game.

[6.12] Units exited off the map may count toward the Owning Player's Victory Point total. They are not considered eliminated units for Victory Point purposes.

[6.13] No unit may exit the map in fulfillment of a retreat as a result of combat. If a unit is forced to retreat due to combat, it may not exit the map; it is eliminated instead.

[6.14] A unit may exit from a hex regardless of the number of Enemy or Friendly units which exited from the same hex previously.

[7.0] COMBAT

All Enemy units that have Friendly units in their Zones of Control must be attacked by the Friendly (Phasing) Player's units in the Combat Phase. Artillery units (8.0) are the only units which may attack units to which they are not adjacent. The Phasing Player is termed the Attacker; the other Player is the Defender, regardless of the overall situation.

PROCEDURE: The attacker totals the Combat Strengths of all the units attacking a given hex and compares the total

to the total Combat Strengths of the defending units in the hex under attack. The comparison is expressed as a ratio between attacking and defending Strength Points (attacking Strength Points divided by defending Strength Points) and is simplified by rounding down to one of the odds ratios on the Combat Results Table. Example: If thirteen Strength Points were attacking four, the combat odds ratio would be 3.25 to 1, rounded off (always in favor of the defender) to three to one.

Having determined the actual combat odds, the attacker rolls the die. The result indicates a line on the Combat Results Table (7.7), which is cross indexed with the column representing the combat odds. The intersection of line and column yields a combat result. This should be immediately applied to the involved units, before going on to resolve any other combat. Separate combats may be resolved in any order that the attacker wishes, so long as all combats are resolved during that Combat Phase.

[7.1] Which Units Attack

No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[7.11] All of the Phasing Player's units which end the Movement Phase in an Enemy controlled hex must attack some Enemy unit during the ensuing Combat Phase. The Phasing Player may choose which attacking units will attack each defending unit as long as all adjacent Friendly units participate in an attack.

[7.12] An Enemy controlled hex may be attacked by as many units as can be brought to bear in the six adjacent hexes, and by as many artillery units as are within range.

[7.13] Units may only attack when adjacent to the defending unit (except artillery, which may make bombardment attacks; See 8.1).

[7.2] Multiple Unit and Multi-hex Combat

All units in a given hex must attack or defend as a single Strength; the Strength of all the units in the hex is totaled. A single attack may involve any number of attacking or defending units on different hexes. To be resolved as a single combat, all the attacking units must be adjacent to all the defending units, with the exception of (nonadjacent) bombarding artillery units.

[7.21] The defender may not withhold a unit in a hex under attack. The attacker must attack all the units in a stack together. Different units in a given hex may not be attacked separately.

[7.22] If more than one attacking unit is in a given hex, these units must be used as an integral Combat Strength. They may not be used in separate attacks.

[7.23] Combat Strength Unit

A given unit's Combat Strength is always unitary. It may not be divided among different combats either in attacking or defending.

[7.24] If a Phasing Player's unit is in the Zone of Control of more than one Enemy unit, it must attack all those adjacent Enemy units which are not engaged by some other attacking unit.

[7.25] Units in two or more different hexes may combine their Combat Strengths and attack a single hex.

[7.26] Diversionary Attacks

A unit may make attacks at poor odds in order that adjacent attacks against other defenders may be made at higher odds (by allotting most of the attacking force to the major objective). These attacks are known as "Diversionary" or "Holding" Attacks.

[7.3] Effects of Terrain

A unit defending in certain types of terrain may have its Combat Strength increased by a multiple of its original Strength. When halving strengths, round fractions up.

[7.31] Example: A unit with a Combat Strength of "5" would defend in a Town hex at an effective Strength of "10."

[7.32] When halving strnegths, round fractions up. Example—a cavalry unit with a combat strength of "5" would defend in a Marsh hex at an effective Strength of "3."

[7.4] Retreating as a Result of Combat

When the Combat Result requires that a Player's units be retreated, the owning Player must immediately move those units one hex so that they are no longer in an Enemy controlled or occupied hex. If no hex is open to retreat into,

the unit is eliminated (but see 7.6). Two units in the same hex may retreat into two different hexes.

[7.41] The owning Player may decide the direction that each of his retreating units moves.

[7.42] A retreating unit may not retreat into a prohibited hex, cross a prohibited hexside, or enter an enemy controlled hex.

[7.43] A retreating unit may enter a vacant hex (within the restrictions of 7.42) or it may stack with some other Friendly unit (within the Stacking Restrictions) so long as the unit it stacks with is not in an Enemy controlled hex.

[7.44] If a unit is retreated into a Friendly hex which is subsequently attacked by artillery bombardment. The already retreated unit does not contribute its Combat Strength to the defense (see 7.1), but it does suffer the result of the attack.

[7.5] Advancing as a Result of Combat

Whenever a hex is vacated as a result of Combat, one victorious unit adjacent to that hex which participated in that combat may advance into the vacated hex. This advance may be made regardless of Enemy Zones of Control. The option to advance must be exercised immediately, before any other combat resolution.

[7.51] A unit is never forced to advance. A unit may never advance more than one hex as a result of combat.

[7.52] After advancing, units may neither attack nor be attacked that Phase (see 7.1), even if their advance places them next to Enemy units whose battles are yet to be resolved, or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[7.53] Only one victorious unit may advance into a vacated hex. If two hexes are vacated as a result of a single combat, the victorious Player may still advance only one unit.

[7.6] Displacement

If the only hex available to the retreating unit is one which it could not normally move into because of stacking restrictions, then one of the units in the hex must be displaced. The displaced unit is moved back by the owning Player

(as if it were retreating as a result of Combat) and its position is taken by the retreating unit.

[7.61] The displaced unit itself may not be forced into Enemy controlled hexes or other prohibited hexes. One retreating unit displaces only one unit in a stack; two retreating units displace two.

[7.62] If the displacement would cause any of the displaced units to be eliminated, the retreating unit is instead eliminated. Displaced units can themselves displace other Friendly units in a sort of chain reaction of displacement, if that is the only permitted path of displacement open to them.

[7.63] A unit may be displaced more than once per Combat Phase, if that is the only alternative. Units may not displace other Friendly units if they have other paths of retreat open to them.

[7.64] Displaced artillery units which have not yet engaged in combat, may not fire during that Combat Phase.

[7.7] Combat Results Table

(See game map)

[7.8] Explanation of Combat Results

Attacks executed at greater than "6-1" are treated as "6-1;" attacks executed at worse than "1-5" are treated as "1-5." Prior to the resolution of any attack, the attacking Player may announce that he wishes to reduce the combat odds of that attack.

[7.81] He incurs no responsibility or penalty by doing this, but he may not change his mind subsequent to the die roll.

[7.82] Example: An attack is computed to be a "5-1" attack. The Player announces that he desires a "3-1" attack, and resolves it using that column. Players may wish to do this to avoid excess casualties through exchanges, or to attempt to retreat Friendly units.

[7.83] Explanation of Combat Results

Ae=Attacker Eliminated. All attacking units are eliminated (removed from the map).

De=Defender Eliminated. All defending units are eliminated .

Ex=Exchange. All defending units are eliminated. The Attacking Player must eliminate attacking units whose total, printed (face value) Combat Strengths at least equal the total printed Combat Strengths of the eliminated defending units. Only units which participated in a particular attack may be so eliminated.

Ar=Attacker Retreat. All attacking units must retreat one hex (see 7.4).

Dr=Defender Retreat. All defending units must retreat one hex.

[7.9] Night & Rain Game Turns

There is no Combat Phase during a Night or Rain Game Turn; no combat of any kind is allowed during a Night or Rain Game Turn.

[7.91] Night and Rain Game Turns have no Combat Phase. Opposing adjacent units do not engage in combat; they simply remain in place. Artillery units may not bombard during Night or Rain Game Turns.

[8.0] ARTILLERY

Unlike infantry and cavalry units, artillery units may participate in attacks by bombarding the defending unit. Artillery bombards a unit from two hexes distant. Artillery units must participate in combat when in the Zone of Control of opposing units. In other words, artillery may participate in two types of attacks, depending on their distance from the defending unit.

PROCEDURE: Determine the odds of the attack in exactly the same fashion as any other attack. All results are applied in the same fashion, except that bombarding artillery units (i.e., units firing from a nonadjacent hex) are not affected by combat results.

[8.1] Bombardment Attacks

A bombardment attack is an attack by an artillery unit against an Enemy unit which is not in its Zone of Control. Artillery units may only attack a single Enemy occupied hex when bombarding, except when making a combined attack with infantry or cavalry.

[8.11] Artillery units may attack nonadjacent Enemy units, up to two hexes distant, but they are never forced to attack an Enemy unit merely because it is in range.

[8.12] Range from the bombarding artillery unit to the target hex is counted by including the target hex, but not the bombarding units hex.

[8.13] If two artillery units in the same hex are bombarding, they must both bombard the same hex .

[8.14] Artillery attacking from a nonadjacent hex (that is, bombarding) suffer no Combat Results; they are never destroyed or retreated as a result of their own attacks.

[8.15] Thus, if an "Exchange" were the result in an attack solely by bombarding artillery, the defending unit would be eliminated, but the bombarding units would not be affected. Of course, other units cooperating with the bombarding artillery units from an adjacent position (including adjacent artillery units) would be affected by Combat Results, and they would suffer the effects of an "Exchange" result.

[8.16] Bombarding artillery may voluntarily elect to suffer "Attacker Retreat" if it is the Combat Result.

[8.2] Combined Attacks

Artillery units may attack alone or in concert with any Friendly units, adding their bombarding Combat Strength to the attack. If Friendly units are attacking Enemy units in more than one hex, the bombarding artillery units need only be within range of one of the defending hexes to add their Combat Strengths to the attack.

[8.21] When making a combined attack with bombarding artillery units, infantry, cavalry and adjacent artillery units always suffer all Combat Results, though bombarding artillery units do not.

[8.3] Line of Sight

If any of the hexes or hexsides intervening between the bombarding hex and the target hex is Blocking terrain, the Line of Sight is said to be blocked, and the target hex may not be bombarded by that artillery unit. The terrain in a bombarding unit's hex and in the target hex does not block the Line of Sight. Forest, Chateau and Town hexes and Crest hexsides are the only Blocking terrain.

[8.31] If a straight line between the centers of the bombarding and target hexes is congruent to a hexside, the target may not be bombarded if: 1) the hexside is a Crest; and/or 2) both hexes adjacent to that hexside are blocking terrain.

[8.32] If the Line of Sight passes through the juncture of two or more blocked hexsides or the juncture of a Blocking ter-

rain hexside and a Blocking terrain hex, the Line of Sight is blocked.

[8.33] Blocking hexsides block all bombardment attacks, even if the blocking
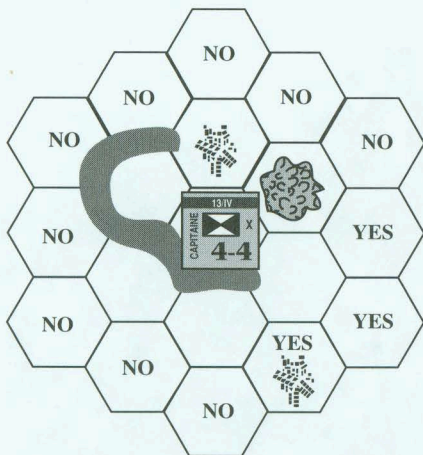
hexside forms part of the bombarding unit's hex and/or the target unit's hex.

[8.34] Example: Each hex is labeled as to whether artillery bombardment from that hex against the target hex is possible.

[8.4] Adjacent Attacks

When in the Zone of Control of an Enemy unit, artillery units must participate in an attack against adjacent Enemy units.

[8.41] When an artillery unit is in an Enemy controlled hex, it is treated like an infantry or cavalry unit, and may not bombard.

[8.42] When attacking from a controlled hex, artillery units may attack as many units as they are adjacent to, but may not attack nonadjacent units.

[8.43] Artillery units attacking from an enemy controlled hex must suffer all the Combat Results of their attacks.

[8.44] Blocking terrain (see 8.3) does not relieve an artillery unit from the necessity of making adjacent attacks.

[8.45] Although normal combat is not permitted across an unbridged River hexside, an artillery unit may attack any Enemy unit within range across such a hexside according to the Bombardment Attack rules (8.1).

[8.5] Defense

Artillery units may never add their Combat Strength to another unit's defensive value by bombardment.

[8.51] When artillery units are themselves attacked, they suffer all Combat Results in the same manner as other

units, even when bombarded by Enemy artillery units.

[9.0] REINFORCEMENTS

Both Players receive reinforcements according to the Reinforcement Track. These enter (are physically placed) on the map in the appropriate hex. The reinforcing units arrive paying the normal terrain cost for the entry hex (including Road and Trail bonus) during the Player's Movement Phase of the Game Turn indicated. The owning Player may determine the exact order of arrival when he moves reinforcements onto the map and may delay reinforcements until later game turns.

PROCEDURE: The Player should visualize the reinforcements as a column of units entering the map from a chain of hexes off-map, so that the first stack brought onto the map expends one Movement Point entering the entry hex, the second stack expends two Movement Points, the third expends three Movement Points, etc.

[9.1] Entering the Map

[9.11] The owning Player may enter his reinforcements on the map at any point during his Movement Phase.

[9.12] Once a unit has entered the map, it may move and attack freely, just as any other unit already present.

[9.13] Reinforcing units may arrive stacked.

[9.14] Reinforcements blocked by Enemy units or Zones of Control may enter by the closest open board edge hex.

[10.0] CHATEAUX

The Chateaux (walled-farms) were basically small fortresses that dotted the Belgian landscape. If occupied by detachments of infantry these positions are extremely powerful.

[10.1] Effects on Zones of Control

Units in Chateaux are not required to attack adjacent Enemy units, but if they elect to attack, all adjacent Enemy units must be attacked.

[10.11] Zones of Control extend out of Chateau at all times. Units adjacent to Chateau hexes must always attack enemy units therein.

[10.2] Effects on Stacking

No stacking is permitted in Chateau hexes; only one unit per Chateau at the

end of any Phase.

[10.3] Effects on Combat

Attacks on infantry units (only) in Chateaux: a) are resolved on the "4-1" odds column if made at "4-1" or greater; b) treat Dr results as "No Effect." Infantry units do not receive these benefits if they are demoralized.

[10.31] Infantry units in Chateau hexes are affected only by "Exchange" and "Elimination" (Ae or De) results. Artillery and cavalry units do not receive these benefits.

[10.4] Effects on Bombardment

Artillery units may never bombard into a Chateau hex.

[10.5] Effects on Advance & Retreat

Units may never advance after combat into Chateaux, or retreat into occupied Chateaux.

[10.51] Units may not be displaced out of Chateau hexes to facilitate the retreat of Friendly units.

[11.0] DEMORALIZATION

Demoralization represents the cumulative effect of combat losses on an army's morale. Units of a demoralized army lose their ability to advance after combat for the remainder of the battle game being played (or, in the Campaign Game, until their Corps or Nationality is undemoralized).

[11.1] Demoralization Levels

The individual game rules list Demoralization Levels for each force in each game.

[11.2] Occurrence of Demoralization

An army is demoralized when the total, in Combat Strength Points, of all its units destroyed (known as the Casualty Level), reaches or exceeds its Demoralization Level.

[11.21] Either both or all armies in any game may be demoralized. An army is not prevented from becoming demoralized by simple virtue of another army's becoming demoralized. However, it is possible that one army's demoralization level may increase due to an opposing army's demoralization.

[11.22] If both Players' armies reach, or exceed, their respective Demoralization Levels at the same instant (possible in an "Exchange" result), the non-Phasing Player is considered to have been demoralized first.

[12.0] OPTIONAL RULES

Players may add either or both of the following rules to any of the four battle games or the Campaign Game. These rules achieve a marked increase in the realism of the games, while sacrificing a small amount of playability.

[12.1] Combined Arms Attack

A Combined Arms Attack is an attack against a single hex in which at least one infantry, cavalry and artillery unit (bombarding or adjacent) is participating. In such an attack, the final odds column is increased by one (shifted to the right) full column; a "1-1" attack becomes a "2-1" attack, and a "6-1" remains a "6-1."

[12.2] Imperial Guard

The infantry of the Imperial Guard were elite troops thrown into battle only at the critical point to break the back of enemy resistance. Much of the French Army's morale depended upon the belief that the guard was unstoppable. If any infantry unit of the Imperial Guard is involved in an attack during the French Player's Combat Phase, and the result of that attack is Ae, Ar or Ex, the French Demoralization Level is immediately reduced by 20 Points.

[12.21] If the specific attack made by the French Imperial Guard infantry succeeds in demoralizing or disintegrating either the Anglo-Allied or Prussian Armies, then the French demoralization is not reduced, no matter what the Combat Result.

[12.22] Units of the Imperial Guard are identified by a Command designation of "Gd".

[13.0] VICTORY CONDITIONS

Each Player keeps track of the Victory Points that he has scored on a separate sheet of paper. At the end of the game, the number of Points is totalled for each Player, and the Player with the highest number of Points is awarded a victory. Reinforcements that have not entered the map are not counted in the Victory Point totals.

[13.1] Occupation

Occupation is defined as having a Friendly unit physically on the hex in question or having been the last to have moved a Friendly unit onto the hex in question.

[13.11] The occupation definition can be met by moving a Friendly unit through the hex in question. Players should use blank counters of the appropriate color to keep track of which Player occupies which hexes, if necessary.

[13.2] Automatic Victory

If the French Army is demoralized, or if the Anglo-Allied or Prussian Army is disintegrated in any battle game, the opposing Player achieves an automatic victory.

THE INDIVIDUAL GAMES

At Ligny, the Prussian resistance becomes a losing fight and General von Gneisenau (center) gives the order for retreat.

INTRODUCTION

From among the following Sections, Players must find the Section concerning the game they will play. For example, those choosing the **La Belle Alliance** Game would skip directly to section 17.0; the intervening Sections have no bearing on that battle game. Those who wish to play the Campaign Game should skip directly to the Campaign Game Rules for the additional details required for play thereof. The Grand Scenarios at the end of the rules booklet also use the Campaign rules.

[14.0] LIGNY

[14.1] Historical Commentary

June 1815 finds a triumphant, but beleaguered Napoleon again on the throne. Napoleon is outnumbered and virtually surrounded; his only chance to maintain the throne and the position of France is to gain a significant military victory. To succeed against these overwhelming odds, Napoleon boldly decides on an offensive designed to destroy two of his opponents and drive the English from the French invaders. At the field of Ligny, the Prussian I, II and III Corps concentrated to face the French invaders. The day is hot and Napoleon does not move decisively until 2:00 P.M.; he awaits the arrival of D'Erlon's Corps. The Prussian forces are ensconced in extremely strong positions along the Ligny Creek and in the several towns in the area. Napoleon waits until late in the afternoon to launch a concerted attack by the Imperial Guard and the IV Corps, which drives the Prussians back in disarray. The Prussians are badly hurt and Napoleon is convinced that they are out of the campaign; but it is not the decisive defeat that Napoleon had hoped for.

[14.2] Demoralization and Disintegration Levels

French Demoralization: (see 14.3)

Prussian Demoralization: 55

Prussian Disintegration: 74

Both Prussian Levels are reduced by three Points for each hex listed below while occupied by French units. Ligny: 0922, 1021, 1022, 1122. St. Amand: 0423, 0524, 0624.

[14.3] Victory Conditions

The French player wins if the Prussian Demoralization Level is reached **and** French losses are lower than 35 Strength Points. The Prussian player wins the instant French losses reach 35 Strength Points, or if the French fail to gain a victory.

[15.0] QUATRE BRAS

[15.1] Historical Commentary

At Quatre Bras, a wild battle occurred. Initially, the French II Corps and Cavalry Corps face a lone division of Dutch Belgian infantry: but the cautious French advance is thwarted and British reinforcements begin to arrive. Throughout the day Ney, who is conducting the French forces at the battle, awaits the arrival of I Corps and conducts piecemeal attacks against an increasingly strong British position. The First Corps never arrives and, although the vital crossroads at Quatre Bras are taken briefly by French cavalry it is the British who hold the ground at the end of the day. Though the British have won the battle of Quatre Bras, the Prussian retreat makes the British position untenable. Wellington elects to retreat towards Brussels and previously surveyed defensive positions.

[15.2] Demoralization and Disintegration Levels

French Demoralization, 1400-1500: 10

French Demoralization, 1600 & later: 25

British Demoralization: 25

British Disintegration: 40.

[15.3] Victory Point Schedule

1. Each Player is awarded one Victory Point for every Enemy Combat Strength Point eliminated.

2. Each Player is awarded one Victory Point at the end of each Game Turn his units occupy Quatre Bras.

3. The Player who occupies Quatre Bras at the end of the game receives an additional five Victory Points.

[15.4] Forces

The Anglo-Allied Player controls all Netherlanders, Brunswickers, Hanoverians, Nassauers, and British units. The units of these nationalities are always Friendly to each other, and always Enemy to the French. Leader units are not used in the Quatre Bras Folio (they are used only in the Campaign Game). The French units marked as "Optional" in the initial deployment on the map and on the Turn Record Track never arrived in the actual battle (they were called off the map); their use will swing play balance heavy in the French favor. If Players wish to simulate the battle, they should not be used.

[16.0] WAVRE

[16.1] Historical Commentary

The Prussians barely manage to keep the remnants of their shattered army together, but they fall back parallel with the British rather than away from them as Napoleon had hoped they would. Blucher gives Wellington assurance that he will, indeed, be available to assist Wellington if the need should arise. Wavre, a town on the Dyle River in Belgium, formed the focal point of the Prussian retreat and served as the rallying ground for their defeated army. Grouchy, partly because of his late start on the 17th and partly because of a poorly conducted pursuit, is several miles away from the Prussians as the 18th dawns. By 12 P.M. he has not yet begun to move his army, and despite the fact that the sounds of a heavy cannonade are coming from the west in the general vicinity of Waterloo he does not move towards them.

[16.2] Demoralization and Disintegration Levels

French Demoralization: 30

Prussian Demoralization: 40

Prussian Disintegration: 50.

Modifications: The French Demoralization Level is raised by the then-current number of French Victory Points. For example, if the French Player has accumulated 15 Victory Points by Game Turn Three, the French Demoralization Level is 45.

[16.3] Victory Point Schedule

1. The French Player receives 5 Victory Points for each French Combat Strength Point exited from the western map edge north of hex 0117 (inclusive) at any point in the game.

2. The Prussian Player receives one Victory Point for each Prussian Combat Strength Point exited from the western map edge north of hex 0117 (inclusive) on or before Game Turn Four.

3. Each Player receives one Victory Point for each Enemy Combat Strength Point destroyed.

4. The French Player receives one Victory Point for each Prussian Combat Strength Point still on the map at the end of the game.

[17.0] LA BELLE ALLIANCE

[17.1] Historical Commentary

After pursuing Wellington's Anglo-Allies and being sure that they had indeed stopped and taken up positions, Napoleon bivouacs in front of the low ridge which cuts across the Brussels road near La Belle Alliance, where he makes his headquarters. Dawn finds the ground too wet for operations and it is not until noon that Napoleon launches his preliminary attack to clear the chateau of Hougomont. Napoleon's plan is not elegant. He pushes directly up the road toward Waterloo and Brussels to break the back of Wellington's army. Again and again, French infantry and cavalry combine in attacks against Wellington's extremely strong position. Now the battle reaches a climactic pitch when the French Old Guard assault the wavering center of the British line. But the Guard is repulsed, sent reeling back by a blast of British musket and artillery fire. The French Army breaks, and begins its long retreat to Paris. The most decisive campaign in European history has ended.

[17.2] Demoralization and Disintegration Levels

French Demoralization: 60

Anglo-Allied Demoralization: 45

Prussian Demoralization: 25

Anglo-Allied Disintegration: 55

Prussian Disintegration: 35

Modifications: If the French Player demoralizes either the Anglo-Allied or Prussian Armies, the French Demoralization Level increases by 10 Points. If a French unit enters any hex of Waterloo, the Anglo-Allied Levels decrease by 20 Points. At the instant that the first combat occurs between Prussian and French units, the Anglo-Allied Demoralization and Disintegration Levels Increase by 10 Points.

[17.3] Victory Conditions

The French Player wins by demoralizing both the Prussian and Anglo-Allied Armies, or by causing the Anglo-Allied Army to reach its Disintegration Level.

The Allied Player wins by demoralizing the French Army or by avoiding the French Victory Conditions at the end of the game.

[17.4] Forces

The Anglo-Allied Player controls all Prussians, Nassauers, British, Hanoverians, Netherlanders, Brunswickers, and K.G.L. units.

CAMPAIGN RULES

The Battle of Waterloo by Denis Dighton. Wellington gives orders to an officer, perilously close to a fierce cavalry engagement.

[18.0] INTRODUCTION

In the Campaign Game of **Napoleon's Last Battles**, Players direct the course of the entire 1815 Campaign in Belgium. One Player controls the French forces and the other directs the Prussian/ Anglo-Allied forces. To form the campaign map, all four maps included in the QuadriGame are linked together. To simulate certain additional factors which are important in the conduct of the campaign, two major additional rules sections are introduced. All of the Standard Rules apply with full vigor unless specifically modified in the Campaign Game rules.

[18.1] Assembling the Map

On each of the four map sections is a compass rose, which should be oriented so that North is the same direction for all map sections. Each map section should be placed so that its position relative to every other map section corresponds to the diagram. Players must carefully trim the western edges of the Ligny and Wavre map sections and the southern edges of the La Belle Alliance and Wavre map sections. A guide mark is printed in blue at the corners of the affected map edges; Player should align a straightedge along the two end-marks and draw a sharp blade along the straight-edge several times until the map is cut clean. The cut edges of the map sections are then overlapped onto the adjacent mapedge, covering a portion of the mapedge hexrow thereon. When properly assembled, hex W0134 should overlap hexes B2934, Q2901, and L0101—all represent the same terrain hex.

[18.2] Setting up the Units

The Campaign Game begins at 1400 hours on June 16th, 1815. Players should use the unit manifest included at the end of this Rules Folder to construct a "Campaign Unit Mix". A Campaign mix may be created in a short-hand method by carefully punching out the French units in the **Quatre Bras** and **Ligny** sheets only, the Prussian units in **Ligny** and **La Belle Alliance** only, the Anglo-Allied units in **La**

Belie Alliance only, plus all leaders and the artillery unit of van Opstal from **Quatre Bras**, and two Game Turn Markers. This will provide a complete mix with no duplications. Strict attention must be paid to unit designation. Units for each nationality should be sorted and stored by Command Designation, with all units of a given Corps (or Anglo-Allied Division) designation in a given army being stored together, along with the Officer which bears a matching command designation. These counters are selected from among all four of the battle game mixes.

Note that after the Campaign mix is assembled and all Leaders separated, there will be duplicate units. These extra units are not necessary for the play of any battle game or the Campaign Game; they are included because each individual battle game requires its own complete set, and the units in more than one battle are thus duplicated. These duplicated units should be stored separately.

Players should deploy their forces as shown on the map for the start of the Campaign Game. Additionally, deploy the Leaders of each army in the hex which contains that Leader's name. All remaining units enter the game as reinforcements. All Units and Leaders shown on the **Ligny** and **Quatre Bras** game maps should be placed as shown on those maps. On the La Belle Alliance map, only those units listed as "Campaign Setup Only" should be placed. All other Leaders and Units on the **La Belle Alliance** and **Wavre** Map sections should be ignored as they pertain only to the play of individual battle games.

[18.3] Addition to Sequence of Play

The Campaign Game Sequence of Play is altered by the addition of one Phase to each Player Turn. This Phase occurs immediately before the Movement Phase in each Player Turn and is called the Command and Reorganization Phase. During this phase the operations described in (section 20.0) Command and Reorganization (section 21.0) are performed in the following subsequence:

COMMAND & REORGANIZATION PHASE

1. Command Segment

The Phasing Player determines which Combat Units are under indirect Command through the proper Officers, and which Combat Units are under direct Command.

2. Reorganization Segment

The Phasing Player reorganizes eligible Combat Units which were previously destroyed in combat, and determines the demoralization state of the components of his army due to Combat losses, or proximity to Demoralized Corps.

[19.0] LEADERS

Leaders, a type of playing piece introduced into play in the Campaign Game, represent the various high-level leaders in each army in the Campaign. The Leaders have no combat value or strength in the sense that Combat units do; they are necessary for the effective employment of Combat Units.

There are two types of Leaders: Commanders and Officers. Commanders represent the highest level leaders in each army. In the French Army the commanders are Napoleon, Ney, and Grouchy. In the Anglo-Allied Army the Commanders are Wellington and the Prince of Orange. In the Prussian army the sole commander is Blucher.

Each of these Commanders bears a numerical rating known as the Command Capacity Rating which refers to the number of Officers and Combat Units that Commander may Command. For example Wellington, the British Commander with a Command Capacity rating of 4, may command four Anglo-Allied Officers and four Anglo-Allied Combat Units.

Officers represent the lower level Leaders directly responsible for the deployment of troops in their Command. Each Officer in each army bears a Command Designation which matches the Command Designation of the Combat Units in that Officer's formation. In the French and Prussian armies these Officers represent the Corps level leaders; in the Anglo-Allied army these Officers represent Divisional leaders. Officers may only effect units of their army which bear that Officer's Command des-

ignation.

In the rules dealing with Command and Reorganization, units will be refereed to as belonging to a specific formation. All the units which bear the same Command designation in an army, are said to "belong to" the same formation, and are commanded through the same officer.

[19.1] How to Read Leader Counters
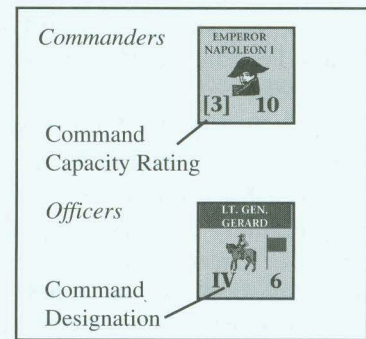
[19.2] Leader Operations

The following rules detail how leaders operate differently from Combat Units as delineated in the Standard Rules. Unless specifically mentioned in the following rules, leaders observe all Standard Rules.

[19.21] How Leaders Move

Leaders move during the Friendly Movement Phase, paying Movement Point costs as if they were Cavalry-type units for all terrain. Leader counters may freely enter and exit Enemy controlled hexes which are occupied by Friendly Combat Units. Leaders may never voluntarily enter an enemy controlled hex which is not occupied by Friendly Combat Units, nor may that enter a hex occupied by an Enemy leader or Combat Unit.

[19.22] Leaders and Combat

Leaders have no Combat Strength per se, nor do they have a Zone of Control of any kind. Thus, by themselves Leaders may not attack or defend, or hinder in any way the Movement of Enemy Combat Units.

[19.23] How Leaders Stack

Leaders are not considered to be Combat Units, and any number of Friendly Leaders may therefore occupy a hex. Theoretically a hex could contain up to two Friendly Combat Units and any number of Friendly Leaders.

[19.24] Effects of Enemy Units on Leaders

Phasing Combat Units may freely enter and move through hexes occupied solely by non-phasing Leaders, in which case those Leaders are immediately removed from that hex and placed in the nearest hex occupied by non-Phasing Combat Units. Note that the non-phasing Leaders are not moved through the hexgrid, nor do they expend any Movement Points or observe any Movement restrictions; they are simply placed on the nearest Friendly non-phasing Combat unit's hex.

[19.25] How Leaders Are Eliminated

When, during any Combat Phase, all Friendly Combat Units in a hex occupied by Friendly Leaders are either eliminated or retreat (leaving the Leaders as the sole occupants of the hex), a die is rolled once for each Leader in the hex. On a die roll of "1" or "2", the Leader in question is considered eliminated and removed from play. Eliminated leaders may never return to play.

[19.26] How Leaders Enter the Game

Most Leaders (all Commanders) begin the Campaign Game on the map. The Officers of the French VI Corps, the Prussian IV Corps, and many of the Anglo-Allied Officers enter the Game as reinforcements. These Officers may enter the Game as shown on the Reinforcement Track. Officers which do not begin on the map should be deployed as shown on the Reinforcement Track.

[19.27] Command/Movement Restrictions

During any Player Turn in which a Leader unit provides or transmits the command capacity for an attack by a friendly unit, or participates in the Reorganization of units bearing its Command Designation, it moves at one-half its printed Movement Allowance.

[20.0] COMMAND

Command capacity is intrinsic only to commanders, and is expressed by their Command Capacity Rating. The function of officers is to "magnify" commanders' Command Capacity, and transmit command throughout their formations. Officers have no intrinsic Command Capacity of their own. The Command Capacity Rating of a commander represents the number of entire formations which may be commanded through those formations' officers, and the number of individual units which may be commanded directly by that commander. Units are said to belong to the same formation if they bear the same Command Designation.

PROCEDURE: During the Command Segment, the Phasing Player must determine the Command Status of all his Combat Units, and place a blank marker on all those which are not In Command. The Command Status of units endures throughout the entire Player Turn. A unit is said to be In Command if it is within five hexes of a commander whose command capacity is not exceeded, or if it is within three hexes of the officer of its formation, who is in turn In Command. An officer is In Command if within five hexes of a Friendly commander whose command capacity is not exceeded.

[20.1] Command Integrity

There are three armies in the game; the Prussian, French, and Anglo-Allied armies. The Commanders of each army may only command units of that army. An Officer may only transmit command to units which bear his Command Designation. Prussian and Anglo-Allied units are Friendly for all purposes, but Anglo-Allied Leaders may not control Prussians, and vice versa.

[20.2] Tracing Command

The range of hexes described for command is traced through the hex grid from the Commanding Leaders hex (exclusive) to the hex occupied by the Officer or Combat Unit being Commanded (inclusive). Command may never be traced into or through 1] prohibited terrain. 2] an Enemy Occupied Hex or 3] an Enemy controlled hex which is not Occupied by Friendly Combat Units.

[20.3] Command Effects

Units and Officers which are adjudged "In Command" during the Command Segment of a given Game Turn function normally for all purposes throughout that Game Turn. The effects of being "Out of Command" last for the entire Game Turn. These effects are as follows:

[20.31] Restrictions on Units Out of Command

Units that are currently Out of Command may not enter an Enemy con-
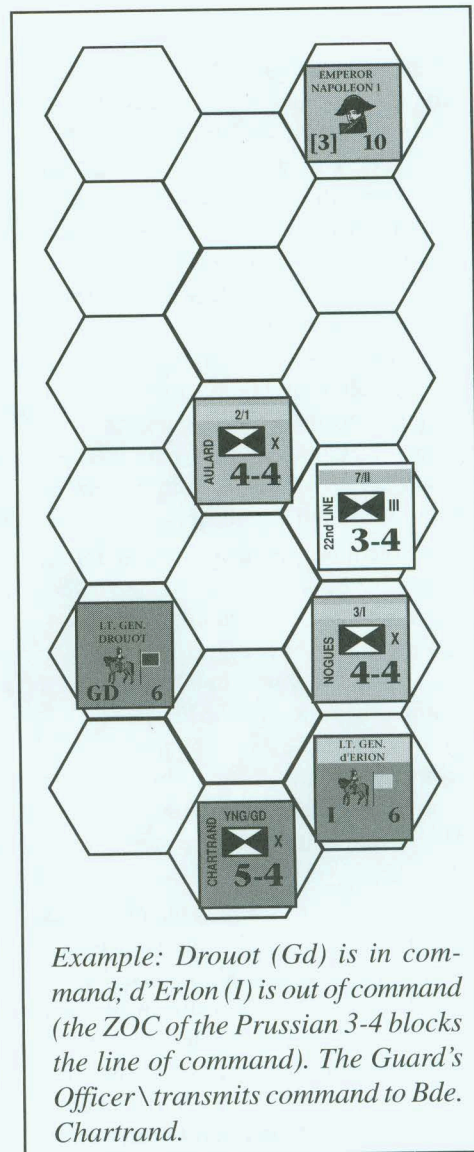
Example: Drouot (Gd) is in command; d'Erlon (I) is out of command (the ZOC of the Prussian 3-4 blocks the line of command). The Guard's Officer\ transmits command to Bde. Chartrand.

trolled hex. They may otherwise move and defend in a normal manner. Out of Command units that begin a Friendly Movement phase in an Enemy Zone of Control cannot move.

[20.32] Attacks by Units Out of Command

Out of Command units that begin a Friendly Combat Phase in an Enemy Zone of Control must attack. However, an Out of Command attacker converts all De and Dr results to Ar. If Friendly units In Command attack in concert with Out of Command units, all attacking units are considered Out of Command.

[20.33] Defending with Units Out of Command

When *all* defending units are Out of Command, Ae combat results are converted to the Ar result. Out of Command defenders cannot advance after combat.

[21.0] REORGANIZATION

All Combat Units have two sides. All information on each side of the counter is identical with the exception of the Combat Strength. The front side of the unit, shows the higher Combat Strength (the unit's full Strength); the reverse side, shows the weaker strength (the unit's reduced strength).

In the Campaign Game, Full Strength units which are destroyed in combat may be returned to play at their Reduced Strength later in the game. This activity is known as Reorganization and is accomplished by Officers of the appropriate Command designations under specific circumstances. Reorganization reflects the ability of an army to recover from combat losses and reorganize previously "destroyed" units.

PROCEDURE: Players should designate a total of six areas or containers (two for each of the three armies). One of these areas in each army is for Units Available for Reorganization; the other is for the Permanently Destroyed Units of that army. When a Full Strength unit is destroyed in combat, it is placed in the appropriate army's Reorganization area. When an already Reduced Strength unit, or a Unit with a Combat Strength of One, is eliminated in Combat, it is placed in the Permanently Destroyed Units area.

Units placed in the Reorganization area must remain there for one complete Game Turn, at which point they are available for reorganization during any subsequent Friendly Reorganization Phase. To reorganize a unit, simply place that unit in the same hex with the Officer bearing that unit's Command Designation (the officer must meet certain criteria listed in the following cases).

[21.1] Proximity of Enemy Units

A Player may never attempt to reorganize a unit if the Officer bearing that unit's Command Designation is within ten hexes of an Enemy combat unit. Officers within ten hexes of an Enemy Combat unit may not attempt reorganization of the units of their formation.

[21.2] Command

An Officer need not be in Command to attempt reorganization. An Officer attempting reorganization may not transmit command capacity to the units bear-ing his command designation. The Officer in question loses all command functions for that Player Turn, and the units of his formation may attack only if in direct command of a commander.

[21.3] Stacking

Stacking limits may never be violated during reorganization; thus no more than two units of a given command may ever be reorganized in any given Command/Reorganization Phase.

[21.4] Effects on Demoralization

When a Player attempts to reorganize units of a demoralized Corps or Nationality, that Player must roll a die once for each Officer attempting to reorganize units. On die rolls of "5" or "6", these units are permanently destroyed and placed in the appropriate compartment. The Officer of any units destroyed in this manner may not attempt to reorganize any other units in the current Command/Reorganization Phase.

[22.0] DEMORALIZATION

In the Campaign Game, demoralization procedures differ from the description in the Standard Rules in that certain portions of an army may be demoralized separately from the remainder of that army. In the French and Prussian armies all the units of a particular Corps (bearing a particular Officers Command Designation) will become demoralized when losses to that Corps equal or exceed the demoralization level for that Corps. A single, running total of all Anglo-Allied losses is kept, with each nationality within that army becoming Demoralized when that running total reaches its demoralization level.

PROCEDURE: When the total Full Strength Point value of units of a given Corps in *both* destroyed units compartments of the French or Prussian armies equal or exceed that Corps' demoralization level, the units of that Corps are demoralized. This is signified by flipping over that Corps' officer at the instant that the losses equal or exceed that demoralization level.

In the Anglo-Allied army, when the total Full Strength Point value of all units (regardless of nationality) in *both* destroyed units compartments equal or exceed a given nationality's demoralization level, all units of that nationality are considered to be demoralized, and Officers of that nationality (if any) are flipped over to indicate the demoralized state.

[22.1] Effects of Demoralization

The effects of Demoralization are exactly those outlined in the Standard Rules Folder with the following additions:

[22.11] Effects on Movement

Units and Officers which are demoralized pay two Movement Points for Clear Terrain, and normal (cavalry) Movement costs for all other terrain.

[22.12] Effects on Reorganization

Units of a Corps or Nationality which is demoralized must roll a die for Reorganization to determine whether the unit is permanently eliminated (see 21.4).

[22.2] Corps and National Demoralization

Below are the Demoralization Levels for each Corps in the French and Prussian armies and the National demoralization levels for the Anglo-Allied army. (Corps is demoralized if Combat Losses within the corps equal or exceed the levels shown).

FRENCH CORPS: Gd—20; I—15; II—19; III—13; IV—12; VI-8; IC—3; IIC—4; IIC—4; IVC—4.

PRUSSIAN CORPS: I—20; 11—20; III—14; IV—19.

ANGLO-ALLIED NATIONALITIES (Nationalities are demoralized if cumulative losses from among all contingents of the Anglo-Allied army reach the level shown).

British—40; KGL—33; Hanoverian—12; Brunswick—10; Nassauers-8; Netherlands—7.

[22.3] Recovery from Demoralization

Each Corps or Nationality may recover from demoralization through the reorganization of eligible units. When, through reorganization, the total full Combat Strength Points of the appropriate units in the destroyed units compartments no longer equals or exceeds the appropriate Demoralization level, the units of the Corps or Nationality are no longer considered to be demoralized. The appropriate Officers (if any) are returned to their undemoralized state and units of that Corps or Nationality func-

tion without the restrictions imposed by their formerly demoralized state.

[22.4] Proximity of Demoralization Corps

In the French and Prussian armies, the Demoralization Level of Corps whose Officers are within five hexes of one or more Friendly Demoralized Officers is lowered by two Combat Strength Points. Proximity determination is made during the Reorganization Segment of the Player Turn. If there are any Friendly Demoralized Officers on the map at that time which are within five hexes of undemoralized Friendly Officers, determine the losses for the undemoralized Officers Corps; but subtract 2 Strength Points from the Demoralization Level. If losses exceed that Corps' modified Demoralization level, the units of that Corps are demoralized and the Officer is flipped over to indicate that fact. This process continues if there is another Friendly undemoralized officer within five hexes of the newly demoralized Corps.

[22.41] Demoralized French Cavalry Corps never cause the reduction of other corps' Demoralization Level, nor do they themselves check for demoralization because of the proximity of Friendly demoralized Corps. They are demoralized only by Combat losses which by themselves exceed the Cavalry Corps demoralization level.

[22.42] Demoralized Anglo-Allied nationalities never cause the reduction of other nationality's Demoralization Level.

[22.5] Defeat of the Imperial Guard

If any units of the Imperial Guard bearing the Designations Gren/Gd or Chas/Gd suffer any adverse Combat Result (Ar, Ae, or Ex) during the French Players Combat Phase of any Game Turn, the Demoralization levels for all French Corps within 10 hexes are immediately and permanently reduced by 7 Strength Points. These Corps (including the Guard) must check for Demoralization immediately. No reduction is incurred if the specific attack demoralizes the British Nationality or Prussian Corps.

[23.0] NIGHT GAME TURNS

In addition to the restrictions imposed by the Standard Game Rules the following rule is in effect: There is no Command/Reorganization Phase on any Night Game Turn; all units operate as if they were out of command during the Night Game Turns, and no reorganization may take place on any night Game Turns.

[24.0] SUPPLY

Supply and Communications formed a major consideration throughout the campaign. Supply is determined once per day on the first daylight Game Turn of each day. Units which are not in supply are removed from the map and placed in the appropriate destroyed units box; they may not be reorganized. Supply state has no effect upon Leaders.

PROCEDURE: A line of supply is traced as a series of contiguous hexes of any length. The first five hexes may be terrain of any type; the remainder must be connected road and/or trail hexes leading to an appropriate map edge hex.

[24.1] Supply Sources

All French Supply is traced to any southern map edge hex. All Prussian Supply is traced to any hex on the eastern map edge. All Anglo-Allied Supply is traced to any hex on the western map edge.

[24.2] Blocking Supply

Supply is blocked if a unit is unable to trace a Supply line as described above which does not enter an Enemy occupied hex. Enemy Zones of Control do not block supply.

[25.0] OPTIONAL RULES

Any or all of the following rules may be used at the Players' option.

[25.1] Cavalry Retreat Before Combat

Cavalry was particularly well suited as a delaying and screening force at this time. To reflect more accurately this important function Players may, at mutual agreement, employ the following rule: Any Cavalry or Horse Artillery unit which begins any Combat Phase in an Enemy Zone of Control, and is adjacent to no Enemy Cavalry units, may retreat one hex before combat as in the retreat after combat rules (see 7.4). This retreat

is completely optional, and when the rule is employed players are not forced to retreat before combat in such situations; it does not allow an enemy advance (7.5).

[25.2] French Late Start

All three French Commanders had a great deal of difficulty awakening in the morning and moving to the tasks at hand. Thus the following optional rule: At the beginning of the 0600 hrs. Game Turn of each day, all French Commanders are marked. These French commanders may not move or perform any Command Functions until released. French Commanders are released by one of three things:

1] A die is rolled for each French Commander during the Command/Reorganization Phase of the French Player Turn; on a roll of one (only) the French commander is released and functions normally until the next 0600 hrs. Game Turn.

2] A previously released French Commander moves into or through the hex occupied by an unreleased Commander; beginning on the next Game Turn the unreleased commander is automatically released.

3] Any Enemy unit moves into any French controlled hex during the Allied Movement Phase; this automatically releases all French Commanders within 10 hexes of the point of contact.

[25.3] Cavalry Impetus and Control

During the Campaign both sides had problems with Cavalry actions becoming uncontrolled and ultimately wasteful. Players may at mutual consent utilize the following rule: In any Combat situation in which Cavalry is involved, and in which the cavalry might normally exercise the option to advance after Combat, a die must be rolled. On a roll of "1" or "2" the Player maintains control and may advance any unit type, or not advance at all, as he sees fit. On die rolls of "3" or "4", no advance of any kind may take place by any unit type. On die rolls of "5" or "6" one cavalry must advance after combat. The advance may never violate any restrictions of case (7.5).

[25.4] Leader Advance Advantage

In the Standard Game Rules only one unit may advance after Combat. By utilizing the following option, which must be mutually agreed upon before the game begins, Players may alter this rule as follows: If a Leader occupies a hex with two Friendly Combat Units, then both units may advance. Both units which advance must come from the same hex and they must fulfill all requirements for advance after combat. If this option is taken, the Leader which is stacked with these units must also advance into the vacated hex. If optional rule 25.3 is also being used, it takes precedence over this rule.

[26.0] VICTORY CONDITIONS

Victory in the Campaign Game is achieved through the accumulation of Victory Points which are added to and subtracted from the Victory Point Total, for the destruction of Combat Units and the attainment of certain objectives. Basically, it is up to the French player to destroy the Allied armies while minimizing his own losses and force his way towards Brussels-the strategic objective of the campaign.

PROCEDURE: The Players keep a running tally of the Victory Total which is modified as follows:

POINTS ADDED TO THE VICTORY POINT TOTAL

One Victory Point per eliminated Prussian or Anglo-Allied Combat Strength Point (including units currently in both Destroyed Units Compartments of each Army).

Two points for each French Strength Point which exits the map to Brussels (from hex B060S only).

POINTS SUBTRACTED FROM THE VICTORY POINT TOTAL

One Victory Point per French Strength Point eliminated (including units currently in both destroyed Units Compartments of the French Army).

BONUS POINTS FOR FRENCH EXITING

If the French Player attains 40 Victory Points through the exiting of Units to Brussels, he immediately receives a doubling of the Point Value for exiting Units, both those previously exited and those exited subsequently.

LEVEL OF VICTORY

If the Victory Point Total reaches 230 or more Victory Points at any time, the French Player wins. If he does not, the Allied Player wins.

CONDITIONS

The French Player receives points for exiting the map only if certain conditions are met.

1] A French Line of Supply must be traced from the exit hex to a French Supply source.

2] The exited units must be in command; that is, sufficient Leaders and Officers must have excited to command units currently off the map. For determination purposes these units are considered to be within proper radii of one another for command to take place. If units exceed the possible command the French Player does not receive the points for these excess units.

Optional Victory Conditions

The victory conditions are very demanding on the French player. He must achieve a decisive victory to win the campaign which is exactly what Napoleon needed to accomplish to remain in power on the French throne. For gaming purposes the players may agree to use the following victory point schedule:

French:

Decisive	230+
Tactical	190-229
Marginal	150-189

Allied:

Decisive	less than 50
Tactical	50-99
Marginal	100-149

CAMPAIGN NOTES

Decision making is simply finding the answers to a series of yes/no questions all simple by themselves, whose interrelationships become more and more complex as the list of questions grows. This, in a nutshell is a conflict simulation: a series of mutually supporting interrelated decisions.

The final factor in the process is this: It is important that the simulation of an event take a relatively limited point of view in its interpretation of that event. A game which presents more than a few interrelating points of view is a very complex game. In designing a campaign game we first tried to gain an all important understanding of the terrain as the battles and battlefields were studied individually. Then one major point of view was chosen—the Command and Command Structures as well as the relative competence of the individuals in these structures had enormous impact on the conduct of the 1815 campaign. These rules developed out of a perception of how those leaders operated (and failed). The rules are imparted here to give the effect of this command structure on the campaign.

DESIGNER'S NOTES

To begin with, how much "design" did we actually start with when the "Waterloo Campaign" was first proposed—it seems surprising—a full year ago? Actually, not much more than the notion that four maps could be contrived to fit together ...this much was sketched out beforehand. And in fact, the game only seduced its designer after preliminary work on the actual terrain plan, which was troublesome. The basic source for the road net was the *West Point Atlas of Napoleonic Wars*, but for other features we used a period map.

At this point we first discovered the flaws of the game-maps used in earlier simulations of the campaign. In fact, there was a tradition of misinformation, particularly the wholly imaginary "hill" at Quatre Bras, which was passed down from AH to GDW. A third, topographical source revealed only the slightest of crests south of the town with a rise of about 10 meters between the initial French and Netherlands positions. The game's impetuous developer continually revised the terrain features to bring them into line with each new account of the battle, and confirmed them with fresh assaults against the New York Public Library's map division, armed only with a

see-through hexgrid overlay and the latest prototype game map.

While the map was in its first evolution, an order of battle for the folios was begun. While this, on a brigade level, is probably the most easily accessible OB of any historical period, the actual order of appearance and the precise location of units at given times is subject to controversy. This listing finally became so unwieldy that a Unit Manifest was devised, which listed each unit only once, but showed its location on each day and its time of arrival in the area. This, in turn, sparked the notion of standardized reduced strengths on the reverse side of each unit, while simultaneously it became apparent that these units could not sustain 50% losses in battle and remain coherent: such losses would give the survivors good cause to scatter to the winds, while a good number of troops would rally to a less badly-mauled brigade.

This rationale also explains the rather bloody looking CRT used, with little modification, since the dawn of the **Napoleon at Waterloo** system; the loss of tactical unit effectiveness, as measured in temporary unit elimination, is not a measure of casualties per se but a measure of unit cohesion ...Thus units which have previously taken losses become more 'brittle'; their inability to reorganize after any further beating is an even more serious matter than the fact of their reduced strength. The rough handling that the Prussian First Corps' advanced guard received near Charleroi on the 15th June places these units in a precarious position from the start of the game. (As a footnote, it would be impossible for the French Player to reorganize the units of the 7th Division if lost on the 16th June—because of the proximity of their corps officer—and, even so, in the actual campaign what remained of these units stayed at the Ligny battlefield, and failed to show up to provide a planned rearguard at Quatre Bras after the events of 18th June.)

Napoleon could have been ensured of victory in the campaign if he had inflicted a decisive defeat on the Prussian army on the 16th. With Blucher obliged, even against his nature, to withdraw upon his lines of communications about Liege, Wellington's defeat by the greater part of the French army would have been no longer in doubt. Yet such an ignominious Prussian act would never come about in a game; and we could hardly award victory to an independent Prussian Player over the French and British Players for so doing, for his army would have been next destroyed after Wellington's. With a three-player game thus ruled out, means had to be found to keep the entirely separate, if not secretly hostile, Prussian and Anglo-Allied armies from cooperating as a single player would have them do. Thus came about the rules concerning communications. Wellington was even more prone to fall back upon his communications than was Blucher and, on the 15th, had actually ordered his army's concentration toward them, away from Napoleon's intended goal and the all-important support of the Prussians. An eye had always to be kept toward the maintenance of communications upon separate bases, by both Wellington and Blucher, until the firm commitment by the other could be insured; and any sort of concentration toward the inner flank had to be delayed until the decisive battle against Napoleon. Thus, even at Waterloo, Blucher held back his forces until Wellington's intentions could be seen.

DEVELOPER'S NOTES

The tactical situations presented in the four battles of the set include all types of Napoleonic era action: From the set piece assault of **Ligny**, to the wildly variable **Quatre Bras**, to the monumental action at **La Belle Alliance**, to the double delaying action at **Wavre**, all games present the Player with a challenging situation. It is recommended that players utilize the Combined Arms and Imperial Guard special rule to show the rather important and interesting interaction of the tactical arms of these forces. What about the Crest hexsides? It is just possible (although arguably) that Wellington's use of reverse slope tactics against Napoleon and his Generals just about outmoded Napoleon's artillery-based type of warfare. At Ligny, for example, Blucher insisted, against Wellington's advice, on deploying on the forward slopes of the surrounding hills, virtually assuring the destruction of Blucher's three Corps at Ligny. On the other hand Wellington, deploying his small, but well disciplined force on the reverse of a low ridge, stopped Napoleon for nearly six hours until the arrival of Blucher's Prussians sealed Napoleon's fate.

As in the design of a game the play of a game concerns itself with a series of decisions. In a tactical sense there are always a seeming myriad in every game; whether or not to advance, how to allocate these Combat Strength Points (ad infinitum). In a strategic sense (when there is one) these decisions are usually fewer in number and considerably more subtle. The Player who is rewarded by his strategy is the Player who makes one or two basic decisions; takes a limited point of view as to the problems involved. Then analyzes them correctly and acts on them quickly and efficiently with a minimum of haste and plenty of room for mistakes and "bad luck". Don't be too fancy: You may find yourself with your back to a locked door.

As a final word, the concomitant development of **Wellington's Victory** and the discussion and examination of the campaign that resulted was extremely valuable for all involved.

GRAND SCENARIOS

General von Blücher

A GRAND WATERLOO SCENARIO

Napoloen's Last Battles (NLB) allows you to refight the entire Waterloo campaign in a simple yet elegant manner. Without question it has to be ranked as one of the best of the old SPI quads. The uniqueness of this quad is that you can link all four of the games together to play the entire decisive campaign which changed the face of Europe. All the quads are fun and exciting contests but why a Grand Waterloo scenario was not included is bewildering! Chris Perleberg provided a Grand Waterloo scenario in *MOVES* #31. However, the scenario left the Grouchy Player with little or nothing to do. This scenario builds upon Chris Perleberg's article and provides a more interesting and demanding game for all the Players.

[27.0] GRAND WATERLOO SCENARIO

[27.1] Set Up

Use only La Belle Alliance and Wavre maps. Begin 1200/June 18. End 2100/June 18.

Both Players set up units as printed on the mapsheet. In addition the Prussian Player sets up BULOW'S IV CORPS as follows:

Cavalry (W0112, W0211)

16 Brigade (W0210, W0310)

15 Brigade (W0310, W0309)

13 Brigade (W0409, W0509)

14 Brigade (W0609, W0709)

Corps Art (W0409)

Leader Set-Up:

Wellington (B0915)

Blucher (W1406)

Orange (B 1114)

Napoleon (B0922)

Ney (B1118)

Grouchy (W2121)

All other leaders may be placed as desired. French Player must place the III, IV, IC, and IIC officers on the Wavre map. Allied officer Brunswick is not deployed.

[27.2] Army Demoralization

[27.21] Army Demoralization And Disintegration Levels

Do not use the Corps/Nationality demoralization of the Campaign Game. Instead, keep track of the total losses sustained by each ARMY or ARMY GROUP just like in the quad scenarios. When the total Combat Strength losses of an ARMY/ARMY GROUP equal or exceed the levels below, ARMY/ARMY GROUP Demoralization or Disintegration occurs immediately. If two armies pass Demoralization/Disintegration levels at the same time, the nonphasing Player's army is considered to have been Demoralized or Disintegrated first.

Prussian Demoralization/Disintegration 35/50

Anglo-Allied Demoralization/Disintegration 45/55

French Army Groups:

Napoleon Dem 60

Grouchy Dem 30

[27.22] Modifications to Army Demoralization/Disintegration Levels

French - Napoleon Army Group or Combined Army:

+10 if either Prussians or Anglo-Allied are demoralized.

- 20 if Enemy units enter Maison du Roi.

"I tell you that Wellington is a bad general, that the English are bad troops, and that it will be the matter of a luncheon...we have ninety chances in our favor, and not ten against us." —NAPOLEON

"The French will be devilishly surprised to find out how I can defend a position." — WELLINGTON

"If the mass of Prussians is retreating on Wavre, I shall follow them in that direction, in order that they may not gain Brussels and to separate them from Wellington." —GROUCHY

"Say in my name to the Duke of Wellington that, ill as I am, I will march at the head of my army to attack without delay the right flank of the enemy, if Napoleon should attempt anything against the Duke. In case the French do not attack today, I am of the opinion that we should attack the French Army together tomorrow." —BLUCHER

Prussian:

- 10 if French occupy all Wavre hexes.

Anglo-Allied:

+10 if Prussians attack any unit of Napoleon's Army Group.

- 20 if French enter Waterloo.

- 10 if any French unit exits the map from W0901. Note: This an exception to [27.34].

[27.3] Special Rules

[27.31] Restricted Prussian Movement

No Prussian units or leaders may move on the first turn (1200 turn).

[27.32] Command Range

When counting command range, count roads and trails as one-half hex, if traced along them.

[27.33] French Imperial Guard

The French Imperial Guard rule [12.2] is in effect but with the following modification. Once an enemy army is demoralized French Guard units involved in any attacks against it are only adversely affected by an AE or AR result. Also only guard units marked Gren/GD or Chas/GD are affected.

[27.34] Exiting the Map

Units may not exit the map [Exception: See 27.22]. Any units forced to do so as a result of combat are eliminated instead. Such losses count against dem/dis levels.

[27.35] Bulow's Command

Bulow may act as a semi-commander. He may only provide command control for the units of the Prussian IV Corps and only at a range of three hexes. His range may be extended per rule [27.32].

[27.36] Grouchy

Grouchy may count each cavalry corps as one-half against his command capacity. Thus he may command twice as many cavalry formations as infantry.

[27.37] Combined French Army Groups

If any French forces under Grouchy's Army Group receive command control from Grouchy and attack an Anglo-Allied unit while Grouchy is in command range of Napoleon the French Army is considered combined. The demoralization level for the French Army is now 90. This may be increased or reduced per [27.22].

[27.38] Prussian Disintegration

The Prussian Player must immediately remove all his units from the map after being disintegrated. The Prussian Army is knocked out of any further participation in this scenario. The army is in complete disarray and has withdrawn from the area to regroup. Simply pick up the Prussian counters off the map and then continue the game normally.

[27.39] Attacks by Out of Command Units

All units in enemy ZOC's at the beginning of any Friendly Combat Phase may attack normally even if Out of Command. In effect this rule replaces [20.32] of the Standard Campaign Rules.

[27.4] Victory Conditions

[27.41] French Victory Conditions

The French Player wins by demoralizing BOTH the Prussian and Anglo-Allied Armies OR by causing the Anglo-Allied Army to reach its disintegration level.

[27.42] Prussian/Anglo-Allied Victory Conditions

The Prussian/Anglo-Allied Player wins by demoralizing the Napoleon Army Group (or the French Army if both Army groups are combined) OR by avoiding the French victory conditions at the end of the game.

Rationale

The concept of dividing the French Army into two separate Army Groups for demoralization purposes was necessitated by the fact that Napoleon and Grouchy were operating independently. What happens to Grouchy should not adversely affect Napoleon's Army Group so directly. In the original Grand Waterloo scenario the Grouchy Player had to be extremely careful for each loss incurred would hinder Napoleon's progress against Wellington. This is silly. Now Grouchy can freely act without fear of completely ruining Napoleon's chances of victory at Waterloo. At the same time there is real incentive for uniting the two French Army Groups in order to boost the demoralization level to its maximum.

The modifications to the Army Demoralization/Disintegration levels are fairly self-explanatory. Maison du Roi, Wavre and Waterloo represent the line of communication for each specific Army. The Prussian Player must keep one Corps or at the very least a portion of a Corps around Wavre as historically Blucher was compelled to do. The capture of Wavre by the French not only would endanger the Prussian line of communication but also threaten Brussels. Grouchy now has two basic options. He can maneuver to attempt to link up with Napoleon or attempt to enter Wavre and crush the enemy troops guarding it in order to help demoralize the entire Prussian Army. The door will then be open to cut off the Anglo-Allied Army from Brussels via the WO901 road. This approach was actually considered by Grouchy before he learned of the devastating defeat of the French at Waterloo. Time is a major factor if this approach is going to be pursued. For this reason the French must accomplish this maneuver by the end of June 18. Grouchy now has a much more vital role to play in the game than merely being a cheerleader from the sidelines for Napoleon.

The Prussians are restricted on the first turn because they were busy reorganizing troops and waiting to make sure Wellington was actually going to engage Napoleon at Waterloo before committing to the battle. Bulow had to be practically bullied by Blucher to attack the French at Waterloo. He almost turned back when he heard the sound of the Grouchy's cannons opening up the attack on Wavre. Perleberg gave Grouchy's troops a double move on the first turn. However, this still allowed the Prussian IV Corps to intervene against Napoleon earlier than they did historically. The Prussian restricted movement gives Grouchy a chance to maneuver and at the same time prevents Bulow from reaching Napoleon too quickly.

Extension of command range provides a more realistic control of troops when roads and trails could be utilized.

The French Imperial Guard rule allows a little more flexibility for the French Player. Napoleon was not hesitant to use the Guards earlier at the battle of Ligny to complete the victory against an opponent wavering on the brink of defeat. Caution must be used, but against a demoralized army the Imperial Guard should be permitted to attack turn after turn to ensure total victory.

Bulow had previously commanded independently. Allowing him to provide command control for the IV Corps makes good sense. This also gives the Prussian Player a bit more flexibility since His army is widely scattered and Blucher is not omnipresent!
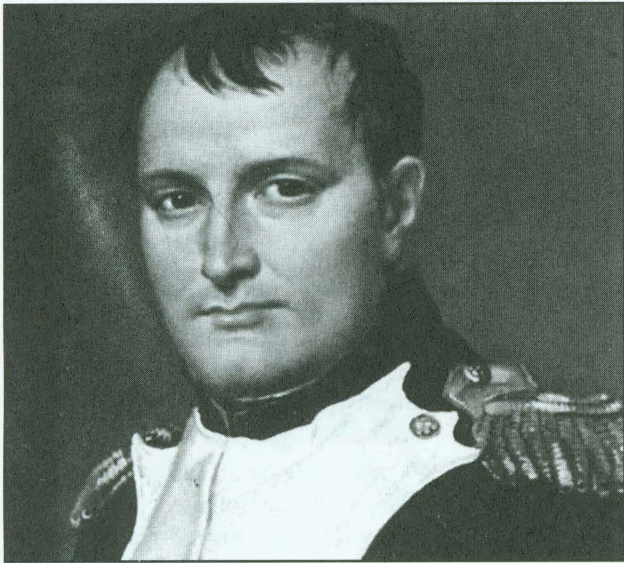
"All too often the battles of Quatre Bras and Ligny are treated as mere preliminary skirmishes preceding the battle of Waterloo two days later. This is very much to underrate their importance, especially in the case of Ligny, which was in many ways a major Napoleonic victory. But for the slipshod handling of d'Erlon's corps and the failure to pursue the defeated Prussians properly, the one error caused by defective staff work and sheer pigheadedness on the part of Ney, the other by a certain lapse of energy and clear-sightedness on the part of the Emperor - Ligny could, to all practical intents, have ended the campaign."
—Chandler, THE CAMPAIGNS OF NAPOLEON

A GRAND LIGNY SCENARIO

While **Napoleon's Last Battles'** (NLB) *Quatre Bras* and *Ligny* are enjoyable and exciting contests in their own right, the possibilities of the grand strategy open to Napoleon are absent. While the lengthy campaign game could be played, I felt that a grand Ligny scenario would be very satisfying and could address some of the unique aspects of the opening round preceding Waterloo. By linking Quatre Bras and Ligny together, the full scale initial battle can be simulated with the possibility of enveloping the Prussians as Napoleon originally envisioned.

[28.0] GRAND LIGNY SCENARIO

[28.1] Set Up

Use only **Ligny** and **Quatre Bras** maps. Begin 1400/June 16. End 2100/June 16. Both players set up units and leaders as printed on mapsheet. In addition add Allied officers PICTON and BRUNSWICK to reinforcements arriving at 1400.

[28.2] Army Demoralization

[28.21] Army Demoralization and Disintegration Levels

In addition to Corps/Nationality demoralization of the campaign game keep track of the total losses sustained by each ARMY just like in the quad scenarios. When the total combat strength losses of an ARMY equal or exceed the levels below, Army Demoralization (Dem) or Disintegration (Dis) occurs immediately. If two armies pass Demoralization/Disintegration levels at the same time, the nonphasing player's army is considered to have been Demoralization/Disintegration first.

French Demoralization/Disintegration 60/-

Prussian Demoralization/Disintegration 55/75

Anglo-Allied Demoralization/Disintegration 25/-

[28.22] Modifications to Army Demoralization/Disintegration Levels

[28.221] Ligny, St. Amand and Quatre Bras were vital to the Anglo-Allied and Prussian defensive positions. The capture of these towns would therefore weaken army morale. This is reflected in game terms by lowering the Demoralization/Disintegration levels for the specific army losing such terrain.

The Prussian or Anglo-Allied Army Demoralization/Disintegration levels are REDUCED while these towns are occupied [See 13.1] by French units as follows: The Prussian Demoralization/Disintegration levels are lowered by FIVE anytime the French Player occupies all the town hexes of LIGNY or ST. AMAND. If all hexes of both cities are occupied by the French, the Prussian morale is reduced by TEN. Once the Prussian Army is demoralized recapture of a town hex does not undemoralize the army. The same holds true for surpassing the Prussian disintegration level. Anytime QUATRE BRAS is occupied by the French Player the Anglo-Allied demoralization level is reduced by FIVE. Again recapture of Quatre Bras after demoralization does not undemoralize the Anglo-Allied Army.

[28.222] If any unit(s) under Wellington or Orange receive(s) command control for an attack against any French unit on the Ligny map while Quatre Bras is still Anglo-Allied controlled the French morale is permanently reduced. The decrease is determined by the total of the combat strength points of the attacking Anglo-Allied force. This special demoralization reduction can occur only once per game.

[28.3] Special Rules

[28.31] d'Erlon's I Corps

d'Erlon's I Corps must be activated or no unit may move or enter the board from the reinforcement track. Activation takes places as follows:

1400 Die Roll of "1"

1500 Die Roll of "1" or "2"

1600 Die Roll of "1", "2" or "3"

1700 Automatically Activated

[28.32] Command Range

When counting command range, count roads and trails as one-half hex, if traced along them.

[28.33] French Imperial Guard

The French Imperial Guard rule [22.5] is in effect but with the following modification. Once an enemy ARMY or CORPS I NATIONALITY is demoralized French Guard units involved

in any attacks upon the demoralized army or corps/nationality are only adversely affected by an AE or AR result.

[28.34] Anglo-Allied Withdrawal

The Anglo-Allied Player must immediately remove all his units from the map after being demoralized. The Anglo-Allied Army is knocked out of any further participation in this scenario. They have been defeated at Quatre Bras and have withdrawn from the area to regroup.

[28.35] Exiting the Map

Units may not exit the map [Exception 28.34]. Any units forced to do so as a result of combat are eliminated instead. Such losses count towards demoralization and disintegration.

[28.36] Attacks by Out of Command Units

All units in enemy ZOC's at the beginning of any friendly combat phase may attack normally even if out of command. In effect this rule replaces [20.32] of the Standard Campaign Rules.

[28.4] Victory Conditions

[28.41] French Victory Conditions

Decisive: Demoralize both the Prussian and Anglo Allied Armies OR disintegrate the Prussian Army.

Marginal: Demoralize the Prussian Army.

[28.42] Prussian Anglo-Allied Victory Conditions

Decisive: Demoralize the French Army OR eliminate Napoleon.

Marginal: Avoid any type of French victory.

[28.5] Grand Ligny Optional Rules

[28.51] Commander Grouchy

Grouchy may count each cavalry corps as one-half against his command capacity. If the cavalry corps is demoralized, it counts as one. Thus he may command twice as many cavalry formations as infantry.

[28.52] Play Balance Options

[28.521] Increase the value of St. Amand and Ligny from FIVE to SEVEN apiece for Demoralization/Disintegration purposes.

[28.522] Roll a die for NEY on turns 1 and 2. Only on a roll of "1" or "2" may any French units commanded by Ney attack. They may however move normally. This rule reflects the extreme cautiousness of Ney in the early part of the Quatre Bras assault.

[28.523] CRT Modification

Odds greater than 6:1 or, less than 1:5 are calculated with a modification on the CRT. For odds greater then

6:1 subtract "1" from the die roll for each two shifts in the odds column. e.g. 8:1, use 6:1 column but subtract "1" from the die result. 10:1 subtract "2", etc. Reverse the process for odds less than 1:5.

Rationale

Army demoralization is a straightforward adaptation from the folio rules. There comes a point when cumulative losses cause an army to collapse regardless of remaining undemoralized corps. Besides, this rule provides more tension and excitement in the contest as armies edge closer and closer to demoralization and eventual rout and defeat. Mark Brazas suggested this concept in MOVES #48 and I agree wholeheartedly with his assessment.

Demoralization loss for Ligny and St. Amand is not a play balance technique but reflects their importance to the Prussian defense. Hard, tough fighting took place in and around these cities and both Napoleon and Blucher knew that victory hinged upon which army occupied them. Thus you find the French Imperial Guard unleashed to take Ligny with cold steel at the end of the day for the final coup de grace. Likewise demoralization loss for Quatre Bras reflects the fact that the Anglo-Allied Army's loss of this vital crossroads would sever its ties to the Prussian Army and force it to fall back to the defensive position previously chosen by Wellington at Mont St. Jean.

For any Anglo-Allied force to show up on the Ligny battlefield would have had a very negative effect upon the French who were already engaged in bitter fighting. The sudden, unexpected appearance of d'Erlon's Corps terribly shook Vandamme's Corps.

d'Erlon's I Corps spent the entire day marching and countermarching between Quatre Bras and Ligny. His presence on either battlefield would have been decisive. In the campaign game there are no restrictions on the I Corps and thus the Prussians are almost always doomed to defeat at Ligny. In fact many players attempt an early withdrawal to keep losses at a minimum. With the special d'Erlon rule Napoleon isn't guaranteed the use of the I Corps. The French have several options if d'Erlon arrives early, but they may be fighting for their very lives against the Prussians with poor die rolls for release of the I Corps!

Relaxing the rule pertaining to out of command units already engaged with an enemy seems obvious. They have already received orders and are locked in battle. Why should they be penalized?

Napoleon by all rights should have completely demolished the Prussian Army. Blucher played right into the Emperor's hands by giving battle at Ligny. Were it not for Ney's poor leadership and Napoleon's lack of immediate pursuit the Prussian Army would have been disintegrated. Decisive victory at Ligny demanded either a Prussian pounding or at the very least demoralization of both the Prussians and Anglo-Allied. Napoleon's failure to crush the Prussians led to his ultimate defeat at Waterloo. A marginal victory is rewarded to the French Player for achieving a historical result. The Prussian/Anglo-Allied victory conditions really need no comment.

Grouchy was an outstanding cavalry commander. His rule reflects his historical ability to command the entire French right wing.

HISTORIC WAVRE

The French commander Grouchy is often highly criticized for not marching toward the sound of the guns and aiding Napoleon at Waterloo. Grouchy however had his written orders and believed that the capture of Wavre was necessary to gain victory over the Prussians. He was sadly mistaken, but given the general confusion of the situation and failure of Napoleon to recall Grouchy early enough to intervene at Waterloo perhaps historians have been unkind to the French marshal.

Napoleon's Last Battles [NLB] contains a scenario entitled "Wavre" but it is a misnomer. The game actually portrays what would have happened had Grouchy maneuvered to join up with Napoleon and intercepted the Prussians advancing toward Mont St. Jean. It is impossible for the Wavre scenario to depict the actual battle which was fought. It is totally hypothetical. However, given the fact that **NLB** contains all the necessary terrain and troops involved why not design a scenario which allows for a recreating of historic Wavre? What was Grouchy doing during one of the most decisive moments in world history?

[29.0] HISTORIC WAVRE SCENARIO

[29.1] Set Up

Use only the Wavre map. Begin 1200/June 18 and end after the 2000/June 18 turn. Set up the French forces as depicted on the map. However, set up only the Prussian III Corps and Lutzow [2-6 Cav] and 6th Line [2-4 Inf] of the I Corps. Leaders are not used.

[29.2] Demoralization and Disintergration Levels

Prussian Demoralization/Disintegration 15/28

French Demoralization/Disintegration   30/-

[29.3] Special Rules

[29.31] Prussian Player Moves First

Contrary to the standard game rules in this scenario the sequence of play is reversed. The Prussian Player Turn comes first and then follows the French Player Turn.

[29.32] Exiting the Map

Units may not exit the map. Any units forced to do so as a result of combat are eliminated instead. Such losses count towards demoralization/disintergration levels.

[29.4] Victory Conditions

[29.41] French Victory Conditions

Decisive: Disintegrate the Prussian Army

Marginal: Occupy ALL Wavre city hexes at end of game

[29 42] Prussian Victory Conditions

Decisive: Demoralize the French Army

Marginal: Avoid a French victory.

[29.5] Optional Rules

[29.51] French Double Move

Allow the French IV Corps units to DOUBLE their movement allowance on Game Turn One. This rule will greatly aid this Corps in getting into the actual battle. Historically they were a bit quicker in engaging the Prussians than the setup permits.

[29.52] Bridge Combat

ZOCs do NOT extend across bridged river hexes. The Prussian Player now will not be forced to attack across the Dyle when French occupy the adjacent bridge hex. This rule makes it a bit tougher for the French to capture the essential bridges.

Rationale

The Prussian I and II Corps did not take part in the battle for Wavre. Only a small detachment from the I Corps was left behind to guard the Limale bridge. Adding the additional Prussian units only clutters up the board and has little or no bearing on the game. This is why they are left out. The Prussian Player is given the first move in order to deploy in a manner in which they did originally. Otherwise, the French Player can seize the Limale bridge uncontested and roll up the Prussian right flank in very short order. This rule worked better than attempting to place special restrictions on the French Player. As the game stands two small battles will develop - one around Wavre and the other near Limale. Juggling the proper amount of forces between these two areas is the key to winning the game!

The Grand Waterloo and Historic Wavre scenarios first appeared in James P. Werbaneth's amateur wargaming quaterly Line fo Departure.

UNIT MANIFEST
French Army
IMPERIAL GUARD DROUOT
Grenadiers
Bde. Friant, Bde. Roguet.
Chasseurs
Bde. Morand, Bde. Michel.
1st Young Guard Div. Barrols
Bde. Chartrand, Bde. Guye.
Cav. Old Guard Mortier
Div Lefebvre-Desnoettes, Div Guyot.
Corps Assets
Old Guard Lallemand, Old Guard Duchand, Young Guard.
I CORPS D'ERLON
1st Div. Allix
Bde. Quiot, Bde. Bourgeois.
2nd Div. Donzelot
Bde. Schmitz, Bde. Aulard.
3rd Div. Marcognet
Bde. Nogues, Bde. Grenier.
4th Div. Durutte
Bde. Pegot, Bde. Brue.
Corps Assets
1st Cav. Div. Jacquinot, Desales.
II CORPS REILLE
5th Div. Bachelu
Bde. Husson, Bde. Campi.
6th Div. Jerome
Bde. Baudin, Bde. Soye.
7th Div. Girard
Bde. De Villiers, Bde. Piat.
9th Div. Foy
Bde. Gauthier, Bde. Jamin.
Corps Assets
2nd Cav. Div. Pire, Pelletier.
III CORPS VANDAMME
8th Div. Lefol
Bde. Billiard, Bde. Corsin.
10th Div. Hubert
Bde. Gengoult, Bde. Dupeyroux.
11th Div. Berthzene
Bde. Dufour, Bde. Lagarde.
Corps Assets
3rd Cav. Div. Domon, Doguereau.
IV CORPS GERARD
12th Div. Percheux
Bde. Rome, Bde. Schoeffer.
13th Div. Vichery
Bde. Le Capitaine, Bde. Desprez.
14th Div. Bourmont
Bde. Hulot, Bde. Toussaint.
Corps Asset
7th Cav. Div. Maurin, Baltus.
VI CORPS MOUTON
19th Div. Simmer
Bde. Bellair, Bde. Jamin.
20th Div. Jeanin
Bde. Bony, Bde. Tromelin.

21st Div. Teste
Bde. Laffitte, Bde. Penne.
Corps Assets
Noury.
I Cavalry Corps Pajol
4th Div. Soult, 5th Div. Subervie, IC Cotheraux
II Cavalry Corps Exelmans
9th Div. Strolz, 10th Div. Chastel, IIC Godet.
III Cavalry Corps Kellermann
11th Div. L'Hertier, 12th Div. d'Hurbal, IIIC Marcillac.
IV Cavalry Corps Milhaud
13th Div. de St. Alphonse, 14th Div. Delort, IVC Duchet.

British Army
I CORPS ORANGE
3rd Br. Div. Alten
5th Br. Bde. Halkett, 2nd KGL Bde. Ompteda, 1st Han. Bde. Kielmansegge, Williamson.
1st Br. Div. Cooke
1st Guards Bde. Maitland, 2nd Bde. Byng, Adye.
3rd Neth. Div. Chasse
1st Bde. Detmers, 2nd d'Aubreme, van der Smissen.
2nd Neth. Div. Perponcher
1st Bde. Bijlandt, 2nd Nas. Bde. Saxe-Weimar, van Opstal.
Neth. Cav. Div. Collaert
Carab Bde. Trip, 1st Bde. Ghigny, 2nd Bde. Lt. Merlen.
II CORPS HILL
2nd Br. Div. Clinton
3rd Br. Bde. Adam, 1st KGL Bde. du Plat, 3rd Han. Bde. Halkett (H), Gold.
4th Br. Div. Colville (-)
4th Br. Bde. Mitchell.
RESERVE
5th Br. Div. Picton
8th Br. Bde. Kempt, 5th Han. Bde. Pack, Heisse.
Brunswick Corps
Lt. Bde. Buttler, Line Bde. Specht, Mahn, 2nd Hussar.
6th Br. Div. Cob
10th Br. Bde. Lambert, 4th Han. Bde. Best, 1st Nassau Rgt. Kruse, Bruckmann.
Cavalry Uxbridge
Household Bde. Somerset, 2nd Union Bde. Ponsonby, 4th Bde. Vandeleur, 3rd KGL Bde. Dornberg, 5th Bde. Grant, 6th Bde. Vivian, 7th KGL Bde. Arentschildt, 1st Hanoverian Bde., Fraser.

Prussian Army
I CORPS ZIETHEN
1st Bde. Steinmetz
12th Line, 24th Line, 1st West Land.

2nd Bde. Pirch II
6th Line, 28th Line, 2nd West Land.
3rd Bde. Jagow
7th Line, 29th Line, 3rd West Land.
4th Bde. Henkel
19th Line, 4th West Land.
Corps Assets
Bde. Treskow, Bde. Lutzow, I Lehmen, I.
II CORPS PIRCH I
5th Bde. Tippelskirchen
2nd Line, 25th Line, 5th West Land
6th Bde. Kraft
9th Line, 26th Line, 1st Elbe Land.
7th Bde. Brue
14th Line, 22nd Line, 2nd Elbe Land.
8th Bde. Langen
21st Line, 23rd Line, 3rd Elbe Land.
Corps Asset
Bde. Thumen, Bde. Schulenberg, Bde. Sohr, II Rohl, II.
III CORPS THIELMAN
9th Bde. Borcke
8th Line, 36th Line, 1st Kur Land.
10th Bde. Kampfen
27th Line, 2nd Kur Land.
11th Bde. Luck
3rd Kur Land, 4th Kur Land.
12th Bde. Stulpnagel
31st Line, 5th Kur Land, 6th Kur Land.
Cavalry Hobe
Bde. der Marwitz, Bde. Lottum, Mohnpt, III.
IV CORPS BULOW
15th Bde. Losthin
18th Line, 3rd Sil Land, 4th Sil Land.
16th Bde. Hiller
15th Line, 1st Sil Land, 2nd Sil Land.
13th Bde. Hacke
10th Line, 2nd Neu Land, 3rd Neu Land.
14th Bde. Ryssel
11th Line, 1st Pom Land, 2nd Pom Land.
Cavalry Wilhelm
Bde. Sydow, Bde. Schwerin, Bde. Watzdorf, IV Bardleben.

Marshal Ney

THE MYTHS OF WATERLOO

by Wilbur Gray

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Waterloo—the battle where the British army under the Duke of Wellington outfought and thoroughly defeated a the French army under the declining generalship of an ailing Napoleon. It was a battle which saw as its climax the repulse of the famed Old Guard at the hands of the British Foot Guards. Well, then again, maybe not.

The mythology of the 1815 campaign can best be seen in the fact that most people are quite unaware that anything was going on outside the French offensive into southern Belgium. Even within the confines of this singular part of what was actually a huge undertaking, there exists a plethora of magnificent, though inaccurate, traditions and tales. The reason for this may be found in the old academic complaint of what happens when "the winners write the history books." This problem is especially acute for Americans. Most simply do not have a working knowledge of any language other than English, and this relegates their information on the battle of Waterloo to British works. If French or German sources on the battle were also consulted, one might actually believe that the authors were describing three different battles!

In this light, we present several of the more popular misconceptions about history's greatest battle, along with what most modern historians think really happened. Those who know a lot, as well as those who know even just a little, about Waterloo will apt be quite surprised:

The British Army at Waterloo: There was none. In reality Wellington's army of 74,000 plus effectives was only 38% British. A little over 28% were Dutch-Belgians with the rest being a dizzying array of Germans (Hanovarians, Brunswickers and the like).

The Third Army of Waterloo: Wellington and Napoleon were not the only ones who slugged it out at Waterloo. Marshal Blucher and his Prussian Army of the Lower Rhine rolled in with not less than 51,000 troops and 126 cannon, most of these from the IV Corps (32,609 men). Arriving in the early afternoon, they threatened to collapse the French right flank, forcing Napoleon to divert troops away from Wellington. One entire French Corps—the VI—had to be detached to cover the Prussian attack. This, obviously, put Napoleon in an untenable position, with his front engaged and his reserves committed. For this reason, many historians proclaim "old Blucher" the true victor of Waterloo. *[Wargamers can test this out by playing any of the Waterloo battle games and leaving out the Prussian reinforcements.]*

De'Erlon's Attack: The initial attack by Count D'Erlon's French I Corps has often been held up as the prime example of declining French military expertise due to its use of clumsy division-sized columns. However, the units of this corps were originally deployed in much more maneuverable battalion battle lines. An off the cuff remark by Napoleon indicated that he hoped the battalions would deploy in divisional columns, *Colonne de bataillon par divisions* (in 19th century terms, on a frontage two companies wide). This would give the battalions the flexibility of moving in column, but being able to swing into line for the attack. Going down the chain of command, this suggestion became a "do-it-or-else" order which mandated *Colonne de division par bataillon* (notice difference from above)—in effect, unmaneuverable battalion-wide columns. This misinterpretation caused the I Corps to march against Wellington presenting some of the largest targets ever seen on a battlefield. Even then, the French proved capable of fighting an extensive action, forcing the Allies back initially, until charged in the flank.

Another criticism of D'Erlon, that he attacked unsupported by cavalry, simply is not borne out by the facts. Two French cavalry brigades accompanied the advance. In the confused melee at the British line both brigades were pushed back by British cavalry, leaving the French flanks open and vulnerable to the famous charge of the Guards and Union Cavalry Brigades. Even then, both the French 1st and 13th Cavalry Divisions were close enough for Napoleon to launch them in a countercharge.

The Charge of the Royal Scots Greys: The charge of the bearskin clad Scots Greys, along with the rest of the Union cavalry brigade, has been immortalized in several paintings. In reality, however, while the charge stopped D'Erlon's advance, it wrecked only two companies (10th of the 6th Foot Artillery Regiment and 19th of the 6th Foot Artillery Regiment) of the French massed artillery battery. The exhausted British troopers were then cut to pieces by a countercharge of French lancers and cuirassiers, while the massed battery was soon reinforced by not less than five horse artillery batteries. The cost to Wellington was the loss of nearly 40% of his cavalry, including nearly all of his heavy horse.

Napoleon was evidently told that these charging British horsemen were "the noblest cavalry in Europe." In seeing them pursue out of control into the waiting French ambush, he replied that they were "also the most poorly led."

La Haye Sainte: While the "Rock of Hougoumont" has been held up as the epitome of desperate courage in the face of overwhelming odds, the little farm of La Haye Sainte was actually of far greater importance in deciding the battle. This small piece of Belgian turf sat right on the main road to Brussels and was physically the geographic center of Wellington's battle line. Its capture early in the day would have actually split the Anglo-Dutch army in two, inviting a roll up of either flank. The fight for the place was especially vicious, with the Allied troops giving up only when their ammunition was exhausted. Only 42 of the original 400 defenders made it out alive. As it was, the French did overrun the farmhouse in the afternoon, thereby giving Ney the opening to launch his ill-fated final assault on Wellington's line.

Napoleon's Lethargy: Much has been made about the Emperor's lack of generalship at the battle of Waterloo, particularly his failure to control his subordinates. Here Marshal Ney's name comes up a lot. Many ask why Napoleon did not put a screeching halt to Ney's unsupported cavalry attacks. German historians, however, tend to point out that this was no fault of the Emperor's. Instead they note that he was preoccupied with the 51,000 Prussians on his eastern flank. In fact, Napoleon launched a successful attack with the Guard which threw the Prussians back at Placenoit, thereby giving Ney time to set up his own attacks. Given the danger that a flank attack presents to an army that is frontally engaged, Napoleon's attentions were best devoted to this part of the battle.

The Failure to Recall Grouchy: Much has also been made about Napoleon's failure to recall Marshal Grouchy and the right wing of the French army to the battle. But Grouchy's mission was to keep the Prussians pinned down. This could only be done by keeping up the pressure at Wavre. Had he marched westwards to the "sound of the guns" (as some of his subordinates recommended), he would have lost contact with the main Prussian army, thereby freeing more of it to march to Wellington's aid (and then what would the critics have said?).

Antoine Henri Jomini, one of the greatest military theoreticians of the 19th century, noted in his account of Waterloo that, given the poor ground conditions (due to the rain) and the presence of the Prussian rearguard, it would have been difficult if not impossible for Grouchy to have reached Napoleon in time to have done any good.

[5.6] TERRAIN EFFECTS CHART

To determine the cost, in Movement Points, to enter a hex, ascertain the type of terrain in question (check the terrain key), and find the corresponding Terrain category on the Terrain Effects Chart. The full cost shown must be paid; if the unit has insufficient Movement Points remaining to pay the full cost, it may not enter that hex that phase.

Terrain	Movement Point (MP) to Enter (or cross)	Effect on Combat
Clear Hex	1 MP	No effect.
Forest & Marsh Hex	Cav. & Horse Art.: 4 MP Inf.&Art.:2MP	Cavalry: Strength halved when attacking into or defending in hex. All others: No effect.
Crest Hexside	No additional MP	No effect.
Road Hex	1/2 MP if entered through Road Hexside.	Depends on other terrain.
Trail Hex	1 M P if entered through Trail Hexside.	Depends on other terrain.
Chateaux Hex	2 MP	Defender tripled in hex.
Town Hex	1 MP	Defender doubled in hex.
River Hexside	May only cross at Bridges.	May only attack across Bridges.
Stream Hexside	2 MP additional to cross.	Defender doubled when attacked exclusively through Stream Hexsides.
Bridge Hexside	No additional MP	Defender doubled when attacked exclusively through Bridge Hexside.

Grouchy was doing his duty by attacking the Prussians at Wavre, even if being somewhat unimaginative. This is verified when on 18 June at 0400 hours, Napoleon received a dispatch from the Marshal noting the Prussian concentration at Wavre and including the statement, "I [Grouchy] shall follow them to prevent them from gaining Brussels and to separate them from Wellington." Not less than the US Army War College journal *Parameters* has noted that "Based upon the intentions Grouchy expressed in his message, Napoleon's belief that Grouchy's 33,000 would hold off the Prussians seems reasonable." Consequently, Napoleon thought he had no reason to recall Grouchy—and when the Prussians did arrive it was too late, anyway.

The problem was that Grouchy did not press the attack at Wavre hard enough. He allowed a considerable portion of the Prussian army to escape and march to the Waterloo field. *[This is a point wargamers might want to test by checking march rates between Wavre and Mont St. Jean in any of the Waterloo campaign games. ed.]*

Ney's Irrational Behavior: Ney's famous cavalry charges without artillery or infantry support are often pointed to as evidence of his failing mental prowess. However, it seems the Marshal was merely the victim of one of Lord Wellington's clever ruses. When the Iron Duke saw the French horse massing, he pulled his infantry back behind the slopes so that they might form square unseen. Ney took this to mean they were retreating and launched his troopers, thinking artillery and infantry support were unnecessary. He also probably figured that if he waited for such support to come, this golden opportunity would slip away. It wouldn't have mattered anyway. Except for the Guard, there was no infantry available. Horse artillery was scarce to boot. Most of it had been ordered to reinforce the massed battery by General Lallemand, commander of the Old Guard foot batteries. He had taken over in place of the Guard artillery commander, General Desvaux de Saint-Maurice, who had died early in the battle. In fact, massed but unsupported cavalry charges had frequently turned the tide, as Eylau had shown.

The Attack of the Old Guard: Never happened. The final attack at Waterloo was made by the 3rd and 4th Regiments of Grenadiers and Chasseurs of the Imperial Guard. Both official and unofficial correspondence refer to these units as the "Middle Guard." This was because their ranks were filled with soldiers who, although exemplary, were not considered

good enough for entry into the true Old Guard (1st and 2nd Regiments of Chasseurs and Grenadiers). In some cases entire line units had been admitted into their ranks because they had defected from the Bourban army to accompany the Emperor on his triumphal return to Paris. The 39th and 59th Ligne Regiments are two examples.

The Middle Guard was very poorly equipped; musket slings were often made out of string. Very few of the soldiers wore the famous bearskins. Instead, a vast mixture of shacko and forage caps were to be seen, one observer swearing that not more than 20 of the troops could be found dressed alike!

It would seem that the crack British guardsmen were hit by the Guard Chasseurs, whose repulse was actually caused by the devastating flanking fire of the British 52nd Light Infantry Regiment. The fire was even more deadly because of the formation the French guardsmen were in. Eyewitnesses indicated that they marched upon the enemy in a modified hollow square! Evidently the French Guard feared attack by nearby Allied cavalry.

The French Army Cracks: Most interpretations indicate that the repulse of the French Guard caused the rest of the army to collapse. Again, this is probably oversimplistic. Several retreats by the Young Guard from Plancenoit, for example, did not cause a similar reaction. The real culprit seems to be Napoleon himself. As the Guard went forward he deliberately circulated a rumor stating that the blue uniformed soldiers from the east constituted Marshal Grouchy's wing of the army. The Emperor knew they were Prussians (who wore blue coats), but he hoped to fool the rest of the army into holding on until the Guard did its job. The Guard failed, and to top it off, those arriving blue coaters began to shoot. The average French soldier figured that Grouchy had turned traitor and this was certainly reason enough to bug out.

The Body Count: This was surprisingly close. For the entire campaign, there were 64,603 French casualties and 62,818 Allied. Of course, what counted was the psychological balance—Wellington and Blucher believed they had a great victory, and Napoleon's will to fight had been broken. So the Allies won in the end.

So there we have Waterloo. Many will still argue over what actually happened at history's most famous battle, but as the above anecdotes show, most will agree that the final word has yet to be written.