



Napoleon's Last Battles

Fourth Edition

Credits

Fourth Edition

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Third Edition

(Decision Games, 1995)
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Rules v2.0: Martin Gallo

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The Grand Waterloo and Historic Wavre scenarios were first published in James P. Werbaneth's wargaming quarterly *Line of Departure*.

Second Edition (TSR, 1984)

First Edition (SPI, 1976)

Design: Kevin Zucker
Development: J.A. Nelson

Parts Inventory

- This 32-page Rules Booklet.
- Two 22 x 34 inch maps.
- Two die-cut cardboard sheets containing 400 playing pieces.
- One six-sided die.
- Storage bags.

If any parts are missing or damaged, please write to:

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Please register this game purchase on-line at:

www.decisiongames.com

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Historical Background

The Waterloo campaign was the culmination of Napoleon's return from exile on Elba. The other nations of Europe formed the Seventh Coalition to remove him from power once again. By early June, an invasion of France was imminent. Napoleon forestalled it by attacking into Belgium, hoping a victory over the British-led Allied army and the main Prussian army would lead to a negotiated peace.

The sudden French offensive on 15 June caught the Coalition unprepared. The Prussians concentrated behind Ligny Creek, near Sombreffe, where Napoleon attacked the following day. Hours of bloody fighting set up a final attack by the *Imperial Guard* but the victory was incomplete because French reinforcements failed to arrive. That failure was due to another battle farther west at Quatre Bras, where the French left wing became embroiled with the gathering Allied army. One French corps spent the day marching back and forth between the battles, contributing to neither.

On 17 June, Napoleon intended to defeat the Allies and march on Brussels. The Allies retreated to Mont St. Jean, just south of the town of Waterloo, where they took a strong position on a ridge protected by several strong chateaux. The expected to be joined by the Prussians, who dodged Grouchy and retreated north, rather than east as expected.

The climax of the campaign came on 18 June. Grouchy hurried to catch up to the Prussians, eventually striking them at Wavre, but too late to prevent the bulk of the army from marching toward Mont St. Jean.

Napoleon, meanwhile, launched repeated assaults on the Allied ridge, while fending off the growing Prussian threat to his right flank. A final attack by his *Old Guard* in the evening was thrown back, and the French army routed off the field, not stopping until it was deep inside France.

Napoleon abdicated four days later, bringing an end to one of the most dramatic and decisive campaigns in European history.

1.0 Introduction

Napoleon's Last Battles (NLB) is a simulation of the Waterloo campaign in Belgium, the culmination of Napoleon's return from exile on the island of Elba. The game is intended for two players—one commanding the French *Army of the North*, the other commanding forces belonging to the Seventh Coalition: the Prussian *Army of the Lower Rhine* and the multi-national (Allied) *Army of the Low Countries*—but can be played solitaire or by teams. There are 11 scenarios, each representing the whole campaign or a portion of it, the portions including individual scenarios for the main battles of the campaign: Ligny, Quatre Bras, Wavre, and La Belle Alliance (Waterloo).

2.0 Components

This section describes the various game components.

2.1 Fourth Edition Rules

The first edition of *NLB* featured four separate games, one covering each of the main battles, with a set of "Campaign Rules" linking them together. This edition presents the campaign as the primary focus, with the battles as scenarios. Some rules have been renumbered for the purpose, but all the original rules are present and complete. They are divided into five broad areas:

- **Standard Rules** (1.0 through 9.0) form the basic mechanics needed to portray a Napoleonic battlefield. They apply in all scenarios unless specifically superseded by another rule.
- **Campaign Rules** (10.0 through 14.0) cover the mechanics needed to portray Napoleonic warfare at the operational level. They are required for the campaign game, and may be used in other scenarios at the discretion of the players.
- **Optional & Variant Rules** (15.0 and 16.0) present players with alternative or additional rules and playing pieces. They may be used individually, completely, or not at all.
- **Notes** (17.0) offer insight into the rationale for certain rules and how to play the game successfully.
- **Scenarios** (18.0 through 27.0) present the various portions of the entire campaign, including set up and how to win.

2.2 Maps

The two maps, north and south, portray the area over which the campaign was conducted. It may be necessary to back-fold them against the creases the first few times to make them lie flat. Each scenario will use both maps, or one map, or a portion of one map.

The hexagonal grid is superimposed over the terrain features to regularize movement and positioning of the counters. Each hex has a four-digit number; the first two indicate the hex column, the second two the hex in that column. *The hex numbering is continuous across the two maps; for example, Maison du Roi is in hex 1022, while Quatre Bras is in hex 1641. A few hexes are duplicated at the south edge of the north map and the north edge of the south map.*

- **Map Scale.** Each hex represents 525 yards (480 meters) from side to side.
- **Half Hexes.** When using only one map there will be some half hexes. These are out of play.
- **Extra Numbers.** There are a few numbers below the southernmost hexes on the south map. This is for reference only; they are not hexes and are out of play.

How to Read the Rules

These rules are numbered for ease of location and reference. They are divided into sections, indicated by the number to the left of the decimal (1.0, 2.0, 3.0, and so on). Each section presents one major element of the game rules.

General Rules and Procedures. Many sections begin with a general statement about the rule, usually summarizing key portions. Some sections also have a "Procedure" explaining the process to be followed to carry out the rule.

Cases. Most sections have sub-parts, called cases, describing details, conditions, exceptions, or prohibitions applicable to the section. The number to the right of the decimal (1.1, 1.2, ...) indicates a primary case. A letter to the right of the primary case (1.3A, 1.3B, ...) is a secondary case, generally used to clarify and restrict the application of the primary.

Learning & Understanding the Rules. Read the general rules and primary cases first, skipping over the secondary cases. If any confusion arises concerning intent or interpretation, go back and read the pertinent secondary cases.

2.3 Charts, Tables & Tracks

The following are used to carry out or record certain game functions.

- A) Turn Record Track (TRT)** located along the west edge of each map. The track is used with a marker to indicate the current turn (see 4.0).
- B) Terrain Key,** located on the south map, indicates the symbols used to identify each type of terrain on the map. Each also indicates the movement cost associated with the terrain (see 5.2)
- C) Terrain Effects Chart (TEC),** located on page 32 of this booklet, summarizes the effects of each type of terrain on observation, movement, and combat.
- D) Combat Results Table (CRT),** located on page 32 of this booklet, is used to resolve combat (6.0).

2.4 Counters

Separate the counters from the die-cut sheets using scissors or a sharp knife; if desired, use scissors or a fingernail clipper to trim the corners. Most of the counters represent the combat units that took part in the campaign, with others representing senior leaders and other command assets, and still others being markers used to carry out specific game functions. The types of counters are shown on page 4, along with the rule describing its use. Not all counters are used in every scenario.

3.0 Scenarios

Each scenario is a complete game. The instructions for each specifies what map or maps are to be used, which counters are available to each side, how long the game lasts, and what each player has to do to win.

3.1 General Course of a Game

After choosing the scenario to be played and who will play each side, decide what if any optional rules—either those in the scenario or those in sections 15.0 and/or 16.0—will be used. Set up the map and forces according to the

COMBAT UNITS

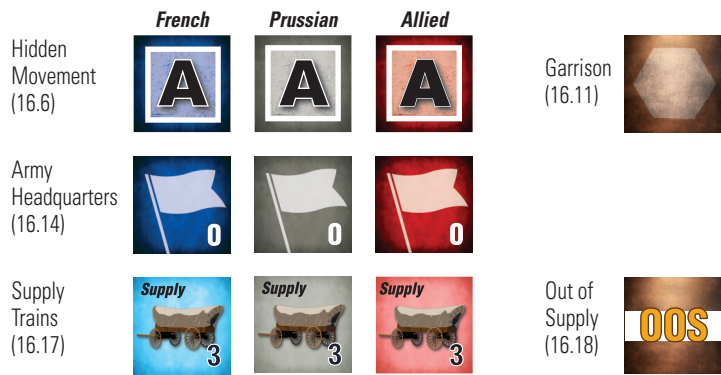
	Allies						Prussian	French	
	British	Brunswicker	Hanoverian	King's German Legion (KGL)	Nassauer	Netherlander		Imperial Guard	Line
Infantry (2.5 and throughout)									
Cavalry (2.5 and throughout)									
Artillery (2.5 and throughout)									
Officer (10.0 & 11.0)									
Commander (10.0 & 11.0)									

Orders of Battle (OB) for each army, located on pages 27-29, list every counter and show the command hierarchy.

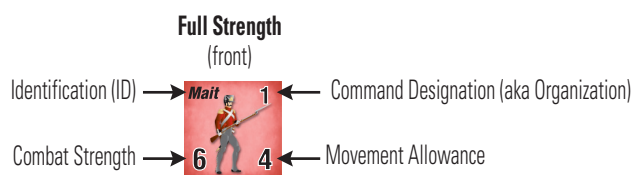
MARKERS



VARIANT COUNTERS



SAMPLE COMBAT UNIT



Identification (ID): the unit's official designation, usually a number or the name of its commander. Abbreviations are noted in the orders of battle.

Command Designation: the higher command organization to which the unit belongs, also shown on the orders of battle.

Combat Strength: the unit's relative strength when attacking and defending in combat (see 6.0 and 7.0), expressed in terms of strength points (SP). Infantry and cavalry SP represent between 350 and 750 men; each artillery SP represents a battery of six or eight cannon.

Movement Allowance: the unit's ability to move across the map (5.0), expressed in movement points (MP).

Reduced Strength (back)



Reverse Printing. Most combat units are back-printed with a white band and a lower combat strength, indicating the unit has suffered significant losses in combat. Some units start a scenario at reduced strength. Eliminated units may be reorganized during play if rule 12.0 is being used. A unit without a reduced side cannot be reorganized.

scenario instructions (3.2). The game will consist of a specified number of turns (3.3), during which each player moves friendly forces, then resolves combat initiated by the moves. Each player is trying to win by eliminating enemy units and/or capturing key terrain (3.4).

If you are new to gaming or to this system, we recommend playing the *Quatre Bras* (19.0) scenario with no optional or variant rules. Once you are familiar with the general flow of the game system, move on to larger scenarios and try out the additional rules.

3.2 Setting Up

Scenario instructions specify what components are needed. Set each up as described below. Set aside any not being used.

A) Map. Each scenario will require both maps, just one map, or half of one of the maps. When one map is being used, just lay it out in a location convenient to both players.

- **If both maps are used,** place them so the duplicated hexes of one are obscured by those on the other. Check the hex numbering in several columns to ensure they are numbered continuously, with no duplications or omissions.

- **If a half map is needed,** lay out the map to be used, then place Out of Play markers in the hex column indicated in the instructions.

B) Turn Marker. Place the turn marker in the box of the TRT indicated by the scenario instructions.

C) Sort the Counters. Sort the counters to be used and place them as follows.

- **Deployed units** are those beginning play on the hex grid. Each will be listed by a four-digit hex number; place the counter in the appropriate hex with its full-strength side showing unless the unit ID is followed by "(r)," indicating it is set up with its reduced side showing. If the set up hex number is preceded by the notation "w/#," the counter(s) may be placed on the set up hex or in any other hex up to that distance (#) away. When determining distance, do not count the hex indicated, do count the hex of placement. If the instructions indicate the units are "unstacked," only one unit can be placed in each hex. If there is no such notation, one or two units can be placed in a hex.

- **Reinforcements** are units entering the map (5.7) after the game is underway. The scenario instructions identify the units and specify the hex and turn of entry.

- **Organizations** sometimes set up or enter the map all at once. This is indicated by identifying all units with their command designation rather than listing each unit. If any units are detached, it will be indicated with the notation "less (unit ID)."

Examples. "3167 at 16/0900" means the unit will enter the map at hex 3167 in the 0900 turn of 16 June. In the *Quatre Bras* scenario, the Allies receive (among others) the following reinforcements: **16/1700 at 0136: All [1];** and **16/1600 at 0136: All [3] less Omptda.** The first indicates all three units of the Allied 1st Division (*Mait, Byng, Auye*) enter at hex 0136 during the 1700 turn of 16 June. The second means all the units of 3rd Division (*Halk, Omptda, Kiel, Wllmsn*) except *Omptda* enter at hex 0136 during the 1700 turn of 16 June.

3.3 Turns

During a turn, each player moves units across the map (5.0) based on their movement allowance. After movement is complete, units adjacent to enemy units must attack (6.0). Combat is resolved by comparing the attack strength to the defense strength and rolling the die to determine the outcome.

3.4 Winning a Game

Scenario instructions will specify what each player needs to do to win. Games sometimes end with an event, such as a particular number of casualties being suffered. In most cases, the winner is determined at the end of the last turn by counting victory points (VP), gained by each player for eliminating enemy units and/or controlling specified hexes. The specific goals for each player are noted in the scenario instructions.

A) Eliminated Units. Players generally receive VP for eliminated units based on the unit's combat strength.

B) Hex Control. A hex is generally controlled by the player whose units last moved through it. Some scenarios will indicate a hex to be under one player's control at the beginning of the game, or will require a unit to remain in (occupy) the hex to retain control. Control of a hex may move back and forth between players any number of times in a game as the units of each enter it. If necessary, place a control marker in an unoccupied hex to indicate its current control.

4.0 Sequence of Play

The game is played in game turns composed of alternate player turns. During each player turn, the active player maneuvers units and resolves combat in a specified sequence and within the limits set by the movement and combat rules.



- **Time Notation.** A complete notation for a turn includes two digits for the day, a slash mark, and a four-digit hour using military (24-hour) time. For example, **16/1400 is 1400 hours (2:00 p.m.) on 16 June, while 17/1000 is 10:00 a.m. on 17 June.**

- **Time Scale.** Daylight turns represent one hour. Night turns represent three hours.

4.1 Turn Sequence

Each turn is divided into a French player turn and a Coalition player turn. The player whose player turn is currently in progress is termed the active or phasing player. The activities listed below may be carried out only in the appropriate phase.

1. French Player Turn

A. French Command Phase. This phase is not used in some scenarios; in those cases, skip to the movement phase.

- **Command Segment.** The French player determines which combat units are in command (see 11.0). Units not in command are marked with out of command (OOC) markers.

- **Morale Segment.** Check the morale state of French units (9.0 or 13.0).

- **Reorganization Segment.** The French player may reorganize eligible combat units previously destroyed in combat (12.0). Adjust the morale state of the unit's organization if necessary.

B. French Movement Phase. The French player may move all, some, or none of the French units within the limits and restrictions of the movement rules (5.0). French reinforcements, identified by the scenario instructions, may be brought onto the map (5.7). Coalition units may not be moved.

C. French Combat Phase. French units attack opposing units according to the rules for combat (6.0) and artillery (7.0). No units of either side may move except when called for by the combat resolution procedure.

2. Coalition Player Turn

- A. Coalition Command Phase.** Same as the French command phase, but for Coalition units.
- B. Coalition Movement Phase.** Same as the French movement phase but with Coalition units moving and French units stationary.
- C. Coalition Combat Phase.** Same as the French combat phase but with Coalition units attacking French units.

3. Turn Record Interphase

If the final turn has been played, the game ends and victory is determined. If more turns remain, advance the turn marker to the next box on the TRT and start the next turn.

4.2 Night Turns

Night turns are indicated by dark blue shading on the TRT. Night turns are the same as day turns with the following exceptions:

- There is no command phase in either player turn.
- A moving unit may not enter an enemy-controlled hex (5.3).
- There is no combat phase in either player turn. Opposing adjacent units do not engage in combat; they just remain in place. Artillery units may not bombard.

4.3 Rain Turns

Rain turns are indicated by scenario instructions. The turn marker has rain and clear sides. On clear turns, flip the marker so the "Clear" side is showing; on rain turns, flip it so the "Rain" side is showing. Rain turns are the same as night turns except the command phase is conducted normally.



5.0 Movement

During a movement phase, the phasing player may move as many or as few units as desired.

Movement Procedure. Units are moved one at a time. A unit moves from hex to hex, tracing a path of contiguous hexes through the hex grid, in any direction or combination of directions. As it enters each hex, it must pay one or more movement point (MP) from its movement allowance (MA), depending on the terrain in the hex entered and/or the hexside crossed. It may move freely through friendly units but must stop after moving adjacent to an enemy unit.

5.1 Movement Limitations

Only the phasing player's units may move, and the number of MP expended by each unit may not exceed its MA.

A) Unused Movement Points may not be accumulated for use in a later movement phase or transferred to another unit.

B) No Combat takes place during a movement phase.

C) End of Movement. Once a unit has been moved and the player's hand is taken from it, its move may not be changed or continued without the consent of the opposing player. The movement phase as a whole ends once the phasing player begins resolution of combat.

5.2 Effects of Terrain on Movement

The basic movement point cost is 1 MP per hex entered. The cost to enter certain hexes and/or cross certain hexsides may be more or less than 1 MP, as described below and summarized on the Terrain Effects Chart (TEC).

A) Hexsides. Certain terrain types exist on a hexside rather than inside a hex. They affect movement only for units crossing the hexside. The moving unit pays MP to cross the hexside over and above the cost to enter the hex being entered; this is indicated by the "+" on the TEC. River hexsides may not be crossed except at bridges.

B) Road & Trail Movement. Roads and trails exist in a hex along with the basic terrain type. A moving unit gets the benefit of using the road or trail (1/2 MP or 1 MP, respectively), only if it moves from one hex containing the path to another hex containing the path, across a hexside crossed by the path. The moving unit may combine road/trail movement with non-road/trail movement; when using roads, retain MP fractions until the end of the unit's movement.

C) Cumulative Effects. Terrain effects are cumulative for movement purposes. If a unit lacks the MP to enter a hex, it cannot enter the hex.

5.3 Enemy Units & Zones of Control

The six hexes immediately surrounding a hex constitute the zone of control (ZOC) of a unit in that hex. A unit may not exit an enemy ZOC (EZOC) during a movement phase. ZOC never extend through non-bridge river hexsides or into chateau hexes.

A) Constant ZOC. All units exert a zone of control throughout the turn, regardless of the phase or player turn. The presence of zones of control is never negated by units, enemy or friendly.

B) Mutual ZOC. If a unit is in an enemy controlled hex, the enemy unit is also in its controlled hex. They are equally and mutually affected.

C) Coexisting Zones of Control. Enemy and friendly ZOC exerted into the same hex coexist, and that hex is mutually controlled by both players. There is no additional effect from having more than one unit exerting a ZOC onto a single hex.

D) No MP Cost. Units do not pay additional MP to enter an EZOC.

E) Exiting a Zone of Control. A unit may not move out of an EZOC during its movement phase. It may exit the EZOC by advancing or retreating during combat. The EZOC ceases to affect the unit if the enemy unit is eliminated or moved away by a combat result.

F) Night & Rain Turns. Units may not enter enemy controlled hexes during night or rain turns, nor may units already in enemy controlled hexes exit them.

Zones of Control

The purple arrows indicate opposing units exerting ZOC on one another. Some of the ZOC of Soye, Kempt, and Campi are blocked by the lake hexsides.



5.4 Movement & Friendly Units

A unit generally may move freely through hexes occupied by friendly units. A maximum of two friendly units may be stacked in a single hex at the end of any phase.

A) No MP Cost. There is no additional MP cost to enter or leave a friendly-occupied hex.

B) No Hex Limits. There is no limit to the number of friendly units which may pass through a single hex in a movement phase.

C) Friendly Controlled Hexes do not inhibit the movement of friendly units.

5.5 Exiting the Map

A player may exit units from the map only at hexes specified in the scenario instructions. **Units exited at any other time and place, to include those forced to retreat off the map after combat, are eliminated (see 6.5).** To exit the map, a unit must expend a number of movement points equal to the MP cost to enter the map-edge hex from which the unit exits the map (it may use a road or trail).

A) Exiting the Game. An exited unit is removed from play and may not return to the game.

B) No Exit Limit. A unit may exit from a hex regardless of the number of enemy and/or friendly units already exited from the same hex.

C) Not Eliminated. An exited unit is not considered eliminated for victory point or morale purposes. It may count toward the owning player's victory point total if scenario instructions so indicate.

5.6 Entering the Map

Scenario instructions may indicate a player is to receive reinforcements during the course of the game. The instructions will state the turn and hex of entry. Reinforcements enter the map during the movement phase of the indicated turn, paying the normal MP cost to enter the indicated hex. They may use road or trail movement.

A) Multiple Reinforcements. If more than one unit enters the same hex on the same turn, the owning player determines the order of arrival. They may stack. Each stack must pay additional MP to enter the map; visualize the reinforcements as a column of units extending into a chain of off-map hexes. **For example, if the first stack expends 1 MP to enter, the second expends 2 MP, the third 3 MP, and so on. If the entry hex is a road, each succeeding stack expends an additional 1/2 MP.**

B) Timing of Entry. Reinforcements may enter at any time during the owning player's movement phase.

C) Movement After Entry. Once a unit has entered the map, it may continue moving to the limit of its MA and may attack in the subsequent combat phase.

D) Blocked Entry. Reinforcements blocked by enemy units or EZOC may enter at the closest available board edge hex.

E) Delayed Entry. The owning player may delay the arrival of reinforcements; they may enter during any subsequent friendly movement phase.

6.0 Combat

All phasing units exerting a zone of control on an enemy (non-phasing) unit at the beginning of a combat phase, in a non-rain daylight turn, must attack. All non-phasing units with phasing units in their zones of control must be attacked. Artillery units may attack enemy units to which they are not adjacent

(see 7.0). The phasing player is termed the attacker and the non-phasing player the defender, regardless of the overall situation. Within the constraints of this section, the attacker determines which units are involved in each combat, and the order in which combats are resolved. All combats must be resolved during that combat phase.

Combat Procedure. For each combat, conduct the following steps in order.

- Determine which units will be involved in the combat (6.1).
- Calculate the odds (6.2 and 6.3) by dividing the total strength of all attackers by the total strength of all defenders, expressing the result as a ratio. Simplify the result to one of the odds ratios on the combat results table (CRT).
- Roll the die to get a line on the CRT. Cross index the line with the final odds to get the combat result.
- Apply the result (6.4 through 6.7) immediately to the involved units.

6.1 Which Units Attack & Defend

All phasing units beginning a combat phase in an EZOC must attack during that phase. All non-phasing units in the ZOC of a phasing unit at the beginning a combat phase must be attacked during that phase. The phasing player chooses which attacking units attack which defending units as long as all units required to take part in combat do so.

A) Adjacency. Attacking units may only attack adjacent defending units (**but see 7.0 for artillery bombardment**).

B) One Combat Per Unit Per Phase. No attacking unit may attack more than once per combat phase, and no defending unit may be attacked more than once per combat phase.

C) Combat Strength Unity. Each unit taking part in a combat must contribute its entire combat strength to the combat; the combat strength may not be divided among different combats.

D) Stacked Units must participate in the same combat.

E) Multi-Hex Combat. Attacking units in more than one hex and/or defending units in more than one hex may take part in the same combat.

- A defending hex may be attacked by as many units as can be brought to bear in any or all adjacent hexes (and by as many bombarding artillery units as are within range; see 7.0).
- Attackers in one hex may attack any and all adjacent defenders.
- Attackers in multiple hexes may attack defenders in multiple hexes as long as all attacking units are adjacent to all defending units (**but see 7.2**).

F) Diversionary Attacks. The phasing player may deliberately allocate units to make attack at low odds to enable other units to combine for a higher odds attack.

6.2 Calculating the Odds

All units involved in a combat must contribute their entire strength to that combat. Modify combat strengths as needed for terrain effects (6.3) before calculating the odds. Total the modified combat strengths of all attackers into the attacker total, and the combat strengths of all defenders into the defender total. Divide the attacker total to get the defender total. Express the result as a ratio, then simplify the result to one of the odds ratios on the CRT.

A) Rounding Odds. Odds are always rounded in favor of the defender.

B) Maximum and Minimum Odds. Attacks executed at greater than “6-1” are treated as “6-1;” attacks executed at worse than “1-5” are treated as “1-5.”

C) Voluntary Reduction of the Odds. Prior to the resolution of any attack, the attacking player may reduce the odds to any column left of the calculated odds. The decision may not be altered once the combat die is rolled.

6.3 Terrain Effects on Combat

Certain types of terrain multiply or divide a unit’s combat strength; see the TEC for details. Apply the modification to the unit’s current printed combat strength before calculating the combat odds.

A) Streams and Bridges. A defending unit receives the doubling effect of streams and/or bridges only if all attacking units are attacking across stream and/or bridge hexsides. If even one adjacent attacker is attacking across a non-stream/bridge hexside, the defender loses the doubling effect.

B) Halving. Round up fractions of a combat strength after halving. If more than one unit is to be halved, total all their strengths before halving, and round once.

C) Not Cumulative. Terrain effects are not cumulative for combat purposes. Use the single terrain bonus giving the greatest benefit to the defender.

6.4 Combat Results

There are five possible combat results:

Ae = Attacker Eliminated.

Ar = Attacker Retreat.

Ex = Exchange.

Dr = Defender Retreat.

De = Defender Eliminated.

Each requires some combination of elimination or retreat of the participating units. The specific requirements of each are listed on the combat results table on page 32, and explained in the following cases.

6.5 Elimination & Exchange

Eliminated units are removed from the map. Designate an off-map space for each army’s eliminated units to ease the task of keeping a running total of losses. **If used, reorganization (12.0) allows an eligible unit to return to the map.**

A) Exchange Strengths. When calculating the total strength loss for attackers in an exchange, use the current combat strengths of all involved units; ignore modifications due to terrain (or rule 16.18, if used).

6.6 Retreating after Combat

A unit required to retreat after combat must be moved into an eligible adjacent hex. A unit unable to retreat is eliminated.

A) Ineligible Hexes. A retreating unit may not retreat off the map, into or across prohibited terrain, into an enemy occupied hex, or into a hex in EZOC.

B) Retreat Direction. If there are multiple eligible hexes, the owning player may decide which the retreating unit enters. Stacked retreating units may retreat in different directions.

C) Retreating into Friendly-Occupied Hexes. If the retreat hex contains one friendly unit, the retreating unit may stack with it. If the retreat hex has two friendly units, one must be displaced (see D below); a unit may be

displaced only if no other retreat option is available to the retreating unit. If the retreat hex is bombarded by enemy artillery in a subsequent combat in the same combat phase, the retreated unit does not contribute its combat strength to the defense (see 6.1), but does suffer the result of the attack.

D) Displacement. If a unit retreating into a hex causes it to be overstacked, it takes the place of one of the units already in the hex. The displaced unit then conducts a retreat. The displaced unit must be able to retreat safely; if it would be eliminated by retreating, it remains in place and the original retreating unit is eliminated. A displaced unit may displace another friendly unit, which may displace another, and so on. If any unit in the chain cannot displace without being eliminated, all displaced units remain in place and the original retreating unit is eliminated. A unit may be displaced more than once per combat phase, but only once by a single combat. If a displaced unit is artillery yet to engage in combat, it may not fire during that combat phase. One retreating unit displaces only one unit in a stack; two retreating units displace two.

6.7 Advancing after Combat

Whenever a hex is vacated as a result of combat, one participating, adjacent victorious unit may advance into the vacated hex. Ignore EZOC during the advance. The option to advance must be exercised immediately, before any other combat resolution.

A) Advance is Voluntary. A unit is never forced to advance.

B) Advance Limits. Only one unit may advance per combat, regardless of the number of participating units or the number of hexes vacated. A unit may not advance more than one hex.

C) No Combat After Advance. An advancing unit may neither attack nor be attacked later in that same combat phase, even if the advance places it next to an enemy unit still to be attacked in that phase or an enemy unit not involved in combat at the beginning of the phase.

7.0 Artillery

An artillery unit adjacent to an enemy unit must participate in combat normally. An artillery unit not adjacent to an enemy unit may bombard (attack) an enemy unit two hexes away. Bombardment may be made alone or in combination with other units adjacent to the bombarded hex.

Bombardment Procedure. The bombarding artillery’s combat strength is added to the total attack strength before calculating odds. Bombarding artillery generally is not affected by combat results.

7.1 Bombardment

A bombardment is an attack by an artillery unit against an enemy unit two hexes away. The bombarding artillery may not be in an EZOC, must be able to reach the defender’s hex, and must have a clear line of sight to the defender. It may bombard a single enemy occupied hex.

A) Voluntary. An artillery unit is not required to bombard an enemy unit just because it is possible. If multiple defenders are in range, the attacking player may choose which to bombard.

B) Range. When counting the range from the bombarding artillery unit to the target hex, do not include the artillery’s hex, do include the target hex.

C) Stacked Bombarding Artillery must bombard the same target.

D) Multiple Bombarding Artillery. Artillery in more than one hex may bombard the same target; total all bombarding artillery when calculating the odds.

Combat Example

It is the French combat phase and four attacks are being made. Three units are attacking Bylandt (1) in hex 1643. Pelletier is not bombarding because it is adjacent to the defender. Total attack strength is 17, divided by Bylandt's strength of 4, yields odds of 4.25 to 1, rounded down to 4-1. The units attacking van Opstal in Gemioncourt (2) are crossing a stream and attacking into a town, but van Opstal's strength is only doubled. The odds are 13 to 2, rounded down to the maximum odds of 6-1; the French player reduces the odds to 3-1 to avoid the risk of an exchange. Campi and Husson are attacking Pireaumont at 1-1 odds; Weimar is doubled because of the town (if the town was not present, Weimar would not be doubled for the stream because Husson is not attacking across a stream). Marcillac is in range of both Bylandt and van Opstal, but cannot attack either because its line of sight is blocked by crests. In the last attack, Piré attacks Pack (the French player could have had Gauthier join this attack instead of having attack Bylandt). The odds are 1-2 because Piré is a cavalry unit and is halved attacking into woods.

The French player chooses to resolve the attack against van Opstal first. A die roll of "4" yields a "Defender Retreat." Van Opstal pulls back to 1143. Baudin advances into 1643, cutting off Bylandt's retreat.

The attack on Bylandt is next. A die roll of a "6" results in an "Attacker Retreat." All the attackers pull back, but Gauthier has no safe hex to enter and is eliminated. Bylandt elects not to advance.



The third attack result is a "1" giving a "Defender Retreat." Weimar cannot enter 2044 because of Campi's ZOC, so retreats northeast, and Husson advances.

In the final attack, Piré gets a "3" for another "Attacker Retreat." Pack declines to advance.

E) Bombarding Artillery Combat Results. Bombarding artillery is not affected by combat results; it is not eliminated or retreated, and may not advance. However, the owning player may voluntarily elect to suffer "Attacker Retreat" if it is the combat result.

7.2 Combined Attack

Bombarding artillery may attack alone or in concert with other friendly units adjacent to the target hex. Add the bombarding artillery's combat strength to the attack. If friendly units are attacking defenders in more than one hex, the bombarding artillery need only be within range of one defending hex.

Combat Results. Bombarding artillery in a combined attack does not suffer combat results, but adjacent units, infantry, cavalry, or artillery, do.

7.3 Line of Sight

The straight line from the center of the bombarding artillery's hex to the center of the target hex is the artillery's line of sight (LOS). The LOS may be blocked by terrain in the intervening hex and/or an intervening hexside. If the LOS is blocked, the artillery unit may not make the bombardment. The terrain in a bombarding unit's hex and in the target hex does not block the LOS.

A) Blocking Terrain consists of forest, town, chateau hexes, and crest hexsides.

B) Congruent Hexsides. If the LOS runs congruent to a hexside, the LOS is blocked if

- the hexside is a crest hexside.
- if both hexes adjacent to the hexside have blocking terrain.

C) Blocked Junctions. If the LOS passes through the juncture of two or more blocked hexsides, or the juncture of a blocked hexside and a blocked hex, the LOS is blocked.

D) Adjacent Blocked Hexsides. 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.

7.4 Adjacent Artillery in the Attack

When in an EZOC, artillery units must participate in an attack against adjacent enemy units.

A) No Bombardment. Artillery in an EZOC may not bombard; it attacks like an infantry or cavalry unit. It may not bombard a non-adjacent enemy unit even if the enemy unit exerting the EZOC is being attacked by other friendly units.

B) Normal Combat Results. Artillery units attacking from an enemy controlled hex suffers all combat results normally.

D) No Blocking Terrain. Blocking terrain (see 7.3) does not relieve an artillery unit from the necessity of making adjacent attacks.

E) Rivers. Artillery adjacent to an enemy unit but separated by a non-bridged river hexside, may bombard (since the artillery is not in an EZOC; see 5.3).

7.5 Artillery in Defense

Artillery may not bombard defensively. When attacked, it suffers all combat results normally, even when bombarded by enemy artillery.

8.0 Chateaux

Chateaux were walled farms dotting the Belgian landscape that could be used as small fortresses.

8.1 Effects on All Units

Chateaux affect all units in the following ways.

A) No stacking is permitted; only one unit may be in the chateau at the end of any phase. Retreating units may not enter an occupied chateau; a chateau defender may not be displaced.

B) No Advance. No unit may advance after combat into a chateau after defending infantry has been eliminated or retreated.

C) Bombardments may not be made into or through a chateau hex.

8.2 Effects on Defending Infantry

Only undemoralized infantry in a chateau hex receive the following benefits; **cavalry, artillery, and demoralized infantry (9.0) are not affected.**

A) Zones of control extend out of chateaux but do not extend into them. Units adjacent to a chateau are required to attack an enemy unit in the chateau, but a unit in a chateau is not required to attack adjacent enemy units. If a unit in a chateau elects to attack, all adjacent enemy units must be attacked.

B) Maximum Odds. Attacks on the chateau at odds greater than “4-1” are resolved on the “4-1” column of the CRT.

C) Modified Combat Results. A chateau defender may but is not required to ignore “Defender Retreat” (Dr) results. “Attacker Retreat” (Ar), “Exchange” (Ex), and “Elimination” (Ae or De) results take effect normally.

9.0 Army Morale

This section deals with the cumulative effect of combat losses on the morale of an army. Scenario instructions give each army demoralization and disintegration levels, measured in strength points eliminated. Keep a running total of losses for each army. Once an army’s losses reach the appropriate level, the army becomes demoralized or disintegrates altogether. Demoralization prevents an army’s units advancing after combat. Disintegration generally means defeat in the scenario.

9.1 Disintegration

Disintegration occurs the instant an army surpasses its disintegration level. Scenario instructions indicate the effects; in most cases, disintegration of a Coalition army results in a French victory, while the French army never disintegrates (French demoralization constitutes a Coalition victory in most scenarios).

9.2 Demoralization

Demoralization occurs the instant an army reaches or surpasses its demoralization level.

A) Mutual Demoralization. Any or all armies in any game may be demoralized at any given time. An army is not prevented from becoming demoralized because another army is demoralized, though it is possible that one army’s demoralization level may increase due to an opposing army’s demoralization (see scenario instructions).

B) Simultaneous Demoralization. If two armies reach or exceed their demoralization levels at the same instant through an “Exchange” combat result, the non-phasing player is considered to have been demoralized first.

9.3 Demoralization Effects

The units of a demoralized command suffer the effects described below. The effects begin at the instant of demoralization and continue to the end of the game.

- No unit of the demoralized army may advance after combat.
- Demoralization affects victory conditions in some scenarios.

10.0 Leaders

Leaders represent the senior leaders in each army. They generally move like combat units, but stack freely. They have no combat strength and cannot engage in combat. Their purpose is to give command (11.0) to combat units to allow the units to move and fight effectively. Leaders are divided into commanders and officers. Commanders represent the highest level leaders in each army, able to provide command to officers or individual combat units. Officers are commanders of subordinate organizations within the army and provide command only to units within their organization.

10.1 Leader Movement

Leaders movement is governed by all standard rules except as modified below. In general, leaders move more freely than combat units and do not affect the movement of enemy combat units.

A) Entering the Game. Depending on scenario instructions, a leader may start the game on the map or enter later as a reinforcement. In both cases, unless specified otherwise by scenario instructions, each leader may be stacked with a combat unit of the same organization or army.

B) Stacking. Leaders are not considered combat units. Any number of friendly leaders therefore may occupy a hex, with zero, one, or two friendly combat units. A leader may stack with any friendly combat unit, even one not belonging to the same organization.

C) Movement. Leaders move during each friendly movement phase, paying MP costs as if they were cavalry units. If the leader provides command during a movement phase, the leader receives only half his normal MP. Leaders belonging to a demoralized organization pay 2 MP to enter clear hexes (see 13.2).

D) EZOC Effects. Leaders may not enter an EZOC unless it is occupied by a friendly combat unit. If an EZOC hex is occupied by a friendly combat unit, a leader may enter and exit the EZOC freely.

E) Moving Enemy Units. Leaders have no combat strength and do not project a ZOC. A leader or leaders in a hex without a combat unit do not affect the movement of an enemy combat unit during the enemy movement phase. The instant they are placed in an EZOC, move the leader(s) in that hex to the nearest hex occupied by a friendly combat unit. The leaders do not move through the hexgrid and do not expend any MP; just place them on the nearest eligible hex.

10.2 Leaders & Combat

A leader alone in a hex may not attack or defend alone during combat. If stacked with a friendly combat unit engaged in combat, either as attacker or defender, they do not add strength to the unit or affect the combat in any way. If all friendly combat units stacked with a leader are eliminated or forced to retreat, roll one die for each leader in the hex. On a die roll of “1” or “2,” the leader is eliminated and removed from play. Eliminated leaders never return to play. If the leader is not eliminated, he is moved to the nearest friendly unit (see 10.1E).

11.0 Command

Command represents the ability of an army’s command structure to give orders to combat units. Units outside the command structure, called out of command (OOC), have limitations on their operations. All command originates with commanders through their command capacity rating (CCR). Officers magnify that

capacity when transmitting command to their organizations. A commander's CCR represents the number of officers (and therefore entire organizations) that may receive command from the commander, *and* the number of individual units which receive command directly from the commander.

Command Procedure. During a player's command segment of the command phase, determine the command status of all the player's combat units. An officer or unit receiving command from a commander must be within five hexes of the commander. A unit receiving command from an officer must be within three hexes of the officer. Place an OOC marker on any unit not receiving command. The OOC status lasts until the player's next command phase.

11.1 Leaders & Command

Each leader belongs to, and can only give command to, units belonging to the same army. A commander can give command to subordinate officers and/or units. An officer can only transmit command to units with the same command designation.

A) Commanders. Each commander has a command capacity rating (CCR) indicating the maximum number of officers *and* the maximum number of combat units that commander may command. The number applies separately to officers and units. A commander may give command to any and all officers and combat units in the commander's army up to the limit of the CCR, and out to a distance of five hexes from the commander's hex.



B) Officers. Each officer has a command designation matching the command designation of the combat units in that officer's organization. If the officer is placed in command by a commander, the officer may transmit command to all units in his organization.



- In the French and Prussian armies, officers represent corps leaders; in the Allied army they represent divisional leaders.

C) Coalition Commanders. Prussian and Allied units are friendly to one another for all purposes, but Allied commanders may not give command to Prussians, and vice versa.

11.2 Tracing Command

The range of hexes described for command is traced through the hex grid from the commanding leader's hex to the hex occupied by the officer or combat unit being commanded; do not count the commanding leader's hex, do count the commanded leader's/unit's hex. Command may not be traced into or through

- prohibited terrain.
- an enemy occupied hex.
- an EZOC unless it is occupied by a friendly combat unit.

11.3 Command Effects

Units and officers in command function normally for all purposes until the next friendly command segment. OOC units and leaders are out of command for all purposes until the next friendly command segment. OOC units have the following restrictions.



A) OOC Movement. OOC units and leaders move normally but may not enter an EZOC. OOC units beginning a movement phase in an EZOC cannot move.

B) OOC Attackers. OOC units in an EZOC at the beginning of a friendly combat phase must attack. The combat odds are calculated normally, but a "De" or "Dr" combat result is converted to an "Ar" result. If a single attack involves both in-command and OOC units, treat all attackers as OOC. OOC attackers cannot advance after an "Ex" result. OOC artillery may not bombard.

C) OOC Defenders. OOC defenders defend normally, but an "Ae" combat result is converted to an "Ar" result. OOC defenders cannot advance after combat.

12.0 Reorganization

An eliminated full strength combat unit with a reduced side (see 2.4) may be returned to play at its reduced strength through the reorganization process. Officers of the appropriate command carry out reorganization under specific circumstances.

Reorganization Procedure. Designate a second area next to each army's deadpile for eliminated units eligible for reorganization. When a full strength unit with a reduced strength side is eliminated in combat, place it in the

Command Example

The Allies have a surfeit of command capacity. Willem activates Perponcher—who provides command to all [N2] units except Weimar, which is too far away. Willem commands Weimar directly. Wellington activates Picton (5) and the Duke of Brunswick [Bw], and commands Merlen [NC] and Pack (5) directly. Note he still has the capability of activating two more officers and two more units.

Not all the French units can be placed in command. Ney activates only one leader and one unit. He activates Reille, who provides command to all Second Corps [2] units except Piré, who is four hexes away from him. Ney can provide command to a single unit, which could be Piré, or Lf-Ds, or any one of the [3c] units.



appropriate army's reorganization area. When a reduced strength unit, or a full strength unit without a reduced side is eliminated, place it in the deadpile. After one complete game turn has passed, the unit is available for reorganization. During any subsequent friendly reorganization segment, if the unit's officer is at least ten hexes from all enemy units, the reorganizing unit may be placed in the officer's hex.

12.1 Reorganization Limitations

A) Organizational Integrity. Reorganization may not be attempted by an officer of a different organization than the reorganizing unit.

B) Enemy Proximity. Reorganization may not be attempted by an officer within ten hexes of an enemy combat unit.

C) No Command Needed. An officer need not be in command to attempt reorganization.

D) Loss of Command. An officer conducting reorganization loses all command functions for the remainder of that player turn. Other units belonging to the officer's organization may receive command directly from a commander.

E) Stacking Limits apply during reorganization; thus no more than two units of a given command may be reorganized in a given reorganization segment.

F) Movement. The reorganizing officer and reorganized unit(s) may move during the movement phase of the player turn of reorganization.

12.2 Reorganizing While Demoralized

When attempting to reorganize the units of a demoralized corps (13.0), roll one die for the reorganizing officer. On a roll of "5" or "6," the unit or units being reorganized are eliminated; place them in the appropriate deadpile. The officer is unaffected, but cannot attempt to reorganize any other units in the same segment.

13.0 Corps Morale

Corps morale replaces the demoralization levels for an entire army with individual morale levels for each corps (or nationality in the case of the Allied army). Each corps's losses are tracked separately, and each corps becomes demoralized individually, generally without affecting or being affected by the morale state of any other corps. Demoralized corps may recover from demoralization through the reorganization process.



Corps Morale Procedure. Keep track of losses separately for each corps (but continue to keep a single total for the entire Allied army; see 13.1). When losses reach or exceed a corps' demoralization level, it is demoralized, signified by flipping the appropriate officer to his demoralized side. If reorganization of eliminated units reduces losses below the corps' demoralization level, good morale is recovered and the officer is flipped back to his good morale side.

13.1 Allied Nationalities

Instead of using demoralization levels for Allied corps or commands, each Allied nationality becomes demoralized when total Allied losses from all Allied nationalities (British, Brunswicker, Hanoverian, KGL, Nassauers, and Netherlanders) reaches the specified total. **For purposes of this rule, read "corps" as including the phrase "or Allied nationality."**

13.2 Corps Demoralization Effects

A demoralized corps suffers the effects described below. The effects begin at the instant of demoralization and continue to the end of the game, or until good morale is recovered.

- No unit of the demoralized corps may advance after combat.
- Officers and combat units of the demoralized corps pay 2 MP to enter clear hexes. All other movement costs remain the same.
- An eliminated unit of a demoralized entity may be destroyed when attempting reorganization (see 12.2).

13.3 Recovery

A demoralized corps may recover from demoralization through the reorganization of eligible units. When a unit is reorganized, reduce its corps' losses by its full combat strength. When reorganization drops the total losses from the corps below its demoralization level, the corps recovers good morale. Flip the corps' officer to his undemoralized side. Units of the corps function normally. If the reorganized unit is eliminated again, increase the corps' losses by its full combat strength, not the reduced combat strength.

14.0 Supply

Supply is determined once per day on the first daylight turn of each day. Units not in supply are removed from the map and placed in the appropriate destroyed units box; they may not be reorganized. Supply has no effect on leaders.

Supply 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.

14.1 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 Allied supply is traced to any hex on the western map edge.

14.2 Blocking Supply

Supply lines may not be traced through prohibited terrain or enemy occupied hexes. EZOC do not block supply lines.

15.0 Optional Rules

These rules address additional facets of Napoleonic warfare at the sacrifice of slightly increased complexity. Players may add all, some, or none when playing any scenario. The notes (17.0) include rationales for many of these rules.

15.1 Combined Arms Attacks

A combined arms attack is an attack against a single hex in which at least one infantry, one cavalry, and one artillery unit (bombarding or adjacent) is participating. The final odds is increased (shifted to the right) by one column: a "1-1" attack becomes a "2-1," a "2-1" becomes a "3-1," and so on. A "6-1" attack remains a "6-1."

15.2 Imperial Guard

If any French *Imperial Guard* (command designation [G]) infantry unit 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. **Exception 1:** If the attack made by the *Guard* infantry succeeds in demoralizing or disintegrating either the Allied or Prussian Armies, then the French demoralization is not reduced. **Exception 2:** This rule works

only with army morale (9.0); if using corps morale (13.0), rule 22.5B supersedes this one.

15.3 Mounted Retreat Before Combat

Any cavalry or horse artillery (artillery with an MA of 6) unit which begins any combat phase (friendly or enemy) in an EZOC, and is adjacent to no enemy cavalry units (it may be adjacent to horse artillery), may but is not required to retreat one hex before combat (see 6.5). Opposing enemy units may not advance (6.7).

15.4 French Late Start

At the beginning of the 0600 turn of each day, flip all French commanders to show their reverse (inactive) side. An inactive commander may not move or provide command until released, which occurs after any of the following:

- **Die Roll.** Roll one die for each inactive commander during the French command phase. On a roll of “1” the commander is released and functions normally until the next 0600 turn.
- **Other Released Commander.** If an active French commander moves into or through the hex occupied by an inactive commander, the inactive commander is released during the command phase of the next turn.
- **Enemy Activity.** If an enemy unit moves into a French EZOC within ten hexes of an inactive commander, the commander is instantly activated.

15.5 Cavalry Impetus

In any combat involving cavalry where the cavalry might normally exercise the option to advance after combat, roll one die and consult the following:

- **1-2:** the owning player maintains control and may advance any unit type, or not advance at all.
- **3-4:** no advance by any unit type may take place.
- **5-6:** one cavalry unit must advance after combat (within the restrictions of 6.7).

15.6 Leader Advance Advantage

If a leader occupies a hex with two friendly combat units engaged in combat and the combat result allows the leader's side to advance, the leader and both combat units may advance together. The advance is not mandatory; the owning player may decide to advance just one unit or not to advance at all, but if both units advance the leader must accompany them. **Rule 15.5, if used, takes precedence over this rule.**

16.0 Variant Rules

This section offers new rules or alternative versions to the original rules. They are designed as a complete set but players may use any or all at their discretion. The notes (17.0) include rationales for many of these rules.

16.1 Variant Counters

The following counters may be used to supplement or replace the standard counters.

A) Substitute Units. Combat units with an asterisk next to the unit ID have associated substitute counters with a gold flag in the upper left corner. Substitutions reflect a variety of purposes, among them different unit strengths based on new research, breaking up overly large units for either increased flexibility or reduced combat impact, or combining small units for the opposite effect. Pages 30-31 detail all the substitutions for each army.

B) Additional Units. The following are units added to the countermix rather than being substituted for others.

- **3rd Netherlands Division.** Add the two 2-4 infantry units (*Det* and *D'Aub*) to [N3]. They enter with the rest of [N3], or set up stacked with or adjacent to its original units.
- **Allied Rifle Units.** The Allied army possessed large numbers of British and German riflemen who often were grouped for special missions. The three 2-5 units operate like other infantry, but may stack freely with one or two other units and are always in command. They enter with the commands designated on page 29.
- **Hal Force.** Wellington left a large detachment west of the game map. The Coalition player has the option of bringing it into play in certain scenarios at the cost of additional requirements to win. The units are: *Leader Frederik*, *Leader Stedman*, two British units (*Johnstone* and *Hawker*), one KGL unit (*2 Huss*), two Hanoverian units (*Lyon* and *Estorff*), and seven Netherlander units (*Wynand*, and a pair each of *Hauw*, *Eerens*, and *Anthing*).

C) Additional Leaders. The ten new leader counters comprise the following.

- **The “Sick” (?) Napoleon.** One of many theories about the French defeat postulates a Napoleon at less than his traditional energy. If desired, players may substitute the “?” Napoleon for the original. When moving Napoleon, roll two dice to determine his movement rate, with a maximum of 10 MP. During the French command phase, roll one die and halve the result (rounding up) to determine his command capacity for that turn.
- **Army Chiefs of Staff.** The French and Prussian armies had chiefs of staff with actual authority: Soult and Gneisenau, respectively. They function as part of the army headquarters (see 16.14).
- **Prussian Corps Chiefs of Staff.** The Prussians are under-led compared to the two other armies in the game, though their command structure was the most sophisticated. Four of the new leaders (*Reiche*, *Aster*, *Clausewitz*, *Valentini*) represent the corps chiefs of staff and operate just like the corps officers; in effect, each Prussian corps has two officers. Each of a corps' officers may be given command separately, but if both are within the appropriate range of a Prussian commander, both may be activated as a single command.
- **Seconds in Command.** The Prussian and Allied armies had designated seconds-in-command: Bülow and Uxbridge, respectively. If Blücher or Wellington is killed and the second-in-command is still in play, replace his officer counter with his commander counter. There is no replacement officer for either.
- **Gen. Rowland Hill** commanded Wellington's *Second Corps*, and there was no good reason to leave him out of the game. He may enter or deploy with any unit of the Allied 2nd or 4th Divisions.

16.2 Dawn

Make the 0600 turn of each day a daylight turn. It remains three hours long.

16.3 Observation

This is a new rule incorporating both 7.3 and 12.1B. The maximum distance of observation is ten (10) hexes during daylight hours, five (5) hexes during rain turns, and one (1) hex during night turns. When counting the distance, do not count the observer's hex, do count the observed hex. Observation is only possible if the observer has a line of sight (LOS; 7.3) to the observed. The LOS is blocked by woods, town, and chateau hexes, and by crest hexsides. LOS is never blocked between adjacent hexes. A unit or leader is observed by any enemy unit or leader with an unblocked LOS no longer than current maximum observation distance.

- **Dawn & Dusk Option.** The maximum observation distance is five (5) hexes during the 2000 turn and (if 16.2 is used) the 0600 turn.

16.4 Modified Terrain Effects

This rule alters the effects of certain terrain types.

Forest Hex. Artillery attacking into a forest hex, whether adjacent or by bombardment, is halved. It defends normally.

Town Hex. Any unit attacking or bombarding into a town hex is halved. Cavalry defending a town hex is halved; infantry and artillery defend with their printed strengths.

Chateau Hex. See 16.11.

Road and Trail Hexes. In addition to the effects on the TEC, units using road and trail movement have the following additional restrictions.

- **No Entry into ZOC.** A unit using road or trail movement may not enter an EZOC; it must use the movement cost of the underlying terrain.
- **No Stacking.** A unit using road or trail movement may not enter a hex containing another friendly unit, nor may another moving unit enter its hex (when in doubt, use a control marker or some other convenient device to indicate units using road or trail movement).

Stream & Bridge Hexsides. Units defending behind a stream or bridge are unaffected. Instead, a unit attacking across a stream or bridge is halved, even if another friendly unit is attacking the same defender across a non-stream/non-bridge hexside. Artillery bombarding across the hexside is not affected. Bridges, but not streams, block ZOC just like river hexsides, so opposing units on either side are not required to attack one another.

16.5 Rain Effects

This rule supersedes rule 4.3.

Rain Turns. Players may use either the scenario instructions or a die roll to determine which turns are rain turns.

Rain Effects on Observation. The maximum observation distance is five (5) hexes.

Rain Effects on Movement. All movement costs are doubled, but a unit may always move a minimum of one hex.

Rain Effects on Combat. All units attack at half-strength. Cavalry may not charge (16.8). Artillery may not bombard except in a combined attack (7.2).

16.6 Hidden Movement

New rule. Each army receives a six or eight pairs of hidden movement (HM) markers. One of each pair acts as a substitute for hidden units, while the other is a dummy. For each pair, set aside an off-map location to store units.

A) Place HM Markers on eligible units during set up, or during a friendly command phase for units on the map or entering as reinforcements. The units may not be under enemy observation (16.3); reinforcements are assumed to be out of observation range until they enter the map. If command (11.0) is being used, the units must be in command, and must be accompanied by an officer or officers capable of transmitting command to all hidden units. Place both markers of a pair, face up, in a hex. Remove any or all eligible units (and their officers) in or adjacent to the hex. Place the units in the marker holding area; units in the holding area may be examined by the opposing player.



B) Moving HM Markers. HM markers move like any other unit. Move both markers of a pair using the slowest movement allowance, and highest terrain costs, of the units it represents. Neither marker may be moved into a hex where it would be observed. An HM marker may stack with its mate, but may not stack with any other unit at any time, to include during placement and movement: it may not move through another unit or be moved through by one. Leaders may stack with a marker freely.

C) Revealing Hidden Units. An HM marker may be revealed voluntarily or involuntarily; see below. When either marker of a pair is revealed, flip both to reveal which has the real units and which is the dummy. Deploy all the units (and officers) in the marker's holding area back onto the map, in or adjacent to the real marker's hex; stacking limits apply.

- **Voluntary.** Hidden units may be revealed voluntarily by the owning player during any subsequent friendly command phase. No command is required.
- **Involuntary.** Hidden units must be revealed the instant either marker of a pair comes under enemy observation. If this occurs while an enemy unit is in motion, temporarily halt the moving unit, reveal the marker, deploy any units, then complete the enemy movement.

Rationale. Hidden movement allows players to obscure the location of certain units, and with them, intentions. Its value in any game is high; in an operational game like the campaign scenario, it is priceless.

16.7 Combined Effects

This rule supersedes rule 15.1. When different arms (infantry, cavalry, and/or artillery) combine for an attack on enemy infantry (only) in clear terrain (only), the combat strength of one or more of the arms may be enhanced. In each of the following combinations, at least one of each type of unit must be present. The defender chooses which arm receives the enhancement; in all cases, double or triple the printed combat strength of each involved unit of the arm to be enhanced.

- **Infantry and Artillery.** Double one arm or the other.
- **Infantry and Cavalry.** Double one arm or the other.
- **Cavalry and Artillery.** Double the cavalry or triple the artillery.
- **Infantry, Cavalry, and Artillery.** Triple one arm and double another; the third uses its printed strength.

16.8 Cavalry Charge

New rule. A cavalry unit may charge if it meets the requirements listed below. The combat strength of the charging cavalry is doubled. If the defender's hex is cleared by the attack, all charging cavalry must advance. The cavalry is considered "blown;" during the following enemy player turn and the ensuing friendly player turn, it exerts no ZOC, its combat strength is halved, and it may not voluntarily enter an EZOC.

Charge Prerequisites. A charge may be conducted

- by one or two cavalry units in one hex; if 16.13 is being used, a leader may participate.
- against enemy infantry only.
- out of, through, and into clear hexes only, and across only clear or crest hexsides.
- by expending at least one and no more than 2 MP (cavalry in an EZOC at the start of its move may not charge).

- in conjunction with bombarding artillery in a combined attack; if 16.8 is being used, double the cavalry for the charge before enhancing either the cavalry or artillery.

Player Note. Mark charging/charged cavalry with a control marker or other convenient device, or rotate it to an agreed direction to indicate its status before and after.

16.9 Sustained Bombardment

New rule. An artillery unit that does not move in a movement phase and is not taking part in a combined attack (7.2) doubles its combat strength for the bombardment.

16.10 Heavy Artillery

New rule. The three French heavy artillery units (those with an “H” between the combat and movement factors) operate like other artillery and have the following additional capabilities:



- **Range.** They have a range of three hexes.
- **Tripled for Sustained Bombardment.** When firing a sustained bombardment, the combat strength of heavy artillery is tripled.

Player Note. Mark non-moved artillery with a control marker or other convenient device, or rotate it to an agreed direction to indicate eligibility.

16.11 Chateaux Garrisons

This rule supersedes rule 8.0. Except for the following rules concerning garrisons, treat chateaux hexes as forest hexes for all purposes: movement, combat (attack and defense), and observation.



Garrison
(front)

A) Forming a Garrison. Only one infantry unit can garrison a chateau. To form a garrison, an infantry unit must begin a friendly movement phase on a chateau hex; it may be stacked with another unit, but that unit does not form part of the garrison. Place a garrison marker on the infantry unit with its “forming” side showing. The unit may not move or attack for one complete player turn. If attacked during an enemy combat phase, it defends the hex at one-half its printed combat strength; any unit stacked with it also defends at one-half strength. On any result other than “Ae,” remove the garrison marker before applying the result. If the garrison marker is still in place on the following friendly movement phase, even if the hex is in an EZOC, flip it to its garrison side. A unit need not be in command to form a garrison.



Preparing
(back)

B) Stacking With a Garrison. A garrisoned chateau hex is still treated as a forest hex by all other units. One or two friendly units may stack in the hex, even after a retreat; place the garrison unit and marker at the bottom of the stack. The other units operate as though in a forest hex, ignoring the garrison for all movement and combat purposes. The stacked units may attack and be attacked normally. If the stacked units are eliminated or forced to retreat, the garrison is not affected in any way.

C) Garrison Operations. While in garrison, the infantry unit may not move or attack, exerts no ZOC, and ignores EZOC. The unit may come out of garrison during any movement phase by removing the marker. Reforming the garrison requires meeting all the requirements of (A) above.

D) Attacking a Garrison. A garrison cannot be attacked until it is alone in the hex. Its printed combat strength is not modified. Enemy infantry attacks at full strength; cavalry and artillery are halved. Artillery cannot bombard, it must be adjacent to attack. All combat results apply normally, but the

defender has the option to ignore a “Dr” result. If the defender chooses to retreat, or if the defender is eliminated by a “De” or “Ex” result, remove the garrison marker before apply the result. No units may advance into the hex after it is vacated as a result of combat.

16.12 La Garde Vielle

This rule supersedes both rule 15.2 and rule 24.5B. The French *Old Guard* consists of the four infantry units with the [G] command designation and an ID including *Gr* (Grenadier) or *Ch* (Chasseur). Each attack involving at least one *Old Guard* unit resulting in an attacker retreat (Ar) or elimination (Ae), but *not* an exchange (Ex), forces a die roll for every French line infantry unit (any command designation other than [G]) within observation distance of victorious defender’s hex(es). On a roll of 1-3, the French unit routs; it must retreat three hexes immediately. For each routed, unit subtract one (-1) from the demoralization level of its higher organization, whether corps or army.

16.13 Leader Combat Bonus

New rule, incorporating 5.6. A leader, either an active commander or an in-command officer, may take command of any one stack (the officer must have authority over both) in a combat, either during an attack or a defense. Shift the combat two columns in favor of the leader. **For example, attackers with a leader and 2-1 odds attack at 1-4; if the 2-1 attack was against a defender with a leader, it would be resolved at 1-2.** A successful attacking leader must advance; all units stacked with him must advance with him. If the leader’s stack is eliminated through an exchange, the leader does not advance. After the combat is resolved, roll one die for the leader; on a roll of “6” he is killed.

16.14 Army Headquarters

New rule, incorporating parts of 15.4. Each army has a headquarters (HQ) counter, representing the locus of its staff and communications.



Active
(front)

A) Status. The HQ is either active or inactive. When active it enables the army’s commanders (see C) but cannot move. When inactive it moves but does not provide command. Its status may be changed voluntarily only at the end of the owning player’s command phase.



Inactive
(back)

B) Operations. Treat it like a leader counter for all operational purposes (10.1). If it ends up in an EZOC, it becomes inactive.

C) Effects. All commanders must trace a line of communications (LOC) to the active HQ to be active. The LOC is traced like the supply line, but is not restricted to roads and trails and may not exceed 24 MP (not hexes) in length. Check the LOC during each friendly command phase. Roll one die for a commander unable to trace an LOC to his active HQ. On a roll of “1-3” the commander becomes inactive; flip him to his reverse side. While inactive, he may move but cannot give command to an officer or unit. He becomes active only by one of the three events listed in 15.4. **If 15.4 is being used, all French commanders flip at 0600 whether they have an LOC or not, but may move; the no-move clause of 15.4 is superseded.**

D) Chiefs of Staff. The French and Prussian armies have chiefs of staff (Soult and Gneisenau, respectively). They are commanders but may not give command to an officer or unit while the army HQ is active. As soon as a chief of staff leaves the HQ or gives command, the HQ becomes inactive.

16.15 Out of Command Effects

This rule supersedes rule 11.3. OOC units and leaders suffer the following constraints.

A) OOC Movement. They move normally but pay 2 MP to enter a clear hex; all other terrain costs remain the same. They may enter EZOC freely

B) OOC Attackers. OOC units attack normally, but

- Dr results are treated as no effect; both attacker and defender remain in place, and they may not advance.
- They may not advance.

C) OOC Defenders. OOC defenders defend normally, but

- Ae and Ar results are treated as no effect; both attacker and defender remain in place.
- They may not advance.

16.16 Modified Reorganization

This rule modifies rule 12.0.

A) Reorganization Proximity. In lieu of the ten-hex requirement of 12.1B, reorganization may be attempted by any officer not currently observed by the enemy.

B) Reorganization by Commander. A commander may reorganize one unit for each command capacity point expended. The reorganized units must be stacked with the commander, and stacking limits do apply.

C) Reorganization Supply. Both unit and leader must be in supply to reorganize.

16.17 Supply Trains

This rule supersedes rule 14.1. Each army has a single supply trains counter. It is the sole supply source for the army: units of its army may trace a supply line to it for purposes of general supply (14.0 & 16.18) and reorganization supply (16.16C). It operates like any other units with the following differences.



A) Movement. It may move only on roads and trails. It may not move at night, and may expend only 1 MP on rain turns. It may not enter an EZOC.

B) Stacking. Its may not stack with any other unit at any time; other units may not move through it, even to retreat or advance after combat.

C) Combat. It has no combat strength and exerts no ZOC. Any enemy attack on it, to include a bombardment, destroys it.

16.18 Out of Supply Effects

This rule supersedes the portion of rule 14.0 requiring the elimination of out of supply (OOS) units. An OOS unit is marked with an OOS marker. It remains OOS until the next supply check the following morning. OOS units operate normally in all ways except the following.

A) OOS Movement. Roll one die just before moving each OOS unit. The die roll is the unit's movement allowance for than movement phase, but may not exceed its printed movement allowance.



B) OOS Combat. Just before calculating the odds of a combat in which an OOS unit takes part, roll one die for each OOS unit and apply the effects listed below. Add one to the die roll if the unit is stacked with a commander or its officer.

- 1-2: The unit retreats from combat immediately; if all OOS units retreat, the opposing enemy unit may advance.
- 3-4: The unit's combat strength is halved; if already halved due to terrain, it is halved again, but never below a strength of one (1).
- 5-6: the unit engages in combat normally.

17.0 Notes

17.0 Notes

NLB is a tried-and-true game with a solid system, and has been left intact in this edition (the notes to the first edition and to the grand battle scenarios, along with graphic setups and an expanded order of battle, can be found on our website <http://decisiongames.com/wpsite/e-rules/>). Getting rid of the counter duplications in the four-folio arrangement opened myriad possibilities for presentation of units and markers to effectuate optional rules. The following are explanatory notes for some of the new rules (see 16.1 and pages 30-31 for notes regarding the new units).

16.2 Dawn. A June day in Belgium has considerably more than 12 hours of daylight, but keeping the turn 3 hours long reflects the tendency for armies of the period to start slowly.

16.4 Modified Terrain Effects. The essence of these changes is to make terrain affect attackers rather than defenders, and to show more differences between combat arms. It also properly shows the effects of streams and bridges, unlike the original all-or-nothing rule.

16.7 Combined Effects. The "rock-paper-scissors" interrelationships of Napoleonic combat arms is oversimplified in 15.1; it was about more than just having some of each arm. This new rule represents the formation choices available to infantry, each ideal for defense against a particular kind of attack, none proof against them all. It was the combination of the effects of each attacking arm that would undo an infantry formation.

16.10 Heavy Artillery. Napoleon's 12-pounder *belles filles* (beautiful daughters) formed the basis of his grand batteries. The Prussian position batteries were supposed to fill the same purpose, but had not acquired the expertise needed to put doctrine into practice. The Allies had no heavy guns in the field.

16.11 Chateaux Garrisons. The original chateau rule (8.0) appropriately emphasized an important terrain type, but ignored key points regarding non-infantry, and made too much of their effects. At La Belle Alliance, for example, the French can take Hougoumont from Byng only by surrounding it with the 12 strongest units in the army, and then with only a 1-in-3 chance of success. The new rule tones down the effects: the real key to taking one now, as it was historically, is to isolate it.

16.12 La Garde Vielle. Rules 15.2 and 22.5B are falsely based on the French rout after the defeat of the *Guard's* final attack. They actually fled because they were being overwhelmed all along the line. That said, there would be an effect if the *Old Guard* suffered a repulse, and the French player should be cautious in committing them to an attack.

16.14 Army HQ. Simply put, you can keep the chief-of-staff with the HQ so it stays active, or gain a brief additional command capacity by using him, at the cost of inactivating the HQ in the following turn.

16.17 & 16.18 Modified OOS. The original supply rule is a Draconian version more appropriate to WWII (and even then units wouldn't *die*). The short duration of the campaign made supply largely a non-issue. The men themselves, plus company, battalion, and regimental wagons, carried enough for several days. At worst, men might go hungry for a day, or could have to ration their firing momentarily, but they would not be destroyed as effective units. The Prussians, for example, were in supply difficulties on 18 June but still turned in a strong performance at Waterloo.

18.0 Ligny

The Prussians occupy a strong line anchored by stout villages along Ligny Creek, facing the French right wing. The burden of attack is on the French, who must drive into the Prussian line to start, and win, a battle of attrition.

18.1 Rules

Use rules 1.0 through 9.0. If desired, rules 10.0 and 11.0 may be used, along with any cases from 15.0 and/or 16.0.

18.2 Set Up

A) Playing Area. Use the south map from hex column 29xx and eastward; place out of play markers along hex column 28xx.

B) Turns. 16/1400 through 16/2000.

C) Forces. See the set up chart and 18.5.

18.3 Morale Levels

- French Demoralization: 35
- Prussian Demoralization: 55
- Prussian Disintegration: 74

A) Effect of Prussian Demoralization. The French can be demoralized only if the Prussians are not; once the Prussians are demoralized, French losses have no effect.

B) Ligny & St. Amand. Decrease both Prussian levels by three for French control of each town hex listed below. All seven hexes start the game in Prussian control. The French gain control of each hex the moment a French unit enters it, for any reason, and lose control the instant a Prussian unit reenters it, for any reason. Use control markers if needed when a hex is unoccupied.

Ligny: 3755, 3854, 3855, 3955

St. Amand: 3256, 3357, 3457

18.4 Victory Conditions

A) French Victory. The French player wins by achieving either of the following.

- The Prussians disintegrate, regardless of French losses.
- The Prussians are demoralized and French losses are less than 35 strength points.

B) Prussian Victory. The Prussian player wins by achieving either of the following.

- The French are demoralized before the Prussians.
- The French fail to achieve a victory.

18.5 Force Options

Players are free to use any one or all of the following options.

Ligny Set Up

Hex	Unit	Hex	Unit	Hex	Unit
FRENCH					
4260	Strolz	3951	23/8		
3065	Fri/Gr	4361	Chstl	4051	3E/8
3064	Rog/Gr	4261	God	3649	Thum
3163	Mrnd/Ch			3650	Sohr
3164	Mich/Ch	3662	St Al	3550	Schul
3261	Chrt/Y	3763	Del	3750	Rohl
3262	Guye/Y	3663	Duch [4c]	3751	Horse [2]
3264	Guyot				
3363	Lall	PRUSSIANS		4558	8/9
3364	St. Maur	3256	12/1(r)	4759	30/9
3264	Duch [G]	3256	24/1	4759	1K/9
		3457	1W/1	4351	27/10
2956	Vill/7	3253	6/2	4450	2K/10
2957	Piat/7	3453	28/2 (r)	4554	3K/11
		3155	2W/2	4654	4K/11
3258	Bill/8	3656	7/3	4751	31/12
3158	Cors/8	3657	29/3	4651	5K/12
2960	Gen/10	3657	3W/3	4752	6K/12
2961	Dup/10	3754	19/4	5454	Mar
3158	Duf/11	3853	4W/4	5555	Lott
3058	Lag/11	3653	Tresk	4952	Mohn
2954	Dom	3753	Lutz	4852	Horse [3]
3258	Dogr	3655	Lehmn		
		3656	Horse [1]		
3857	Rome/12				
4056	Schf/12	3554	2/5		
3858	Cap/13	3653	25/5		
4057	Desp/13	3554	5W/5		
4257	Hul/14	3955	9/6		
4359	Touss/14	3855	26/6		
		3854	1E/6		
3760	Maur	3449	14/7		
3658	Baltus	3450	22/7		
4560	Soult	3450	2E/7		
4761	Sbrvie	3851	21/8		
4561	Coth				

A) Prussian Losses on 15 June. Several Prussian units had been damaged the day before the battle, indicated by the reduced status of *12/1* and *28/2*. In lieu of the automatic deduction, roll one die for each unit in the *1st* and *2nd* *Brigades*; each unit is reduced on a roll of "1-2."

B) French Sixth Corps [6] historically reached Fleurus too late to take part, but could have reached the field sooner had Napoleon's orders been more emphatic. Roll one die at beginning of each French movement phase beginning in the 16/1600 turn. If a "1" or "2" is rolled, *Sixth Corps* enters at hex 3167 during that movement phase. Increase both Prussian morale levels by three (+3) for each turn the corps is in the game.

C) French First Corps [1] spent the day marching back and forth between Ligny and Quatre Bras; clear orders would have brought it to one or the other. Roll one die at beginning of the French movement phase of the 16/1700 turn. On a roll of 1-3, the corps enters, unstacked, at hex 2952 during that movement phase. On a roll of 4-6, the corps enters the following turn. The French can win only by causing Prussian disintegration. Write down the option and reveal it only when the first roll is made.

19.0 Quatre Bras

The French left wing under Marshal Ney, moving north toward Quatre Bras, faces a lone Netherlander division, but Allied reinforcements are on the way. The French must seize the crossroads and inflict losses before the weight of numbers turns against them.

19.1 Rules

Use rules 1.0 through 9.0. If desired, rules 10.0 and 11.0 may be used, along with any cases from 15.0 and/or 16.0.

19.2 Set Up

A) Playing Area. Use the south map from hex column 29xx and westward; place out of play markers along hex column 30xx

B) Turns. 16/1400 through 16/2000.

C) Forces. See the set up chart and 19.5.

19.3 Morale Levels

- French Demoralization 1400-1500: 10
- French Demoralization 1600 & later: 25
- Allied Demoralization: 25
- Allied Disintegration: 40

19.4 Victory Conditions

A) French Instant Victory. The game ends with a French victory the instant the Allies disintegrate.

B) Allied Instant Victory. The game ends with an Allied victory the instant French are demoralized.

C) Victory on Points. If neither player wins an instant victory, play continues to the end of the game and victory is awarded to the player with the most VP from the following schedule.

- 1 VP per enemy strength point eliminated.
- 1 VP to a player controlling Quatre Bras (1641) at the end of each friendly player turn (not game turn).
- 5 VP to the player controlling Quatre Bras at the end of the game.

19.5 Force Options

Players are free to use any one or all of the following options.

A) Buttler's Brunswicker Brigade left behind two battalions to guard a wagon train; flip the counter to its reduced side.

B) Best's Hanoverian Brigade camped near *5th Division* and accompanied it to the battle, while *Vincke's Brigade* was too far away to join them. Replace Vincke with Best.

Quatre Bras Set Up

Hex	Unit	Hex	Unit
FRENCH		ALLIES	
1451	Lf-Ds	1545	Blndt
1647	Huss/5	1845	Wmar
1648	Camp/5	1744	Opstl
1754	Baud/6	0738	Mrln
1755	Soye/6	16/1400 at 1634	
1751	Gauth/9	All [5] then All [Bw]	
1752	Jamin/9	16/1600 at 0136	
1847	Pire	All [3] less Omptda	
1753	Pell	16/1700 at 0136	
1553	LHer	All [1]	
1454	DUrb		
1356	Marc		

C) French Cavalry. Ney's authority over the *Guard Light Cavalry (Lf-Ds)* and *Third Cavalry Corps (LHer, DUrb, Marc)* was uncertain. If rule 10.0 and 11.0 are not used, the units are immobile until released. A unit may be released by die roll—roll once per unit each French movement phase, releasing the unit on a roll of "1"—or if an enemy unit enters its ZOC for any reason. Once released, a unit operates normally.

D) French First Corps [1] could have arrived (see 18.5C). Roll one die at the beginning of each French movement phase starting with the 16/1600 turn. On a roll of "1," the corps appears at Villers Perwin (2152). Treat it like an entry hex (5.6), with units entering one at a time, each paying one additional MP to enter the hex. Units not entering on the first turn of entry enter in following turns. The Allies receive 2 VP each turn the corps is in play.

E) Substitute N2 Deployment. If the expanded OB is used for N2 (see 16.1), deploy the division as follows:

- 1845 Blndt (3-4)
- 1644 Blndt (2-4)
- 1443 2 Nass (3-4)
- 1642 OrNass (2-4)
- 1744 Opstl (2-4)

20.0 Wavre

The Prussians are grouped around Wavre, while Grouchy's French right wing is driving north toward them. Each player must try to get units off the west edge (toward Waterloo) while preventing the other from doing the same.

20.1 Rules

Use rules 1.0 through 9.0. If desired, rules 10.0 and 11.0 may be used, along with any cases from 15.0 and/or 16.0.

20.2 Set Up

A) Playing Area. Use the north map from hex column 29xx and eastward; place out of play markers along hex column 28xx.

B) Turns. 18/1200 through 18/2000.

C) Forces. See the set up chart.

20.3 Morale Levels

- French Demoralization: 30
- Prussian Demoralization: 40
- Prussian Disintegration: 50

A) French Morale Increase. The French demoralization level is raised by the current number of French VP. For example, if the French Player has accumulated 15 VP by the 18/1400 turn, the French demoralization level is 45.

20.4 Victory Conditions

A) French Instant Victory. The game ends with a French victory the instant the Prussians disintegrate.

B) Prussian Instant Victory. The game ends with a Prussian victory the instant the French are demoralized.

C) Victory on Points. If neither player wins an instant victory, play continues to the end of the game and victory is awarded to the player with the most VP from the following schedule:

- 1 VP per enemy strength point eliminated.
- 5 VP to the French player for each French strength point exited from the western map edge north of hex 0145 (inclusive) at any point in the game.
- 1 VP to the French player for each Prussian strength point still on the map at the end of the game.
- 1 VP to the Prussian player for each Prussian strength point exited from the western map edge north of hex 0145 (inclusive) on or before the 18/1500 turn.

Wavre Set Up

Hex	Unit	Hex	Unit	Hex	Unit
FRENCH		PRUSSIANS		4308	8/9
4617	Bill/8 (r)	3709	12/1 (r)	4308	30/9
4617	Cors/8 (r)	3808	24/1 (r)	4405	1K/9
4718	Gen/10	3909	1W/1 (r)	4205	27/10
4719	Dup/10	3810	6/2 (r)	4205	2K/10
4719	Duf/11 (r)	3910	28/2 (r)	4105	3K/11
4820	Lag/11	3909	2W/2 (r)	4105	4K/11
4921	Dogr	4008	7/3 (r)	4405	31/12
		4108	29/3 (r)	4305	5K/12
5523	Rome/12 (r)	4207	19/4 (r)	4305	6K/12
5523	Schf/12	3609	Tresk (r)	4206	Mar
5524	Cap/13	3810	Lutz	4505	Lott
5524	Desp/13 (r)	4008	Lehmn (r)	4404	Mohn
5525	Hul/14	4307	Horse	4404	Horse [3]
5625	Touss/14				
5726	Maur	4609	2/5 (r)		
5726	Baltus	4609	5W/5 (r)		
		4508	9/6 (r)		
5214	Laf/21	4608	26/6 (r)		
5214	Pen/21	4407	14/7		
		4407	22/7		
5212	Soult	4508	2E/7		
5212	Coth	4709	21/8 (r)		
		5008	23/8 (r)		
4317	Strolz	4710	Thum (r)		
4314	Chastel	5110	Sohr (r)		
4613	Godet	4910	Schul (r)		
		4710	Rohl		
		4910	Horse (r)		

21.0 La Belle Alliance

La Belle Alliance Set Up

Hex	Unit	Hex	Unit	Hex	Unit
FRENCH					
0820	Fri/Gr	1018	Sbrvie (r)	0215	Detm
0820	Roug/Gr (r)	0720	LHer (r)	0314	D'Aub
1020	Mrnd/Ch	0520	DUrb (r)	0215	Smis
1020	MichCh	0720	Marc	0715	Bttl
0921	Chrt/Y			0715	Specht
0921	Guye/Y	1218	StAl	0613	Cramm
0620	Guyot	1119	Del	0613	Mahn
1219	Lf-Ds	1119	Duch [4c]		
0821	Lall			0814	Somerset
1021	St Maur	ALLIES		1014	Pons
0620	Duch [G]	0616	Mait	0615	Drnrbg
		0617	Byng	1314	Vand
1017	Quiot/1	0716	Adye	0616	Grant
1017	Bourg/1			1513	Vivian
1118	Schmtz/2	0516	Adam	0714	Arnts
1118	Aulard/2	0614	du Plat	0914	Hake
1217	Nogues/3	0514	Halk [2]	1314	Frazer
1318	Grenr/3	0516	Gold		
1317	Pegot/4			0813	Trip
1317	Brue/4	0716	Halk [3] (r)	0914	Ghngy
1416	Jacq	0916	Ompda	0714	Mrln
1217	Desal	0815	Kiel		
		0815	Wllmsn	PRUSSIANS	
0818	Huss/5 (r)			18/1300 at 2912 or 2914	
0818	Camp/5 (r)	0517	Mitch	Schw	
0519	Baud/6			Watz	
0519	Soye/6	0915	Kempt (r)	Sydow	
0719	Gauth/9 (r)	1115	Pack		
0719	Jamin/9	1214	Vincke (r)	18/1400 at 2912 or 2914	
0319	Pire	0915	Heisse	18, 3S, 4S/15	
0619	Pell			15, 1S, 2S/16	
		0811	Lamb	18/1500 at 2912 or 2914	
1018	Dom (r)	1214	Best	10, 2N, 3N/13	
		0615	Kruse	11, 1P, 2P/14	
0919	Bell/19	0811	Bruck	Brdlbn	
0919	Thev/19				
0920	Bony/20	1015	Blndt (r)		
0920	Trom/20	1315	Wmar (r)		
0819	Noury				

The Allied army must stave off the French attack until the Prussians can arrive to turn the tide. The French must hit hard before that happens, then be ready to turn on the Prussians when they arrive. Time is not on Napoleon's side.

21.1 Rules

Use rules 1.0 through 9.0. If desired, rules 10.0 and 11.0 may be used, along with any cases from 15.0 and/or 16.0.

21.2 Set Up

A) Playing Area. Use the north map from hex column 29xx and westward; place out of play markers along hex column 30xx.

B) Turns. 18/1200 through 18/2000.

C) Forces. See the set up chart.

21.3 Morale Levels

- French Demoralization: 60
- Anglo-Allied Demoralization: 45
- Anglo-Allied Disintegration: 55
- Prussian Demoralization: 25
- Prussian Disintegration: 35

A) French Morale Increase. If either the Allied or Prussian army is demoralized, the French demoralization level increases by 10.

B) Allied Morale Changes. If a French unit enters any hex of Waterloo (0606, 0607, 0708, 0709), both Allied levels decrease by 20. At the instant the first combat occurs between Prussian and French units, both Allied levels increase by 10.

21.4 Victory Conditions

A) French Victory. The French player wins by achieving either of the following.

- Both the Allies and Prussians are demoralized.
- The Allies disintegrate.

B) Coalition Victory. The Coalition player wins by achieving either of the following.

- The French are demoralized.
- The French fail to win.

22.0 The Campaign

The French offensive has split the Coalition armies. The Prussians have concentrated at Sombreffe, while the Allies race toward Quatre Bras. Over the course of the following three days, the French must wreck the Coalition armies, minimize French losses, and open the road to Brussels, while the Coalition forces must hang together long enough to deny Napoleon the victory he needs to retain his throne.

22.1 Rules

Use rules 1.0 through 14.0, plus 22.5. If desired, any cases from 15.0 and/or 16.0 and/or 22.6 may be used.

22.2 Set Up

A) Playing Area. Use both maps, laying one over the other so the duplicated hexes are obscured on the lower one. Check the hex numbering in several columns to ensure they are numbered continuously, with no duplications or omissions.

B) Turns. 16/1400 through 18/2100.

C) Forces. Set up the Quatre Bras and Ligny scenarios plus the forces listed on the set up chart. Officers set up or enter with any unit under their command. All commanders set up active.

22.3 Morale Levels

Use corps morale (13.0). Corps and nationality demoralization levels are noted in the morale box.

22.4 Victory Conditions

Each player earns VP according to the schedules below. Keep a running total of French VP minus Coalition VP. If at any time the net total (French minus Coalition) reaches 230 or more, the game ends with a French victory. If the French player fails to win by the end of the game, the Coalition player wins.

A) VP Schedule.

- 1 VP per enemy strength point eliminated.
- 2 VP to the French player for each French strength point exited from hex 0605 and meeting the requirements in 22.4B. If at least 20 SP have been exited, double the total VP awarded for exiting, including those awarded for the first 20 SP.

B) Exiting Conditions. An exited French unit counts for VP if a French line of supply exists at the end of the game from 0605 to a French supply source, and sufficient commanders and officers have been exited to put the exited unit in command (they are all considered within the appropriate command distance).

C) Levels of Victory—Optional. The victory conditions are demanding on the French player, requiring the kind of decisive victory Napoleon needed to remain in power. For gaming purposes the players may agree to use the following victory level determination.

Campaign Set Up

Hex	Unit	Hex	Unit	Hex	Unit
FRENCH		3N/13		16/1700 at 0136	
1563	Quiot/1	11/14		All [1]	
1564	Bourg/1	1P/14		16/2400 at 0605	
1464	Schmtz/2	2P/14		Kruse [6]	
1465	Aulard/2	17/2400 at 5712		17/0600 at 0124 or 0136	
1366	Nogues/3	18/15		All [N3]	
1266	Grenr/3	3S/15		17/0600 at 0114	
3561	Napoleon	4S/15		All [C]	
1751	Ney	15/16		17/0600 at 0124 or 0136	
3760	Grouchy	1S/16		Trip [NC]	
		2S/16		Ghngy [NC]	
		Brdlbn		17/0900 at 0124 or 0136	
16/1400 at 1167		ALLIES		Omptda [3]	
Pegot/4		1633	Kempt [5]	Mitch [4]	
Brue/4		1532	Pack [5]	17/1000 at 0124 or 0136	
Jacq		1632	Vincke [5]	All [2]	
Desal		1531	Heisse [5]	18/0900 at 0605	
16/2000 at 3167		1430	Buttlr [Bw]	Best [6]	
All [6]		1429	Specht [Bw]	18/1100 at 0605	
PRUSSIANS		1328	Cramm [Bw]	Lamb [6]	
3552	Blucher	1329	Mahn [Bw]	Bruck [6]	
17/2100 at 5712		1943	Wellington		
Schw		1641	Willem		
Watz		16/1600 at 0136			
Sydow		All [3] less Omptda			
18/0300 at 5712					
10/13					
2N/13					

Corps Demoralization Levels

FRENCH		PRUSSIANS		ALLIES	
[G] Guard	20	[1] First	20	British	40
[1] First	15	[2] Second	20	Brunswick	10
[2] Second	19	[3] Third	14	Hanoverian	12
[3] Third	13	[4] Fourth	19	KGL	33
[4] Fourth	12			Nassauers	8
[6] Sixth	8			Netherlands	7
[1c] First Cav	3				
[2c] Second Cav	4				
[3c] Third Cav	4				
[4c] Fourth Cav	4				

French VP - Coalition VP	Victory Level
230+	French Decisive
190-229	French Tactical
150-189	French Marginal
100-149	Coalition Marginal
50-99	Coalition Tactical
less than 50	Coalition Decisive

22.5 Special Rules

A) Proximity of Demoralized Corps. During a player's demoralized corps proximity segment, reduce each corps' demoralization level by two (-2) if its officer is within five hexes of one or more friendly demoralized leaders. If this results in the checking leader's corps to become demoralized, flip the leader to indicate that fact. This process continues if there is another friendly undemoralized officer within five hexes of the newly demoralized corps.

Exception 1: Demoralized French Cavalry Corps do not affect nor are affected by the demoralization level or losses of other corps.

Exception 2: Allied nationalities do not affect nor are affected by the demoralization level or losses of other nationalities.

B) Defeat of the Old Guard. This rule precludes the use of 15.2. If any units of the *Imperial Guard* bearing the designations *Gr [G]* or *Ch [G]* suffer any adverse combat result (Ar, Ae, or Ex) during a French combat phase, the demoralization levels for all French corps within 10 hexes of the affected Guard unit are immediately reduced by seven (-7). Check demoralization levels immediately. **No reduction is incurred if the attack demoralizes the British nationality or a Prussian corps.**

C) Rain Turns. The following turns are rain turns.

- 17/1500 through 17/1900
- 18/0900

22.6 Optional Rules

Players may use any or all of the following.

A) Variable Rain Turns. The weather is clear at the start of the game. Starting with the 17/1200 turn and ending with the 18/1100 turn, roll one die at the beginning of each command phase and consult the following. The weather is automatically clear starting with the 18/1200 turn.

	Current Weather	
	Clear	Rain
1	Clear	Clear
2	Clear	Clear
3	Clear	Rain
4	Clear	Rain
5	Clear	Rain
6	Rain	Rain

B) Hal Force. The Allied player may decide to use the Hal force (see 16.1B).

The decision to use it must be made during the Allied command phase of 17/2100; write the decision and the choice of entry hex on a piece of paper and place it face down by the map. It must enter together, and may enter only at one of the times and locations below. If used, shift the level of victory one level in favor of the French (for example, a *French Marginal* becomes a *French Tactical*).

18/1100 at 0114

18/1300 at 0124

18/1300 at 0136

F) Missing British Leaders. Colville [4] remained with the bulk of his division at Hal; Cole [6] was on detached duty in Brussels. Neither took an active role in the campaign. Leave Colville out unless the Hal Force is used (22.5E). Leave Cole out altogether. Use rule 16.16.

23.0 QB Variant

The original *Quatre Bras* scenario portrays only the historical fighting. Both commanders in reality were aware of the fighting at Ligny and had to take it into account for their battle. This scenario allows for that wider view.

A) Rules. Use 1.0 through 7.0, 9.0 through 11.0, and all applicable cases of 16.0.

B) Forces. Use all units from 19.0 plus the French *First Corps* [1]. Options 19.5A (*Buttlar* reduced), 19.5B (*Best* in place of *Vincke*), and the substitute units from 16.1 are recommended, except the French 6-4 *Desales* [1] and *Pelletier* [2] artillery units remain in play (do not use the Left heavy artillery and horse artillery substitutes).

• **French Set Up.** As in 19.2C, plus Ney and Reille set up with any [2] unit(s), Kellermann with any [3c] units. Set up [1], with D'Erlon, per the Campaign Variant scenario (28.0).

• **Allied Set Up.** All units of [N2] set up within five (5) hexes of *Quatre Bras* (1641); they must be unstacked and not in a French ZOC. Wellington, Willem, and Perponcher set up with any unit. Allied leaders Cooke [1], Alten [3], Picton [5], and the Duke of Brunswick [Bw], arrive with any unit of their respective commands.

C) Morale Levels. *Quatre Bras* is controlled by the Allied player at the start. Thereafter, each time an army loses control of the town, its morale level(s) decrease by five (-5). Each time an army gains control of the town, its level(s) are increased by five (+5).

D) Victory Conditions. The instant victory conditions remain as in 19.4. A victory on points is determined using the following schedule.

- 1 VP per enemy strength point eliminated.
- 10 VP to the player controlling *Quatre Bras* at the end of the game.
- 1/5 (one-fifth) VP to the French player per strength point exited from an east edge hex north of 2952 on or before the 1800 turn. Total all SP exited and divide by five; round any fraction up.

24.0 Grand Ligny

This scenario covers all the fighting on 16 June, covering the historical battles of Ligny and Quatre Bras.

24.1 Rules

Use rules 1.0 through 11.0, plus the special rules below. Any cases from 15.0 and/or 16.0 and/or 24.5 may be used.

A) Changes to Standard Rules.

- **11.2 Tracing Command.** When tracing command along road and/or trail hexes, treat them as one-half (½) hex for command distance.
- **11.3B Attacks by Out of Command Units.** Attacks by OOC units in EZOC do not suffer the altered combat results; treat all results normally.
- **22.1B Defeat of the Old Guard** is in effect, but exchange results against a demoralized enemy unit do not trigger the morale reductions.

B) French First Corps [1] units may not move or enter the map until the corps is activated. Roll one die at the beginning of each French movement phase until the corps is activated. 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

C) Grouchy Rule— Optional. Grouchy may count each cavalry corps as one-half against his command capacity. If the cavalry corps is demoralized, it counts as one.

24.2 Set Up

A) Playing Area. Use the entire south map.

B) Turns. 16/1400 through 16/2000.

C) Forces. Set up all the forces for both the Ligny (18.0) and Quatre Bras (19.0) scenarios, plus the *First Corps* and commander set ups from the campaign scenario (22.0). Officers may be deployed with any unit having the same command designation.

24.3 Morale Levels

Keep track of total army losses in addition to corps losses (use both 9.0 and 13.0). Use the corps demoralization levels from the campaign scenario. Army morale levels are:

- French Demoralization: 60
- Prussian Demoralization: 55
- Prussian Disintegration: 75
- Allied Demoralization: 25

A) French Morale Reductions. The first time (only) an in-command Allied unit attacks a French unit east of the 28xx hex column, the French demoralization level is reduced by the total in-command Allied combat strength involved in the combat.

B) French Control of Ligny & St. Amand. Both Prussian morale levels are lowered by five (-5) while the French control all the town hexes of Ligny (3755, 3854, 3855, 3955). Both Prussian morale levels are lowered by five (-5) while the French control all the town hexes of St. Amand (3256, 3357, 3457). Recapture of even one hex of a controlled town reverses the reduction, but once the Prussian army is demoralized recapture no longer has that effect.

C) French Control of Quatre Bras. Both Allied morale levels are lowered by five (-5) while the French control Quatre Bras (1641). Recapture of the town reverses the reduction, but not after the Allied army is demoralized.

D) Allied Withdrawal. Once the Allied army is demoralized, remove all it units from the map (it has withdrawn to regroup).

24.4 Victory Conditions

A) French Victory

- **Decisive:** Demoralize both the Prussian and Allied armies, or disintegrate the Prussian army.
- **Marginal:** Demoralize the Prussian army.

B) Coalition Victory

- **Decisive:** Demoralize the French army or eliminate Napoleon.
- **Marginal:** Avoid any type of French victory.

24.5 Options

A) Increase the value of St. Amand and Ligny from five (±5) to seven (±7) for purposes of 24.4B.

B) Ney's Caution. During the French Command phase of the 1400 and 1500 turns, roll a die for Ney. He is active only on a roll of "1" or "2." He is permanently active starting with the 1600 turn.

C) Combat Odds Modification. Subtract one (-1) from a combat die roll for each odds ratio greater than 6-1. Add one (+1) to a combat die roll for each odds ratio less than 1-5.

25.0 Historical Wavre

The original Wavre scenario was based on what the armies *should have been doing* given the situation at Waterloo. In reality, Marshal Grouchy was pursuing what he thought was his proper mission. The objectives in this scenario are built on that assumption. Fighting generally focuses on Wavre and Limale, with balancing the forces at each being the key to victory. All rules in 20.0 apply except as altered below.

A) Prussian Player Moves First. The Coalition player turn is the first player turn in each game turn, the French player turn is second.

B) Prussian Forces. Set up only the units of *Third Corps [3]*, plus the *6/2 (r)* and *Lutzow* units from *First Corps [1]*. (The rest of the Prussian army is heading west to Waterloo.)

C) Morale Levels.

- Prussian Demoralization: 15
- Prussian Disintegration: 28
- French Demoralization 30

D) Victory Conditions.

- **French Decisive:** The Prussians disintegrate.
- **French Marginal:** Control all Wavre city hexes at end of game
- **Prussian Decisive:** The French are demoralized.
- **Marginal:** Avoid a French victory.

E) Options.

- **French Double Move.** The movement allowance of all units of the French *Fourth Corps [4]* are doubled during the 1200 turn. (Historically they were engaged in combat earlier than the setup permits).
- **Bridge Hexsides Block ZOC,** so opposing units on either side of a bridge are not required to attack.

La Belle Alliance Variant Set Up					
Hex	Unit	Hex	Unit	Hex	Unit
FRENCH		ALLIES		PRUSSIANS	
Place Napoleon and Ney with any unit.		Place Wellington, Willem, and Hill with any unit.		Place Blucher with any unit.	
1022	Fr/Gr	0616	Adye	2312, 2313, 2412:	15th Brigade (one per hex)
0922	Rog/Gr (r)	0515	du Plat	2713, 2812, 2712:	16th Brigade (one per hex)
1022	Mrnd/Ch	0515	Halk [2]	<i>All reinforcements enter one at a time, unstacked.</i>	
0922	Mich/Ch	0716	Wllmsn	18/1100 at 2912	
0721	Guyot	0715	Kruse	14th Brigade	
1021	Res (3-H-3)	0815	Drmmnd	18/1200 at 2912	
0821	Gr (3-4)	1115	Blndt (2-4, r)	Brdlbn	
0821	Ch (3-4)	1415	OrNass	18/1300 at 2912	
1021	Yng (3-4)	1015	Opstl (r)	Schw, Watz, Sydow	
1219	Lt [G]	0215	Detm (2-4)	18/1400 at 2912	
0721	Hvy [G]	0315	D'Aub (3-4)	13th Brigade	
1217	Grenr/3	0315	D'Aub (2-4)	18/1500 at 2909	
1417	Jacq	0214	Smis	1st Brigade, Tresk (all r)	
1117	Desal	0513	Gd (r)	18/1500 at 2912	
0418	Lt/6 (r)	0713	Bttr (r)	2/5, 5W/5, 9/6, 26/6, Thum (all r)	
0619	Lt 9 (r)	0713	Specht		
1019	Sbrvie (r)	0715	Drnrbg		
1019	Coth	0615	Grant		
0620	DUrb (not r)	0614	Hake		
1117	Left (3-H-3)	0913	Frazer		
1018	Left (2-6)	0914	Trip		
		1013	Ghngy		
		0813	Mrln		

26.0 LBA Variants

Much research has been done since La Belle Alliance (21.0) was designed. This section provides a number of changes to the scenario. Players may use any or all. Unless specifically changed, all rules in 21.0 remain in effect.

- A) Rules.** Use 1.0 through 11.0. Use of all appropriate cases in 16.0 is recommended.
- B) Turns.** 18/1100 through 18/2100. The 1100 turn is a mud turn (see D below). The French *Fourth Division 4/[1]* may not move until 1200.
- C) Optional Early Start.** Turns 18/0900 through 18/2100. The 0900, 1000, and 1100 turns are mud turns (D). No unit of the French *Second Corps [2]*, *Fourth Cavalry Corps [4c]*, or the infantry of the *Imperial Guard [G]* may move until 1100, and the *Fourth Division 4/[1]* may not move until 1200. The Prussian *15th Brigade* enters 0900 at 2912, the *16th Brigade* 1000 at 2912.
- D) Mud turns** have the same effects as rain turns (4.3 or 16.5) but the maximum observation distance is 10 hexes.
- E) Forces.** The set up chart indicates changes to the set up in 21.0. All substitutions and additions in 16.1 are used. Officers set up with any unit in their command.
- F) Prussian Morale Levels.** Prussian morale levels are changed as listed below. Once demoralized, the Prussians remain demoralized.
 - **Prussian Demoralization:** 13; add 4 each turn through the 1500 turn (to the maximum of 29). If the early start is used, start with a level of 5 and add 4 during the 0900 and 1000 turns.
 - **Prussian Disintegration:** 20; add 6 each turn through the 1500 turn (to the maximum of 44). If the early start is used, start with a level of 8 and add 6 during the 0900 and 1000 turns.
- G) Additional Victory Condition.** The Coalition can also win by controlling Maison du Roi (1022).

27.0 Grand Waterloo

27.1 Rules

Use rules 1.0 through 11.0, the modifications listed in 24.1A, and the special rules below. Any cases from 15.0 and/or 16.0 may be used.

A) French Wings. For command and morale purposes, the French army is divided into two wings, separated by the 29xx hex column. All units west of the line constitute the left (Napoleon's) wing, all those east of the line are the right (Grouchy's) wing. Track the losses and morale state of each separately until combined. Demoralization of the left wing before combination is a Coalition victory.

- **Combining the Wings.** The wings are combined as soon as a unit of the right wing attacks an Allied unit, providing Grouchy provides command to the attacking unit and he is himself within command range of Napoleon. The combined army has a demoralization level of 90, as modified by 27.4A. If the right wing is demoralized, it recovers good morale after combination as long as the combined army is not demoralized.

B) Exiting the Map. French units (only) may exit the map from 3701 (see 27.4B).

C) Grouchy may count each cavalry corps as one-half against his command capacity.

D) Restricted Prussian Movement. No Prussian units or leaders may move during the 1200 turn.

E) Bulow is always in command.

27.2 Set Up

A) Playing Area. Use the entire north map.

B) Turns. 18/1200 through 18/2100.

C) Forces. Set up all the forces for the Wavre (20.0) and La Belle Alliance (21.0) scenarios, plus the additional units listed in the box.

27.3 Morale Levels

Track army morale (9.0) only, but keep a separate count for each French wing until/if they combine.

- Prussian Demoralization: 35
- Prussian Disintegration: 50
- Allied Demoralization: 45
- Allied Disintegration: 55
- French Left Wing (Napoleon) Demoralization: 60
- French Right Wing (Grouchy) Demoralization: 30

A) French Morale Modifications. The follow apply only to the French left wing, or to the entire army if the wings combine. The right wing morale level is unaffected.

Grand Waterloo Set Up

FRENCH

0922 Napoleon [CR]
1118 Ney [CR]
4921 Grouchy

Place all officers with any unit in the same command, except:

- Reille [2] and Mouton [6] must be with the left wing.
- Vandamme [3] and Pajol [1c] must be with the right wing.

PRUSSIAN

4306 Blucher

Deploy *Fourth Corps [4]* in the hexes listed below; units may stack.

2912-3011 Cavalry
3209-3309 all /13
3309-3509 all /14
3109-3110 all /15
3010-3110 all /16
3309 Bardeleben

Place all officers with any unit in the same command.

ALLIED

0915 Wellington [CR]
1114 Willem

All officers may be placed with any unit having the same command. The Duke of Brunswick [Bw] is not deployed.

- +10 if either the Prussians or Allies are demoralized.
- -20 if a Coalition unit enters Maison du Roi (1022).

B) Prussian Morale Modifications.

- -10 if the French occupy all Wavre hexes (4206, 4306, 4307).

C) Allied Morale Modifications.

- +10 if Prussians attack any unit of the French left wing.
- -20 if a French unit enters any hex of Waterloo (0606 through 0709).
- -10 if any French unit exits the map from 3701.

D) Prussian Disintegration. If the Prussian army disintegrates, remove all its units from the map immediately.

27.4 Victory Conditions

A) French Victory. The French player wins if either of the following occurs:

- Both the Prussian and Allied armies are demoralized.
- The Allied army disintegrates.

B) Coalition Victory. The Coalition player wins if either of the following occurs:

- The French left wing is demoralized, or, if the wings have combined, the French army is demoralized.
- The French do not win.

Waterloo Campaign Early Start Set Up

Hex Unit

FRENCH

1647 Lf-Ds, Ney (inactive)

1856 Huss/5
1856 Camp/5
2863 Vill/7
2863 Piat/7
1366 Gauth/9
1366 Jamin/9
1762 Pire

w/1 0955 All [3c]

All entry choices must be made before play begins.

16/0900 at 3167, move one-half [or 1/2] MA

All [1c]

All [2c]

16/1000 at 3167, move one-half [or 1/2] MA

All [3]

Napoleon, Soult, French HQ

16/1200 at 1167, move one-half [or 1/2] MA

Baud/6

Soye/6

Pell

16/1200 at 3167 or 16/1400 at 1167

All [4]

16/1300 at 3167 or 16/1600 at 1167

All [G] less Lf-Ds

16/1400 at 1167 or 16/1600 at 3167

All [1]

French supply train

16/1400 at 3167 or 16/1600 at 1167

All [4c]

16/2000 at 3167 or 16/2000 at 1167

All [6]

PRUSSIANS

w/5 3454

All [1]

Blucher, Gneisenau, Prussian HQ, and Prussian supply train.

16/0900 at 5756,

unstacked, all [2] units must enter before any [3] units

All [2]

All [3]

17/2100 at any east map edge road or trail hex; location must be selected 17/0900.

All [4]

ALLIES

w/2 1744

All [N2] and Willem

16/1000 at 0605

All [5] less Vincke

Best [6]

Wellington, Allied HQ

16/1100 at 0605

All [Bw]

16/1300 at 0136

MrIn [NC]

16/1600 at 0136

All [3] less Omptda

16/1700 at 0136

All [1]

16/1800 at 0605, may

only move half their MA

Drnbrg [C]

Hake [C]

16/2400 at 0605

Kruse [6]

17/0600 at 0124 or 0136*

All [N3]

All [NC] less Merlen

17/0600 at 0114

All [C] less Drnbrg and Hake

17/0900 at 0124 or 0136*

Omptda [3]

Mitch [4]

Vincke [5]

17/1000 at 0124 or 0136*

All [2], Hill

18/1100 at 0605

Lamb [6]

Bruck [6]

**0124/0136 decision must be made 17/0300.*

28.0 Campaign Variants

This scenario brings together all the new units and rules, and adds an early start time to the campaign. You will find it has both more opportunities and greater dangers.

A) Rules. Use rules 1.0 through 14.0, plus any desired cases of 15.0. All cases in 16.0 are recommended, but 16.14 (Army HQ) and 16.17 (Trains) must be used. The optional victory levels (22.4C) are recommended. Use all the options in 22.6.

B) Turns. 16/0900 through 18/2100.

C) Forces. See the set up box. Commander locations are indicated. Officers may be deployed with any unit bearing the same command designation.

D) Entry Choices. When given a choice of entry hexes, it is recommended players either write down the choices and keep them secret until the turn of entry, or use hidden movement with one HM counter of the pair targeted to each entry hex. The set up box indicates the deadline for making each choice.

E) Exited French Units. Trace the LOS from 0605 to the French trains. The train may exit, in which case all French units trace supply from 0605.

French Army of the North

[3] 10	[1] 10	[2] 10
Napoleon	Marshal Ney	Marshal Grouchy

[?] ?	[1] 6
Napoleon variant (see 16.1C)	Chief of Staff Marshal Soul (see 16.1C)

[1] 6
Chief of Staff Marshal Soul (see 16.1C)

IMPERIAL GUARD [6]

ID should be "Rogt/Gr"

6	7	4	7	4	6	4	6	4	5	4	5
Gen. Drouot	Friant's Grenadiers 4/2,375	Morand's Chasseurs 4/2,350	Rougier's Grenadiers 3/1,700	Michel's Chasseurs 4/2,275	Chartrand's 1st 4/2,275	Guye's 3rd 4/1,975	Lefebvre-Desnoettes' Light Cavalry 10/2,075	Guyot's Heavy Cavalry 9/1,725	Lallemand's Reserve (4/32)	St. Maurice's Foot (6/48)	Duchand's Horse (4/24)
Old Guard			"Middle" Guard			Young Guard					

FIRST CORPS [1]

1	1	1	1	1	1	1	1	1	1	1
6	4	4	4	4	5	4	4	4	4	4
Gen. D'Erlon	Quiot 4/2,125	Bourgeois 4/1,875	Schmitz 5/2,925	Aulard 4/2,200	Nogues 4/2,050	Grenier 4/1,975	Pegot 4/2,125	Brue 4/1,725	Jacquinot's 1st Cavalry Division 11/1,525	Desales 6/46
1st Infantry Division			2nd Infantry Division		3rd Infantry Division		4th Infantry Division			

SECOND CORPS [2]

2	5	4	5	4	7	4	6	4	5	4
6	5	4	5	4	7	4	6	4	5	4
Gen. Reille	Husson 6/3,200	Campi 5/2,100	Baudin 5/3,000	Soye 6/3,600	de Villiers 3/1,475	Piat 5/2,400	Gauthier 5/2,700	Jamin 6/2,700	Pire's 2nd Cavalry Division 15/2,075	Pelletier 6/46
5th Infantry Division			6th Infantry Division		7th Infantry Division		9th Infantry Division			
<i>A swap of Husson's 2nd Light (4/2,225) and Baudin's 3rd Line (2/1,200) is built into the counter strength. Some sources give de Villiers greater strength.</i>										

THIRD CORPS [3]

Asterisk is missing. *Should not have an asterisk.*

3	3	3	3	3	3	3	3	3
6	5	4	5	4	6	4	5	4
Gen. Vandamme	Billiard 6/2,950	Corsin 5/2,100	Gengoult 6/2,750	Dupeyroux 6/2,875	Dufour 4/2,475	Lagarde 4/2,050	Domon's 3rd Cavalry Division 9/1,100	Dogereau 5/38
8th Infantry Division			10th Infantry Division		11th Infantry Division			

FOURTH CORPS [4]

4	4	4	4	4	4	4	4	4
6	5	4	4	4	4	4	4	4
Gen. Gerard	Röme 6/2,375	Schaeffer 4/1,775	Le Capitaine 4/2,025	Desprez 4/1,950	Hulot 4/2,325	Toussaint 4/1,875	Maurin's 4th Cavalry Division 14/1,575	Baltus 5/38
12th Infantry Division			13th Infantry Division		14th Infantry Division			

SIXTH CORPS [6]

6	6	6	6	6	6	6	6
6	4	4	4	4	4	4	4
Gen. Mouton (Comte de Lobau)	Bellair 5/2,150	Thevenet 4/1,775	Bony 5/2,325	Tromelin 2/725	Lafitte 2/950	Penne 3/1,475	Noury 5/38
19th Infantry Division		20th Infantry Division		21st Infantry Division			

FIRST CAVALRY CORPS [1c]

	1c	Gen. Pajol
	1c	Soul's 4th Cavalry Division 12/1,225
	1c	Subervie's 5th Cavalry Division 11/1,075
	1c	Cothereau 2/12

SECOND CAVALRY CORPS [2c]

	2c	Gen. Exelmans
	2c	Stroz's 9th Cavalry Division 16/1,575
	2c	Chastel's 10th Cavalry Division 16/1,675
	2c	Godet 2/12

THIRD CAVALRY CORPS [3c]

	3c	Gen. Kellermann
	3c	L'Hertier's 11th Cavalry Division 13/1,850
	3c	D'Urba's 12th Cavalry Division 12/1,650
	3c	Marcillac 2/12

Should not have an asterisk.

FOURTH CAVALRY CORPS [4c]

	4c	Gen. Milhaud
	4c	St. Alphonse's 13th Cavalry Division 11/1,175
	4c	Delort's 14th Cavalry Division 13/1,800
	4c	Duchet 2/12

Numbers below each counter indicate its complement, for infantry in battalions/men, for cavalry in squadrons/men, and for artillery in batteries/cannon. Red indicates errata on a counter, while text on a gold background indicates a variant counter.

Prussian Army of the Lower Rhine

Blücher
[2] 10
Blücher

Gneisenau
[1] 10
Chief of Staff
Gen. von
Gneisenau
(see 16.1C)

Bülow
[1] 10
Gen. von
Bülow as
army commander
(see 16.1C)

FIRST CORPS [1]

Ziet 1
6
Gen. von Zieten

Reiche 1
6
Chief of Staff von Reiche (see 16.1C)

1st Brigade

12/1 1 12th Line 4/3,075 (includes Jager Bn.)
5 4
*24/1 1 24th Line 3/2,400
5 4
*1W/1 1 1st Westphalian Landwehr 3/2,675
4 4

2nd Brigade

6/2 1 6th Line 3/2,650
4 4
28/2 1 28th Line 3/2,625
4 4
2W/2 1 2nd Westphalian Landwehr 3/2,500
3 4

3rd Brigade

7/3 1 7th Line 3/2,450
4 4
29/3 1 29th Line 3/2,625
4 4
3W/3 1 3rd Westphalian Landwehr 3/2,400
2 4

4th Brigade

19/4 1 19th Line 3/2,050
4 4
4W/4 1 4th Westphalian Landwehr 3/2,650
3 4

*Tresk 1 13/1,375
2 6
Lutz 1 14/1,350
2 6

*Lehmn 1 8/64
9 4
Horse 1 3/24
3 6

SECOND CORPS [2]

Pirch 2
6
Gen. von Pirch

Aster 2
6
Chief of Staff Aster (see 16.1C)

5th Brigade

2/5 2 2nd Line 3/2,950
4 4
25/5 2 25th Line 3/2,525
4 4
5W/5 2 5th Westphalian Landwehr 3/2,475
2 4

6th Brigade

14/7 2 9th Line 3/2,600
4 4
22/7 2 26th Line 3/2,025
3 4
2E/7 2 1st Elbe Landwehr 3/2,450
2 4

7th Brigade

21/8 2 14th Line 3/2,525
4 4
23/8 2 22nd Line 3/2,100
3 4
3E/8 2 2nd Elbe Landwehr 3/2,450
2 4

8th Brigade

9/6 2 21st Line 3/2,525
4 4
26/6 2 23rd Line 3/1,850
4 4
1E/6 2 3rd Elbe Landwehr 3/2,450
2 4

Thum 2 12/1,325
3 6
Schul 2 12/1,300
3 6
*Sohr 2 14/1,300
3 6

*Rohl 2 7/56
7 4
Horse 2 3/24
3 6

THIRD CORPS [3]

Thiel 3
6
Gen. von Thielemann

Clsw 3
6
Chief of Staff von Clausewitz (see 16.1C)

9th Brigade

8/9 3 8th Line 3/2,800
4 4
30/9 3 30th Line 3/2,475
4 4
1K/9 3 1st Kurmark Landwehr 3/2,175
2 4

10th Brigade

27/10 3 27th Line 3/2,250
4 4
2K/10 3 2nd Kurmark Landwehr 3/2,150
2 4

11th Brigade

3K/11 3 3rd Kurmark Landwehr 3/2,325
3 4
4K/11 3 4th Kurmark Landwehr 3/2,325
2 4

12th Brigade

31/12 3 31st Line 3/2,550
4 4
5K/12 3 5th Kurmark Landwehr 3/2,150
3 4
6K/12 3 6th Kurmark Landwehr 3/2,175
2 4

Mar 3 15/1,500
3 6
Lott 3 9/1,075
2 6

Mohn 3 3/24
3 4
Horse 3 3/24
3 6

FOURTH CORPS [4]

Bülow 4
6
Gen. von Bülow

Valtini 4
6
Chief of Staff von Valtini (see 16.1C)

13th Brigade

10/13 4 10th Line 3/2,400
4 4
2N/13 4 2nd Neumark Landwehr 3/2,075
3 4
3N/13 4 3rd Neumark Landwehr 3/2,375
2 4

14th Brigade

11/14 4 11th Line 3/2,150
5 4
1P/14 4 1st Pomeranian Landwehr 3/2,450
3 4
2P/14 4 2nd Pomeranian Landwehr 3/2,425
3 4

15th Brigade

18/15 4 18th Line 3/2,400
4 4
3S/15 4 3rd Silesian Landwehr 3/1,950
3 4
4S/15 4 4th Silesian Landwehr 3/1,775
2 4

16th Brigade

15/16 4 15th Line 3/2,450
4 4
1S/16 4 1st Silesian Landwehr 3/1,825
3 4
S/16 4 2nd Silesian Landwehr 3/1,850
2 4

*Schw 4 12/1,800
2 6
*Watz 4 15/1,825
2 6
Sydow 4 16/1,850
2 6

*Brdlbn 4 12/96
11 4

ID should be "2S/16"

Numbers below each counter indicate its complement, for infantry in battalions/men, for cavalry in squadrons/men, and for artillery in batteries/cannon. Red indicates errata on a counter, while text on a gold background indicates a variant counter.

Allied

Army of the Low Countries



Wellington



Prince Willem of Orange



Gen. Hill (see 16.1C)

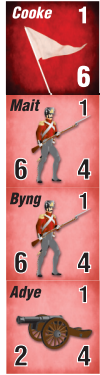


Gen. Uxbridge as army commander (see 16.1C)



Prince Frederik of Orange, with Hal Force (see 16.1B)

1st Division [1]



Gen. Cooke

Maitland's 1st Guards 2/2,075

Byng's 2nd Guards 2/2,300

Abye 2/12

2nd Division [2]



Gen. Clinton

Adam's 3rd (Light) 3½/2,775

DuPlat's 2nd KGL 4/1,975

H. Halkett's 3rd Hanoverian 4/2,550

Gold 2/12

3rd Division [3]



Gen. Alten

C. Halkett's 5th 4/2,350

Ompteda's 1st KGL 4/2,150

Kielmansegge's 1st Hanoverian 5½/3,325

Williamson 2/12

4th Division [4]



Gen. Colville

Mitchell's 4th (Light) 3/2,025

Johnstone's 6th 4/2,650

Lyon's 6th Hanoverian 5/3,150

Hawker 2/12

Hal Force (See 16.1B)

5th Division [5]



Gen. Picton

Kempst's 8th 4/2,100

Pack's 9th 4/1,850

Vincke's 5th Hanoverian 4/2,575

Heisse 2/12

6th Division [6]



Gen. Cole

Lambert's 10th 3/2,050

Best's 4th Hanoverian 4/2,500

Kruse's 1st Nassau 3/2,975

Bruckmann 2/12



Rifles (See 16.1B)



Rifles (See 16.1B)



Rifles (See 16.1B)

Not a substitute unit

Not substitute units

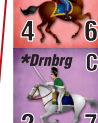
Cavalry [C]



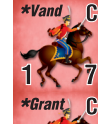
Gen. Uxbridge



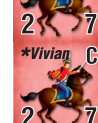
Somerset's 1st (Household) 13/1,300



Ponsonby's 2nd (Union) 9/1,400



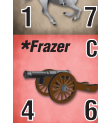
Dornberg's 3rd 11/1,375



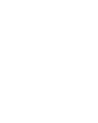
Vandeleur's 4th 9/1,325



Grant's 5th 9/1,275



Vivian's 6th 10/1,500



Arentschildt's 7th (-) 4/700



Hake's Hussars (from Estorff) 4/500

Frazer 6/35

Brunswick Corps [Bw]



Duke of Brunswick

Buttlar's (Light) 5/3,500

Specht's (Line) 3/2,100

Cramm 4/925

Mahn 2/16

ID should be "Bttr"

Buttlar's Light Brigade includes the Advance Guard and Leib battalions.

Netherlands 1st Division [N1]

Hal Force (See 16.1B)



Gen. Stedman

d'Hauw's 1st 6/3,475

de Eerens' 2nd 5/3,175

Anthng's (Indian) 5/3,500

Wynand 2/16

Netherlands 2nd Division [N2]



Gen. Perponcher

Bylandt's 1st 5/3,225

Weimar's 2nd 5½/4,425

van Opstal 2/16

Netherlands 3rd Division [N3]



Gen. Chassé

Detmer's 1st 6/3,100

D'Aubreme's 2nd 6/3,575

Smissen 2/16



Additional Counters (See 16.1B)

Netherlands Cavalry Division [NC]



Gen. Coallert

Tripp's Heavy 9/1,225

Ghingy's 1st Light 7/1,075

Merlen's 2nd Light 7/1,025

ID should be "Somerset"



Hal Force (See 16.1B)

2nd KGL Hussar (from Arentschildt) 4/600

Estorff's Hanoverian (-) 8/1,250

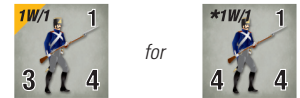
Numbers below each counter indicate its complement, for infantry in battalions/men, for cavalry in squadrons/men, and for artillery in batteries/cannon. Red indicates errata on a counter, while text on a gold background indicates a variant counter.

French Substitutions

Prussian



The *Guard Light Cavalry* (Lf-Ds) is understrength relative to its actual combat power; it was, for example, the same size as the *Pire's 2nd (Line) Cavalry Division* but was more powerful due to the higher quality of mounts and men.



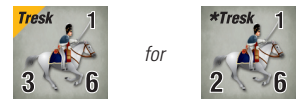
The two substitutions to the right account for a pair of anomalies in the French order of battle. Noury's *Sixth Corps* artillery had five batteries: one heavy, three foot, plus one horse, though the corps lacked a cavalry division. Duchet commanded a brace of horse batteries. For some reason the first edition gave the additional horse battery to Duchet; it should have gone to Noury.



There are discrepancies among sources as to the exact number of batteries assigned to *First Corps*; this substitution reflects the more commonly accepted total.



The *Guard* horse artillery was a single strong counter in the first edition due to countertermix limitations, making it much stronger than the rest of the French horse artillery. In reality, the batteries were split between the two cavalry divisions. Deploy these new units with or adjacent to their associated division: *Lt* with *Lf-Ds*, *Hvy* with *Guyot*.



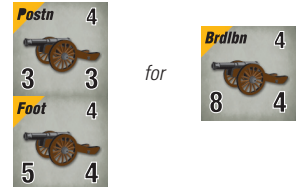
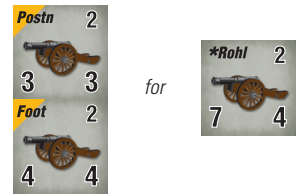
One of the strengths of the original game was the way combat strengths reflected quality as well as quantity of soldiers. Several units, however, were made overly strong or weak because of their numerical strength. The four sets of infantry substitutions here are done to keep all French line infantry at strengths of 3, 4, or 5, reflecting their good general quality. The "Light" units represent a collection of light battalions and skirmishers but operate normally in all ways. The *21st* counter represents both brigades of the *21st Division*, collectively about the size of an average French brigade.



All Prussian artillery units in the original were too powerful (see below), but the *Fourth Corps* artillery was the worst offender, being the single strongest unit in the game. This almost certainly was a countertermix issue and is easily remedied by the substitution at right.



The powerful French artillery units are historically accurate in that French doctrine supported the idea of massed batteries. On the other hand, fewer, larger units decreases flexibility and suppresses differences in artillery types: heavy, light (foot), and horse. The substitutions to the left (for the *Guard*) and below (for the line) give the French player the option of adding flexibility for the loss of concentration.



The "Left" and "Right" artillery units are in command if stacked with or adjacent to any other unit that is in command.



Substitutions

The 1st Brigade turned in a strong performance throughout the campaign, but nevertheless is presented as too powerful relative to the other brigades. These two weaker units bring it into line with the others.



The Prussian cavalry in the original game is about the right in total strength compared to the French, but it was divided incorrectly among the corps. The substitutions at left will bring them into better balance.



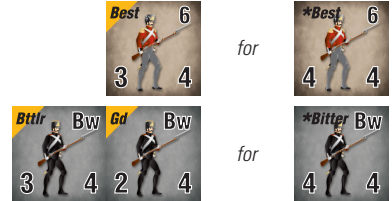
The strong Prussian artillery units in the original game give them an unwarranted concentration of combat power. Prussian doctrine called for such concentration, but they had not yet developed the expertise to put it into action. The three substitutions at left separate the heavy batteries to split Prussian firepower.

Allied Substitutions



The brigades at left are understrength in game terms as all of them were large and included excellent light infantry units. These substitutions better reflect their actual strength on the ground. (See also 16.1 for the new Rifle units.)

The units on the right present the opposite problem to those above, being poor quality units given strong combat factors owing to their size. In reality, Best was a militia brigade like *Halk*/2 and *Vincke*/5, while the Brunswickers were the least experienced troops in the campaign. The former is remedied by a simple substitution, while the latter is served by dividing the over-strong Light Brigade into two weaker units; the Gd unit represents the *Advance Guard* and *Leib* (Lifeguard) battalions.



The superb British horse artillery is both under- and over-represented. Several batteries are missing, while the single counter (again, probably a countermix issue in the original) is too strong. This substitution solves both problems.



The Allied cavalry generally is understrength compared to the French (574 troopers per strength point vs. 382 French; the French were better overall, but not that much better). The excellent British light cavalry, well-trained and well-mounted, suffers especially. These new units give them more appropriate combat power.



The Netherlands (and their hired Nassauers) are more poorly represented in game terms than any other force. The infantry was numerous but included large numbers of inadequately trained militia. For this reason, they, like the Brunswickers above, are better presented by more but weaker units. The brigades of 2nd Netherlands Division (at left) are broken up accordingly; those of 3rd Netherlands Division each receive an additional counter (see 16.1B).



The Netherlander cavalry and artillery, on the other hand, are clearly underpowered and require only a straightforward substitution of stronger units.



Combat Results Table

	1-5 or less	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1 or more	
1	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	De	1
2	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	De	2
3	Ae	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	De	3
4	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	4
5	Ae	Ae	Ar	Ar	Ar	Ar	Dr	Dr	Ex	Ex	5
6	Ae	Ae	Ae	Ar	Ar	Ar	Ar	Ex	Ex	Ex	6

Explanation of Results

Ae=Attacker Eliminated. All attacking units are eliminated. One defending unit may advance.


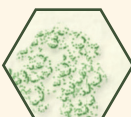




Ar=Attacker Retreat. All attacking units must retreat. One defending unit may advance.




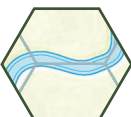

Ex=Exchange. All defending units are eliminated. Attacking units of at least equal strength must be eliminated. One surviving attacking unit may advance.

Dr=Defender Retreat. All defending units must retreat. One attacking unit may advance.

De=Defender Eliminated. All defending units are eliminated. One attacking unit may advance.

TERRAIN EFFECTS CHART

Terrain Type	MP to Enter or cross	Combat Effect	ZOC Effect	Effect on Line of Sight
Clear Hex 	1 MP	No effect	none	none
Forest Hex 	Cavalry & Horse Artillery: 4 MP Infantry & Artillery: 2 MP	Cavalry halved defending or attacking into. All others: No effect.	none	Blocked
Marsh Hex 	Cavalry & Horse Artillery: 4 MP Infantry & Artillery: 2 MP	Cavalry halved defending or attacking into. All others: No effect.	none	none
Road in Hex 	1/2 MP across road hexside	Use other terrain in hex	none	none
Trail in Hex 	1 MP across trail hexside	Use other terrain in hex	none	none
Town Hex 	1 MP	Defender doubled	none	Blocked

Chateaux Hex 	2 MP	Defender tripled	none	Blocked
Crest Hexside 	No additional MP	No effect	none	Blocked
Stream Hexside 	2 MP additional to cross.	Defender doubled if attacked exclusively across bridges	none	none
River Hexside 	P except across bridge	P except across bridge; artillery may bombard across	Blocked	none
Bridge Hexside 	+0 MP	Defender doubled if attacked exclusively across bridges	none	none