Wellington's Victory

The Battle of Waterloo
18 June 1815

INVENTORY OF COMPONENTS

A complete copy of *Wellington's Victory* contains the following components. The use of each component is explained in section 2.0 of the rules.

- This rules booklet
- Seven die-cut cardboard sheets containing 1,960 playing pieces (counters).
- Four 34-inch by 22-inch maps making up the playing area.
- One time display sheet
- Four army display sheets
- Two player aid folders
- One Prussian approach sheet
- Six dice
- Storage bags

COMBAT

COMMAND

NOTES

SCENARIOS

ORGANIZATION OF THE RULES

Rules Numbering. The number in front of the decimal indicates a section, covering a general topic, while the second is a case within that section covering a specific aspect of it. Lettered subsections are used when clarity demands.

Rules Organization. The sections are grouped broadly as follows.

- **Overview of the Game**. Sections 1.0 through 4.0 explain the components and the course of the game from setting up to winning.

- **Units.** Sections 5.0 through 9.0 describe the combat units and the different capabilities of each combat arm.

- **Movement.** Sections 10.0 through 13.0 cover the placement, movement, and status changes of units in play.

- **Combat.** Sections 14.0 through 19.0 detail the mechanisms of combat.

- **Command & Control.** Sections 20.0 through 23.0 add the rules needed to make individual units act

as part of a larger whole, and to enabling players to add stratagems to their battle plans.

- **Notes.** Section 24.0, along with short notes throughout the rules, are explanations intended to increase the understanding of how the game portrays reality. Section 25.0 offers tips on how to play effectively.

- **Scenarios.** Each scenario includes the instructions needed to set up, play, and win the entire battle or a portion of it.

1.0 INTRODUCTION

Wellington's Victory is a simulation of the battle of Waterloo, fought on 18 June 1815 by Napoleon's French *Army of the North* against the Allied (British-Dutch-German) *Army of the Low Countries* under Arthur Wellesley, Duke of Wellington, and the Prussian *Army of the Lower Rhine* under Field Marshal Gebhard von Blücher. The game components represent the units making up those armies and the battlefield on which they fought. Each player commands one side, maneuvering units across the map to win the game (and the battle) by eliminating enemy units and capturing key terrain.

> **Note to WV Veterans** *(players of the original Wellington's Victory). This game originated with the classic SPI version from 1976, but there are fundamental changes in turn sequence, unit structure, and combat resolution. A number of notes (like this one) are provided throughout the rules pointing out significant changes, while others are discussed at length in the Designer's Notes (24.0).*

2.0 COMPONENTS

A complete game includes all the components listed on page 2. This section provides a brief description of each.

2.1 RULES
These rules present a set of procedures and systems representing the mechanics of battle 200 years ago. Though each is simple in itself, the combination of all of them is complex and will take time to learn. Read the rules once for familiarization, then a second time while examining the components. Before attempting to play the entire battle, try several of the short scenarios to get comfortable with the procedures and flow.

2.2 MAPS
The four maps, identified as Northwest, Northeast, Southeast, and Southwest, represent the area and terrain of the battlefield. The hexgrid has been imposed on the map to regulate the action. The actual battlefield terrain has been altered to fit within the hex grid, but retains the spatial relationships of the real world. One hex represents 110 yards (100 meters) of real terrain. Each hex has a unique four-digit number for ease of location: the first two digits identifying the column of hexes, the second two the hex in that column. When setting up the maps, overlay them so the hex numbering is sequential, with no duplication. To prevent slippage, secure the maps using painter's tape or another low-adhesion medium, and/or cover them with a sheet of hard plastic.

2.3 COUNTERS
The types of counters are displayed on page 5, with references to the rules explaining their use. Most of the counters represent the combat units that fight the battle, others represent key leaders or commanders, and the remainder are markers used to fulfill a variety of game functions. When first cutting out the counters, separate them from the sheet and from one another; we recommend using a knife or scissors. Trimming the corners with a nail clipper or scissors will ease handling during play.

A) Combat Units contain a variety of information indicating the unit's ability to operate on the map. See 5.0 through 9.0 for details.

B) Leaders. The details and uses of leader counters are described in 20.0.

C) Markers are grouped into the following categories.

- **Command & Control Markers** include commanders, headquarters, trains, and hidden movement counters. They are used to represent the higher organizations in each army.

- **Unit Status Markers** come in two basic types: formation markers used to indicate the deployment used by particular units, and morale markers used to indicate a unit's current state of disorder. The markers are intended to be used on units of the same army, but if players run short the markers of other armies may be used as long as no confusion results.

- **Combat Markers** are used to indicate particular forms of combat and combat results. They are used by both players.

- **Game Status Markers** are used to keep track of time and visibility, and alterations to the maps. They are used by both players.

2.4 CHARTS, TABLES, TRACKS, & BOXES
The following components are included to aid in the execution of certain game functions.

A) Time Display Sheet. This sheet has two sets of boxes used to keep track of game time (see section 4.0) and observation distance (see case 3.5). The terrain key at the bottom (and on page 31) identifies the various types of terrain on the maps (3.0).

B) Four army display sheets, one Allied, two French army, and one Prussian, are used to sort and store combat units and leaders. They also provide a visual reference for the general organization of each army, and a list of the counters belonging to each major subdivision of the army. See 5.1 and 26.0.

C) Two player aid cards containing summaries of several key game mechanics for quick reference during play.

- **Brief rule summaries** are presented to help players remember key numerical and procedural sequences.

- **Terrain Effects** lists the impact each type of terrain has on movement and combat. (see page 31 for Terrain Key).

- **Combat Procedures** lists the sequence to be used for each form of combat.

- **Combat throw schedules** list the number of dice to be added and/or subtracted from the dice throw used to resolve combat.

- **Formations & Formation Effects** is a summary of the prerequisites, impact, and special rules for each formation adopted by units**.**

D) Prussian Approach sheet is used to control the arrival of the Prussians during some scenarios.

3.0 TERRAIN

The terrain in and between hexes affects play. Every hex has a basic terrain (3.1) and an elevation (3.2). Some hexes have terrain features running along one or more adjacent hexsides (3.3). Roads (3.4) can exist in combination with any terrain type. Terrain affects the way units observe one another (3.5) and operate on the map (3.6).

The specific effects of each terrain type is detailed on the Terrain Effects chart on the front page of the player aid card.

3.1 IN-HEX TERRAIN
Clear, woods, orchard, buildings, and marsh hexes identify the nature of the ground in a hex. Clear hexes have none of the other three types present; the presence of even a small amount of non-clear terrain makes the hex that type of hex. For sake of brevity, certain hex types are referred to as obstructed hexes for either movement, or combat, or both.

3.2 ELEVATION
The relative elevation of a hex or hexside is shown by its background color, darker colors being higher. A hex or hexside with two colors is at an elevation between the two. A hex or hexside with three colors is considered to lie at the median level.

3.3 HEXSIDE TERRAIN
Hexside terrain runs along hexsides; it is not treated as being inside the adjacent hexes even if part of the hexside terrain feature runs inside the hex (for aesthetic reasons). A hexside with no terrain is a clear hexside. Hedges, walls, gates, slopes, depressions,

COUNTER TYPES

Combat Units (5.0)

Infantry (6.0) — `•2/1 G 1/1 / 8 6 4`

Cavalry (7.0) — `2 Dr 1c / 6 3 5 4`

Artillery (8.0) — `2/8 20 / 4 6 5 4`
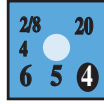
Horse Artillery (8.0) — `MERCER C Sh / 5 8 5 7`

Engineers (9.7) — `•2/1 1R / 2 6 4`

Command & Control

Leader (20.0) — `GNTHRP 1/1 / 2 1 2`

Artillery Leader (20.1B) — `PELLTR 2R / 0 0 0`
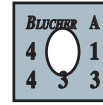
Commander (20.1A, 22.3) — `BLUCHER A / 4 1 / 4 3 3`

Headquarters (21.0) — RESERVE MOVED

Command Points (22.0) — CP

Trains (22.4)

Substitute or Hidden Movement (23.0) — I

Dummy (23.1) — DUMMY

Unit Status Markers

Morale (5.4)

Disorder Level 1 — D1 `-1 -1 -`

Disorder Level 2 — D2 `-2 -2 -`
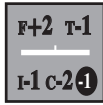
Demoralized — DM `-3 -3 -`

Formation (5.2, 12.0)

Line (6.3) — `F+2 T-1 / I-1 C-2 1`
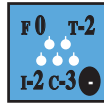
Open Order (6.3) — `F 0 T-2 / I-2 C-3 -`

Square (6.3) — `F-1 T+2 / I 0 C+3 2`

Garrison (6.3) — `F 0 T 0 / I 0 C+1 0`

Close Column (6.3, 7.3) — `F-1 T+2 / I+2 C+1 1`

Vedette (7.3) — `F 0 T-2 / I-3 C-3 -`
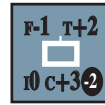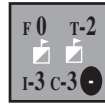
Limbered (8.3) — `F 0 T+1 / I 0 C-3 -`

Crew & Abandoned Guns (8.3, 8.4) — `A / 0 2 4` and `A / - - 0`
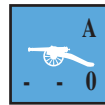
Combat Markers

Engaged

Assault

Advance by Fire

Charge

Reduced Fire (8.2B)

Disengage

Standard Fortunes of War (19.1) — FORTUNES OF WAR

Special Fortunes of War (19.2) — FOW SPECIAL +2

Game Status Markers

Game Time (4.2) — HOUR / MINUTES

Maximum Line of Sight (3.5) — MLOS

Improved Position (9.7D) — IMPROVED POSITION

Blaze (15.5D) — BLAZE

Breach (15.5E) — BREACH

Bog Line — BOG 1

Out of Play — OUT OF PLAY

COUNTER ERRATA

Allies

The commander of the British 1st Division [1] should be Cooke, not Cole.

French

The [OG] battery with the ID 7G should be 6G.

The organization on the Gn unit should be [GH] instead of [2/GH].

The following irreplaceable ( ) 6-5-5 counters should have an "S" special factor: 3 [5], 72 [5], 2L [6], 4L [9].

The following French cavalry commanders should have a morale of 2 rather than the 1 printed: Delort [14c], StAl [13c], d'Urb [12c], l'Hert [11c].

The following French cavalry commanders should have a morale of 1 rather than the 2 printed: Vial [2/14c], Trvrs [2/13c], Donp [2/12c], Picq [1/11c]; (Blnch [1/12c] remains a 2).

Prussian

The organization on the following Prussian counters should be [4r] instead of [4K]: L-Brdlbn, Batteries 3p, 5p, 13p, 2, 11, 13, 14, 21, 1h, 11h, 12h, 4 How, Engineers 1/Man; (Cdr-Bulow remains [4K]).

COLOR SCHEMES & NATIONALITIES

The background color of a combat counter indicates its nationality. Most combat units use the standard color for their nationality (illustrated below), with white unit symbols and black text. One-step and reduced units use a lighter shade. Leaders generally have a darker shade of the national color with white type, but commanders, headquarters, and other command counters have a light shade. All nationalities except French and Prussian constitute the Allies. The Allies and Prussian together constitute the Coalition forces.

British — `•2/1 G 1/1 / 8 6 4`

Brunswicker — `LEIB B / 4 3 4`

French — `1/28 1 / 5 4 5`

Hanoverian — `LUN 4H/6 / 2 3 3`

King's German Legion (KGL) — `1 Ln 1K/2 / 6 4 4`

Nassauer — `II/1 Ns/6 / 4 4 3`

Netherlander — `7 Ln 1/2N / 4 4 4`

Prussian — `I/12 1 / S 5 4 4`

streams, crossings, and ponds are all to some extent obstructed terrain for movement and hard or soft cover for combat.

A) Protected Hexes. A hex adjacent to an obstructed hexside is referred to as a protected hex. The degree of protection will vary by terrain type and proximity to the protecting hexside.

B) Slope & Depression Hexsides have an uphill and a downhill side. Movement is affected differently going up or down across the hexside, particularly for ponderous units. For combat purposes, only the downhill side is considered a protected hex.

3.4 ROADS
Roads run from hex to hex across a hexside. If allowed (see 10.3C), a unit moves along a road by moving from one road hex to another over a hexside crossed by the road.

3.5 OBSERVATION
Observation is a critical concept in the game as it determines whether or not units may initiate fire combat (15.0) against opposing units and whether units can be hidden (23.0) from the opposition. A hex is observed by a player if any of that player's units, leaders, or headquarters has a valid line of sight (LOS) to the hex. To determine the LOS, mentally trace a line from the center of the observer's hex to the center of the observed hex. The LOS may be limited or blocked as detailed below.

A) Elevation. An LOS is blocked by a hex or hexside with an elevation higher than *both* the observer's and observed hexes. If the line runs along a hexside, the line is blocked only if both hexes adjacent to the hexside would block it.

B) In-Hex Terrain. Obstructed terrain generally affects only LOS across the hex, meaning neither the observing nor observed hex is in or adjacent to the obstruction. In most cases, adjacent units can observe one another regardless of terrain.

C) Hexside Terrain. Hexside terrain generally affects observation only into adjacent protected hexes. It never blocks an LOS congruent to the hexside; the LOS would be blocked only if blocked by the terrain in both hexes adjacent to the hexside.

D) Units do not block LOS, but a unit on the LOS and adjacent to either the firing unit or the target unit may inhibit firing (see 15.2B).

E) Maximum LOS (MLOS). The MLOS is the maximum distance over which units can see one another, even if there is no blocking terrain. Each hour box on the turn record track indicates the MLOS for all four turns of that hour. The current MLOS is indicated by positioning the MLOS marker on the MLOS track. It may not be moved above the current turn's MLOS, but otherwise may be moved up or down the track by the effects of smoke and the time of day (see 4.3, Command Phase).

Note to WV Veterans. The observation rules have two major changes from the original game: now there is no need to determine how close a particular elevation or obstruction is to observer or observed, and there is no descending slope rule.

3.6 TERRAIN EFFECTS ON PLAY
A unit is considered to be inside one hex when stationary. It moves by leaving a hex and entering an adjacent hex; the number of hexes entered depends on the unit's speed and the terrain being entered (10.0). Combat takes place between opposing units, either adjacent or separated by a number of hexes (14.0). A general description of terrain effects is set forth below; the specific impact of each terrain type is detailed in the Terrain Effects on the player card.

- **Clear terrain** (in-hex and hexside) is the basic terrain type; its effects are built into the rules. Other terrain types impose additional constraints on operations.

- **In-hex terrain** may affects operations into, out of, and/or through the hex. Obstructed hexes can be either soft cover or hard cover for combat purposes.

- **Hexside terrain** never affects operations in adjacent hexes, just those crossing the hexside into an adjacent hex. A hexside may give a unit behind it either soft or hard cover during combat.

- **Elevation** affects only observation (3.5); it has no effect on movement or combat.

4.0 SEQUENCE OF PLAY

After determining the scenario to be played (4.1) and which player will command each side, set up the map, counters, and display cards according to the scenario instructions (27.0 through 33.0). Each scenario lasts a set number of turns (4.2). Each turn (4.3) has a number of phases in which only specified activities may take place. At the end of the last turn, play ends and the winner is determined according to the scenario instructions.

4.1 SCENARIOS
There are seven scenarios in the game (27.0 through 33.0). The scenario instructions lists the details for each, including the set up of map and counters, special rules, if any, and the objectives to be achieved by each player to win. Victory usually is achieved by a combination of losses inflicted, terrain taken, and/or units exited from the map. We recommend playing the learning scenarios (31.0 through 33.0) first.

4.2 GAME LENGTH & TIME
Each scenario indicates how many turns it lasts, each turn representing 15 minutes of real time. To mark the turn, place the hour marker in the appropriate hour box and the minutes marker in the appropriate minutes box of the turn record track. At the end of each turn, the minutes marker is advanced to the next box of the minutes track. When it reaches the :00 box, the hour marker is advanced to the next box on the hour track.

4.3 TURN SEQUENCE
Each turn consists of six phases. During each phase, one player (the active or phasing player) may carry out certain activities. The other player (inactive or non-phasing) may be eligible to react. All activities must be done in the appropriate phase only. The following is a summary of the actions to be carried out in each phase.

1. **Command Phase.** Make the MLOS adjustment roll according to the instructions on the time card, and adjust the MLOS marker as needed. Both players simultaneously receive command points (22.0). Headquarters may be flipped between active and inactive status (21.1). Trains may generate extra steps (22.4).

2. **French Movement Phase.** French units may move or change the status (10.0 through 13.0), initiate combat (10.6, 14.0), and recover from disorder (5.4). The French (active) player may expend command points (22.2, 22.3). Eligible Coalition (inactive) units may conduct reaction (18.0) triggered by active units.

3. **French Combat Phase.** The two primary forms of combat, fire and shock, are combined in a variety of ways depending on unit capabilities, the situation in a particular hex, and the desires of the players (14.0 through 16.0). The French player resolves combats one at a time (14.3), while eligible Coalition units react (18.0) as allowed by the combat procedure.

4. **Coalition Movement Phase.** Same as the French movement phase, but with the Coalition player and units acting while French units react.

5. **Coalition Combat Phase.** Same as the French combat phase, but with the Coalition player resolving combats.

6. **Time Phase.** If the last turn of the scenario is finished or if either side has achieved its victory conditions, the game ends and the victor is determined. If neither condition is met, advance the time markers and commence the next turn.

Note to WV Veterans. The turn sequence obviously is much changed from the original; see 24.0 for a detailed discussion.

4.4 TIME LIMIT (OPTIONAL)

If players desire, they may establish a time limit to complete each phase.

5.0 COMBAT UNITS

Most combat units are infantry, cavalry, and artillery. A few of each type have special characteristics, described in section 9.0 along with rules for the few engineer units. This section covers rules common to all units; sections 6.0 through 9.0 deal with specific rules for each type.

5.1 COUNTERS, UNITS, & ORGANIZATIONS

Every combat unit counter has a variety of information as described in the box below. Each counter is an independent unit and operates freely on the map within the constraints of the rules. Each unit also belongs to one or more higher organizations—battalions, regiments, brigades, divisions, corps, and armies—as described in 6.1, 7.1, 8.1, 20.1, 21.0, and 26.0.

Note to WV Veterans. The biggest change to combat units from the original game is the use of the reverse side for casualties rather than a change of formation. Another important change is that units are not rated by class. Instead, combat strength incorporates the "class" concept for combat purposes, while the morale component of class (such as required morale checks for retreats) has been subsumed into the fortunes of war (19.0). Special factors incorporate still other aspects of unit class, such as infantry skirmishing and cavalry charge ratings.

5.2 UNIT STATUS

A unit's capabilities can be altered in a variety of ways as listed below and described fully in the rules indicated. Many of these status changes involve the placement of a marker atop the unit; in all such cases, the marker is treated as part of the unit and remains with it until removed by another change in status,

- **Disorder**—the weakening of a unit through the scattering of individuals and sub-units (see 5.4).

- **Step loss**—the weakening of a unit through casualties suffered in combat (see 5.5).

- **Facing**—the counter's orientation in a hex (see 11.0), which may be changed during movement or during reaction.

- **Formation**—the physical arrangement of sub-units within a hex (see 6.3, 7.3, 8.3, and 12.0) which may be changed during movement or reaction.

- **Stacking**—the physical arrangement of multiple counters in a hex (see 13.0) which may be changed during movement.

- **Combat Status**—a unit may be engaged as a result of combat, limiting its ability to move or fight, and must be marked to indicate the chosen type of combat when it engages enemy units (10.6, 14.0).

5.3 STEPS & LOSSES

A step is a measurement of the strength of a unit. Some combat units have only one step, indicated by being printed only on one side. Most combat units have two steps, the front representing the unit at its full (two-step) strength, the reverse representing the unit after it has lost one step.

A) Reducing a Two-Step Unit. When a two-step unit takes a step loss in combat (17.2), flip it to show its reverse side.

B) Eliminating a Unit. When a flipped two-step unit or any one-step unit takes a loss, it is eliminated (see 21.3A). An eliminated unit may be returned to the game in several ways (21.3B, 21.4, 22.2).

Design Note. As a rule of thumb, an infantry loss represents the killing or wounding of 50-to-75 men, a cavalry or artillery loss about half that number.

UNIT DATA

The examples below illustrate the information on each combat counter.

Army Color. The background color indicates the army to which the unit belongs; see the list on page 5.

Unit Type is indicated by the white symbols behind the text. The first unit below is infantry, the other two are cavalry.

Unit ID is the unit's historical identification. The infantry unit is part of the French *54th Line Infantry Regiment*. It is possible for a unit to have more than one counter. A unit or step with a bullet (●) next to its ID is irreplaceable in some circumstances (21.3, 22.2).

Combat Strength is the unit's power in combat.

Morale Rating is a measure of its ability to withstand the vicissitudes of battle, and reflects the unit's training and morale.

Movement Allowance (MA) is an indication of the unit's ability to maneuver close to enemy units. It affects a number of game functions. If the MA has a circle behind it, the unit is *ponderous* and its movement is affected in some circumstances (10.2B).

Organization identifies the next higher organization – brigade, division, or corps – to which the unit belongs. The infantry below belongs to the French *1st Division*, the cavalry to the British *1st Cavalry Brigade*. Organizations are important for movement, combat, and command control. The specifics of each army's organizational structure is explained in the scenario instructions.

Special Factors, if any, vary by unit and unit type. Infantry units generally have none, but some are rated as skirmishers (6.2). Cavalry units have a charge factor and a recall rating (7.2). Artillery units have a range factor (8.2). Certain units have an additional factor as a reminder of a particular capability (9.0).

Reverse Printing. The reverse side of most counters represents the unit after it suffers losses (5.3), in this case the British cavalry unit. The counter generally has the same pieces of information, but some may be reduced and others missing altogether. Counters with strengths on only one side have unit symbols on the reverse as an aid in sorting.

Army Color · Unit ID · Unit Type (in white) · Organization
Special Factor (if any) · Irreplaceable Step · Special Factor (if any)
Combat Strength · Morale Rating · Movement Allowance
Reverse
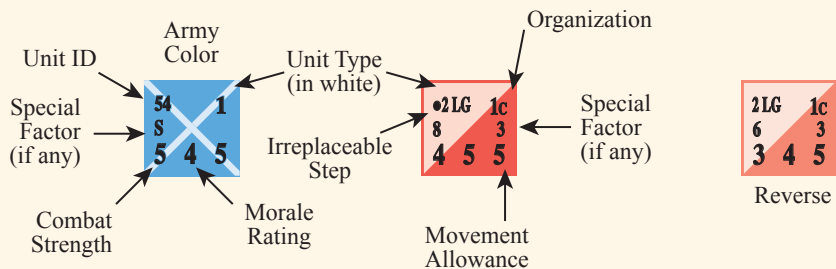
5.4 UNIT MORALE

A unit's morale represents the ability of the men forming a combat unit to stand up to stress caused by exertion, surprise, and casualties; under the right circumstances even the finest soldiers will look for a way out. Throughout the game, players will be required to check a unit's morale to determine whether an event affects it. A unit may be required to check morale any number of times per combat, turn, or game. Each check is done separately, though several may be done simultaneously. Failed morale checks decrease the unit's capabilities, but the unit can recover from them.

A) Good Order & Disorder. A unit is considered in good order unless marked with a disorder (D1 or D2) or demoralized (DM) marker. A disordered unit operates normally, but with reduced capabilities. A demoralized unit has substantial limitations on its operations.

B) Checking Morale. To check a unit's morale, roll one die. If multiple checks are to be made at one time, roll one die the stated number of times or the appropriate number of dice simultaneously. For each die, if the result is less than or equal to the unit's morale rating, the unit passes the check and is unaffected. If the roll is greater than its morale rating, it fails; the effect of the failure depends on the reason the check is being made. Regardless of the unit's morale rating or any modifications (see below), a unit always passes a check on a roll of "1" and always fails on a roll of "6."

C) Modifying the Morale Rating. The printed morale rating of a disordered or routed unit is reduced by the number on the marker. A unit's morale is increased if stacked with a leader having authority over the unit.

D) Disorder is indicated by placing a disorder marker (D1 or D2) on top of the unit with the appropriate side up.

- **Effects of Disorder**. A unit's combat and morale factors are reduced by the disorder level, but never to less than one.

- **Rallying from Disorder**. A disordered unit may rally at the end of its movement (even if it does not move) under the following conditions. Rally restores good order entirely; remove the D1 or D2 marker.

  No Move, No Fire Zone (FZ) or Reaction Zone (RZ): if the unit does not move or change status, and is not in an enemy fire zone (15.2) or reaction zone (18.0), it rallies automatically.

  Move or RZ/FZ: if the unit either moves (including status change) or ends its move in an enemy fire or reaction zone, make a morale check for it; if it passes, it rallies, otherwise it remains disordered.

  Move and RZ or FZ: if the unit moves (and/or changes status) and ends its move in an enemy fire or reaction zone, make two morale checks. It must pass both to rally; passing one has no effect.

E) Demoralization. A unit may become demoralized as a result of combat or the play of fortunes of war. Mark it with a demoralized marker (on the reverse of all formation markers).

- **Effects of Demoralization**. A unit's combat and morale factors are reduced by three but never to less than zero for combat and one for morale. A demoralized unit may not enter an enemy reaction zone during movement. It may not adopt any formation other than the printed one (artillery batteries become separated).

- **Rallying from Demoralization**. A demoralized unit may rally only with the aid of a leader (20.3F) or during reorganization of its parent organization (21.3).

*Note to WV Veterans. The disorder and rout rules of the original game have been changed by a matter of degrees rather than in fundamentals. Disorder has considerably less impact as units are now allowed to retain formation and some combat effectiveness. Demoralized units lie somewhere between the original game's disordered and routed units. There are no routed units; rout is something a unit **does** (17.5), not something a unit **is**.*

6.0 INFANTRY

Infantry was the core of all armies. Durable and flexible, only infantry could take and hold ground with finality. It is precisely this durability and flexibility that makes its presentation in the game so complicated. Infantry is the standard combat type in the game; the rules are written with infantry in mind, all other types requiring some modification.

Design Note. The standard infantry unit in all armies was the battalion, ranging in size from 150 to 1,050 men. Each infantry step represents between 100 and 300 men.

6.1 INFANTRY UNIT STRUCTURE

An infantry battalion may consist of one or more counters. Each counter may operate independently for all purposes, using its own factors. If located in the same hex, treat them as being a single unit (in other words, they count as one unit, not a stack of units; see 13.0); only the top counter is used for combat and morale purposes, but the other counters may be used to absorb losses (17.2). For sake of convenience, all infantry units are referred to as "battalions," using the word in its general sense of a body of men operating together.

Design Note. The variation in strength and ratings on different counters of the same battalion is explained in the Designer's Notes.

A) Infantry Regiments. French, Prussian, and Nassauer battalions belong to regiments. This is indicated in the unit ID by two numbers separated by a slash. Some regiments also have counters with only the regimental designation on them; these counters may be treated as belonging to each battalion in the regiment.

B) British Regiments. Some British battalions have battalion and regimental IDs (for example, *2/2 Gds*). Because of the peculiarities of the British regimental system, each battalion is independent, not part of a regiment.

C) Allied Detachments. Some brigades in the Allied army have counters identified as belonging only to the brigade (e.g. the *Fl* units). Although drawn from the brigade's battalions, they are not considered to belong to any of the battalions in the brigade; each is an independent unit.

6.2 INFANTRY SPECIAL RULES

Some infantry units have an "S" (for "Skirmish") indicating the unit is specially trained for fighting in open order formation. Skirmish units receive a bonus when firing in open order and garrison formations.

Skirmish Rating →
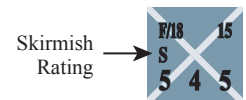
Design Note. As a matter of doctrine, French and Prussian regiments generally deployed a single group of skirmishers drawn from all component battalions.

6.3 INFANTRY FORMATIONS

A battalion's formation is an indication of the arrangement of its component companies and affects its ability to move, fight, and react. The standard (printed) formation for all infantry is the column of divisions. The other five formations (line, open order, close column, square, garrison, all described below) may be adopted by the battalion by placing the appropriate formation marker on top of it. The effects of each formation is detailed in the Formation Effects on the player card and indicated by the marker. See also 12.0.

A) Column of Divisions is the arrangement of a battalion's companies in pairs, the pairs lined up one behind the other. Large gaps between paired companies and between pairs give the formation great flexibility and agility. As the standard formation, there are no special rules governing its operations; it is built into the rules.

B) Line is the arrangement of a unit's companies side by side with no gaps, maximizing firepower at the cost of maneuverability and shock strength.

C) Close Column is a tight, massed formation sacrificing firepower and agility for shock effect. It may consist of one or more battalions, but if more than one unit is involved all must be from the same organization (as extended by a leader). The units in the column are treated as being in line; remove any other formation marker during formation. Units may be dropped off by the column as it moves or advances; leave the bottom unit(s) behind when the column leaves a hex; the units left cannot move in the same movement phase or advance.

D) Open Order is a dispersal of individual infantrymen into a loose but still controlled band, backed by some formed companies as supports. Infantry in open order is affected as follows. It is considered an unformed unit and may stack freely with any and all other units, but because of the unformed nature it cannot be affected by a leader.

E) Square is an arrangement of companies in a closed loop: it could be square, rectangular (the most common), or even a triangle or circle. With no open flanks, it was an ideal defense against cavalry or in any chaotic situation, but it is unwieldy and its combat power is dissipated. If any unit in a hex is in square, it must be the top unit; all other units in the hex are treated as being inside the square.

F) Garrison is not so much a physical arrangement of the unit as an indication of its intent to hold a particular point. The unit gains defensive combat power for the loss of offensive power and all movement. If any unit in a hex is in garrison, it must be the top unit; all other units in the hex are treated as being within the garrison perimeter.

Note to WV Veterans. The infantry formations in this game are generally similar to those in the original, but there are important differences as well as additional formations. See the Designer's Notes for more discussion.

7.0 CAVALRY

Cavalry operates in most ways like infantry, with the crucial exceptions of being faster and unable to fire. At the right time and place a cavalry charge can destroy an enemy line as no infantry attack could hope to do. As Napoleon put it, *"[W]ithout cavalry, battles are without result."*

7.1 CAVALRY UNIT STRUCTURE
Each cavalry counter is a squadron. Most belong to a regiment, but the squadron ID is always just the regimental number. Unlike infantry battalions, they are not treated as being one unit when stacked.

Design Note. Two-step squadrons average 150 men, one-step units about 100. Squadron numbers have been left off because of the difficulty in identifying them. The nominal strength of a squadron was two or three troops (companies), with a total strength of 100-200 depending on the army, the time, and the regiment's condition. The nature of cavalry tactics was such that a consistent strength was more desirable than for an infantry battalion, so regiments routinely juggled and reorganized troops to maintain squadron size.

Charge Factor ← / Recall Factor →
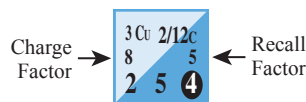
7.2 CAVALRY SPECIAL RULES
Except as noted below, cavalry operates like infantry in all ways.

A) Special Factors. The charge factor is used in place of the squadron's combat factor when it is charging (16.5).The recall factor is used to halt the cavalry during pursuit after a charge (17.8).

B) Cavalry in Combat. Cavalry cannot fire; it may attack only by assaulting or charging. Cavalry in line or close column formation never receives the defensive benefit of terrain in shock combat.

C) Cavalry Reaction. Cavalry reactions are limited to reaction shock and withdrawal before shock.

7.3 CAVALRY FORMATIONS
The standard (printed) formation for all squadrons is the line. Cavalry may adopt close column and vedette formations.

A) Line is a two-rank formation ideal for shock action and able to move and maneuver rapidly.

B) Close Column is similar to the infantry close column (and uses the same formation marker), being a massed formation of squadrons in line one behind the other. When forming, all units must be from the same command (as extended by a leader). Cavalry in column gains shock power and the ability to use wave combat (16.4) at the cost of agility and increased vulnerability to fire.

C) Vedette is the cavalry equivalent to infantry in open order. Since some troopers would dismount for this work, and many carried firearms, cavalry *en vedette* gains the ability to stack freely and conduct fire combat at the cost of shock power.

8.0 ARTILLERY

Napoleon's famous quote *"It is with artillery that one makes war"* illustrates the respect generated by the tremendous firepower of cannon. Batteries in the game are powerful but fragile units.

Design Note. Artillery units are batteries of two to eight cannon crewed by 50 to 200 men.

8.1 ARTILLERY UNIT STRUCTURE
Each artillery battery has one counter, representing both cannon and crew. Under certain circumstances, another counter can be added to represent the battery's limbers (8.2), or a pair of counters to represent the battery when the guns and crew become separated (8.4).

• Each battery is an independent unit, despite the presence of regimental numbers on French batteries.

Note to WV Veterans. No attempt has been made to track the presence or loss of individual guns. It is assumed for game purposes than any loss of guns would be attended with commensurate losses among the crew, while loss of crew would incapacitate some guns.

8.2 ARTILLERY SPECIAL RULES
Except as noted below, artillery operates like infantry in all ways.

Range →

A) Special Factor & Range. Artillery has a special factor indicating its standard firing range in hexes, one of three firing ranges cannon may use (15.3, 15.5).

- **Close (Canister)**: any battery firing at a range of one or two hexes; the battery receives a bonus when firing.
- **Full**: the battery's printed special factor is its normal firing range in hexes.
- **Extended**: up to double the battery's printed range but suffering a reduction in volume of fire.

B) Reduced Fire. Mark artillery with a reduced fire marker whenever it unlimbers, or moves while unlimbered (see 8.3A), or changes facing, or as a result of a fortune of war (19.0). While marked, the battery's fire is weakened (-2 dice on the combat throw). The marker is removed at the end of each combat phase, friendly or enemy.

C) Shock. Artillery may not attack in shock combat but may be attacked.

D) Separation. A battery's crew may be forced to leave its cannon behind as a result of combat (see 8.4).

8.3 ARTILLERY FORMATIONS

There are two primary artillery formations, unlimbered and limbered, plus a third special formation if a battery becomes separated (8.4).

A) Unlimbered is the standard (printed) formation, indicating the battery is ready to fire but virtually incapable of moving. Unlimbered batteries with an MA of 4 or more may move one hex into and across clear terrain only, crossing and entering only the same or a lower level. Mark the moved unit for reduced fire.

B) Limbered artillery is marked with a formation marker and loses the ability to fire but is able to move.

8.4 SEPARATING A BATTERY

A battery must be separated into its component parts—cannon and crew—(1) at the moment the battery is attacked in shock or charge combat, or (2) if the battery is forced to retreat as a result of fire combat, or (3) if the battery becomes demoralized.

Separated Crew   Abandoned Cannon

When the battery is to be separated, select crew and cannon markers with the same letter and place both on the battery counter, with the same step strength as the battery counter. The cannon marker remains in place and the crew moves separately. At the end of any subsequent friendly movement phase, if the crew and cannon are in the same hex, the markers are removed and the battery resumes normal operation.
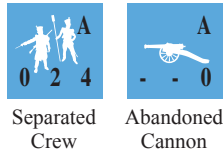
A) Abandoned Cannon. A battery counter marked with a cannon marker constitutes abandoned cannon. Units of either side may move into and through the counter's hex without limit; treat the cannon as not being there. If an infantry or engineer unit starts its move stacked with the abandoned cannon, the cannon may be moved by the unit up to one half the towing unit's movement allowance (round up). The moving unit is D2 while towing the cannon. Once the cannon marker cannot be observed by an enemy unit, it is removed from the board. If in friendly possession, the unit (not the marker) is returned to the it's headquarters. If in enemy possession, the unit (not the marker) is captured and may count toward the victory conditions.

B) Crew Movement. The crew marker conducts any retreat or rout required by the combat. Thereafter it operates like any other unit; see the formations box for details. It remains on the map until eliminated or reunited with its cannon. If eliminated, it is removed from the map and placed in the appropriate HQ; it may be replaced by expending a command point (22.2). If reduced while separated, the battery is reduced after the crew rejoins it.

Player Note. A battery nominally becomes separated at the instant shock combat begins, but players may dispense with the placement of crew and cannon markers until the crew retreats or is eliminated.

9.0 SPECIAL UNITS

While infantry, cavalry, and artillery were the primary combat arms, there were other units with highly specific functions that cannot be accounted for by changing a factor.

9.1 FRENCH OLD GUARD

Any time a unit of the French *Old Guard* [OG] organization attacks in shock combat, it receives one additional die for the shock throw; when defending, one die is subtracted from the Coalition throw. If any OG unit is raised to a disorder level of 3 or more as a result of a Coalition shock attack, the Coalition player receives two special fortunes of war (19.2) in addition to any others from the combat result. Each *Old Guard* unit has an "F" special factor as a reminder.

9.2 HIGHLANDERS

A British infantry battalion with a special factor of "H" is a Highlander battalion. Whenever it conducts a charge, it receives one additional die for the shock throw.

9.3 RIFLES

Infantry with a special factor "R" is armed with rifles rather than smoothbores and has the following additional capabilities.

- It may fire at extended range.

- It has a two-hex reaction zone (like artillery) unless adjacent to an enemy unit, in which case it reverts to the standard infantry reaction zone.

- All rifle fire is treated as normal range; rifle units do not get the +1 die bonus for close range, and do not suffer the -1 die penalty for extended range.

- If a rifle unit amalgamates with a non-rifle unit, the non-rifle unit survives (21.4).

- Regardless of the number of dice thrown, a rifle unit firing at extended range cannot eliminate an enemy step; it can only cause disorder.

- Add two to any leader casualty checks required due to rifle fire (20.4).

Design Note. *Rifle units generally were recruited from the finest marksmen and were given specialized uniforms and training in addition to rifled muskets. They excelled in breaking up enemy attacks at long range, but often were at a disadvantage in close-in or shock action because of the slow rate of fire of the rifles. They are ideal for targeting commanders and batteries.*

9.4 HOWITZERS

Any battery with a special factor of "Hw" is armed exclusively with howitzers. It operates like any other artillery unit, with these exceptions.

- **Limited Range.** Its printed range is its maximum range; it may not fire at extended range.

- **No Canister**. It cannot fire canister, but has the same reaction zone as other artillery.

- **Hard Cover.** When firing at targets in hard cover, do not subtract dice for the terrain.

- **Walls.** Howitzers ignore walls adjacent to a target hex.

- **Starting a Blaze**. When firing at a unit in hard cover, there is a chance the fire will start a blaze (15.5E).

Design Note. *The British and Prussian howitzer batteries in the game were actual units. The French batteries are hypothetical units representing howitzers drawn from several batteries as was done to support attacks at both Hougoumont and Papelotte.*

9.5 SHRAPNEL

Any British or KGL battery with a special factor "Sh" is capable of firing Shrapnel shell. At the firing player's option, when the battery fires at normal or extended range, roll one die. On a roll of "5" or "6" the bombardment is resolved as though the battery was firing canister. On any other roll, reduce the firing throw by one die.

Design Note. *Unlike modern shrapnel, which is splintered shell casing, Henry Shrapnel's experimental shell was filled with balls like a canister round. Instead of flying apart on firing, the Shrapnel shell flew intact until split by a fuse. If the fuse was set properly and functioned accurately, the effect was deadly, equivalent to long-range canister fire. Only the British had the shell, an early military secret, and only their 9-pounder gun had the power to make it work.*

9.6 ROCKETS

Whinyate's British horse artillery battery with an "Rk" special factor had a stand of rocket launchers in addition to its cannon. Whenever this battery fires against a cavalry unit within its full range (not canister or extended range), roll one die. On a roll of "5" or "6," add two dice to the combat die roll.

9.7 ENGINEERS

An engineer unit is indicated by its unit type icon rather than a special factor. It operates like an infantry unit all ways except it may adopt no other formation. It may stack freely with any or all other units. It does not count toward stacking limits; disregard its presence for stacking violation purposes. Engineers have the following special capabilities.

A) Defending Hard Cover. When stacked with an infantry unit in garrison formation in or behind hard cover, use the engineer's morale rating for all combat morale checks. The engineer must be the last step lost from that hex.

B) Attacking Hard Cover. When stacked with an infantry unit attacking a hard cover hex or across a hard cover hexside, use the engineer's morale rating for all combat morale checks. The engineer must be the first step lost in the attack.

C) Repairing a Breach. If an engineer unit starts and ends a movement phase adjacent to a breached wall hexside, and makes no status change, remove the breach at the end of the phase.

D) Improving a Position. An engineer unit may create an improved position. The unit must start its moved stacked with an infantry unit in garrison formation in an obstructed hex. Both units must remain stationary for one full hour (four turns); mark the hex with an improved position marker, building side up. Keep track on paper as needed. Neither unit may engage or be engaged in any combat, to include extended range artillery fire. At the end of the fourth turn, flip the improved position marker to its completed side. In any subsequent combat, subtract one die from the combat throw of any unit attacking the hex, and add one to any fire by the garrisoning infantry. The improved position marker is removed when the garrisoning infantry leaves the hex (whether by movement, retreat, or elimination).

10.0 MOVEMENT

Some, none, or all non-engaged units of an army may be moved during each friendly movement phases, subject to the restrictions in this section and elsewhere in the rules.

10.1 MOVEMENT ALLOWANCES

A unit's printed movement allowance (MA) consists of a number of movement points (MP), that are expended to enter hexes (10.2, 10.3). A unit need not expend all its MP each turn but unused MP may not be accumulated for a later turn or transferred to another unit. A unit's MA may be increased by any one or all of the following.

A) Leader Bonus. A leader starting a movement phase stacked with a subordinate unit may add his movement rating to the unit's MA. The leader must remain with the unit during its move. Infantry in open order and cavalry in vedette may not receive the bonus.

B) Marching is a special type of movement available to a unit meeting all the requirements listed below. The MA of a marching unit is increased by four (+4) for infantry and foot artillery, by eight (+8) for cavalry and horse artillery. A unit is eligible to march if:

- It must be either accompanied by a leader or a command point (22.2) must be expended for it. Moving a headquarters allows all subordinates units within two hexes of it to march simultaneously (see 21.1C, 22.2C).

- It does not start its move in, or enter, a hex in an enemy fire or reaction zone, or where it will have an enemy unit in its reaction zone.

- It may not conduct fire combat.

C) Road Movement. If a moving unit is eligible to march, and begins and remains on roads for its entire move (10.3C), its MA is increased by four (+4) for infantry and foot artillery, by eight (+8) for cavalry and horse artillery.

10.2 MOVEMENT PROCEDURE

Each unit moves either by itself or as part of a stack (13.5). It moves from hex to contiguous hex in any direction or combination of directions, expending one or more MP for each hex entered up to the limit of its MA. Its movement may be affected by its status (5.2, 11.0 through 13.0), by the terrain entered (10.3), by other units (10.4), and/or by the initiation of combat (10.5). Engaged units (10.7) may not move.

A) Non-Front Hex. Entering a non-front hex (11.1, 11.3) requires the expenditure of one additional movement point (+1 MP).

B) Ponderous Units. A unit with a circled MA, or in a formation for which the marker has a circle, is a ponderous unit. Its MA may be reduced if the circle has a negative number in it.

10.3 MOVEMENT & TERRAIN

All hexes cost one MP to enter but some hexes and hexsides impose additional constraints. The Terrain Effects chart on the player card summarizes all movement effects.

A) Hexsides. Hexsides do not affect movement with the following exceptions. Units may not move across pond or unbreached wall hexsides at any time. A unit may cross a stream by starting its move in a hex adjacent to the stream and expending its entire MA to move across the stream into an adjacent hex. Crossing a stream at a crossing hexside costs one MP in addition to the MP expended to enter the hex.

B) Ponderous units are disordered or potentially disordered when crossing or entering certain terrain types. Becoming disordered does not prevent the moves.

C) Moving by Road. A unit leaving a road hex, crossing a hexside crossed by the same road, and entering an adjacent hex containing the road is considered to be moving along the road and may ignore other terrain in the hex. The following units may not use road movement.

- A unit in any formation other than infantry column of divisions, cavalry line, or limbered artillery.

- A unit entering a hex already occupied by another unit.

- A unit entering an enemy reaction zone.

10.4 MOVEMENT & STATUS

A unit's current status (5.2), or a status adopted by it during movement, may affect its movement.

- **Step Strength** has no effect on movement.

- **Disordered units** move normally, but moving may affect the unit's ability to recover (5.4).

- **Demoralized units** move normally but may not enter an enemy reaction zone (5.4).

- **Facing** affects a unit moving into a non-front hex (10.2A, 11.3).

- **Formation** does not affect movement unless a formation marker makes the unit ponderous and/or alters its MA (12.0).

10.5 MOVEMENT & OTHER UNITS

The general movement rules above assume the moving unit enters unoccupied hexes. Entering hexes already occupied by other friendly units or near enemy units have the following consequences.

A) Friendly Units. Units may move freely into and through hexes occupied by friendly units with the following exceptions.

- Stopping in an occupied hex may be a stacking violation (13.2).

- Entering or exiting a friendly occupied hex through a front hexside may affect units in certain formations (13.6).

B) Enemy Units. A moving unit may not enter an enemy occupied hex under any circumstances. A moving unit may exit an enemy frontal zone only as a result of combat (10.5). If a moving unit changes status in an enemy reaction zone, or exits a hex other than the frontal hex of a reaction zone, it triggers reaction by the enemy unit (18.0).

Design Note. The prohibition against exiting a frontal zone is to prevent a player retreating one unit, then attacking the defender with another in the same movement phase. The disengagement form of combat allows the unit to retreat.

10.6 INITIATING COMBAT
At the end of its movement, any unit with an enemy unit in its front hex, or in the front hex of any enemy unit, must initiate combat. The owning player may choose any form of combat; a unit is considered to be firing unless marked for another form (see 14.1). Placement of a combat marker is not a change of status and does not trigger reaction. Each form of combat has requirements and procedures for its resolution; see rule 14.0 and the Combat Procedures chart on the player card.

10.7 ENGAGED UNITS
A unit may become engaged as a result of combat. It is considered to be locked in an ongoing combat. It may not move and must conduct combat in the following combat phase. Remove the engaged markers if a moving unit enters a hex containing an engaged unit; the non-moving player may conduct reaction into the hex immediately. If units are still engaged when combat resolution begins (14.3), skip the initiation and reaction step, remove the markers, select a form of combat (14.1), and start the resolution with step 3 (firing).

- Ignore engaged results for infantry in garrison or square formation; they cannot be engaged.

10.8 ENTERING & EXITING THE MAP
Units arriving after the start of the game enter the map at a time and place specified by the scenario instructions. A unit on the map may exit during movement or when retreating or routing after combat (17.4, 17.5).

A) Entering the Map. The scenario instructions will indicate the turn and entry hex(es) at which a reinforcement unit may enter the map. Units arrive during the owning player's movement phase of the stated turn. A unit entering the map in an enemy reaction zone does trigger reaction. A unit may not enter a hex occupied by an enemy unit; scenario instructions will dictate its options. Off-map activity never generates reaction by on-map units.

B) Exiting the Map. A unit may exit the map during movement by expending 1 MP in a map-edge hex. Unless otherwise specified by scenario instructions, the unit is treated as lost (21.3A).

11.0 FACING

Facing refers to the orientation of a unit within a hex. Since all units and formations, even massive infantry columns, were essentially linear, a unit was most capable and least vulnerable to its front.

11.1 UNIT PERIMETER
A combat unit counter must be placed in a hex such that the top of the counter, the unit's front, faces one of the hexsides. As illustrated in the diagram on page 14, a unit's six perimeter hexes are identified as front (one), oblique (two), and flank (three). Each perimeter hex extends outward into one of four zones: one frontal, two oblique, and one flank. Each zone has particular effects on movement and combat described briefly on the diagram and more extensively elsewhere in the rules.

A) Frontal Zone. The frontal zone is a 60-degree arc centered on the front (top) of the unit. Hexes bisected by the arc are part of the frontal zone.

B) All-Round Facing. Certain formations give a unit six front hexes.

C) Questionable Facing. A unit facing an apex of a hex rather than a hexside may be adjusted by the opposing player to either adjacent side.

11.2 CHANGING FACING
A unit may change facing during movement each time it enters a hex or without leaving a hex by expending movement points. During reaction, a unit may expend 1 MP to change its facing.

- **A ponderous unit** may change facing by one hexside for each hex entered or for each MP expended within a hex.

- **A non-ponderous unit** may change facing by any number of hexsides for each hex entered or for the expenditure of 1 MP within a hex.

11.3 FACING & MOVEMENT
Facing affects movement into non-front hexes only; a unit must expend one additional movement point (+1 MP) to enter a non-front hex. If a hex is in an enemy reaction zone, a moving unit triggers reaction by changing facing in the hex or by entering the hex through a non-front hexside.

Note to WV Veterans. Yes, a unit may move into oblique or flank hexes without changing facing. The reaction trigger for entering a hex through a non-front hexside reflects the slow and (relatively) awkward movement.

11.4 FACING & COMBAT
A unit generally engages in combat in its front hex and zone without modification. A unit suffers a penalty for firing into its oblique hexes; it may not fire into its flank hexes. It may not shock attack into its oblique or flank hexes. An enemy attack (of any kind) originating in the unit's flank zone gains a bonus when resolving the attack.

11.5 FACING & REACTION
A unit's facing limits its ability to react to enemy activity (18.0)

12.0 FORMATION

Formation is the internal arrangement of a combat unit, and affects its ability to move, engage in combat, and withstand enemy action.

12.1 ADOPTING A FORMATION
A unit generally may adopt any formation allowed for its unit type during movement or reaction. Use a formation marker for any unit in a formation other than its standard (printed) formation.

- **Demoralized Units** may adopt only their printed formation, except separated artillery crews (8.4).

12.2 CHANGING FORMATION
A unit may change formation either at the beginning or at the end of its movement, or during reaction.

A) Formation Change During Movement. The only effect of most formation changes on movement is to prohibit march movement; the unit is limited to its printed MA (plus any leader bonus). Some formation changes prohibit all movement during that phase.

- **Recovery**. A unit changing formation may recover from disorder at the same time.

- **Reaction Trigger**. A formation change within an enemy unit's reaction zone triggers reaction.

B) Formation Change During Reaction. A unit allowed to change formation during reaction must make one or more morale checks when doing so. Each failed morale

check causes an increase of disorder by one, which takes effect immediately (and may cause retreat or rout).

Player Note. A limbered artillery unit may move and unlimber in the same movement phase, enabling the cannon to fire during the following combat phase (at reduced fire). Horse artillery is particularly useful in this role.

12.3 FORMATION EFFECTS
Formation effects are described below and in the Formation Effects chart on the player card. Some but not all are indicated on formation markers.

A) Movement may be affected in two ways.

- Formation markers have a number in the lower right corner. In most cases the number is negative, indicating a reduction in the unit's MA. A hyphen indicates no change. Infantry garrison counters have a zero, indicating the unit may not move at all.

- Some formation markers have a ponderous symbol behind the MA; units become ponderous (if not already) when in the formation, but there are special rules for some formations.

B) Facing is altered by some formations, treating all six perimeter hexes the same way (called all-round facing).

C) Fire Combat effects are noted with two numbers at the top of all formation markers. The left number ("F") indicates a change in the number of dice thrown when firing, the right ("T") indicates the effect on the enemy firing throw targeting the marked unit. A zero means there is no change; calculate the firing throw normally.

D) Shock Combat effects are noted with two numbers at the bottom of all formation markers. The left number ("I") indicates a change in the number of dice thrown by the attacker when the unit is engaged in shock combat against enemy infantry, the right ("C") indicates a change when the unit is engaged in shock combat against enemy cavalry. Positive numbers favor the marked unit (added when the unit is attacking, subtracted when it is defending), negative numbers favor the enemy unit. In engaged against both infantry and cavalry, use the number least favorable to the marked unit.

13.0 STACKING

Stacking is the placing of more than one unit in a hex, even temporarily while one unit moves through a hex occupied by another. A hex occupied by one unit (to include a multi-counter battalion) is unstacked. A hex with more than one unit is a stacked hex. Leaders and markers do not count toward stacking.

Design Note. The unit and hex scales in the game were selected because under normal circumstances a one-hex front would be covered by either one battalion, one squadron, or one battery. With the exception of certain formations, other units did not crowd in to the side or rear for fear of constricting the unit's ability to move and fight. However, it was possible for a large number units to actually fit inside a hex, which covers about two acres. Stacking therefore is allowed, but there are consequences.

13.1 PERMISSIBLE STACKING
The combinations listed below are the only permissible combinations of units in a hex. Any other combination is a violation (13.2).

- **Infantry Stack**. Any number of infantry units from the same organization in any one formation (use a single marker for the whole stack).

- **Cavalry Stack**. Any number of cavalry units from the same organization in any one formation (use a single marker for the whole stack).

- **Artillery Stack**. Any number of batteries in one formation (use a single marker for the whole stack).

- **Mixed Stack**. Any three units (multi-counter battalions equal one unit). All formations are allowed except close column (and see 13.3B).

- **Unformed Unit**. Infantry in open order formation, cavalry in vedette formation, engineers, and separated artillery crews do not count for stacking; they may stack freely with any other unit(s) and formation(s) in any combination.

- **Leaders & HQ** do not count for stacking; any number may be placed in a single hex in addition to other units.

13.2 STACKING VIOLATIONS
Any stack not meeting the requirements of 13.1 at any time is in violation. All units in the hex at the instant of violation (both moving and stationary) are immediately disordered D2; if already D2 there is no further effect. The stack may not recover from disorder while in violation. Units in stacking violation suffer a disadvantage when fired on by artillery (15.4).

13.3 STACKING ORDER
The top unit in a stack is the front unit in the hex; each succeeding unit is treated as being behind the unit stacked above it. Stacking order affects combat (13.7). The stacking order may be changed during the movement phase only; if done in an enemy reaction zone, the change does trigger reaction (18.0).

13.4 STACKING & STATUS
Each unit generally retains its own status, to include necessary markers, with the exceptions noted below.

A) Facing. All units in the hex are considered to be facing the same way as the top unit.

B) Formation. If any infantry unit in a hex is in square or garrison formation, it automatically becomes the top unit in the hex and all other units are deemed within the square or behind the garrison perimeter. If applicable, the change does trigger enemy reaction.

13.5 MOVING A STACK
All units starting their move in a non-violating stack, or any sub-set of those units, may move together, using the movement allowance of the slowest moving unit.

13.6 ENTERING OR LEAVING A STACK
A unit may enter a stack during movement and assume any position in the stacking order. A unit may leave a stack during movement, but only the top unit may leave through the front hexside without effect.

A) Reaction Zone. A unit joining a stack in an enemy reaction zone does not trigger reaction unless the joining unit moves to the top of the stack or triggers reaction by leaving an enemy reaction zone.

B) Passage of Lines. If any unit other than the current top unit leaves a stack through the front hexside, all units in the stack are disordered D1 (if already disordered, there is no further effect).

C) Moving Through a Stack. A unit or stack moving through an occupied hex is treated as both entering and leaving the hex and is subject to the restrictions above.

D) Exceptions. If either the moving unit/stack or the stationary unit/stack is composed exclusively of infantry in open order and/or cavalry in vedette, no stacking violation occurs by moving through the hex; it is a violation if the moving unit stops in the hex.

ACTION DURING A FRENCH MOVEMENT PHASE

Direction of Travel (arrow)

① Movement Points Expended

Turns Made in Hex (arrow)

Pospol

REACTION ZONES

INFANTRY
Close range in the fire zone

CAVALRY
One-half the unit's movement allowance (unmodified) in the front zone

ARTILLERY
Close (canister) range in the fire zone

The icons at right indicate the hexes covered by the reaction zones of the front units of 1/3N and the 15 Hu squadron.

Infantry | Cavalry | Artillery

3/2H unlimbers at the end of its move and incurs Reduced Fire

ADVANCE BY FIRE

ASSAULT

L-Picq and the 7 Dr could not charge (dotted line) because the LOS from hex 4165 to hex 4070 is blocked by higher elevation.

UNIT FACING

FRONT ZONE
- Moves & fights normally
- Contains fire zone
- Contains charge path
- Contains reaction zone

OBLIQUE ZONE
- +1 MP to enter during move
- May fire into
- May not shock attack into

OBLIQUE ZONE

Front Hex

Oblique Hex

Oblique Hex

Flank Hex

Flank Hex

Rear (Flank) Hex

FLANK ZONE
- +1 MP to enter during move
- May not fire or shock attack into
- Enemy attacks originating in zone receive benefit during combat resolution

When WATHR's charging stack leaves hex 3562, it triggers reaction by the squadron in 3263. The Allied player declines to react, but does react when the French leave 3462. The squadron conducts reaction shock and initiates a charge. Since the French are charging already, the combat will be resolved during the combat phase.

2/4H must make a morale check for crossing the depression hexside; a roll of "2" means it passes. It triggers reaction by the squadron in 3264 twice; once for leaving the cavalry's reaction zone (3563) and once for changing formation (unlimbering) in 3463. The Allies decline to react.

1/1 forms square at the end of its move

HUBERT's stack cannot charge because of the hedge hexside at 3460/3560.

French stack **A** turning in hex 3459 triggers reaction fire from 3359 (note it also would trigger reaction fire if it pivoted in 3559 and moved by the oblique into 3459). The British unit rolls 6 dice: 1 for the unit, 1 for reaction fire, 1 for close range, 2 for line formation, and one for strength (6) greater than the French morale (5). Results are 6, 5, 3, 3, 3, 1. The total of 21 inflicts 2 step losses—the top unit is eliminated and the bottom unit flipped—but the top unit fails only one morale check (the 6). The surviving unit takes the disorder and is marked D1.

pivot in hex

move obliquely without chaning facing

CHARGE PATH

invalid charge path

● Must be able to see target from start hex.
● Enter only clear hexes by crossing clear hexsides.
● Move into front or oblique hexes only but may not change facing (2 MP to enter oblique hex).
● Each hex entered must be farther from start hex than previous hex entered.
● May not enter friendly-occupied hex unless open order or vedette.
● Must move at least one hex. Maximum is 1/2 MA for infantry, full MA for cavalry; MA may be increased by leader.
● Must be able to see target from start hex.
● Must attack into front hex.

13.7 STACKING & COMBAT

Except as noted below, only the top counter in a stack (not unit in the case of a multi-counter battalion) may engage in combat, and only the top counter is affected by combat results.

A) Top Counter Eliminated. If the top unit is eliminated by step loss, the next unit in the stack becomes the top unit and absorbs any remaining combat result, either step loss or disorder.

B) Combat. If the top unit in a stack is forced to retreat or rout as a result of combat, all other units must retreat with it. The opposite is not true: an advancing unit advances alone unless it and the units behind it are in close column or are stacked with a leader having authority over all the units.

C) Flank Attacks. If a stack is attacked from a flank hex, by fire or shock, resolve the combat against the bottom unit rather than the top unit. If the bottom unit is eliminated, apply losses working up the stack from bottom to top.

13.8 SUBSTITUTE MARKERS

Non-dummy hidden movement markers (23.0) may be used as substitute markers for unwieldy stacks. Place the units in the markers box on the owning player's display sheet and place the marker on the hex. The composition of the stack is discoverable by the opposing player unless the unit is hidden. The marker is not a replacement for the stack and does not affect the status or activity of units in it.

14.0 COMBAT

Each combat phase is used to resolve combat initiated during the preceding movement phase or required because of the proximity of opposing units. Combat also may take place during reaction. The acting unit is referred to as the attacker and the opposing unit the defender. The two primary forms of combat, fire (15.0) and shock (16.0), are combined in a variety of ways depending on unit capabilities, the situation in a particular hex, and the desires of the players.

14.1 FORMS OF COMBAT

Each moving unit capable or required to initiate combat must be marked for one of the five forms of combat, described in general terms below. Each has prerequisites and a procedure described in the Combat Procedures table on the player card. If an attacking unit is eligible to conduct more than one form, the attacking player may select which is to be used; once a unit is marked during movement, the owning player may not choose a different form of combat.

- **Fire** is the simplest form of combat and may be used only by infantry and artillery. The attacking unit fires at a selected target. The target unit, if eligible fires return fire. If the firing unit is in the reaction zone of another enemy unit, and that unit is not in the front zone of an attacking unit, it may conduct reaction fire against the firing unit. There is no "Fire" marker; a unit is presumed to be firing unless marked for one of the other forms.

- **Advance by Fire**, a specialized form of fire combat that may be used only by infantry, imposes a reduction of firepower on the attacker in exchange for the opportunity to advance should the target hex be vacated.

- **Assault** may be used only by infantry and cavalry to push the defender out of its hex with a combination of fire and shock.

- **Charge** is a specialized form of assault in which the attacker forgoes fire but gains additional shock intensity.

- **Disengagement** is available to all unit types to allow a retreat from an enemy reaction zone, to include an enemy frontal hex.

14.2 ORDER OF COMBATS

The active player must resolve mandatory combats during each friendly combat phase and may resolve any other combats desired. Combats may be resolved in any order desired as long as combat against one defending hex is completed before beginning resolution of combat against another.

A) Mandatory Combat. Any attacking unit with a defender in its front hex and not prohibited from attacking by terrain must engage in combat.

B) Multiple Combats. A unit generally may be attacked by units in more than one hex in the same combat phase (but see 16.5). The attacking player must announce all units to be used against the target hex prior to resolving the first. All units attacking the same hex must use the same form of combat. Unless the units can be coordinated (see 15.2 and 16.2), each attacks alone. An attack may trigger reaction by a defending unit other than the object of the attack.

14.3 GENERAL COMBAT PROCEDURE

Each combat procedure requires the following steps to be taken in the order indicated. Not all procedures use each step.

Step 1: Initiation. Determine the participating units on each side. The attacking unit(s) must meet the prerequisites of the specific procedure being used. Mark attacking units with the appropriate combat marker during the preceding movement phase.

Step 2: Reaction. Eligible defending units may conduct specified reactions.

Step 3: Fire. Eligible attacking units fire. Eligible defending units return fire simultaneously. All effects of fire are applied immediately.

Step 4: Shock. Eligible defenders may withdraw before conducting shock. If opposing units remain in contact, resolve any shock action called for by the procedure. All effects of shock, including advance and pursuit, are applied immediately.

Step 5: Terminal. Any cavalry units still in place may withdraw (17.4E), defending cavalry first. If opposing units remain in place, mark each unit in an enemy frontal zone with an engaged marker (10.7).

15.0 FIRE

Fire is the primary form of combat in the game, representing the use of muskets and cannon to inflict casualties. A unit may fire or be fired at any number of times per phase or per game unless prevented by operation of another rule. All units fire in the same way, but artillery fire has a number of special characteristics.

15.1 FIRE ROUTINE

Conducting the following steps for each fire combat.

Step 1. Determine whether the firing unit is able to hit the intended target (15.2, 15.3).

Step 2. Calculate the firing throw (15.4).

Step 3. Roll the dice and apply the results (15.4, 17.0).

15.2 FIRING UNITS

The firing unit must be an infantry unit, cavalry vedette, or unlimbered battery with a printed combat strength greater than zero. The target must be in the unit's fire zone (15.3). The firing unit must have a clear line of sight (LOS) to the target (3.5).

A) Choice of Target. A firing unit must fire at a unit in its front hex before firing at any other. It must fire at a unit in its RZ before one outside the RZ. If more than one unit meets either criteria, the unit must fire at the closest target. If there is no target in its RZ, it may fire at any target in range.

B) Firing Through Other Units. Infantry may not fire through a unit, friendly or enemy. Artillery firing at full or extended range, not canister range, may fire through other units, friendly or enemy, subject to A above.

C) Multiple Firing Units. Only the top unit in a hex may fire. Units in more than one hex may fire at a single target in separate combats.

D) Coordinating Fire. Attacking units in several hexes may coordinate their fire against a single if they are stacked with or adjacent to a leader with authority over each. Multiple counters for the same battalion or regiment may coordinate without needing a leader.

15.3 FIRING ARCS & ZONES
The firing arc of infantry and artillery consists of their frontal and oblique zones. Firing may be done at close, full, or extended range. A unit's fire zone (FZ) consists of its frontal zone (only) at close and full range (only). The FZ at close range is congruent with the unit's reaction zone (18.0). The different parts of the firing arc affect the type of firing allowed and certain other enemy activity. See the diagram on page 20 for details.

• Hexes obscured by terrain or other units are not considered part of the firing arc/zone.

15.4 FIRING THROW
The firing player will roll at least one and no more than six dice to resolve the fire. Determine the number to be thrown by adding and subtracting dice as directed by the firing throw schedule on the player card. Apply the results as indicated in 17.0.

15.5 SPECIAL ARTILLERY FIRE EFFECTS
The following rules apply only to fire by artillery.

A) Reduced Fire. An artillery unit is marked with a Reduced Fire marker any time it moves or changes status, whether during movement or reaction. The marker remains on the unit until the end of each combat phase (friendly or enemy).

B) Targeted Cavalry. Add one to any artillery fire directed at cavalry.

C) Targets in Stacking Violation. Add one die to artillery fire against any hex currently in stacking violation.

D) Breaching Fire. Artillery may fire at intact wall hexsides at canister range. Halve the artillery combat strength and round down to get the number of dice to be thrown. Throw the dice; any one roll of "5" or "6" creates a breach. Mark the hexside with a breach marker; it is treated thereafter like a gate hexside. The breaching fire has no effect on any units. An engineer unit may remove the breach by spending an entire movement phase adjacent to the hexside.

> **Design & Player Note.** Imagine the combination of howitzers and a battery of 12-pounders at the gates of Hougoumont.

E) Blazes. Any time an artillery unit fires into a hard cover hex, any one combat die roll of "6" ("4" through "6" for howitzers) starts a blaze. Place a blaze marker on it. The hard cover hex no longer adds the hard cover modifier to a unit defending the hex. The hex still is treated as a hard cover hex for movement and observation purposes. During each subsequent administrative phase, roll a die for each blaze on the map. On a roll of "5" or "6" it is extinguished.

F) Bounding Fire. If the LOS of an artillery unit runs through a unit adjacent to the chosen target, either in front of the target unit or behind it, resolve the fire against the adjacent unit(s) as well as the target unit. If the adjacent unit is friendly to the artillery, the enemy receives a fortune of war for each level of disorder inflicted and for each step loss inflicted.

Shock nominally is man-to-man combat conducted at arm's length with sword and bayonet, though a good deal of point-blank fire also took place. The greatest impact of shock was as a threat; more often than not one side gave way before the collision. Although more likely to push a defender of his position, it was risky to the attacker. A charge is a special form of assault in which the attacking force foregoes firing to create maximum shock effect.

16.1 SHOCK ROUTINE
Conducting the following steps for each shock combat.

> **Step 1**. Determine whether the attacking unit is eligible to conduct shock against the chosen hex (16.2).

> **Step 2**. Calculate the shock throw (16.3).

> **Step 3**. Roll the dice and apply the results (16.3, 17.0).

16.2 SHOCK COMBATANTS
Only infantry and cavalry units with printed combat strengths greater than zero may conduct a shock attack. The attacking unit must be able to move into the defender's hex (assuming the defender was not present).

A) Cavalry Terrain Limitation. Cavalry may not shock attack into or across hard cover.

B) Multiple Attackers. Only the top unit in a hex takes part in the shock combat, attacker or defender. Units in more than one hex may shock attack the same defender; unless coordinated, each attacks alone.

C) Coordinating Shock Attacks. Attacking units in different hexes may attack together if stacked with or adjacent to a leader with authority over each. Multiple counters from the same battalion or regiment may coordinate without needing a leader. One attacking unit must be selected as the primary attacker; its combat strength and morale are used to calculate the throw, and it must advance if the attacker retreats.

16.3 SHOCK THROW
The attacking player will roll at least one and no more than six dice to resolve the fire. Determine the number to be thrown by adding and subtracting dice as directed by the shock throw schedule on the player card. Apply the results as indicated in 17.0.

16.4 CAVALRY WAVE COMBAT
Cavalry in close column may utilize wave combat during either attack or defense in a shock action. Use the top squadron to resolve the combat; if the opposing unit does not retreat, the attacker is affected. If forced to retreat it retreats; if not forced to retreat it moves to the bottom of the close column. In either case, make a morale check for the next squadron in the column; if it passes, resolve another combat using the new squadron. If it fails, it retreats or moves to the bottom of the column and the next squadron attempts to take up the battle. Each succeeding squadron may fight in its turn, but if any squadron (including the first) routs, the entire column routs. Wave combat continues until a squadron routs, or every squadron has attacked, or the defender has retreated.

• **Cavalry vs. Cavalry**. If both attacker and defender are cavalry in close column, each may use wave combat.

16.5 CHARGE
The idea of a charge is not merely to take the defender's position but to smash through it and exploit the opening. Infantry may charge, but it is cavalry, especially heavy cavalry, that excels at it. The charge routine is identical to the shock routine with the addition of a morale check for the charging unit prior to the defender's reaction (see the combat procedures table on the player card), and the possibility of pursuit by a successful attacker (17.8). A unit is eligible to make a charge if it meets the following requirements.

- **Shock Eligible**. It must meet be able to initiate shock action (16.2).

- **One Unit.** Only one unit or stack may charge a single defending hex per combat phase.

- **Status**. The unit may not change its status during the movement phase. Charging infantry must be in column of divisions, line, or close column. Charging cavalry must be in line or close column.

- **Charge Path**. The charging unit must follow a charge path (see diagram on page 15).

- **Reaction Shock**. If the charging unit is attacked in reaction shock (18.3) from a non-frontal hex, remove the charge marker and resolve the reaction shock immediately.

17.0 COMBAT RESULTS

All combats are resolved using the throw of one to six dice, which may result in step loss and/or disorder; sufficient disorder may force a unit to retreats or rout. In some circumstances the attacker may occupy a vacated defender's hex. In simultaneous combat, such as fire and return fire, results do not take effect until both combat throws have been calculated.

17.1 APPLYING COMBAT RESULTS
Total the result of all dice thrown to determine whether step losses are inflicted on the object of the attack (17.2). Use each die rolled as a morale check on the object of the attack (17.3). Apply losses first, then disorder. Attacking units are affected as follows.

A) Firing units are never affected by combat, but may be injured by opposing fire. An infantry unit using advance by fire must advance (17.7) if the defender retreats.

B) An attacker in shock combat has its disorder level increased by one (+1) unless the defender's hex is vacated. If the hex is vacated, the attacker must advance (17.7).

C) A charging unit has its disorder level increased by two (+2) unless the defender's hex is vacated. If the hex is vacated, the attacker must advance (17.7) and may pursue (19.1).

17.2 STEP LOSSES
Step losses are inflicted by the sum of all dice thrown in the combat. A sum of 10 or more inflicts one step loss, 20 or more inflicts 2 step losses, and 30 or more inflicts three step losses. The top unit in a stack always takes the loss(es); if the unit is eliminated by one step loss and another remains to be applied, it is applied against the next unit in the stack. Place eliminated units on the army display sheet as directed by case 21.3A.

- If the top unit is an infantry unit belonging to a multi-counter battalion, and its current step is not irreplaceable, the step loss may be taken from another counter in the same hex belonging to the same battalion.

- Flank attacks affect units from the bottom up rather than the top down.

17.3 DISORDER
Use each rolled die to make a morale check for the top unit before applying step losses. Each failed morale check increases the affected unit's disorder level by one. After applying any step losses, apply disorder results. If the top unit is eliminated, apply any disorder to the next surviving top unit. The final level of disorder has the following effects.

A) Disorder Level 1 = D1. The affected unit is marked with a D1 marker.

B) Disorder Level 2 = D2. The affected unit is marked with a D2 marker.

C) Disorder Level 3 = Retreat. The affected unit is marked with a D2 marker and must retreat (17.4). Some attackers must advance (17.7) and pursue (17.8).

D) Disorder Level 4 = Rout. The affected unit is marked with a Demoralized marker and routs (17.5). The opposing player receives a standard fortune of war (19.1). Some attackers must advance (17.7) and pursue (17.8).

E) Disorder Level 5 = Captured. The affected unit is captured (17.6). The opposing player receives two standard fortunes of war (19.1). Some attackers must advance (17.7) and pursue (17.8).

17.4 RETREAT
A unit is required to retreat if it reaches disorder level 3, or if it attacked using the disengage form of combat. Some units have the option of retreating voluntarily at various points in the combat resolution procedure. Retreat is a special form of movement; no MP are expended. At the end of the retreat, the unit may be faced in any direction desired by the owning player.

A) Retreat Length. The unit must move at least until it reaches a safe hex but never more hexes than its printed movement allowance. If the unit cannot reach a safe hex within its movement allowance, it routs instead (17.3D). If multiple safe hexes are available, the owning player may choose which is to be reached. Cavalry may always retreat its full (printed) movement allowance.

B) Safe Hex. A safe hex is any one of the following:

- A friendly-occupied hex, even if moving into the hex will cause a stacking violation or cause disorder for entering through a front hexside. The retreating unit always goes to the bottom of the stack.

- A hex not in an enemy reaction zone and either in a friendly reaction zone or adjacent to a friendly unit.

- A hex that cannot be observed by any enemy unit.

C) Retreat Path. The course followed by the retreating unit is up to the discretion of the owning player. Under no circumstances can the path enter or cross prohibited terrain or an enemy occupied hex; if no possible route exists, the retreating unit is captured (17.6).

D) Reaction During Retreat. A retreating unit triggers enemy reaction when it leaves an enemy reaction zone (18.0).

E) Withdrawal (Voluntary Retreat). A unit attacking using the disengagement procedure (14.1), or eligible to withdraw before shock (18.7), or allowed to withdraw after combat (14.3), retreats using the above procedures even if its disorder level is 2 or less.

17.5 ROUT
Rout is identical to retreat with the following exceptions.

- **The safe hex** must meet all the requirements of 17.4B, and may not be within an enemy fire zone.

- **Friendly units are disordered** if the routing unit moves into or through their hex; increase the disorder of all friendly units by one. A unit reaching disorder level 3 or more also retreats.

17.6 CAPTURE
When a unit is captured, remove it from the map, along with any units and/or leaders stacked with it. Place all captures in the POW box on the owning player's army display sheet. They are out of the game for good and may count toward victory conditions.

17.7 ADVANCE
If a defender retreats as a result of shock or charge, the primary attacking unit must advance into the vacated hex. An advance does not trigger reaction from enemy units.

17.8 PURSUIT

After a successful charging unit has advanced into the vacated defender's hex, it may engage in additional movement and combat, called pursuit. Treat the advance as the first hex of a new charge. Any movement beyond the first hex triggers enemy reaction normally.

A) Infantry Pursuit. Infantry must be at disorder level 1 or less to pursue. If another enemy unit is in the infantry charge path, it may but is not required to charge that enemy unit. Conduct the charge routine normally.

B) Cavalry Pursuit. Cavalry must be at disorder level 2 or less to pursue. If another enemy unit is in the cavalry's charge path, it must execute another charge unless the owning player recalls the cavalry. Roll one die; if the result is less than or equal to the charging cavalry's recall number, the recall is successful and the pursuit is not made. If the recall fails, the cavalry must make the charge.

18.0 REACTION

Reaction allows an inactive player to make a limited response to certain operations by the active player's units. A unit may react only into its reaction zone (RZ; see the diagram on page 14).

Note to WV Veterans. *One of the critical differences between this game and the original is that it now is possible for a moving unit to slip between two infantry battalions without triggering reaction fire. This is intentional; see the design notes for a full discussion and the player notes for tips.*

18.1 CONDUCTING REACTION

Reaction by a given unit may be triggered by an enemy unit exiting a reaction zone hex (including during retreat and pursuit, but not advance), status change, or combat. The specific triggers and reactions are described in the following cases.

- A unit may react once per triggering event, but may react any number of times per phase, per turn, or per game.

- If reaction by multiple units is triggered by a single action, conduct them one at a time in any order desired by the reacting player.

- When reaction is triggered by enemy movement (of any kind), temporarily halt the movement in the triggering hex, conduct the reaction, then continue the movement if able (but see 18.3).

- A player may decline to react with an eligible unit at any time.

- Reaction never triggers reaction.

18.2 REACTION FIRE

Reaction fire is in effect a "free shot" by an infantry or artillery unit against the top unit in the hex where the triggering action occurred. Reaction fire is subject to all fire combat restrictions and is limited to the unit's fire zone. The reacting unit receives a firing bonus. Engaged units may not fire reaction fire (10.7).

Reaction fire is triggered

- during enemy movement, retreat, or pursuit (but not advance) by an enemy unit exiting, or making any status change in, any RZ hex

- during the enemy combat phase if an enemy unit in the RZ of the reacting unit attacks a unit other than the reacting unit, which itself is not in the frontal zone of a different enemy unit.

18.3 REACTION SHOCK

- Reaction shock is the cavalry equivalent to reaction fire and must be conducted against the triggering hex. It may be conducted either as regular shock or charge, subject to the limitations and prerequisites of each (including the morale check and

minimum movement for a charge). Engaged units may not conduct reaction shock (but see 10.7).

- **Countercharge.** If the triggering unit is charging cavalry and the reacting unit also charges, resolve the combat during the combat phase (see the example on pages 14-15 and 22-23).

- **Departing Cavalry.** If the reaction is triggered by cavalry exiting the reaction zone into a hex farther away from the reacting unit, the reaction may not take place.

Reaction fire is triggered

- during enemy movement, retreat, or pursuit (but not advance) by an enemy unit exiting, or making any status change in, any RZ hex

- during the enemy combat phase if an enemy unit in the RZ of the reacting unit attacks a unit other than the reacting unit, which itself is not in the frontal zone of a different enemy unit.

18.4 RETURN FIRE

Return fire is a modified form of reaction fire conducted during an enemy combat phase by a unit that is the object of an enemy attack. Return fire may be made into the entire firing arc. If multiple units are returning fire at the same enemy unit, they may combine their fire even without a leader. Artillery return fire is limited to canister and normal range.

Return fire is triggered

- by enemy fire or shock action against the reacting unit during an enemy combat phase.

18.5 REACTIVE FACING CHANGE

A non-engaged unit may change its facing by expending 1 MP; a ponderous unit may pivot one hexside, other units may pivot any number of hexsides.

Reactive facing change is triggered

- during enemy movement, retreat, or pursuit (but not advance) by an enemy unit exiting or making any status change in, any RZ hex.

- automatically during the reaction step of any combat procedure.

18.6 REACTIVE FORMATION CHANGE

A non-engaged unit may adopt any permissible formation (see Formations & Formation Effects on the layer card). Make the required number of morale checks to leave the current formation and/or enter the new one. Each failed check increases the unit's disorder by one, with the final disorder level have the same effects as in combat results.

Reactive formation change is triggered

- during enemy movement, retreat, or pursuit (but not advance) by an enemy unit exiting or making any status change in, any RZ hex.

- automatically during the reaction step of any combat procedure.

18.7 WITHDRAWAL BEFORE SHOCK

The units listed may conduct withdrawal before shock combat. The withdrawing unit conducts a normal retreat. If the unit cannot reach a safe hex by retreating, it may not withdraw before combat. The attacking unit is treated as having cleared the hex by shock or charge and may advance and, if eligible, pursue.

- **Cavalry in line or vedette**.

- **Infantry in open order and separate artillery crews.** If the attacker is charging cavalry, the unit may retreat a maximum of one hex;

Withdrawal before shock is triggered

- during the shock phase of the assault and charge combat procedures.

FIRE ARCS & ZONES

Out of Range

Extended (2x Printed) Range
- No return or reaction fire
- -2 dice on firing throw

Full (Printed) Range
- Return fire

Close (Canister) Range
- Return & reaction fire
- +2 dice on firing throw

OBLIQUE ZONES
Same as frontal zone but
- no reaction fire
- -2 dice on firing throw

FIRE ZONES
= frontal zone at close or full range
- limits enemy marching
- limits enemy recovery

Out of Range

Extended Range
- No return or reaction fire
- Rifles only, no firing throw effect

Full Range
- Return fire

Close Range
- Return & reaction fire
- +1 die on firing throw

ACTION DURING A FRENCH COMBAT PHASE

Bounding Fire

Form of Combat: Fire (at full range)
Reaction: None.
Fire: Attacker throws 1 (+1 for unit, +1 for strength [compared to defender morale], -2 for reduced fire). Result 3 has no effect. There is no return fire. Bounding fire throw against unit in 3469, also 1 die, with a result of 5; the defender is D1.
Shock: None.
Terminal: None.

Form of Combat: Assault
Reaction: Defender changes facing, pivoting 1 hexside (limit for ponderous unit) to put the attackers in the oblique zone rather than flank.
Fire: No attacker fire. Defender returns fire, throwing 1 die minimum (+1 for unit, +1 for close range, -2 for oblique = 0). Result 3 has no effect.
Shock: Attacker throws 6 (+1 for unit, +1 for greater strength, +1 for better morale, +3 for cavalry vs. open order). Results 6, 5, 5, 3, 1, 1. Total 21 eliminates both defender steps. Attacker must advance.
Terminal: Leader casualty check has no effect.

Form of Combat: Assault
Reaction: None.
Fire: No attacker fire. Defender returns fire, throwing 4 (+1 for unit, +1 for close range, +2 for line). Results 5, 5, 3, 3 eliminate one step. Top unit passes all morale checks (due to leader), then flipped for loss.
Shock: Attacker throws 3 (+1 for unit, +2 for cavalry vs. line). Results 4, 4, 3 eliminate one step but yield no morale failure.
Terminal: No defender retreat makes attacker D1. Leader casualty check has no effect.

Form of Combat: Fire (at close range)
Reaction: None.
Fire: Attacker throws 2 (+1 for unit, +1 artillery firing on cavalry, +2 for close range, -2 for reduced fire). Results 3, 2 have no effect. There is no return fire.
Shock: None.
Terminal: Leader casualty check has no effect.

Form of Combat: Charge (with defender countercharge)
Reaction: Countercharge initiated during movement. Each side makes pre-charge morale check, both pass.
Fire: None.
Shock: Attacker throws 2 (+1 for unit, +1 for better morale with leader bonus, +2 for charging cavalry, -2 for charging defending cavalry). Results 5, 3 yield one morale check failure; defender is D1.
Terminal: Since defender did not retreat, attacker is D2. Leader casualty check has no effect.

Form of Combat: Advance by Fire
Reaction: Defender changes formation to line, making 3 morale checks (1 to leave open order, 2 to adopt line). Results 4, 3, 2 yield no effect.
Fire: Attacker throws 2 (+1 for unit, +1 for close range, +2 for strength, -1 for advance by fire, -1 for line). Results 3, 2 have no effect. Defender returns fire, throwing 4 (+1 for unit, +1 for close range, +2 for line). Results 6, 5, 4, 2 eliminate top unit. Morale checks (modified by leader) yield 1 failure (the 6); new top unit marked D1.
Shock: None.
Terminal: Units marked Engaged. Leader casualty check has no effect.

Form of Combat: Assault
Reaction: None.
Fire: The French units in 3458 and 3459 belong to the same regiment (the 2nd), so the skirmishers are treated as belonging to the 2nd battalion (2/2) for this combat. They therefore coordinate their attack, with the skirmishers designated as the primary unit. The attacker throws 2 dice (+1 for the primary unit, +1 for coordinating unit, +1 for close range, +1 for greater strength, -1 for line, -1 for soft cover [hedge]). Results 6, 2 yield level 1 disorder (D1). Defender returns fire at 3459 (front zone), throwing 3 (+1 for unit, +1 for close range, +2 for line, -1 for soft cover). Results 4, 4, 1 yield two morale failures, putting the unit at disorder level 3. It is marked D2 and retreats; it could stop in 3559 (out of enemy fire zones and in the reaction zone of the cavalry in 3759), but pulls back all the way to 3658, facing 3559.
Shock: Attacker throws 1 (+1 for unit, -1 for greater defender strength, -1 for soft cover). Result 3 has no effect.
Terminal: No defender retreat makes the attacker D1. Leader casualty check has no effect.

Stacks have been spread where necessary for clarity. Units not involved in combat have been muted.

19.0 FORTUNES OF WAR

Fortunes of war (FOW) are additional actions inserted into the normal turn sequence as a result of certain events. When an FOW is awarded, halt the normal sequence, conduct the FOW, then resume the normal sequence. The FOW markers are provided as a mnemonic aid; their use is not mandatory.

- It is possible for action during an FOW to generate another FOW.

- FOW do not trigger enemy reaction, but may generate another FOW.

19.1 STANDARD FORTUNES OF WAR

Standard FOW are generated by routs and captures during combat. Each FOW is played after the combat resolution (including retreats, advances, and pursuits) has been completed. The player awarded the FOW immediately carries out one of the operations described below and listed on the FOW table on the player card. Only one FOW may be played per hex or unit after a single combat. The FOW may be played on any hex able to observe any participant in the combat generating the FOW.

- **Free Reaction.** A friendly unit, either the victorious unit itself or another friendly unit, may conduct any one reaction.

- **Friendly Recovery.** One friendly unit may recover from disorder or demoralization regardless of its location and without a die roll.

- **Enemy Morale Check.** Make two morale checks for any one enemy combat unit. Each failure increases the unit's disorder level, but no step loss is caused.

- **Enemy Leader Casualty.** Make a casualty check for an enemy leader.

- **Rally a Lost Step** for a friendly reduced two-step unit. Irreplaceable steps (●) may be recovered.
- **Ammo Check.** Roll one die for any enemy artillery battery. On a roll of 4-6, mark the unit with a Reduced Fire marker.

19.2 SPECIAL FORTUNES OF WAR

Special FOW are generated by 9.1 (French *Old Guard*), 20.4 (leader casualty), 21.2 enemy action against an HQ), or 22.4 (trains). They are identical to the standard FOW with the following exceptions.

A) Modified Standard FOW. The special FOW can be used to instigate any standard FOW, but add two to any morale or ammo check die roll.

B. Additional FOW. The special FOW can be used to instigate any event listed below.

- **Inactivate an HQ**. Make a die roll for any enemy HQ able to observe the hex generating the FOW. On a roll of 1-3, flip the HQ to its moved side.

- **Conflicting Orders.** Make a die roll for any one enemy combat unit counter (not a stack, close column, or multi-step battalion) . On a roll of 1-3, conduct normal movement for the unit. It may be moved in any direction or combination of directions allowed for its unit type, and may make any allowable formation or facing change.

- **Enhanced Rally.** Make a die roll for any eliminated friendly unit, even a non-replaceable one, in a friendly HQ. On a roll of 1-3 the unit gains a step and is eligible to return to play.

20.0 LEADERS

Leaders represent both individual officers and unit staffs; in other words, the command infrastructure of an organization. As a rule, they enhance unit operations but are not required for them. The flip side of most leaders represents the infrastructure as commanded by a subordinate who takes over for a leader lost in combat.

20.1 HIERARCHY & AUTHORITY

The general structure of each army is described in 26.0 and is shown on the army display sheets. Each leader has a command span, indicating the organizations he is able to influence. A span of "A" means the leader can command any unit in the army.

 ← Command Span

A) Commanders are high-ranking leaders with the capability of generating command points (22.3).

B) Artillery leaders have only limited capabilities. They command only artillery within their organization, and their effect is limited to coordinating the fire of batteries (see 15.2D).

20.2 LEADER OPERATIONS

Leaders stack freely; any number may stack in a hex with or without a unit. A leader starting a move stacked with a subordinate unit may move with it using the unit's movement allowance, as modified for the leader bonus (see below). A leader moving alone has an MA of 24 and pays 1 MP for each hex entered regardless of terrain, but may not enter or cross prohibited terrain. A leader moving alone never triggers enemy reaction.

20.3 LEADER BONUSES

A leader's bonuses may be used as listed below if it begins the movement phase stacked with the unit. If multiple leaders are stacked with a unit, only the top (physically, not in terms of rank) leader in the stack may apply a bonus; the stacking order of leaders may be changed freely at the beginning of the movement phase.

A) Movement. A leader starting the movement phase stacked with a unit or stack of units within his authority may add his movement bonus to the MA of the unit or stack, regardless of the type of movement undertaken or the formation adopted by the unit. The leader must remain with the unit throughout the move.

B) Stacking. All units stacked with a leader and within his authority may be treated as a single organization. The leader must remain with the stack or close column throughout the turn of formation, but may leave it thereafter.

C) Combat Coordination. All units stacked with or adjacent to a leader and within his authority may be treated as a single unit for combat coordination (15.2D, 16.2C).

D) Combat Strength. A leader stacked with a unit engaged in a shock combat may add his combat bonus to the unit's combat strength.

E) Morale. A leader stacked with a unit may add his morale bonus to the unit's morale rating for all purposes. Regardless of the bonus, the unit still fails a morale check on a roll of "6."

F) Rallying a Demoralized Unit. A leader beginning a movement phase with a demoralized unit may attempt to rally the unit. If the unit is in an RZ, it does trigger enemy reaction prior to the rally roll. Make a morale check for the unit, applying both the demoralized effect (-3) and the leader bonus. If the check succeeds, the unit rallies to good order. Neither the unit nor the leader may move or take part in combat.

G) Amalgamating Reduced Units. A leader beginning a movement phase stacked with two one-step units (whether one-step or reduced two-step) from his command may amalgamate them (see 22.4B). Neither the units nor the leader may move. If the hex is in an enemy RZ, the amalgamation does trigger reaction prior to the amalgamation.

20.4 LEADER CASUALTIES

Any time a leader is in a hex suffering a disorder or step loss result, roll two dice. Total the die rolls and consult the following.

- **2-8**: No effect

- **9-10**: the leader is wounded; he returns to his organization's HQ. The opposing player receives one standard fortune of war (19.1).

- **11-12**: the leader is killed. The opposing player receives one special fortune of war (19.2).

A) Replacing a Leader. If the killed leader has a subordinate on the reverse side, flip the counter and place it back in the appropriate HQ. If the leader has no subordinate, or is already flipped, remove the marker from the game. A leader beginning a friendly movement phase in an HQ box may be returned to map on or adjacent to the HQ on a unit part of his command span. Placement constitutes his movement for that turn.

B) Replacing a Commander. Commanders have no subordinates and cannot be replaced. **Exception:** the Allied and Prussian armies have seconds-in-command (2-in-C). If Wellington is killed, his place is taken by Uxbridge [Cavalry]; if Blücher is killed, Bülow [Fourth Corps] takes over. In either case, replace the leader's regular counter with the (A) counter.

Design Note. *"Killed" is a term of convenience for game purposes. The leader might be badly wounded but is out of action for the rest of the day. Uxbridge, for example, was killed in game terms, though in reality he "only" lost a leg.*

21.0 HEADQUARTERS

A headquarters (HQ) represents the base of operations of a larger unit: a brigade, division, corps, or an entire army. It serves as a rallying point for eliminated subordinate units and leaders, and has an associated box on the army display sheet for the purpose. It also allows a player to amplify the effects of a command point expenditure, either to move the HQ and its subordinate units or to allow the reorganization of the subordinate units. It also may serve as an indicator of the current state of an army's morale.

21.1 HEADQUARTERS STATUS & OPERATIONS

An HQ has two modes, active and inactive (indicated by "Moved" on its reverse side). Only inactive HQ can move, only active HQ can process eliminated units and leaders (21.3).

A) Changing Status. An active HQ can be flipped to its inactive side during any friendly command phase, and automatically becomes inactive when attacked (21.2B) or affected by an FOW (19.2). When an HQ is inactivated, remove all its leaders from the map and place them in the HQ box. An inactive HQ may be activated by expenditure of a command point (22.2); leaders in the HQ box are returned to map on or adjacent to the HQ.

B) HQ Stacking. An HQ counter does not count for stacking. Its hex may be entered and exited freely by friendly units.

C) HQ Movement. An HQ can move only when a command point is expended for it to use march movement (22.2C). Subordinate units stacked with or within two hexes of the HQ may march move as well. Marching subordinate units need not end their move in the same proximity to the HQ; each moves independently.

21.2 HEADQUARTERS & COMBAT

HQ are not combat units; they have no combat strength and do not inhibit enemy movement.

A) Capturing an HQ. The instant an enemy unit moves into the HQ's hex, whether during movement, shock, charge, advance, pursuit, or retreat, the HQ is captured. All eliminated units and leaders currently in the HQ box are moved to the box of the next higher unit in the HQ hierarchy. If an army HQ is captured, it and all units in it are removed from the game. After the capturing unit finishes its movement, the enemy player receives six (6) special FOW (19.2).

B) Attacking an HQ. An HQ in a hex being attacked by enemy units is affected whether there are friendly combat units in the hex or not. Regardless of the outcome of the combat, an active HQ is flipped to inactive status, and each die in the combat throw generates a special FOW. If the HQ is alone in the hex attacked, no combat roll is needed; apply the FOW immediately. An HQ can be attacked only once per enemy combat phase.

21.3 REORGANIZATION

Reorganization is the process by which eliminated and demoralized units, and wounded or killed leaders, are returned to play.

A) Receiving Casualties. Eliminated units and leader casualties are placed in the box associated with the organization's HQ; if the HQ is inactive or not on the map, place the losses in the next higher HQ, continuing up the hierarchy to the Army HQ. If no HQ is available, the unit/leader is destroyed; place it in the army's Destroyed box.

B) Reorganizing occurs by expending one command point for an active HQ not in an enemy RZ during a friendly movement phase. Only one CP may be expended per HQ per turn, and one CP enables reorganization or only one organization. The reorganization may be applied to all the organization's units in the HQ or stacked with or adjacent to it. The reorganization constitutes movement for all involved units. Reorganized units may not engage in combat in the following combat phase. Reorganization includes all the following actions.

- **Rally**. All disordered and demoralized units automatically recover good order.

- **Leaders** may deploy to the map (20.4A).

- **Amalgamation**. Units in the organization may trade steps in any way subject to the following conditions:

   —steps must be of one type: infantry, cavalry, artillery, horse artillery, engineer, but separated artillery crews may not take part in amalgamation (see 22.2)

   —when counters from different units or different organizations are amalgamated, the counter with the lower morale rating must be the one to receive the steps. If morale is equal, the unit with the lower strength receives steps.

   —irreplaceable steps may not be regained through this process (but see 19.2 & 22.2).

   —an on-map unit giving up its last step is placed in the HQ box as though eliminated.

- **Eliminated units** starting the reorganization in the HQ box may provide steps to one another or to units on the map: an eliminated two-step unit provides two steps, a one-step unit provides one step (a two-step unit may not provide one step). Eliminated two-step units may be returned to the map at either one- or two-step strength. An eliminated unit used for this purpose is destroyed; place it in the Destroyed box on the owning player's army display sheet (it may count toward victory conditions).

**C) Lost Units.** Absent scenario instructions to the contrary, a unit or leader exiting the map is considered "lost." Place the counter in the army's Lost box. In each subsequent friendly movement phase, if an eligible HQ is active on the map, roll one die for each lost counter. On a roll of 1 or 2, a unit is moved to the HQ in Demoralized status, a leader is placed in the HQ box. On any other roll the counter remains lost.

22.0 ARMY COMMAND

The various levels of an army's command hierarchy enable it to act as a cohesive force rather than a collection of individual units. The game mechanism accounting for the hierarchy is the command point (CP), assisted by senior leaders called high commanders. Each command point or high commander may be used to carry out a single function.

22.1 COMMAND POINTS

Each army may receive command points during the administrative phase of each turn according to the instructions on the army display sheets, or to scenario instructions. Certain commanders have a rating as a reminder; the awards are made only when the commander is present on the map. When received they are recorded using the army's CP marker and track; move the marker higher when the CP are received, lower as each is used. If the number rises above five, flip the marker to its "+5" side. The ability of each army to accumulate CP is limited by its CP marker and track; any CP received above the maximum are lost.
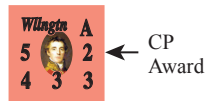
22.2 USING COMMAND POINTS

CP may be expended during the command phase or the owning player's movement phase. Each command point expended carries out one of the tasks listed below; a summary is provided on the player card. Each army's CP may be used on its units only. Only one CP may be expended on a given unit, stack, or HQ in a single movement phase.

A) Activation. An HQ or Trains may be activated during the command phase (21.1).

B) Reorganization. An HQ may reorganize during a movement phase (21.4).

C) Marching. A single unit may be activated for march movement (10.1B). The unit may be an eligible stack (13.5), or an HQ with all subordinate units stacked with or within two hexes of it, or a matched pair of hidden movement markers (23.0).

D) Replace a Lost Step. One step may be added to an eliminated unit in an HQ, or to a unit on the map eligible for march movement (it may but need not conduct march movement). Irreplaceable steps and separated artillery crews may be replaced by this method.

E) Hidden Movement. One hidden movement marker and dummy may be deployed onto the map (23.0) or revealed.

22.3 COMMANDER GENERATED COMMAND POINTS

Each unwounded commander may attempt to create one CP during a movement phase if he has not moved. Roll one die; if the result is less than or equal to the commander's rating, a CP is been created. It must be expended in or adjacent to the commander's hex on units within the commanders span. For this purpose, the commander may be treated as a temporary HQ for any and all units within his command span. Only one commander may attempt to generate a CP for a unit per turn, and once the attempt is made no CP from the CP track may be expended on the unit. The attempt constitutes movement for both the commander and any units to be affected.
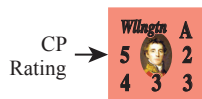
22.4 TRAINS

Each army has a trains counter representing key logistical assets (in the case of Napoleon's army, it is the treasury wagons) and are used primarily for victory conditions. Trains have the same active/inactive status as HQ. They do not count for stacking and are not combat units; they may be entered freely by units of both sides, but moving may not use road movement to move through one. They move only on roads with an MA of 6; leader movement bonuses may not be added. They may be attacked and/or captured like HQ, with the same generation of FOW (21.2).

• **Extra Steps**. In each command phase during which an army's trains is active, roll one die. Halve the result, rounding up any fraction. The result is the number of steps created. They may be added to any eliminated unit in any active HQ in the army, including irreplaceable units. Unused steps may not be saved; if not used at the time received they are lost.

23.0 HIDDEN MOVEMENT

Hidden movement allows each player to hide the location of some units from his opponent. This is a crucial capability as it enables players to create surprise.

23.1 BOXES & MARKERS

Each army has a set of hidden movement (HM) boxes on its army display sheet. Each box has one associated counter to represent units placed in the box, and one dummy counter. An HM marker may be moved onto the map only through action of the high command (22.2). It may be removed from the map voluntarily by action of the high command (22.2) or involuntarily by enemy action (23.5). The counter pairs may be used any number of times per game.

23.2 INITIATING HIDDEN MOVEMENT

To place units in hidden movement, place both the marker and its dummy, face up, on the map in a hex unobserved by an enemy unit. Remove units belonging to a single organization (as extended by the presence of a leader) out to a range of two hexes from the markers; place the units in the appropriate HM box. Remove all formation and status markers from all units in the marker (artillery is presumed to be limbered). All HQ automatically become inactive and cannot be activated while hidden. The real HM marker represents all the units.

23.3 HIDDEN MOVEMENT & STACKING

Each marker may stack freely with one another or any other units. Neither marker may be moved into a hex where it will be observed. The markers move only by expending a CP; they always use grand tactical movement. Expending the CP moves both HM markers associated with a single box, though the owning player need not move both.

23.4 VOLUNTARILY REVEALING HIDDEN UNITS

An HM force may be revealed voluntarily during a friendly movement phase by expending a CP. Remove both markers and place the units in or adjacent to the real marker's hex. Batteries may be limbered or unlimbered at the owning player's desire. HQ may be active or inactive at the owning player's desire. Revealing the marker constitutes movement for all units in it for that phase.

23.5 INVOLUNTARILY REVEALING HIDDEN UNITS

An HM force is revealed the instant either of the box's markers is observed by an enemy unit. Remove both markers and place the units in the location of the real marker. Add limbered markers to any batteries. HQ remain inactive. All units are disordered D1. If a marker is revealed due to enemy movement (even during an advance or retreat), temporarily halt that movement while the units are deployed.

24.0 DESIGNER'S NOTES

Frank Davis' original *Wellington's Victory* brought together all the disparate characteristics of Napoleonic warfare in a relatively clean system. It was flawed as both simulation and game, however, its quirks collectively made for a tedious game, ahistorical processes, and just plain weird tactics. I could get through the game, or more often its diminutive cousins *Ney vs. Wellington (S&T 74)* and *Monmouth (S&T 90)*, only by using a plenitude of fixes (as did many others). My first inclination with this release was to systematize those house rules, but each change only led to others and did not address the underlying issues. The following is a description of those issues and my rationale for the changes made.

TURN SEQUENCE

The most controversial aspect of the original game was its asymmetrical turn sequence. (For those unfamiliar with it, there were twelve interleaved phases: 1-French command, 2-French rally, 3-Allied status, 4-Allied move, 5-French shock, 6-alternating artillery fire, 7-alternating infantry fire, 8-Allied command, 9-Allied rally, 10-French status, 11-French move, 12-Allied shock.) Every WV player has an opinion about the sequence, generally negative: most house rules add another pair of fire phases to make it symmetrical.

The phasing created a number of oddities, one of which will suffice as exemplar. When French skirmishers move (11), Allied units may move away (4) before the skirmishers fire (7). This leads to a passive-aggressive attack, where the French boldly move forward hoping to get reaction fire if the Allies retreat. The Allies cannot do likewise: their skirmishers move (4), but must engage in fire combat (7) before the French can leave (11).

I had two additional complaints. One is the reciprocal fire methodology, covered below. The other is the overly-specific phases gave play a segmented feel: too much time passes from doing something once to doing it again. Movement in particular is telescoped. I adopted a straightforward alternating sequence, with the movement phase representing most of a turn's time (incorporating command, rally, status, and movement, plus combat initiation), while the combat phase represents only the brief time needed to resolve combats.

COMBAT UNITS

The original game presented the armies as infantry battalions, cavalry regiments, and artillery batteries. Only the latter are unchanged.

Most battalions are now spread across two or more counters, each of one or two steps (an abstracted combination of numbers and morale). Going to steps allowed me to dispense with loss markers (40 percent of the original counterset), easing the amount of counter-handling and calculation needed during play. It also allowed manipulation of values—the differential between factors on the front and back of a counter, or between different counters—to reflect a unit's depth. A battalion dependent on a thin veneer of trained or experienced men (militia) will fall off more rapidly in combat than one with better general quality (*Guards*). Extra counters represent (often irreplaceable) specialists like light or grenadier companies, or supernumeraries. Multiple counters allows historically accurate flexiblility in deployment, such as skirmish or garrison detachments, company pairs (a Prussian practice), or covering a wider front (i.e. extended lines).

The big change in cavalry is the breakdown of regiments into squadrons. It is a more historical presentation, and levels the huge size difference between regiments, such as the lone squadron of Brunswick *Uhlans* versus the 1,200-man *Chasseurs of the Guard*.

INFANTRY FORMATIONS

Infantry remains heavily dependent on formations for effectiveness. One of the primary dichotomies of the era was the debate between line and column, shown in the original by giving the latter better shock value at the cost of reduced firepower and much greater vulnerability to fire. In reality, there was no debate: all armies used columns as the standard formation for movement and assault, with line prescribed (except for the Russians) for most combat.

The problem in the original is the depiction of columns as a solid mass of men. The most common formation was the column of divisions, a division being a pair of companies in line side by side. The division were arranged in tandem, but with a wide gap between each. The column effectively was a set of three or more short lines that could be rearranged at a moment's notice, and which was no more vulnerable to enemy fire than a line. This flexibility and dispersion, missing entirely in the original, is embodied in the new column of divisions formation. The close column represents the massed formation of the original, generally to be avoided but useful at particuular times and places.

A second raging "debate" involved the difference between two- and three-rank lines. Most commentators, and the original game, allow the two-rank line a 50 percent superiority in firepower. Again there was no actual debate. All armies (including the British, though not the American) officially prescribed a three-rank line. Field modifications were made into two ranks, or occasinally four or six, depending on circumstances. Even when the third rank was retained, it dissipated quickly as men moved forward to replace casualties or those put out of action due to misfires. Frequently, the entire rank would be detached as skirmishers (a matter of doctrine in the Prussian army). As a practical matter, three-rank lines suffered a relatively minor reduction in actual fighting power; in game terms, it is built into the combat strengths.

Probably the second-most discussed aspect of the original game is the power of skirmishers, there represented by anonymous and uniformly high quality companies detached from qualified units. They were far too powerful, moving too quickly, cooperating too freely, and stacking too deeply to become a powerhouse in shock combat (against a disodered enemy). The game too often became a series of bushwhacks between swarms of skirmishers, while formed infantry huddled for safety.

Open order fighting in reality was conducted by organized and tightly-controlled units. Pairs or fours moved in loose association, one firing while the rest loaded to keep up a constant fire. Formed supports hovered nearby, usually under cover, feeding men into the firing line or forming a defensive position if threatened. The formation was as susceptible to flank attacks as a line or column.

Infantry in open order remains highly useful everywhere and ideal in some situations (it would become the standard infantry formation later in the ninetheenth century), but is no longer the dominant infantry formation. All infantry can adopt the formation, though only trained skirmishers ("S") can make maximum use of it, and each unit retains its combat and morale factors.

CAVALRY & ARTILLERY

The original game limited cavalry to charges by entire regiments. In reality, cavalry was capable of more nuanced tactics, including small scale shock action (which would include charges at too small a scale to appear in the game). Allowing cavalry to conduct regular shock action, combined with their deep reaction zone, makes them vastly more useful, particularly in chaotic situations.

I deleted the original's games charge declaration because its separation from the resolution just gave defenders too many options. In reality, cavalry charges worked because they *compressed* time, giving the enemy less chance to react. Now it is that reaction that will make or break a charge.

One of Wellington's laments was that "a single British squadron could beat two French, but four French squadrons could beat eight British." This differential has been built in using the combat strengths, the recall rule, and the generally greater number of French leaders.

Artillery is little changed from the original, with the exception of variegated ranges for batteries and extended range firing (one of Davis' optional rules). No real distinction is made between six- and eight-cannon batteries because their actual combat strength was comparable; a six-cannon battery would have five guns and one howitzer, an eight-gun battery six and two, respectively. The differential increases on the reduced side, though, eight-gun batteries retaining more strength.

I discarded the tracking of individual gun losses, partly to avoid the tedium, partly because one gun made little difference, and partly because gun and crew losses tended to be proportionate.

MOVEMENT & STATUS

Formed units in the original *WV* were too clumsy (and too fragile; see Unit Morale below), a not-uncommon problem in tactical games of this era. Nothing could be further from the truth. Individual units were capable of a wide array of maneuvers, even under fire, such as movement by the flank or oblique, or reversing course without having to reorient. In general terms, movement and status is less restrictive in this game. Overall speed remains comparable, units now able to cover a bit more ground if all modifiers are present.

In addition to greater agility, facing has changed to orienting on a single hexside rather than on the apex of two. I felt the limitation of "front" to a 60-degree arc was more realistic for linear formations, and goes a long way to encourage one-on-one combat. It also greatly eased the burden of calculating reactions; the two-hex front of the original, or worse the three-hex front in some games, gave far to many permutations for retrun and reaction fire.

Stacking is not changed considerably, though again allowing greater flexibility. the biggest modification is what amounts to unlimited stacking under the right conditions. Allowing it avoided complicated stacking rules, and enables the creation of unsual formations like d'Erlon's massive columns (in effect, division-sized close columns). The lack of prohibitions on mixing unit types acknowledges the fact most units were well-drilled enough to move in close proximity to one another.

COMBAT

The original game kept fire and shock strictly segregated, but I took my cue from the rule allowing a defender to fire immediately before shock was executed (amounting to reaction or return fire in this game). Expanding from there led to the various combat procedures, incorporating fire, shock, and reaction.

Another huge change is the elimination of the firing mechanism of the original, wherein players alternated firing along opposing lines. Each player was motivated to fire each unit not at the enemy who had just fired on it, but at the next enemy unit to fire to weaken its effect, an utterly ahistorical "ping-pong effect." Units now trade fire as part of a single combat.

The dice throw mechanism replaces the damnably clever Fire Combat Results Table from the original (a four-layered indexing of various factors into a single die roll). In addition to greater simplicity and granularity, it also ports well to shock combat, a big improvement over the original game's Shock Combat table, by Davis' own admission a sloppy arrangement with a completely different algorithm and multiple modifiers.

COMBAT RESULTS & UNIT MORALE

Combat results, as in the original, are a combination of losses and disorder, but the latter no longer stem solely from the former (historically, a unit was a likely to break from the threat of heavy losses as from actually suffereing them). Losses also no longer reduce morale automatically; reductions are built into the counters and vary for some units (like the *Old Guard*) to retain effectiveness despite appalling losses.

Units generally were too fragile in the original *WV*. The single level of disorder disabled a unit for both morale and formation purposes, making it vulnerable even to a handful of skirmishers. Routed units were in even worse shape, being little more than mobs racing for the map edge.

The fix was simple enough, with a continuum of disorder levels gradually reducing a unit's effectiveness. Routing (not rout*ed*) units no longer retreat off the map. I found no such instances during the battle other than the purported evacuation by the Cumberland Hussars. No doubt many individuals left the field (including the mass "Dutch-Belgian" exodus noted—slanderously—by British observers and passed on by Siborne), but this is built into a battalion's step structure.

REACTION

Reaction accounts for the simultaneous and fluid intersection of units and actions during a segmented sequence, no doubt one of the reasons Davis went with the multiple phases. As noted, I rejected that approach, but working up a replacement was a long, hard slog. After much experimentation, including the addition then deletion of separation reaction phases, I folded most reactions into the combat procedures.

The most important result was the addition of return fire, making firefights truly one-on-one contests. I also avoided any hint of "first fire," which usually gives an advantage to one side in game terms. Historically, however, opposing forces hoped to entice the enemy to fire first, throwing away fire too soon and enabling the other side to close the distance before firing (as illustrated by a possibly apocryphal story from Fontenoy in 1745, where British and French commanders each publicly invited the other to shoot first). Combat strengths were calculated to include fire discipline, giving the advantage to the stronger side.

COMMAND & LEADERS

Command emphasis, as any veteran will attest, creates results, but there's only so much to go around. This became a prime directive for me after watching a game of the original *WV* at a convention; the entire French army surged forward on turn one, creating an ahistorical blue wave engulfing the Allies. My fix is command points, which limit the number of major orders (activation, etc.) each turn. Only gradually will an army reach full flood.

Army infrastructure, its "tail," is one of the weakest aspects of the original game (indeed of many games). In this game, the relative immobility of HQ and trains precludes wild maneuvers (like shifting the entire French army left around Hougoumont), and force players to defend secure their flanks and rear.

Neither leaders nors command points are necessary to commit units into action. I detest readius-based command structures, paradoxically because they give too much control to the players: they know exactly where each unit and leader is, so can manipulate deployment to keep the army's nervous system intact. I prefer leaders as enhancers rathr than initiators; an uncommitted organization leaves its leaders behind, foregoing a crucial force multiplier and a safe haven if routed or eliminated.

ARMY MORALE

Simply put, there is no army morale rule. The original game combined fatigue (measured by brigade commitment) and losses into a single numerical measurement. Each step loss reduced morale by one, and each brigade committed cost one point per hour. When the army level reached zero, it broke.

Over and above the onerous task of keeping track of losses (anathema to me), the mechanic gives each army a bright line morale limit known to both players. Losses also had little effect; the average soldier just could not know how many were being hit elsewhere, but they could see retreats and routs. Also, the idea that some units resting in the rear can help keep committed units going is ridiculous.

I rely instead on the accumulation of individual unit failures. Organizations in action too long will weaken, opening the way for more emphatic failures in combat. The fortunes of war are an essential component of this as they cause morale failures to snowball. An army doesn't break all at once, but crumbles organization by organization.

FINALLY, THE PRUSSIANS

Every Waterloo game has the Prussians entering at the historical time, allowing the French player to ignore them for hours. The Prussians actually were on the scene in force by mid-morning, awaiting only the best time to strike. In this game, the advance guard can enter on the first turn: the French must take notice.

25.0 PLAYER NOTES

Wellington's Victory, like the battle it portrays, is all about time. The French have the most powerful army on the map, but it isn't strong enough to take on the entire Coalition host at once. The French have to hit the Allies fast and hard, doing enough damage early to make Prussian arrival moot, or grind the Allies while waiting for a chance to crush the Prussians when they enter. The Allies have to stand fast, doing enough damage to the French to make the inevitable Prussian intervention decisive.

TACTICS

It will take you some time to master the various combat arms and the many nuances of utilizing each. On the whole, Napoleonic tactics require careful, almost cautious, and systematic application of force, coordinating the three combat arms to keep the defender off balance: "combined arms" is a misnomer usually interpreted to emphasize mutual protection; it should be seen as "combined effects" for the ability of each arm to overcome defences prepared for the others.

Infantry should be used to establish a line, to stake out a claim to a particular piece of terrain. The best way to do that is to maximize firepower, which means putting the battalions in line. Line, however, is susceptible to cavalry and flank attacks, so it must be properly supported. Close columns are ideal for smashing through a fixed position, but they are easy picking for enemy artillery. Column of divisions splits the difference and adds faster reaction times. A mix of all three is the best: column of divisions to define a position, line to wear down enemy strength, and close column to break through or seize key points.

Infantry in open order—skirmishers—are useful everywhere. Even on open ground they form a trip wire on defense, while on the attack they can score hits to start the process of wearing down enemy units. Beware, though: a single cavalry squadron can ride down skirmishers by the raft load.

Cavalry is useful in small packets to back up a line, provide a sudden thrust at an isolated enemy unit, or counter-charge enemy cavalry to keep them off the infantry. It also is the best arm for watching flanks, but a few squadrons in line or vedette will suffice. The bane of cavalry is artillery, so avoid deployment where enemy guns are thick.

Grand cavalry charges, like those launched by the French in 1815, should be undertaken only when they can be made in depth, both to exploit opportunities and rescue weakened units. Artillery and infantry support are a must, the former to keep enemy cavalry at bay and break up squares, the latter to provide a stable base for the charge (squares are ideal for the purpose) and to consolidate gains.

Artillery is a force multiplier. On the attack, it can drive off enemy cavalry, pound enemy batteries into silence, and wreck enemy battalions to open the way to a successful attack. On defense, batteries keep large enemy formations at arm's length. Fire superiority will be the decisive edge,so employ your guns *en masse*. Keep a few batteries, especially horse artillery ready to move, either to shore up a sagging line or keep up with a retreating foe.

Another multiplier are the leaders. In most cases, a unit with a leader will be stronger and have better morale than one without. Leaders also enable coordinated fire and shock, creating mismatched combats that will yield mismatched casualties. You will lose leaders, so pick your spots, but don't hesitate to commit them.

Understanding the reaction rules will aid your play on both offense and defense. They are complicated, but take the time to learn them.

Think in terms of layers of reaction zones. Cavalry and artillery can project zones well out into no man's land the two-hex artillery zones are particularly useful for keeping enemy skirmishers down as the artillery gets reaction or return fire every time the skirmishers shoot. Keep your front line units in the reaction zone of a second line, to keep retreats to a minimum and enable reaction fire or shock. Cavalry once again is excellent for this purpose.

Artillery and infantry can be combined into a powerful defensive position by placing a battery just in front of a battalion. An attacking enemy would face canister fire from the artillery, but when the attacker initiates shock the battery crew can withdraw into the infantry's hex. The attacker gets the guns, but only temporarily as it is left in a friendly reaction zone.

There also are ways to weaken the effect of enemy reactions. For example, a stationary unit in an enemy reaction zone could "screen" a unit moving through its hex; the stationary unit would absorb any enemy reaction.

GRAND TACTICS

The real heart of this game is in the handling of large formations. Fight hex-by-hex and turn-by-turn with battalions, squadrons, and batteries, but think in terms of whole organizations, hour-long stretches of time, and sectors of the battlefield.

Whether attacking or defending, identify a general area you want to contest. Deploy in depth, with light forces to make the first contact, a main line with strong supports, and a reserve.

The nature of combat in the game is such that an intact organization cannot be broken in one turn. On the other hand, once weakened it becomes easy prey. There are two keys to making this happen, while avoiding it for you own units.

First is to keep in mind that any organization will have a time limit in action. Depending on the heat of the action, an organization probably won't stay effective much more than an hour; if the enemy shows no signs of weakening, you better have another unit standing by to rotate into the line.

Second is to aim for isolation of the chosen sector, which will require commitment of superior force: as in unit tactics, mismatched strength means mismatched opportunity. It isn't necessary to surround a position, though that certainly would be helpful. Use cavalry and artillery on the flanks to keep enemy reinforcements occupied, all the while pounding away at the units holding the desired ground. The longer they have to fight unaided, the worse it will be when they break.

Finally, be creative. Wellington's so-called "Spanish Tactics" were built around hiding his main infantry line behind the contours of the ground. His superior skirmish line, heavily peopled with riflemen, ensured the advancing French skirmishers could not penetrate the line to see the defenders. The advancing French columns did penetrate the skirmish line, but as soon as they did they were struck by the hidden British lines. In effect, Wellington became the attacker, not the defender.

26.0 THE ARMIES

This section describes the general structure of each army and explains the use of the headquarters boxes on the army display sheets.

26.1 ARMY DISPLAY CHARTS
Each organization in the game has a box on one of the army display sheets to hold units and leaders eliminated during play. Each box is identified by organization. Boxes for Allied divisions, French cavalry, and the Young Guard, the boxes are subdivided by brigade. The organizations next higher command is indicated in parentheses below the box ID.

- **Orders of Battle**. Each box contains a listing of the leaders and units belonging to that organization; a parenthesized number following a unit identification indicates the number of counters in that unit. For a detailed order of battle, see http://decisiongames.com/wpsite/e-rules/.

26.2 ALLIED ARMY STRUCTURE
Infantry battalions (except the Nassauers) are organized into brigades, the brigade organization consisting of two numbers separated by a slash: the number to the left is the brigade, that to the right is the division. Nassauer battalions belong to a regiment, which in turn is assigned to a brigade as above; each regiment has its own leader. Most brigades have two leaders (Netherlander and Brunswickers have only one), the commander and the brigade major, bearing the same organization as the brigade's units. All infantry brigades belong to a division, along with a leader (bearing only the divisional organization) and a pair of batteries. Divisions are assigned to one of three corps: First, Second, and Reserve.

Cavalry squadrons belong to regiments, one or more of which forms a brigade. Most brigades have two leaders, the commander and the brigade major. All British, Hanoverian, and KGL cavalry is assigned to a one division, all Netherlander cavalry to another, and the Brunswick brigade to the Brunswick contingent in the Reserve corps.

Artillery batteries are independent. Most are assigned to divisions, with two assigned directly to the Reserve corps.

High Command. Wellington has authority over all units; if he is killed, Uxbridge (A) takes his place. Until that happens, Uxbridge (CC) has authority over all cavalry, not just his division. Orange has authority over all units in First Corps, Hill over all units in Second.

26.3 FRENCH ARMY STRUCTURE
Line Infantry battalions are organized into regiments which are grouped into divisions. Each division has three leaders with authority over all units in it, plus one artillery battery. Divisions are assigned to one of three corps: First, Second, and Sixth.

Guard Infantry is divided into two groups, both assigned to the Guard (treated as a corps). The Old Guard [OG] is treated as a single large division with four leaders controlling eight regiments and four batteries. The Young Guard is divided into two brigades, each with two regiments and one leader. The division has two additional leaders and a pair of batteries.

Cavalry squadrons belong to regiments which are assigned to brigades along with a single leader (two in Guard brigades). A pair of brigades, another leader, and a horse battery (two for the Guards) constitutes a division. Divisions may be assigned to the Guard, an infantry corps, a cavalry corps, or to direct army control.

Artillery batteries are assigned either to a division or to a corps reserve. Each reserve has one or more leaders with authority over all batteries in the corps. Guard artillery leaders have authority over all batteries in the army.

High Command. Napoleon, Soult, and Ney have authority over all units. All units of each corps come under the authority of the corps commander: Drouot (non-artillery) of the Guard, D'Er of First, Rei of Second, Lob of Sixth, Kell of Third Cavalry (11c and 12c) and Mil of Fourth Cavalry (13c and 14c).

26.4 PRUSSIAN ARMY STRUCTURE
Infantry battalions belong to regiments, which are grouped into brigades. Each brigade has four leaders: the brigade commander and three regimental commanders, but all have authority over all units in the brigade. Brigades are assigned to one of three corps: First, Second, and Fourth.

Cavalry squadrons belong to regiments, which are assigned to a division in each corps. Each division has two or more leaders.

Artillery batteries are assigned to the reserve of each corps. Each corps also nominally has an artillery leader with authority over the corps' batteries, but only Fourth Corps leader reached the battlefield.

High Command. Blucher and Gneisn have authority over all units; if Blucher is killed, Bulow takes his place. All units of each corps come under the authority of the corps commander: Zieten of First, Pirch of Second, and Bulow of Fourth.

27.0 WATERLOO

This is the battle as it occurred historically.

GAME STATUS
Start Scenario: 1100
End Scenario: 2145
MLOS: 24

Special Rules in Effect.

- **Blocked Entry Hexes**. If a Prussian entry hex is blocked by the presence of a French unit, the entering Prussian units may initiate shock (not charge) into the map edge hex. If successful the attacking units advance onto the map. If unsuccessful they remain in the entry box on the Prussian approach card.

- **Prussian Retreat**. If the Prussian Army HQ is eliminated or forced from the map, no further Prussian units may enter the map and no Prussian reorganization may take place (even with commander-generated CP).

SET UP
Use the Historical Set Up on page 32. No Allied or French hidden movement markers may be deployed during set up. All Prussian units may be set up or arrive in hidden movement markers (no command point expenditure needed).

Player Note. Many Allied brigades set up too far away from their HQ to enable leaders to be deployed after activation. Units and/or HQ must move to close the distance, or an Allied commander must act as HQ per 22.3.

VICTORY CONDITIONS

War-Changing Victory. The player achieving the objectives below wins a victory on a scale to alter the course of the war.

- **Coalition**. Napoleon is killed or captured or no active French headquarters remain on the map (the historical result).

- **French**. Avoid a Coalition war-changing victory and the Allied Army HQ is off the map (for any reason).

Campaign-Changing Victory. If neither player wins a war-changing victory, the player achieving the objectives below wins a victory that transforms the campaign.

- **Coalition**. A Coalition unit occupies or was the past to pass through hex 6433, and the hex is not in a French reaction or fire zone (assuming an MLOS of 24).

- **French**. Both the French Army HQ and the French Trains are on the Charleroi-Brussels Road (0153-6433), with a line of road hexes to hex 6433 free of Coalition reaction or fire zones (assuming an MLOS of 24).

Battlefield Victory. If neither player wins a war-changing or campaign-changing victory, the battle goes to the player who inflicted greater damage on the enemy forces. Each player scores one point for each enemy combat counter in the Destroyed box (combine the Allied and Prussian totals for French points) and two for each enemy leader or combat counter in the POW box. The player with the greater total wins, but if the difference is less than 20, consider it a draw.

28.0 EARLY START

Napoleon had planned to start the battle at 0900 but delayed the attack to await the rest of his army and let the ground dry out from the previous day's rain. This scenario assumes he stuck to his original timetable.

GAME STATUS
Start Scenario: 0800
End Scenario: 2145
MLOS: 18
Bog Condition: see special rule

Special Rules in Effect.

- **Blocked Entry Hexes & Prussian Retreat** (see 27.0).

- **Boggy Ground**. All hexes at elevations 1 through 4 (at or below the bog line) are considered bog hexes and affect operations as detailed below until they dry out. The Bog markers are provided as a mnemonic device. During set up, place them "2" side up around the map and/or on the time tracks as needed to indicate the current bog condition.

Drying the Ground: At the beginning of the first command phase of the game, roll two dice. The result is the number of turns needed for the bog condition to drop to "1." On that turn, flip all bog markers to their "1" sides, and roll again to determine the number of turns before the bogs dry out completely. On that turn remove the bog markers.

Example. In the 0800 command phase, two die are rolled with a result of 7, indicating the next roll will be made at 1000 (place bog markers in the 1000 and xx00 boxes on the time track as a reminder). In the 1000 command phase, the die roll is a 5, indicating the bogs are dried out as of the 1115 command phase.

Bog 2 Effects: Clear hexes are treated as marsh hexes. Printed marsh hexes remain marsh hexes, but hexsides covered entirely by marsh are treated as pond hexsides. Units may not receive the march bonus (10.1B) if a bog is entered but do receive the road bonus (10.1C). Subtract 2 dice (-2) from all artillery fire at greater than canister range. Bounding fire (15.5F) does not occur. Subtract 2 dice (-2) from all shock attacks involving cavalry, even against enemy cavalry. No unit may charge into or out of a bog hex.

Bog 1 Effects: As above, but marsh hexsides are no longer treated as ponds, and subtract one (-1) die from non-canister artillery fire and cavalry shock attack throws.

SET UP
Use the Historical Set Up on page 32 except as modified below. Hidden movement markers may be deployed during set up and/or arrival (no command point expenditure needed).

Allies:
- [10/6] enters the map at hex 0153 at . . . . . .1045.
- Both engineer detachments (Det [R]) are deployed 2/0849.
- No improved positions are deployed.

French: The units on the map set up on any hex in the range noted. Reinforcements arrive at hex 6433 on the turns indicated.

- [1c] 1/4334-4362
- [1R], [1], [2], [3] 1/4633-4662
- [GL], [GH], [3c], [5c],
    [13c], [14c] .1/5336-5356
- [2c] . . . . arr 0800
- [5] . . . . arr 0815
- Cdr-REI, [2R], [9] . . . . arr 0830

- [6] . . . . arr 0845
- Cdr-KELL, [11c] . . . . arr 0900
- [12c] . . . . arr 0915
- Cdr-LOB, [19] . . . . arr 0930
- [6R], [20] . . . . arr 0945
- [4] . . . . arr 1000
- [GR], [YG] . . . . arr 1015
- [OG] . . . . arr 1030
- Trains . . . . arr 1045

Prussians: Units set up on the Prussian Approach card or arrive at Froidmont on the turns indicated.

- Cdr-BLÜCHER, Cdr-GNEISN,
    HQ-Army, [16] . . . . arr 0830
- [4R less detachments] . . . . arr 1000
- [13], 2 Sil Lw (1), 21 Bty . . . . arr 0915
- [15 less II/18, III/3 Sil],
    3 Sil Lw (1), 14 Bty CSL-6
- [16], 3 SIL Lw (1), 2 Bty . . . . arr 0830
- [4c less detachments] . . . . arr 1045

VICTORY CONDITIONS
Same as 27.0.

29.0 FREE SET UP

This variation on the standard scenario allows players some freedom in deploying their units.

29.1 GAME STATUS
Same as 27.0.

29.2 SET UP
The Historical Set Up is modified as follows below. Hidden movement markers may be deployed during set up and/or arrival (no command point expenditure needed).

Allies: The Allies must set up first. [10/6] and the TRAINS set up as on the Historical Set Up. All other units may be set up on or north of the line formed by tracing a straight line through the following hexes in the order listed (use any markers as a temporary indicator while setting up).

- **Allied Set Up Line**: 0109-1918-1940-2543-2547-3652-3655-3357-3360-3061-3087

French: After the Allies are set up, the French set up as listed below. In no case can any French unit be farther north than 5 hexes south of the Allied set up line, or farther east than the xx20 hex in each hex column. "CR" means any hex on the Charleroi Road (0153-6433).

- [GL], [GH], [1R], [1], [2], [3], [1c],
    [2c], [3c], [5c], [13c], [14c] . . . . anywhere
- [2R], [5], [6], [9], [11c], [12c] . . . . east of xx60
- [4], [6R], [19], [20] 4/CR
- [GR], [YG], [OG] 7/5737

29.3 VICTORY CONDITIONS
Same as 27.0.

30.0 NEY'S BATTLE

This variation on the early start scenario assumes Napoleon recalculated his campaign after it became clear the Prussians would arrive on the battlefield. He returns south with his reserve to rejoin Grouchy, leaving Ney with a wing to mystify the Coalition generals.

GAME STATUS
Same as 28.0 except

End Scenario: 1530
Special Rules in Effect.

- **Blocked Entry Hexes, Prussian Retreat,** and **Boggy Ground** (see 27.0 & 28.0).

- **Scenario Selection**. Start play as though playing the Early Start scenario (28.0). The French player secretly selects this scenario before play starts (write it on a piece of paper to be kept hidden in a mutually agreeable location).

- **The Emperor Departs**. The following occur the moment any of the hidden movement markers required by the set up (see below) are revealed, or at the beginning of the 1200 command phase, whichever occurs first.

   Remove from the map Cdr-Napoleon, Cdr-Soult, L-Drouot, HQ-Army, Trains, and all hidden movement markers listed in the set up.

   French units, leaders, and HQ may begin exiting the map from hex 6433 (see victory conditions).

SET UP
Same as 28.0 except as follows.

French: The following units must be deployed or arrive in hidden movement markers: [Gr], [OG], [YG].

29.3 VICTORY CONDITIONS

A Great Victory. The player achieving the objectives below wins a victory sufficient to have an impact on the rest of the campaign.

- **Coalition**. A Coalition unit occupies or was the past to pass through hex 6433 (French reaction or fire zones notwithstanding), or if any of the leaders named in the Emperor Departs is engaged or targeted in combat.

- **French**. Avoid the Coalition victory and earn at least 25 points for exited organizations based on the schedule below. An organization is exited if its HQ, all leaders, and all combat units have moved off the map from hex 6433.

French Exit Schedule

[GL]	4	[5c]	2
[GH]	4	[11c]	3
[6r]	2	[12c]	3
[19]	4	[13c]	3
[20]	3	[14c]	3
[3c]	2		

Subtract 1 from the points for any organization (or part thereof) exited after the 1245 turn. Subtract 1 from the points for any organization that has a leader killed or captured, or a combat unit captured before exiting.

Battlefield Victory. If neither player achieves a great victory, the battle goes to the side with the greatest number of points as determined by the battlefield victory rule in 28.0.

31.0 PAPELOTTE

This scenario covers the initial French assault on the far right of the line, and is fought exclusively with infantry.

GAME STATUS
Start Scenario: 1230
End Scenario: 1315
MLOS: 24

Special Rules in Effect.
- Do not use rules 21.0 through 23.0.

SET UP
Map: The following hexes are out of play. Place Out of Play (OOP) markers as needed to mark the battle area. Treat units entering the OOP hexes as leaving the map.

- **Out of Play**: xx24 and east, xx32 and west, 13xx and north, 21xx and south

Allies: Use only the following units from [2/2N]: L-2-Satt, II/2 (any 2), III/2 (3). Place one unit of II/2 each in 1626 (La Haye) and 1728 (Papelotte). Place the remainder in 1425.

French: use only the following units from [4]: L-Brue, 85 (3), 95 (4). Place on 2028.

31.3 VICTORY CONDITIONS
The French player wins if French units occupy or were the last to pass through 1626 and 1728. Any other result is a Coalition victory.

32.0 TRAVERS' CHARGE

This scenario covers an incident outside La Haye Sainte and provides an introduction to cavalry vs. infantry and cavalry vs. cavalry action.

GAME STATUS
Start Scenario: 1400
End Scenario: 1430
MLOS: 24

Special Rules in Effect.
- Do not use rules 21.0 through 23.0.

SET UP
Map: The following hexes mark the corners of a quadrilateral battle area. Place Out of Play (OOP) markers as needed to mark it. Units entering the fight start in OOP hexes; otherwise, treat units entering an OOP hex as leaving the map.

- **Out of Play**: 2047-2051-2748-2742

Allies: From [1H/3] and [1c]
- Lun (2) in line formation on 2246.
- L-Somerset, 1 LG (2), 2 LG (2), RHG (2), enter 1415 on any or all of 2047-2049; may be in close column.
- From [1c]: L-Maj, DrGd (4), enter 1430 on any or all of 2047-2049; may be in close column.

French: all from [13c]
- L-Trvrs, [1/13c] (4) on 2745; may be in close column.
- L-Stal, L-Dbois, [2/13c] (7) enter 1430 on any or all of 2744-2746; may be in close column.

31.3 VICTORY CONDITIONS
The French player wins the Allied infantry is off the battle area. The Allied player wins if the French have no unit s left in good order (not disordered or demoralized). If neither win or both win, it is a draw.

33.0 LOSTHIN'S ATTACK

This final learning scenario, employing all combat arms, covers the initial Prussian advance, intended to pin Napoleon's flank guard.

GAME STATUS
Start Scenario: 1630
End Scenario: 1745
MLOS: 24

Special Rules in Effect:
• Do not use rules 21.0 through 23.0.

SET UP
Map: The following hexes are out of play. Place Out of Play (OOP) markers as needed to mark the battle area. Treat units entering the OOP hexes as leaving the map.

• **Out of Play**: xx09 and east, xx25 and west, 18xx and north, 31xx and south

Prussians: [15], all leaders active, plus from [4c] 6 Hu (3), 2 Neu (3), 3 Sil Lw, plus from [4R] 3P, 11, 14, all set up 2/2011.

French: Cdr-Lob, from [6R] GAUX, [19], [20], [3c], [5c], all set up 2/2719.

31.3 VICTORY CONDITIONS
The French player wins if French units occupy or were the last to move through hexes 2617, 2718, and 2818, and at least 45 steps of combat units move out of the battle area to the west or south. Any other result is a Prussian victory.

In-Hex Terrain

| Clear | Orchards (treat as woods) | Woods | Buildings | Marsh |

Hexside Terrain

| Hedge | Gate/Wall | Slope | Depression | Stream | Crossing | Pond |

Gate Wall
Wall Gate
Gate Gate

Downslope
Upslope

Down
Up

Stream

Crossing

Other Terrain

| Road | Bog Line | Elevation Change |

Lower
Upper
Contour Line

| Elev. 1 | Elev. 2 | Elev. 3 | Elev. 4 | Elev. 5 | Elev. 6 | Elev. 7 |
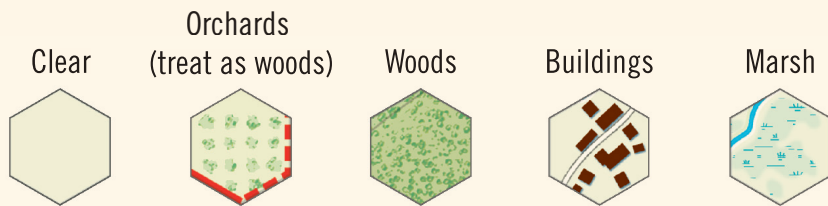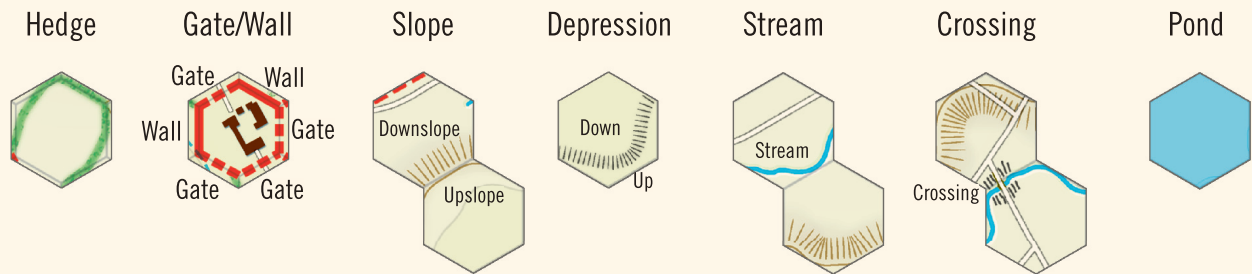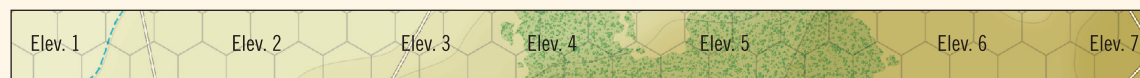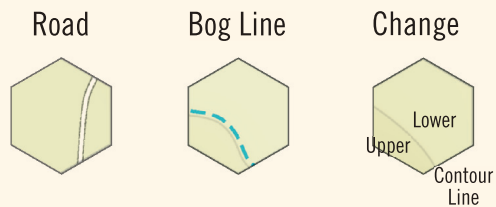
Elevations

ALLIES	FRENCH	PRUSSIANS

ALLIES

CP (on track) 0
HQ-Army (active) 0849
Cdr-Wellington 0849
Trains 1/0849

First Corps [First, 1, 3, 2N, 3N]
Cdr-Orange, HQ-First. 2/0849

HQ-1 . . . . .2/2756
[1/1*], Kuhl Bty. 2/2654
    L-Saltoun, 2/1G "S,"
        3/1G "S" 1/3254
[2/1*], Sandham Bty, ...2/3056
    L-Macdon, 2/2G "S," IP . . . 3456
    2/3G "S" 1/3355

HQ-3 . . . . .1/2050
[5/3], Lloyd Bty 2/2452
[2K/3*] 2/1946
    2 Lt (2), IP. 1/2344
[1H/3*] Cleeves Bty 3/2049
    Jag (2) 2/3554

HQ-2N 4/1639
[1/2N], Byly Bty. 2/1639
[2/2N*], all L, Stiev Bty. 7/1224
    I/2 (3) 2/3554

[3N] 6/2272

Second Corps [Second, 2, 4]
Cdr-Hill 0849
HQ-Second. 2/2258

[2*] 2/2258
    3/95 . . . . .2/3159

[4/4*] 1/2961
    1/23F (any 1),
    51L (any 1), IP 2/3159
Rettberg Bty. 2/1233

Reserve [Reserve, 5, 6, B, R]
HQ-Reserve 1/0849

HQ-5 . . . . .2/1340
[8/5*], Rodgers Bty 2/1643
    1/95 (any 1) 2043
[9/5] 2/1337
[5H/5] 2/0932
Braun Bty 2/0849

[10/6] 1/0352
[4H/6] 2/1233
[N/6] 1/1954
Sinclair Bty 2/0849

[B] 2/1456

Beane Bty. 2/0849
Ross Bty 2/1946

Det (Engineer). 2/0849
Det (Engineer). 3456

Cavalry [C]
Cdr-Uxbridge, HQ-C 2/0849

[1c], Ramsay Bty. 2/1649
[2c], Whnyts Bty 2/1344
[3c], Mercer Bty. 1/2556
[4c] 1/0938
[5c*], Bull Bty 1/2660
    15 Hu (any 1) 2/3159
[6c*], Gardiner Bty. 2/0635
    10 Hu (any 1) 7/1224
[7c], Wbbr-Smth Bty 1/1452
[Hc] 1/1857

Netherlands Cavalry [NC]
[Nc] 2/1249

General Notes

Set up units in the specified hex. A hex number preceded by a slash (such as 2/1233) indicates a range of hexes, in this case up to two hexes away from 1233. A number in parentheses after a unit (#)indicates the number of counters.

- Units may be in any permissible formation and any facing unless noted otherwise.
- Units may not be in stacking violation.
- HQ are inactive unless specified otherwise.
- Leaders are in HQ boxes unless named in the set up.

General Abbreviations

Bty = Battery
Cdr = Commander
[ID] = HQ, all leaders, and all combat units in the organization.

[ID*] = units listed below the organization are detached and set up as indicated.
IP = improved position marker
L = leader
"S" = a skirmish-rated unit

FRENCH

CP (on track) 0
HQ-Army (active),
    Cdr-Napoleon,
    Cdr-Soult, Cdr-Ney 5737
Trains 5936

Imperial Guard
    [Gr, OG, YG, GH, GL]
L-Drouot 5737
[Gr] 2/5339
[OG*] 3/5440
    1/1 Ch (3) 1/5936
[YG] 2/5141
[GL] 1/3830
[GH] 1/5250

First Corps [1r, 1, 2, 3, 4, 1c]
Cdr-D'Erlon. 5737
[1r] 1/3138
[1] 2/3240
[2*] 2/2935
    3/13L, any 1 5-4-5 "S". . .4/2526
[3] 2/2532
[4] (artillery limbered). 2/3435
[1c] (see note below) 4/2526

Second Corps [2r, 5, 6, 9, 2c]
Cdr-Reille. 5737
[2r] 1/4253
[5] 2/3745
[6] 2/4258
[9] 2/4149
[2c] 4/3864

Sixth Corps [6r, 19, 20]
Cdr-Lobau 5737
[6r] 4442
[19] 1/4242
[20] 1/4642

Cavalry Reserve
    [3c, 5c, 11c, 12c, 13c, 14c]
[3c] 1/3939
[5c] 1/4238
Cdr-Kell 5737
[11c] 1/4748
[12c] 1/4854
Cdr-Mil 5737
[13c] 1/3633
[14c] 1/3429

Sources do not indicate which battalion of 13L was detached to the far right; the choice of 3/13L is arbitrary. Cavalry patrols were undoubtedly sent eastward (off the map), but probably not Marbot's entire 7 Hu as he later claimed.

PRUSSIANS

CP (on track) 0
Cdr-Blücher, Cdr-Gneisn,
    HQ-Army. . . . . CSL
Trains . . . . F

First Corps [1r, 1, 1c]
Cdr-Zieten . . . . .arr 1300
[1*] . . . . .arr 1345
    F/12 (3), F/24 (2)
        Sil Jg (2) . . . . .arr 1300
[1c*] . . . . .arr 1345
    4 Hu (3), 5 Dr (3). . . . . .arr 1300
[1r*] 1300
    2H Bty. . . . . .arr 1345

Second Corps [2r, 5, 6, 2c]
Cdr-Pirch . . . . .arr 1430
[5] . . . . .arr 1430
[6] . . . . .arr 1515
[2c*] 1515
    5 Kur (any 1). . . . . .arr 1430
[2r*] 1515
    10 Bty . . . . .arr 1430

Fourth Corps
    [4r, 13, 14, 15, 16, 4c]
Cdr-Bülow . . . . CSL
[13] CSL-6
[14] . . . . .arr 1130
[15*] . . . . CSL
    II/18 (3) . . . . BdP
    III/3 Sil (2) . . . . BdP
[16] CSL-9
[4c*] . . . . F
    6 Hu (3), 2 Neu (3). . . . . BdP
    2 Sil Lw (1) CSL-6
    2 Sil Lw (2). . . . . .arr 1130
    3 Sil Lw (1) . . . . CSL
    3 Sil Lw (1) CSL-9
[4r*] CSL-3
    2 Bty. CSL-9
    13 Bty. . . . . .arr 1130
    14 Bty. . . . . CSL
    21 Bty. CSL-6
    1H Bty, 12H Bty. . . . . F

Prussian Abbreviations

BdP = "Bois de Paris" entry box
CSL = Chapelle St. Lambert
F = Froidmont
arr = arrival time at Froidmont