1815 WATERLOO 200

2nd Edition

HISTORICAL BACKGROUND

"The sun rises on the morning of Sunday, 18th June, 1815. Napoleon Bonaparte breakfasts with his generals at Rossome on the Brussels' road. The conversation returns to the weather; It has poured rain throughout the night and Drouot, the commander of the Emperor's artillery is worried about the effect on his guns. Napoleon acquiesces to a delay in starting the attack. This is the first of many fateful decisions to be made on that day…"

Since he crowned himself Emperor of the French in 1804, Napoleon Bonaparte's shadow (or radiance, depending on which side of the fence you sit) spread over Europe. In the ten years following his coronation, he found himself at war with nearly all the major powers at one time or another: Britain, Spain, Austria, Prussia and Russia were to pit their might against him.

Six Coalitions waged war on him with the support of Britain's gold. Britain, although having only a small army (but a mighty navy), turned out to be his most implacable foe and financed each of the Coalitions against him. As Metternich sarcastically remarked, "Britain is prepared to fight to the last Austrian." It was not until 1813, after the debacle of the previous year in Russia, that Napoleon's enemies finally had his measure. He was defeated at Leipzig in the three-day Battle of the Nations and forced back into France with many of his old allies changing sides.

In 1814 Napoleon was required to abdicate and was exiled to the island of Elba in the Mediterranean, being replaced with King Louis XVIII of France.

This small island could not contain him and he escaped from there landing on the south coast of France on 1st March, 1815. He arrived in Paris on 20th to a triumphant reception and was once more proclaimed Emperor of the French. Louis XVIII had escaped the day before. What followed is now known as the "Hundred Days". The Emperor quickly reassembled an army as France was about to be invaded by the combined forces of the newly-formed Seventh Coalition. His strategy was to strike north into Belgium where a Prussian army under Blücher and a polyglot army consisting of British, Dutch, Belgians, Hanoverians, Brunswickers, Saxons and Nassauers under Wellington were bivouacked. Using the manoeuvre of the Central Position, Bonaparte would attempt to come between them and defeat each one in detail.

The campaign got off to a good start and he managed to interpose his forces betwixt the British and the Prussians by crossing the border at Charleroi on 15th June, 1815. On the 16th, Napoleon defeated Blücher at Ligny and Ney, the Commander of his left wing, attacked Wellington at Quatre Bras. Wellington fell back to a ridge astride the farm of Mont St Jean just south of the village Waterloo and, importantly, Blücher fell back to Wavre from where he could reinforce the Allied position. The stage was thus set on the 18th June for the climactic battle of the Napoleonic Wars at which the Emperor was finally defeated.

"…later, at 11.30, the Emperor looks at the lines of Allied troops facing him. He says to his entourage: "We have ninety chances in our favour and ten against." Napoleon then orders the signal guns to fire three shots. With this command, the struggle that would decide France and Europe's fate begins."

THE ARMIES

The French

Armée du Nord (Napoleon) - 54 units

- 1st Corps - 12 units (D'Erlon) - Orange
- 2nd Corps - 10 units (Reille) - Green
- 6th Corps - 8 units (Lobeau) - Yellow
- 3rd Cav Corps - 6 units (Kellerman) - Pink
- 4th Cav Corps - 6 units (Milhaud) - Brown
- Imperial Guard - 11 units (Drout) - Blue

The Allies

British-Dutch Army (Wellington) - 42 units

- 1st Corps - 11 units (Prince of Orange) - Orange
- 2nd Corps - 6 units (Hill) - Green
- R Corps - 11 units (Picton) - Light Blue
- Cav Corps - 13 units (Uxbridge) - Red

Prussians (Blücher) - 20 units

- 1st Corps - 4 units (Ziethen) - Blue
- 2nd Corps - 6 units (Pirch) - Green
- 4th Corps - 9 units (Bülow) – Red

UNIT NAME ABBREVIATIONS

G = Guard
GG = Grenadiers Guard
CG = Chasseurs Guard
GMG = Grenadiers Middle Guard
CMG = Chasseurs Middle Guard
GJG = Grenadiers Jeune Guard
CJG = Chasseurs Jeune Guard
L = Light
H = Heavy *or* Hanoverian
Nsu = Nassau
D = Dutch-Belgian
KGL = King's German Legion

ABBREVIATIONS

(X.Y) = See rule chapter X.Y
CU = Combat Units
AV = Artillery Value
DF = Defensive Fire
FR = Final Result
|FR| = Final Result Absolute Value
IL = Incurred Losses
LOC = Line of Communication
MP = Movement Point(s)
OF = Offensive Fire
OR = Optional Rules
SA = Strategic Action
SL = Strategic Leader
SU = Support Units
SV = Strategic Value
TA = Tactical Action
TL = Tactical Leader
TV = Tactical Value
VP = Victory Point(s)

CREDITS

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INTRODUCTION

WATERLOO 200 *is a light wargame covering the last battle fought - and lost - by Napoleon on 18th June 1815, just before his second and ultimate abdication.*

Units represent all the historical Infantry and Cavalry Brigades, Artillery and Major Leaders involved in the battle, from morning to evening in that 10-hour long carnage.

Although based on a historical event, the players in command of the two sides can modify the course of History in early 19th Century Europe.

The game is recommended for two or three players, but has excellent solitaire suitability.

GAME COMPONENTS

The following components are included for playing the game:

- 1x Mapboard 86 x 62 cm
- 1x 12 Page Rules Manual
- 121x PVC Stickers
- 116x Wooden Unit Blocks
- 30x Wooden Area Control Cubes
- 2x Rules Summary and Player Aids
- 1x Blue Wooden Initiative Disc
- 1x Yellow Wooden Turn Track Marker

*A **Mounted Map** (which includes the **Historical Guide** and **Designer's Notes**) is available on request.*

STICKERING

Apply two stickers to each of the three *Strategic Leaders* and to the wooden *blue Initiative Disc* and one sticker each to the remaining 113 wooden Blocks:

French units: 55 stickers are applied to 54 blue blocks.

British units: 43 stickers are applied to 42 red blocks.

Prussian units: 21 stickers are applied to 20 black blocks.

Two circular stickers to the **Initiative Disc**.

SCALE

In **WATERLOO 200**, 1 cm is approximately 70 meters (1:7.000), a turn is 2 historical hours long, and a full-strength counter represents a major military formation, normally of brigade size, along with artillery batteries and leaders.

A game lasts for 5 turns, from 11.00 AM to 9.00 PM historical time, and is played in 1-2 hours.

FOG of WAR

Place the board in the centre of the table. The Allied Player sits at the Northern edge and the French Player sits opposite him at the Southern edge. The game is played with "Fog of War" on, so units are placed upright with the sticker facing the owning

player. During the game - at a certain points - some units may be revealed.

A French Tactical Leader Activated (revealed) in the background.

TWO SIDES - THREE FACTIONS

There are 2 *Sides* in the game:

- the **French** (*Light Blue Stickers* and *Blue Blocks*)

and

- the **Allies** (*Light Red Stickers* and *Red Blocks* for the British *Faction*; *Yellow Stickers* and *Black Blocks* for the Prussian *Faction*).

The two Allied *Factions* may be played by the same player (in the two-player game) or by two different players (in the three-player game). However they must choose to play the same kind of *Action* during the same *Impulse* (2.0 and example in 6.2.1).

The British and the Prussians are allies, thus they are considered friendly to each other in the game. However:

1. only Prussian units may enter *Black Areas*.
2. British and Prussian units may never stack together in the same *Area* (but may cross that *Area* without stopping),
3. nor may they support each other in any way.

If a Prussian unit enters an empty British controlled *Area*, it becomes Prussian controlled and *vice versa*.

HOW TO WIN THE GAME

The game is won in one of the following ways, whichever happens first:

A. Sudden Death (this is a *Decisive Victory* and the game finishes immediately) if:

1. Wellington/Napoleon is killed *or*

2. ten units of the same *Side* (British/French not Prussians) have been eliminated *or*

3. a *Side* controls all 7 *Victory Areas* (*Mont St. Jean, La Haie Sainte, Château de Goumont, Papelotte, La Belle Alliance, Plancenoit* and *Rossomme*).

B. *Alternatively,* at the end of the game, the player controlling the most *Victory Areas* is the winner (**Marginal Victory**).
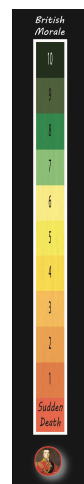
1.0 MAPBOARD

The map is divided into zones called **Areas**. Every *Area* is identified by a unique number (from 1 to 115) and by a large circle (green, yellow, red or black) with a shield and a number printed over which represents the *Terrain Bonus* (from 0 to 7).

1.1 TERRAIN

There are 4 different types (colours) of terrain:

1.2 MOVEMENT POINT COST

The colour of the circle affects the MP needed to enter the Area:

- **Green:** clear terrain, **1 MP**
- **Yellow/Red:** rough terrain, **2 MP**
- **Black**: prohibited - *Prussian Deployment Areas*

NB: Forest, hill and fortified farm Areas are considered rough.

1.3 STACKING

The colour of the circle affects the maximum number of units that may stack in the *Area*:

- **Green: 4** units
- **Yellow: 2** units
- **Red** (Area 52 - *Château de Goumont*): **1** unit
- **Black:** unlimited Prussians

This Stacking Limit is per Side, so a Green Area may contain 8 units maximum, 4 of each Side.

Prussian and British units may never stack together.

1.4 BLACK AREAS

The **three** *Black Areas* (10, 50 and 79) on the eastern border of the mapboard are prohibited to the French/British and are the *Areas* where the Prussians are deployed from turn 3 onwards. Stacking is ignored in *Black Areas*. Once exited from a *Black Area*, Prussian units may not re-enter it.

1.5 AREA CONTROL

- A player controls an *Area* if he is the only player to have units in the *Area*.

- If the *Area* is empty, the player whose unit was the last to enter the *Area* controls that *Area*. Units need not stop in an *Area* in order to switch control.

- If an *Area* contains units of both sides, the *Area* is *contested*, but belongs to the *original Defender*.

1.5.1 START LINE

The **blue/red Line** (and the *Ohain Stream*) divides the map into two parts. When the game starts, all the *Areas* in the northern part are British controlled, all the *Areas* in the southern part are French controlled.

1.5.2 MARKING AREA CONTROL

Place a cube of the appropriate colour when an *Area* switches control. If it reverts to its original owner, just remove the cube:

- **blue** for the French
- **red** for the British
- **black** for the Prussians

1.6 VICTORY AREA

A **Victory Area** has a *Star Icon* and counts for determining the winner at the end of the game. Controlling all seven is a *Sudden Death* result.

1.7 CHEMIN CREUX

Wellington deployed most of his units hidden behind the reverse slope of the so-called Chemin Creux, or Sunken Road.

These five *Areas* (*38, 39, 27, 28 and 17*) have a special red border and play a special function in the game (6.2.3.1.2).

2.0 BASIC DEFINITIONS

The following terms are used throughout the different *Impulses* and *Phases* of a *Turn*. They are grouped here to avoid repetition and also mentioned in the **Rules Summary** and in the **Player Aid**.

The game is divided into *Turns* which roughly represent 2 hours of historical time. A *Turn* is divided into *Impulses*. During his own *Impulse*, a *Side* may choose **one** of the following options:

A. play a *Tactical Action*,
B. play the *Initiative Disc* (*Strategic Action*)
C. pass.

Then the other *Side* performs his own *Impulse*.

After 2 consecutive *passes (one per each Side)*, players perform the *Reorganization Phase*, after which the *Turn* is finished (move forward by one space the *Turn Track Marker*). The game ends immediately if **one** of three conditions for *Sudden Death* occurs, or lasts until two consecutive *passes* in turn 5.

2.1 SIDE WITH INITIATIVE

The *Side* which starts the turn with the *Initiative Disc* has the *Initiative* and thus plays the first *Impulse*.

2.2 PHASING/NON-PHASING SIDE

The *Phasing Side* is the *Side* currently performing the phases for his *Side* during his own *Impulse*.

Thus, the *Allied* player is the *Phasing Side* during the *Allied* phases of his impulse, and the *French* player is the *Phasing Side* during the *French* phases of his impulse. The other *Side* is the *Non-Phasing Side.*

3.0 UNITS

There are four types of units in the game:
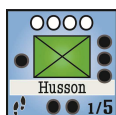
Infantry   *Cavalry*   *Artillery*   *Leader*

Each unit has its historical name and a *unique colour code* identifying all units which belong to the same Army Corps and *Tactical Leader*.

In the above example, the French II Corps is led by Reille (R) and the Army Corps colour is green.

3.1 UNIT SIZE and NAME

Infantry and **Cavalry** are all Brigades, except the French *3rd* and *5th* Cavalry Divisions (which would not

be large enough to be broken down into two brigades) and the *Imperial Guard* (was organized in *Regiments*).

Artillery represents a unit of roughly 30-80 guns. A **Leader** represents not only the Commander himself, but also the General staff and soldiers attached to him.

The *Unit Name* is the name of the General leading the unit. The numbers in the lower-right corner of the blocks are the units' designation (e.g., 1/20 is the 1st Brigade of the 20th Division). Both Unit Name and designation are given for historical purpose only - they have no effect at all in the game.

Note: a Prussian Infantry Brigade was the equivalent of a French or British Division; however, the Prussians reached the Waterloo battlefield after a long march, thus their strength has been adjusted to represent the accumulated fatigue.

3.2 STRENGTH

The *Strength* of a unit depends on the number of *dots, stars* or *cannonballs* it has. The *Pawn* (Artillery) and the *Heart* (Leaders) count as "1".

E.g. the four units depicted in 3.0 have a strength of 4-3-2-1, 2-1, 3-2-1-1 and 4-3-2-1 respectively, thus the first and the last are the strongest units.

3.3 SPECIAL VALUES

Leaders and *Artillery* also have a special *Value* identified by *stars* and *cannonballs* respectively.

The *Leaders'* special value is called *Tactical Value* or *Strategic Value* (3.9), while *Artillery* special value is called *Artillery Value* (3.10.1).

3.4 COMBAT and SUPPORT UNITS

All Units capable of attacking alone are **Combat Units** (CU): *Infantry* and *Cavalry. Combat Units* may fight only in the *Area* they occupy by totalling their *Strengths.*

Leaders and Artillery are **Support Units** (SU), and they can never attack (but can defend) without a CU. *Support Units* may:

A. fight in the *Area* they occupy by adding their *Strength* (including the **Pawn** and the **Heart**),

B. support *Combat* in adjacent *Areas* by adding their *Tactical Value* and *Artillery Value* respectively (3.9 and 3.10.1).

3.5 HITS AND DAMAGE

For each *Damage* suffered in *Combat*, the unit's *Strength* is reduced by rotating the unit counter clockwise by 90°.

Some units have the ability to absorb hits without being damaged. *Strength* is colour coded:

- black dots, pawn, cannonballs: 1 hit = 1 *Damage*
- white dots: 2 hits = 1 *Damage*
- Red dots and Leader Heart: 3 hits = 1 *Damage*

3.6 ELIMINATED UNITS - MORALE

If a unit that has already been reduced to minimum level suffers further damage, it is eliminated. Eliminated units are removed from the mapboard and cannot be rebuilt. French and British (but not Prussian) eliminated units affect their *Side*'s respective *Morale* (6.2.3.1.9).

3.7 MOVEMENT ALLOWANCE

Every unit may move up to its *Movement Allowance*, which is expressed in *Movement Points* (MP). MP is printed on counters, as *footprint/horseshoes*, as a reminder:

- *Foot Artillery*, moves on foot, 1 MP
- *Infantry*, moves on foot, 2 MP
- *Cavalry*, *Horse Artillery* and *Leader,* all move at the mounted rate of 4 MP

3.7.1 ENGLISH CAVALRY ENHANCED MOBILITY

The English army had better quality horses, thus the 6 English Cavalry - *represented below with the name of the General printed in black over a pink tag* - and their 5 *Leaders* have +1 MP, thus 5 MP - *marked in red* - instead of 4 MP:
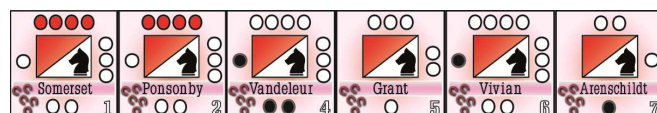
Note that only the 5 British Leaders and the 6 English Cavalry Brigades have 5 MP, while the Horse Artillery, the Dutch, the Hannoverian and the Brunswick Cavalry have 4 MP, as marked in black on the counters.

3.8 ENGAGING and DISENGAGING

Entering or exiting an *Area* occupied by enemy units (engaging/disengaging) costs +1 MP. When *engaging*, units must stop. When *disengaging*, units must enter a friendly-controlled *Area*. *Cavalry* (and *Horse Artillery*) may *disengage* to a friendly-controlled *Area* and then *engage* a contested *Area* or enter an enemy-controlled *Area* in the same *Impulse*, provided it has enough MP.

3.9 LEADERS

Leaders are the nerve centre of every military force. They are mounted units and have 4 MP - 4 *black horseshoes* marked on the counters (British Leaders have 5 MP - and 5 *red horseshoes*).

Their *Strength* is called **Strategic Value** (for *Strategic Leaders*) and **Tactical Value** (for *Tactical Leaders*) and is represented with *Stars* (from 4 to 2) and a *Heart* (minimum Strength) instead of dots.

Each *Faction* has one **Strategic Leader (SL)**:

- **Napoleon** for the French
- **Wellington** for the British
- **Blücher** for the Prussians

Additionally each *Faction* has a number of **Tactical Leaders (TL)**, each commanding a Corps:

- the French have 6 *Tactical Leaders*
- the British have 4 *Tactical Leaders*
- the Prussians have 3 *Tactical Leaders*

3.9.1 ACTIVATING A LEADER

Activating a *Leader* means that the controlling player may move it up to 3 MP (4 MP for the British) and then reveal it *(lay the unit flat so it is visible for all the players)*. A *Leader* cannot be revealed in an *Area* containing enemy units. Revealing a Leader costs 1 MP. *Leaders* may be activated only:

- in the *Reorganization Phase* (*Strategic Leader*) or
- in the *Activation Phase* (*Tactical Leader*).

While activating, a Leader must move first and then be revealed, not the other way around, but can be revealed without moving at all.

3.9.2 DEACTIVATING A LEADER

Activated Leaders must be deactivated:

- at the end of the *Reorganization Phase* (*SL*)
- in the *Deactivation Phase* (*TL*).

When deactivated, a *Leader* is reduced by rotating it counter clockwise by 90° and then concealed.

3.9.3 HEART LEVEL

At *Heart Level*, a Leader (*TL* and *SL*) may still be activated, but has restricted capability.

1. When deactivated, it is not reduced.
2. If attacked, the *Heart* has a *Strength* of "1" but needs three hits to be eliminated.
3. *Strategic Leaders* have a *Strategic Value* of 1.
4. *Tactical Leaders* have their *Tactical Value* (3.9) reduced to 0 and their *Tactical Range* (3.9.5.1) reduced by 1 (*thus 1 for the French and 0 for the Allies - meaning that the Allies may command only units in the same Area a TL occupies once activated*).

Strength: 4	*Strength: 3*	*Strength: 2*	*Strength: 1*
TV 4	*TV 3*	*TV 2*	*TV 0*
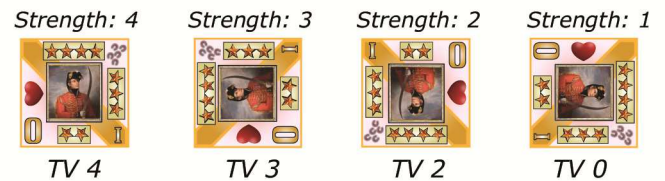
3.9.4 STRATEGIC LEADERS (SL)

Back *Front*

The *Strategic Leader* is the supreme commander of the *Faction*. It has a sticker on both sides of the block (the one with the *Personal Insignia* facing the controlling player, the other one facing the enemy). At maximum strength, a SL has a *Strategic Value* (and a *Strength*) of 4, while at minimum strength (*Hearth Level*) the *Strategic Value* (and the *Strength*) is 1. *SL* may only be activated during the *Reorganization Phase*.

3.9.5 TACTICAL LEADERS (TL)

A *Tactical Leader* has command only over the units of his Army Corps (colour), and only if they are in his *Tactical Range*. During a *Tactical Action*, a *Faction* may activate a number of *Tactical Leaders* up to its *SL's Strategic Value*. For each activated *TL*, one *Battle* may be resolved in the *Combat Phase*.

3.9.5.1 Tactical Range (TR)

The *Tactical Range* (TR) is the distance within which a *Tactical Leader* may give orders. The *Tactical Range* is 1 *Area* (thus the surrounding *Areas*) for the Allies and 2 *Areas* for the French. The *Tactical Range* is subject to the same restrictions as for *Line of Communication* (LOC) (6.4.1).

Thus a *Tactical Leader* - once activated - may command only units of his own Corps (same colour) and within his *Tactical Range*.

3.9.5.2 Uxbridge

Uxbridge (U) is the British Cavalry Leader. He has 5 MP and a special ability: unlike other *Tactical Leaders*, Uxbridge has a *Tactical Range* equal to his *Tactical Value*:

- 4 *Areas* at full strength
- 3 *Areas* at 3 stars
- 2 *Areas* at 2 stars
- 0 *Areas* at *Heart Level* - *may command only units in the Area he occupies once activated*.
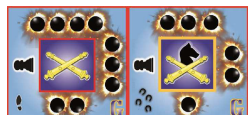
3.9.5.3 Movement Boosting

All units belonging to the activated *Tactical Leader* and in his *Tactical Range* at the beginning of their movement gain 1 extra MP.

3.9.5.4 Tactical Leader Commitment

An activated *Tactical Leader* automatically adds his *Tactical Value* to any battle in adjacent *Areas*, while any Leader (*Strategic or Tactical*) adds his *Strength* to the *Battle* when it happens in the *Area* he occupies.

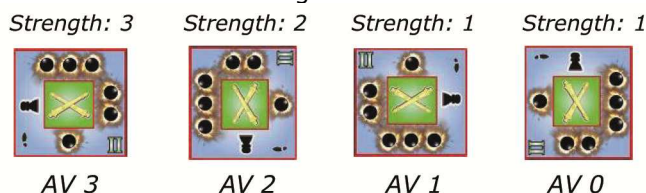## 3.10 ARTILLERY

There are two types of *Artillery*:

Foot Artillery   Horse Artillery

- *Foot Artillery* - usually stronger but slower (1 MP)
- *Horse Artillery* - faster (4 MP) but usually weaker

Artillery may receive *Movement Boosting* (3.9.5.3).

Artillery automatically adds its *Strength* if a *Battle* occurs in the *Area* it occupies. In this case *Artillery* will not be reduced after firing.

Strength: 3   Strength: 2   Strength: 1   Strength: 1

AV 3   AV 2   AV 1   AV 0

3.10.1 ARTILLERY COMMITTMENT

Alternatively, *Artillery* may be activated in the *Movement Phase* by revealing it (1 MP) **and** *committed* in the *Combat Phase* to add its **Artillery Value (AV)** to battles in adjacent *Areas*.

Committed Artillery will be reduced after combat by rotating it counter clockwise by 90°.

Thus *Foot Artillery*, if its *Tactical Leader* has been activated and is within *Tactical Range*, has 1+1 MP (*Movement Boosting* - 3.9.5.3), but still cannot move into a *Yellow Area* (2 MP) and be revealed (1 MP) in order to fire into an adjacent *Area*, though it can:

A. move into an empty *Green Area* (1 MP) and be activated (1 MP) to fire into an adjacent *Area* by adding its *AV* (it is then reduced after combat) *or*

B. engage a contested *Green Area* (cannot attack alone) from an adjacent *Area* (1+1 MP), by adding its *Strength* (even at minimum strength - *Pawn Level*) without being reduced after combat.

Only Horse Artillery can engage a contested Yellow Area, as it costs 3 MP.

3.10.2 PAWN LEVEL

At *Pawn Level*, *Artillery* cannot fire into adjacent *Areas*. If a *Combat* occurs in the *Area* it occupies, it has a *Strength* of "1", and it is eliminated if it receives 1 hit.

3.10.3 FRENCH ARTILLERY SATURATION FIRE

French Artillery may be *committed* to the same *Battle* without any limit. British and Prussians may *commit* a maximum of 1 *Artillery* to each *Battle*.

Final Notes on Tactical Leaders and Artillery

A *Support Unit* may add its *Tactical Value - stars -* (*Tactical Leader*) or its *Artillery Value - cannonballs -* (*Artillery*) to a *Battle* in an adjacent *Area* only if:

1. it is not in an *Area* with enemy units
2. it has been activated
3. it has been declared "committed" in the *Combat Phase* (*Artillery* only)

Tactical Leaders are activated during the *Activation Phase,* while *Artillery* is activated during the *Movement Phase.* Activation (revealing) costs 1 MP.

Tactical Leaders and *Artillery* are not reduced if they are in the *Area* where *Battle* occurs.

Committed Artillery is reduced after firing into an adjacent *Area*. *Artillery* may be committed to more than 1 *Battle,* being reduced at the end of every *Battle,* as long as it has an *Artillery Value* (above *Pawn Level*).

Tactical Leaders may add their *Tactical Value* (above *Heart Level*) into adjacent *Areas* and are reduced during the *Deactivation Phase.*

4.0 SETUP

When the game starts, the **British** control all the *Areas* north of the *Red Line* and of the *Ohain Stream*.

The three *Black Areas* are **Prussian** controlled and no other player may enter them.

The **French** control all the *Areas* south of the *Red Line* and of the *Ohain Stream.*

Setup is performed simultaneously by the French and the British. Units are first grouped by block colour, then by *Corps Colour*, then randomly selected and deployed onto the map in *Areas* with the appropriate colour and type of icon, 1 unit per icon.

Example: British Light Blue units (R Corps) are deployed as follows:

- *the Leader (Picton) in Area 15*
- *the Artillery and 1 Infantry in Area 27*
- *an Infantry in Area 28*
- *an Infantry in Area 17*
- *an Infantry in Area 3*
- *the Brunswick Cavalry and 1 Brunswick Infantry (light blue/black icon) in Area 13*

while the remaining 2 Light Blue and the Bruswick Infantry are added to the British Reserve Pool.

Wellington is deployed in *Area 3*. In total, **33** Allied (all British) units are deployed at full strength, while the 9 remaining units are deployed face down in the *British Reserve Pool* (keep them in the game box).

Napoleon is deployed in *Area 100*. A total of **35** French units are deployed at full strength, while the 19 remaining units (18 *Infantry* and 1 *Guard Artillery*) are deployed face down in the *French Reserve Pool* (keep them in the game box lid).

The Yellow Cylinder (*Turn Track marker*) is placed in Box "1" of the *Turn Track*.

The French start the game with the *Initiative Disc* and play the *First Impulse*.

Note that Prussian units arrive from turn 3 on.

4.1 BRUNSWICK UNITS
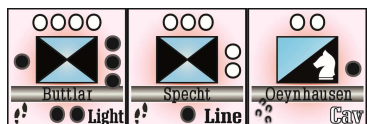
During the game setup, the **Brunswick** Cavalry and 1 *Infantry* - randomly chosen out of 2 - must be deployed in **Area 13,** while the other *Infantry* is added to the *British Reserve Pool.* This unit may enter the game as a *Reinforcement*, but only in *Area 13* (not in the *Chemin Creux*).

5.0 REINFORCEMENTS

Units may arrive as *Reinforcements* during any turn, but only if the *Strategic Leader* is in the *General HQ Area* and not embattled with enemy units, in either one or other of the two following ways:

A. during the *Reorganization Phase* by activating the *Strategic Leader* (6.4)

B. by playing the *Initiative Disc* during a turn (6.1)

Reinforcements are selected randomly from the appropriate *Reserve Pool* in a number equal to the *Faction Leader's Strategic Value.* Prussian *Reinforcements* are deployed in the specific *Black Area*. British and French *Reinforcements* enter the game in a controlled *Area* with a matching symbol and *Corps Colour, 1 unit per icon,* without overstacking.

If a *Reinforcement* may not be deployed because it has not met one of the above conditions, then it must be returned to the *Reserve Pool* (no other is selected).

5.1 PRUSSIAN SCHEDULED ARRIVALS

At the beginning of the 3rd, 4th and 5th turn respectively, the Allied player freely deploys the *Prussian Scheduled Arrivals* as follows:

3rd Turn - IV Corps: Blücher, Bülow (B), the *Red Artillery*, 1 *Red Cavalry* and 1 *Red Infantry* (the last two randomly chosen) into *Area 50*; the other *Prussian Red Units* become part of the *Prussian Reserve Pool.*

4th Turn - II Corps: Pirch (P), the *Green Artillery* plus 1 *Green Cavalry* and 1 *Green Infantry* (the last two are randomly chosen) into *Area 79*; the other *Green Prussian Units* become part of the *Prussian Reserve Pool*.

5th Turn - I Corps: Ziethen (Z) and the three *Blue Units* into *Area 10*.

6.0 SEQUENCE of PLAY

A turn is made of a variable number of *Impulses*, from 2 up to unlimited. The *Side* with the *Initiative* plays the first *Impulse*, followed by the other *Side* and so on. In its *Impulse*, a *Side* may:

1. perform a **Strategic Action (SA)** - *only by playing the Initiative Disc if it has it* - or
2. perform a **Tactical Action (TA)** or
3. **Pass**

After 2 consecutive *Passes (*by the two *Sides,* one per *Side),* the *Reorganization Phase* occurs, wherein players may restore *Tactical Leaders* and call for reinforcements. The turn then ends.

Scheduled Prussian Arrivals (*turn 3, 4 and 5*)

Impulses (*Side with the Initiative first*)

1. Activation Phase (*TA only*)
2. Movement Phase
3. Combat Phase (*TA and SA only*)
4. Deactivation (*TA and SA only*)

Reorganization Phase

6.1 STRATEGIC ACTION

If the *Phasing Side* has the *Initiative Disc*, instead of activating a *Tactical Leader*, it can declare a *Strategic Action* by playing the *Initiative Disc*.

Then it may:

A. move a number of units up to its *Faction Leader's Strategic Value* - provided these units have a valid LOC to the *Strategic Leader* and without making more than 1 new engagement - and then resolve a maximum of 1 *Battle per Faction* in the *Combat Phase*.

or

B. call for *Reinforcements*, by randomly selecting a number of units from its *Reserve Pool* up to its *Faction's Strategic Value* and deploy them (all at full strength) in *Areas* it controls and onto the specific coloured icon on the map (1 unit per icon), without overstacking. No *Battle* may be resolved.

No *Leader* need be activated to perform this action. Afterwards, the *Initiative Disc* goes to the other *Side*.

6.2 TACTICAL ACTION

To perform a *Tactical Action*, the *Phasing Side* must activate at least 1 *Tactical Leader* with a *Tactical Value* greater than "0".

Thus the Phasing Side cannot perform a Tactical Action by activating only Tactical Leaders at the Heart Level.

6.2.1 ACTIVATION PHASE

The *Phasing Side* activates a number of *Tactical Leaders* who are not Isolated (6.4.1), up to the *Faction's Strategic Value* (including those at the *Heart Level* - but at least one of which must have a *Tactical Value* greater than "0").

Example: Wellington is at Heart Level, Blücher is at 2. Thus if the Allied Side decides to perform a Tactical Action, he may activate up to 1 British Tactical Leader and up to 2 Prussian Tactical Leaders, but at least one of those three Tactical Leaders must have a Tactical Value greater than "0".

Leaders cannot overstack, nor be revealed into an *Area* containing enemy units.

6.2.2 MOVEMENT PHASE

Units can move if they are *not Isolated* (6.4.1):

A. 1 unit in a *Pass* (no *Movement Boosting*)

B. a number of units up to the *SV* in a *SA* (no *Movement Boosting*)

C. any unit in the TR of their activated *TL* in a *TA*.

When a unit is moved, it must spend MP for each *Area* it enters (1 for *Green*, 2 for *Yellow/Red*). Entering or exiting an *Area* occupied by enemy units (engaging/disengaging) costs +1 MP. Revealing *Artillery* costs +1 MP. All the modifiers are cumulative. If a unit doesn't have enough MP to perform a movement, it may not do so. Units can overstack during movement, but not at the end.
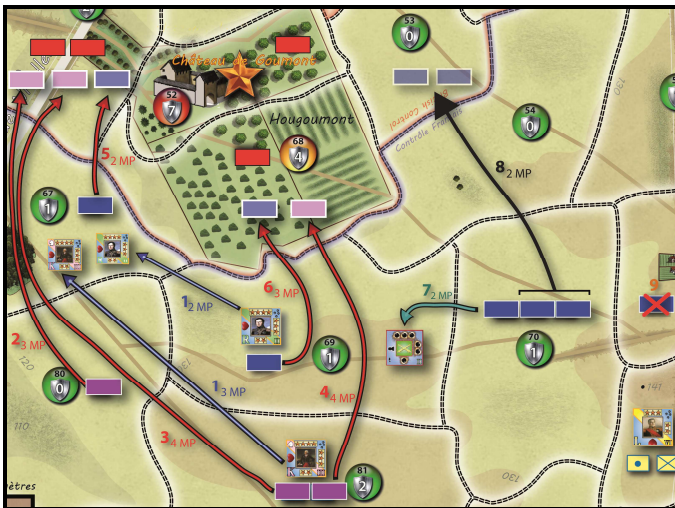
In the example above, the French declares a Tactical Action. As Napoleon is at full strength (4 stars), he has a Strategic Value of 4 and up to 4 Tactical Leaders may be activated. However he decides to activate (1) only Reille (commander of the 2ⁿᵈ Corps) and Kellerman (3ʳᵈ Cavalry Corps). They may move up to 3 MP and then activate (1 MP): they spend 2 MP and 3 MP respectively and activate in Area 67. From Area 67, all the French units of the two Corps are within Tactical Range of their respective Leaders and can move (and receive Movement Boosting), except the Infantry in Area 71 (9), out of the TR. The Cavalry (5 MP) in Area 80 moves and engages (2) a Green Area (2+1 MP) together with the Horse Artillery (5 MP) from Area 81 (3) and the Infantry (3 MP) from Area 67 (5). The other Cavalry in Area 81 (4) engages Area 68 (3+1 MP) together with the Infantry (6) from Area 69 (2+1 MP). The Artillery in Area 70 moves and activates (7) in Area 69 (1+1 MP). The two Infantry (8) move in Area 53 (2 MP).

6.2.3 COMBAT PHASE

Battles occur when an *Area* contains units of both *Sides* (*contested*) and are resolved in the Combat Phase. **A *Battle* is mandatory only when an area is newly contested (new engagement) in the current *Impulse*.** It is at the *Phasing Side*'s discretion whether to resolve the *Battle* or not if the *Area* was already contested at the beginning of the *Impulse*. Units cannot attack if they are *Isolated* (6.4.1).

The maximum number of *new engagements* and of new *Battles* the *Attacker* may resolve in an *Impulse* is:

- 1 (if he has chosen to play the *Initiative Disc*)
- 1 (for each activated *Tactical Leader*)

Therefore, during the Movement Phase, the Phasing Side cannot contest more new Areas than the maximum number of new Battles it is allowed to resolve in the Combat Phase.

When multiple *Battles* occur, players do not have to reveal units until the *Showdown*. In the *Combat Phase* the attacker chooses the order in which *Battles* must be resolved, *Area by Area*. Then, first the *Attacker* declares if any of his *Activated Artillery* in adjacent *Areas* - if any - is firing into the *Area* (*Artillery Commitment*), and then both players simultaneously reveal their units in the *Area*.

6.2.3.1 Combat Sequence Summary

1. Declaring Artillery Commitment
2. *Chemin Creux* Effect
3. Showdown
4. Calculate Final Result
5. Apply Losses

6.2.3.1.1 Declaring Artillery Commitment

The *Attacker* declares which (if any) of his *activated Artillery* in adjacent *Areas* is firing (*committed*) into the Area. The Allies may only commit one *Artillery*, the French may commit more than one (3.10.3).

6.2.3.1.2 Le *Chemin Creux*

If the French player declares a *Battle* into one the five *Chemin Creux Areas* - and if this *Area* was British controlled and not contested at the beginning of the *Impulse* - the British may randomly choose **1** unit from the *British Reserve Pool* - if it does not overstack and if it is available in the right colour (*orange for Areas 38 and 39; light blue for Areas 27, 28 and 17*) - and deploy it in the *Area* before *Showdown*.

6.2.3.1.3 Showdown

During *Showdown*, all units involved in the *Battle* must be revealed by placing them face up.

6.2.3.1.4 Firepower

The ***Offensive Firepower (OF)*** of the *Attacker* in a battle is calculated by adding up:

- the *Strength* of his units in the *Area*
- the *Tactical Value* of his *Activated Tactical Leaders* and the *Artillery Value* of his *Committed Artillery* from adjacent *Areas*.

The ***Defensive Firepower (DF)*** of the *Defender* is calculated by adding up:

- the *Strength* of his units in the *Area*
- the *Terrain Bonus* of the *Area*.

6.2.3.1.5 Determining the Winner (FR)

Subtract DF from OF to obtain the *Final Result* (FR).

FR=0 the combat is a **Tie**, no losses.

FR>0 the **Attacker Wins.**

FR<0 the **Defender Wins.**

6.2.3.1.6 Calculating Losses

The *Losing Side* of a *Battle* suffers an amount of losses (*hits*) called *Incurred Losses* (IL) equal to the *Final Result Absolute Value*: **|FR|**.

The amount of *hits* is limited to the amount of *hits* the *Side* can absorb with the total of all its unit *Strengths* (dots/stars/heart/pawn) <u>inside</u> the *Area.*

The *Winning Side* suffers an amount of losses (hits) depending on the *Incurred Losses* (IL) suffered by the *Losing Side* and by the |FR|. Fractions are rounded up.

|FR| = 1 to 5 (Marginal Victory)
the winner loses IL/2

|FR| = 6 to 10 (Decisive Victory)
the winner loses IL/4

|FR| > 10 (Brilliant Victory)
the winner suffers 1 hit

6.2.3.1.7 Applying Losses

First the *Losing Side,* and then the *Winning Side* must immediately apply *Losses*. The controlling player chooses how to apply *Losses* to his own units (*hits*) by reducing them, according to the table below:

Black (Dots/Pawn/Cannonballs/Stars): **1** hit
White (Dots): **2** hits
Red (Dots/Leader Heart): **3** hits

The strongest unit(s) must be reduced first.
The Leader's Heart and White/Red Dots may be used to "shield" other units of the same strength.

6.2.3.1.8 Allocating Excess Hits

If all the *Side*'s units engaged in the *Area* have been eliminated and not all *hits* have been placed, any excess *hits* are not applied and are ignored.

6.2.3.1.9 Eliminated Units

Eliminated French and British units are removed from play and placed face up onto the respective *Morale Track*, starting from the "10" box.

Once 10 French or 10 British units have been eliminated, either *French* or *British Morale* is respectively reduced to "0" and the game ends immediately with a *Decisive Victory* for the other *Side*. Eliminated Prussian units are simply eliminated from the game and do not affect *British Morale.*

6.2.3.1.10 Additional Combat Rounds

Battle lasts for 1 round only. Conceal all defending units in the *Area* when the *Combat* is over. If the *Area* is still contested, then attacking units remain visible. The *Attacker*'s *committed Artillery* is reduced, but not concealed yet (as it may provide artillery fire to another adjacent *Area*). *Leaders* and *Artillery* inside the *combat Area* are not reduced.

6.2.4 DEACTIVATION PHASE

When all combats have been resolved:

- *every activated Tactical Leader* <u>must be reduced</u> (rotate it counter clockwise by 90°) **and** <u>deactivated</u> by turning it upright in order to conceal it and

- *every activated Artillery* unit <u>must be deactivated</u> by turning it upright in order to conceal it.

6.3 PASS

When a *Side* passes, it may move a maximum of 1 unit (up to the unit's maximum *Movement Allowance*, but without *Movement Boosting* - 3.9.5.3). This unit cannot engage (may disengage) and no *Combat* is allowed. A *Turn* ends after 2 consecutive *Passes* (6.0).

6.4 REORGANIZATION PHASE

The *Reorganization Phase* is performed at the end of every turn (after two consecutive *Passes*).

During this phase, the *Side* without the *Initiative Disc* first, <u>may</u> decide if it wishes to reorganize its Army *by restoring Tactical Leaders and deploying Reinforcements.* To accomplish this, it must activate its *Strategic Leader* - in the *General HQ Area*, which must be friendly-controlled and free of enemy units:

- **Rossomme** for Napoleon (*Area 100*)
- **Mont St. Jean** for Wellington (*Area 3*)
- **Bois de Paris** for Blücher (*Area 50*)

If the *Strategic Leader* is not in the *General Headquarters Area,* he may be moved up to 3 MP (4 for Wellington) to reach it and spend 1 MP to be revealed.

Once the *Strategic Leader* is activated during the *Reorganization Phase* in the *General HQ Area*, he can:

1. restore his *Tactical Leaders* up to his *Strategic Value*

   <u>and then</u>

2. call for *Reinforcements* (5.0 and 6.1.B).

A *Tactical Leader* is restored (only if in LOC - 6.4.1) by rotating the counter clockwise - the total number of rotations available is equal to the *Strategic Value.*

After, the *Strategic Leader* is deactivated (reduced and placed upright).

At *Heart Level* a *Strategic Leader* has a *Strategic Value* of 1, but he **is not reduced** once deactivated.

E.g. The French player has the Initiative, so the Allied player must reorganize first.

He decides to activate Blücher (SV 3) and reorganizes one Prussian TL - from Heart Level to 4 stars - and Wellington (SV 2) to reorganize two British TL from 3 to 4 stars, and from 2 to 3 stars respectively.

Additionally Blücher may deploy 3 units randomly selected from his Reserve Pool, and Wellington only 2.

Then the French player decides not to activate Napoleon, thus he cannot reorganize any Tactical Leader nor deploy Reinforcements.

6.4.1 LINE of COMMUNICATION (LOC)

A *Line of Communication* (*LOC*) is a path of unlimited length, traceable through friendly-controlled and uncontested *Areas*, from a unit to its *Strategic Leader*. A *LOC* may start and/or end in - but not cross - a *Contested Area* (either friendly or enemy-controlled).

Units unable to trace a *LOC* are *Isolated*. *Isolated units* cannot move/attack/be activated/be restored.

Example: Battle in Area 27 (Chemin Creux)

The Defender (British) has two units, while the Attacker (French) has four units in the Area plus two activated Leaders and one activated Artillery in adjacent Areas. The Attacker declares that he is committing the 2nd Corps Artillery from the adjacent Area.

This is one of the 5 Chemin Creux Areas and it was not contested at the beginning of the Impulse. Thus, before Showdown - as the Defender has two light blue infantry available in the British Reserve Pool - (the Brunswickers may NOT appear in the Chemin Creux), he decides to add one of them selecting it randomly.

Showdown now occurs:

The French have 4 units in the Combat Area: a 2-strength cavalry, two 4-strength infantry and one 1-cannonball artillery: total 11 Strength Points. Additionally he has activated 2 Leaders (but one is at Heart Level, thus only 2 Stars may be added) and 1 Artillery (2 cannonballs) in adjacent Areas. The **OF** is **15**.

The British have 3 units: one 4-strength infantry, one 3-strength infantry and one 3-cannonball artillery, totalling 10 Strength Points. Additionally he adds the Terrain Bonus (3) for total **13 DF**.

The FR is **+2**: a **Marginal Victory** for the Attacker.

The Defender must suffer 2 hits (IL = |FR|); reducing the strongest unit's white level is enough.

The Attacker suffers half the IL of the Defender (because of the Marginal Victory), but since his strongest unit can absorb 1 hit without being reduced, he suffers no losses.

Artillery in the Battle Area is not reduced after firing, while committed artillery outside of the Area must be reduced (from 2 to 1).

The Defender remains the owner of the Area, thus his units are concealed after Combat, while the Attacker's units remain visible.

In the Deactivation Phase the Attacker must conceal the 2nd Corps Green Artillery (without reducing it again), must conceal the Green Leader (Reille) - without reducing it as it is already at Heart Level - and must reduce (from 2 stars to the Heart Level) and conceal the Pink Leader (Kellerman).

OPTIONAL RULES

Optional Rules (*OR*) add realism and historical flavour; however, players should be confident with the basic game mechanisms before adding some or all of the *Optional Rules*.

OR 1.0 FREE SETUP

Instead of randomly choosing units for setup, players may select the units at their own convenience. This includes *Prussian Scheduled Arrivals* and *Reinforcements*.

This Rule may be also adjusted by players in such a way that it balances the game, *e.g. an experienced player must randomly select his units, while his opponent may choose them.*

OR 2.0 CAVALRY CHARGE

Cavalry Charge **DOUBLES** the *Cavalry Units'* *Attacking Firepower* if the following two conditions are met:

1. the *Battle* takes place in a *Green Area*

2. the *Attacker* has at least one *Cavalry* unit and the *Defender* has none.

Leaders and Horse Artillery do not count when applying this optional rule.

OR 3.0 SCOUTING

During the *Movement Phase* a *Cavalry Unit*, instead of participating in a *Battle*, may move up to 3 MP (4 MP for the *English Cavalry*) into an *Area* not containing enemy units and then may be activated (as a *Leader* does - spending 1 MP) to *scout* a number of enemy units in an **adjacent *Green Area*** equal to its dots.

Scouted units are randomly selected by the Phasing Side and must be immediately placed face up. A *scouting cavalry* unit may not attack in this impulse and it is deactivated during the *Deactivation Phase*.

OR 4.0 IMPETUS

If a *Cavalry Unit* has participated in a *Battle* and the *Area* has been completely cleared of enemy units, then the *Cavalry* may immediately move up to 1 MP before any other *Battle* is resolved.

OR 5.0 GRANDE BATTERIE

The French player may play the *Initiative Disc* to bombard a single uncontested enemy *Area* with all the in range *Artillery* he wishes, up to his *Strategic Value*. Every *Artillery* must:

1. have a LOC to Napoleon
2. be activated (revealed) without moving
3. be within a range of two *Areas* of the target *Area*.

As an exception to normal rules, this *Battle* is resolved as usual, but the *Attacker* does not suffer any losses and the *Defender* may not add the *Terrain Bonus*. All firing *Artillery* are then **not** reduced.

OR 6.0 LANGUAGES
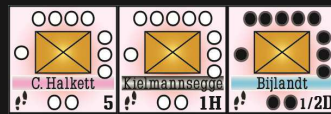
 The British Army was extremely heterogeneous, comprising not only *English-speaking* soldiers (*pink tag*), but also German (*black tag*) and Dutch (*blue tag*).

If units speaking different langauages are present in the same *Battle*, then the British player suffers a -1 to his *Firepower* for each different language (maximum is -2).

British *Leaders* and *Artillery* are *English-speaking*.

OR 7.0 RETREAT

If the *Defender* has the *Initiative Disc*, he can play it to retreat ALL of his units from an *Area* if a *Combat* is declared in that Area.

The *Initiative Disc* must be played (and spent) before *Showdown*. Retreating units must retreat into adjacent controlled *Areas* already occupied by units of the same *Faction* (British cannot retreat into Prussian controlled *Areas* and *vice versa*) without overstacking. Retreat may be conducted in more than one adjacent *Area*, at *Defender* choice. Units unable to retreat are eliminated, at *Defender* choice.

OR 8.0 COMBINED ATTACK

If the *Attacker* has declared an attack into an *Area* and has at least one unit of each type participating (*Leader, Artillery, Infantry and Cavalry*), then the *Attacker Incurred Loss* is decreased by 1.

Additionally, if the *Defender* has played the *Initiative Disc* (OR 7.0), then the disc is spent but the *Retreat* is negated.

OR 9.0 MORALE

When a *Combat* is resolved, the *Attacker* adds his *Morale* to his *OF* and the *Defender* adds his *Morale* to *DF*. Prussians are considered British for this rule only.

Demoralization

Additionally, during the *Reorganization Phase*, any embattled unit with enemy units and unable to trace a *LOC* to the *Strategic Leader (Isolated - 6.4.1)*, suffers a step loss, by rotating the unit counter clockwise by 90°.

OR 10.0 PRUSSIAN ARRIVALS

Prussian Scheduled Arrivals may vary. Starting from Turn 3, the Allied player randomly selects one of the three Prussian *Tactical Leaders* and deploys his forces in the specific *Area:* Bülow in *Area 50,* Pirch in *79*, Zhieten in *10.*

Blücher always arrives on Turn 3 in *Area 50.*