

Vive L'Empereur!



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(A) COMPONENTS

1) GAME MAP

The game map depicts the area encompassing the Waterloo battlefield. A hex grid is superimposed on the map to regulate unit movement and combat. Each hex represents an area of about 400 yards. North is the top of the map. Some hexes include terrain features which can affect game play.

- a. **Clear:** All hexes that are not Ridge, Woods, Buildings, or River. *Ex: hexes 0106 and 1802.*
- b. **Ridge:** The light-brown colored hexes with a “slope” graphic indicate terrain that is higher than the surrounding terrain. *Ex: hexes 1406 and 1110.*
- c. **Woods:** The hexes with trees represent thickly wooded areas. *Ex: 1503 and 2010.*
- d. **Buildings:** The towns, hamlets and farms of the area are represented by groups of buildings and are each named. *Ex: 2011 and 0204.*
- e. **Walled Buildings:** The red-outlined hexes of *Hougoumont* (0409), *La Haye Sainte* (1007) and *Papelotte/La Haye* (1607) are sturdy and well-protected farms.
- f. **River:** The rivers and streams located on the battlefield are represented along hexsides. *Ex: between hexes 1313/1414.*
- g. **Road:** Throughout the map are white lines showing the Belgian road network. *Ex: 1611 and 0903.*
- h. **Elevations:** There are only two elevations in this game: **Ridge** (higher) and **Flat** (lower). *Ex: Hex 0808 is Flat and hex 0807 is Ridge.*

2) UNIT COUNTERS AND MARKERS

There are three separate armies in the game – the **French Army** (controlled by the player), the **Anglo-Allied Army** (Wellington’s hodge-podge army of British, Germans and Dutch-Belgians) and the **Prussian Army** (under Blucher). Most unit counters represent a full Division of troops, with some exceptions: all French *Imperial Guard* infantry units are Brigades, as are some other special units. These are all classified as “**Small Units**” for game purposes.



a. Unit Counter Information

Each side’s unit counters represent the actual fighting troops that were deployed (or could have been deployed) onto the Waterloo battlefield.

- **Unit Army:** The background color of the counter, along with its soldier iconography, identifies to which Army the unit belongs: Light Blue = **French**, Light Red = **Anglo-Allied** and Gray = **Prussian**. For the Anglo-Allied Army, blue-uniformed troops with a yellow flag indicates a mostly Dutch-Belgian unit; green-uniformed troops with an orange flag indicates mostly German troops from Nassau; black-uniformed troops with a yellow/light blue flag are troops from Brunswick; all other units are British (including KGL and Hanoverian) troops. These distinctions may be significant for gameplay effects.
- **Unit ID:** Along the top of the French counters and along the bottom of the Allied and Prussian counters is a colored banner with the name of the unit and its Corps designation. The entire Unit ID banner is color-coded by Corps to make Unit Activation and identification easier.
 - o If an “(OG)” is shown next to the unit’s name, it is part of the **Old Guard**.
 - o If a “(YG)”, the unit is from the **Young Guard**.
 - o **Unique Corps ID’s:** “CC” = *Uxbridge* Cavalry Corps; “RC” = *Wellington* Reserve Corps; “IG” = *Drouot* Imperial Guard
 - o **Cavalry:** Under a Cavalry unit’s Corps entry is a two-letter code indicating the unit’s “weight”: “HC” = Heavy Cavalry; “LC” = Light Cavalry.

- o **Detachment Units:** Garrisons of the Walled Building hexes.
- **Unit Type Graphic:** In the center of the counter is a graphic indicating the type of troops the unit counter represents. These are: *Soldier* (**Infantry** type unit), *Mounted Trooper* (**Cavalry** type unit) or *Cannon* (**Artillery** type unit).
- **Strength Points Factor (SP):** The red number on the counter is the unit's complement of soldiers, expressed as the unit's **SP**.
 - o **Small Units:** Units with an asterisk (*) by the SP value are "Small Units" and may **stack with one other unit** of any size.
- **Artillery Factor (AF):** The black number on the counter is the value for the unit's attached artillery batteries, expressed as the unit's **AF**.
 - o If an "**H**" is shown after the AF, this unit is a "**Heavy**" artillery unit. *This designation only appears on some Artillery units.*



Important Note: Most Infantry and Cavalry units also have an Artillery Factor. Therefore, they may issue Bombardment Fire in the same manner as actual Artillery units.

- **Elan Rating (ER):** This rating is the green (rightmost) number on the counter and measures the unit's overall morale and quality. The higher the ER rating, the better the unit will generally perform in the battle. The ER values are: **Elite = 6; Veteran = 5; Regulars = 4; Green = 3; Landwehr = 2.** *A unit's ER is never modified higher than "6" nor lower than "1".*

Elan Tests: During gameplay, units will often be required to take Elan Tests to check their ability to conduct certain actions and/or stand up to critical situations. An Elan Test is the player rolling a die and comparing it to the ER value of the testing unit. If the roll is **less than or equal to the ER**, the unit **passes**. If greater, the unit **fails**. **A unit with an ER of "6" still takes the test.** If you roll a "6", roll again. The unit **fails** the Elan Test if you then roll a "4", "5" or "6".

- **Fresh and Battleworn Sides:** The front of the unit counter is the **Fresh** side and has higher ratings. The back side is the **Battleworn** side of the counter and indicates that the unit has sustained severe and permanent losses (the Battleworn side has a dark grey stripe across the counter for easier identification).
- **Unit Steps:** Units go through six possible "Steps" as they take damage. Adjust the unit's condition immediately after losing one or more Steps.
 - o **1st Step Loss** = place *Shaken* marker under unit.
 - o **2nd Step Loss** = place *Disrupted* marker under unit.
 - o **3rd Step Loss** = flip unit over to its *Battleworn* side and remove the marker. **The unit must immediately then take a Panic Test.**



Panic Test: If a unit is flipped to its *Battleworn* side, it must take an immediate **Elan Test** after applying all Step Losses. If **failed**, the unit immediately **Retreats one hex**. In Close Combat, add this Retreat to the normal effects of the Close Combat (so a Close Combat loser that also Panics would Retreat three hexes). **Exception: Detachment units that fail a Panic Test do not Retreat. Instead, they take one additional Step Loss.**

- o **4th Step Loss** = place *Shaken* marker under unit.
- o **5th Step Loss** = place *Disrupted* marker under unit.
- o **6th Step Loss and each further Step Loss** = the unit remains on its *Battleworn* side with a *Disrupted* marker. It immediately **Retreats two hexes** with *each* such Step Loss. The unit is eliminated if it cannot complete this Retreat. **Exception: Detachment units are eliminated instead.**

For example, if a unit takes a 6th and 7th Step Loss from a combat it will retreat a total of four hexes.

b. Marker Information

Throughout the game, markers are used to keep track of various functions and conditions or to activate units.

- **Shaken/Disrupted:** This marker is used to designate the deteriorated condition of the accompanying unit. The “**Shaken**” side indicates that the unit’s **ER is reduced by one** (but never lower than “1”). The “**Disrupted**” side reduces **all** a unit’s values by one. So, it **reduces a unit’s ER, SP, and AF by one each** (again, never lower than “1”). This applies whether the unit counter is on its *Fresh* or *Battleworn* side.



Shaken
(-1ER)



Disrupted
(-1SP/-1AF
-1ER)

- **Activation:** Most of these markers are placed into a container. Only the Prussian Corps markers are left out and placed on the Game Turn Track instead. Each Corps in the game has its own Activation Marker plus there are four *Commander Activation* Markers – two *Napoleon*, one *Wellington* and one *Blucher*. These markers are randomly drawn from the container each Activation Phase to determine which formation or Commander activates next.
- **Miscellaneous Markers:** Other markers are used to track information (such as the “Game Turn” marker) or used as a reminder of special game conditions (such as the “Reverse Slope” marker). These are discussed in their appropriate sections.

3) DICE AND CONTAINER

The game includes six-sided dice (D6) of two different colors, which are used throughout gameplay. The player needs to supply a container – a cup, bag, or bowl - from which to draw Activation Markers.

- ▶ **“11–66” Dice Rolls:** When the player is asked to roll **two dice** on the various **Activation Tables**, the first die of one color represents the first digit, and the second die of a different color represents the second digit of a two-digit number. This generates a result from “11” through “66”. Cross reference this result on the appropriate table.

(B) SEQUENCE OF PLAY

Vive L'Empereur is played over **twelve Game Turns**. Each Game Turn (representing roughly one hour of real time) is played in a sequence of four **Phases**. Each Phase must be completed before moving on to the next Phase.

- ▶ **Advance Game Turn Marker Phase**
- ▶ **Draw Activation Marker Phase**
- ▶ **Activation Phase**

*The player resolves each drawn Activation Marker, using normal procedures for that type of marker. After doing so, revert to the **Draw Activation Marker Phase**. If the last Activation Marker has been drawn and any held markers played, proceed to the **End Phase**.*

- ▶ **End Phase**

(C) ADVANCE GAME TURN MARKER PHASE

During this phase, the player moves the “Game Turn” marker **up one box** on the Game Turn Track to the next higher-numbered Game Turn. *This phase is skipped on Game Turn #1.* If you have completed **Game Turn #12**, the marker is not moved, and the game is over.

- ▶ If the “Game Turn” marker enters a box with one or more *Prussian Corps Activation* markers, immediately

place the Activation marker(s) into the container and deploy the associated Prussian units as per section H.

(D) DRAW ACTIVATION MARKER PHASE

Place all *Corps* and *Commander* Activation Markers in the game (**not** those *Prussian Corps Markers* on the Game Turn Track) into the container. Then randomly draw **one** Activation Marker from the container. Play proceeds depending on the type of marker drawn. After being enacted, the marker is placed into the **Used Activation Markers Box**.



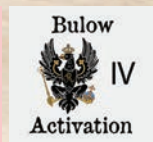
1) FRENCH CORPS ACTIVATION MARKER

If any of the *French Corps Activation Markers* are drawn, the player will activate any or all the units from the listed Corps (only). No other units can be activated.

- a. **Unit Actions:** Each unit from the activated Corps may conduct **one Unit Action**. Units can be activated in any order, but each Unit Action must be concluded before another unit activates and conducts a Unit Action.
- b. **Napoleon Has Humbugged Me, By God!:** The player may opt to **hold** any drawn *French Corps Activation Marker* throughout the turn instead of playing it. If so, the held marker may be played *immediately* before drawing a new Activation marker and the held marker is treated as if the player just drew it. **Only one French Corps Activation Marker may be held**, in addition to one or two *Napoleon Commander Activation Markers* (see below).

2) ANGLO-ALLIED AND PRUSSIAN CORPS ACTIVATION MARKERS

If any of the *Anglo-Allied Corps Activation* or *Prussian Corps Activation Markers* is drawn, the player consults the **Anglo-Allied/Prussian Corps Activation Table** player aid and rolls two dice, getting a number from “11-66”. That dice result is cross-referenced on the appropriate table and the resulting entry instructs the player how to activate the units from the activated Corps (only). **Note that Detachment units never activate using this procedure** - they use a separate, unique procedure which is detailed on the player aid.



3) COMMANDER ACTIVATION MARKER

If any of the four **Commander Activation** markers is drawn – *Wellington*, *Blucher* or either *Napoleon* marker – the player consults the corresponding **Commander Activation Table** on the player aid.

- a. If either *Napoleon* Commander Activation Marker is drawn, hold the marker (both may be held at the same time if you wish). Consult the **Le Petite Caporal Table** and you may choose **one** of the five special actions to conduct at the eligible time as detailed for that action. The marker is discarded after you decide to use it. If unused by the end of the Game Turn, it is discarded with no effect.
- b. If the *Wellington* Commander Activation Marker is drawn, first **Rally** one Anglo-Allied unit. Then consult the **Old Nosey Table** and roll two dice to get a number from “11-66”. Cross reference that result with the entry on the table and follow its instructions.



Please note that not all situations and conditions can be accounted for with these Activation Tables. Use them as guidelines and, if in doubt, your best judgement should dictate how to resolve a particular move or attack decision.

- c. If the *Blucher* Commander Activation marker is drawn, the player first rolls a die for each *Prussian Activation Marker* on the Game Turn Track to see if it moves on the track. Then one Prussian unit is **Rallied**. Finally, roll two dice to get a number from “11-66” and consult the **Alte Vorwärts Table**.



Note that Wellington is the overall Anglo-Allied Commander and also the commander of the Reserve Corps (RC). When his "Commander Activation" marker is drawn, use the above procedure; when his "Reserve Corps (RC)" marker is drawn, roll for a normal Anglo-Allied Corps Activation.

(E) ACTIVATION PHASE

This phase consists of the player activating French, Anglo-Allied or Prussian units depending on the type of marker drawn in the **Draw Activation Marker Phase**. *French* units are activated as the player wishes; *Anglo-Allied* and *Prussian* units are activated per the result rolled on the Activation Tables; the *Wellington* and *Blucher Commander Activation* markers are resolved per the result rolled on the appropriate tables; the *Napoleon Commander Activation* marker is used as desired. After completing the relevant activation, return to the Draw Activation Marker Phase and draw a new marker if there are any left in the container. If not and any desired held markers have been played, proceed to the **End Phase** of the Game Turn.

(F) ACTIVATING FRENCH UNITS

If a **French Corps Activation Marker** is drawn, each unit of the Corps named on the marker may activate during the **Activation Phase**. The player finds the units belonging to that Corps and activates each unit, one at a time and in any order desired, with **one Unit Action**. The activated unit has its action fully resolved before the next unit can activate with its own Unit Action. A unit may do nothing if the player wishes. The eligible Unit Actions are: *Manuever*, *Bombardment*, *Combat*, *Rally* and *Close Combat*.

1) MANEUVER

Manuever is used to move a unit without it engaging the enemy or conducting any combat. Units are moved from their current hex directly to an adjacent hex, up to their maximum allowance.

- a. **Movement Allowances:**
 - **Infantry** and **Artillery** units move up to **2 hexes**.
 - **Heavy Cavalry (HC)** units move up to **3 hexes**.
 - **Light Cavalry (LC)** units move up to **4 hexes**.
- b. **Forced March:** The player may increase the unit's Movement Allowance by **1 additional hex**, but it must then take an **Elan Test**. If the test is **failed**, the unit takes **one Step Loss** (representing injuries and stragglers).
- c. **Difficult Terrain:** A unit must **stop moving** when it enters a **Woods, Buildings, or Walled Buildings** hex, *except when following along a Road*.
- d. **Enemy Threat:** A unit must **stop moving** when it enters a hex **adjacent to an enemy unit** (*exception: Cavalry Charge*). The unit may *move away* from an adjacent enemy unit but must stop if it again moves adjacent to the same or different enemy unit. Note that the moving unit must halt even if the hex adjacent to the enemy unit is occupied by a friendly unit.
- e. **Slowing Terrain (Uphill):** If a unit moves from a **Flat** elevation hex to a **Ridge** elevation hex, that hex counts as **two hexes** against the unit's Movement Allowance. If a unit has only one hex remaining in its Movement Allowance, it can't move onto the Ridge hex.
- f. **Prohibitive Terrain (River Crossing):** A unit may not cross a **River** hexside, *except along a Road*.
- g. **Roads:** Moving from hex to adjacent hex while following along a **connected Road** *negates* the **Difficult Terrain, Slowing Terrain, and Prohibitive Terrain** penalty *but not an Enemy Threat* penalty.
- h. **Unit Stacking:** Normally, only **one unit** may be in a hex at the end of a unit's movement (see exception below). *Any number* of units may *pass through* other units during movement. If at least one unit is a **Small Unit** (see A2), then **two units** (only) may stack in a hex.
- i. **Prussian Zone Restriction:** **French** units (only) may not voluntarily **end their movement**



in any **19xx** or **20xx** numbered hex until the first **Prussian** unit enters the map. A French unit may *pass through* such hexes or Retreat into those hexes only if no other option is available. However, it must leave those hex columns at its first opportunity.

Note that the Maneuver Order cannot be used to launch a Close Combat attack on an enemy unit.

Maneuver Example: Ryan draws the “Kellerman III Cav Corps” Activation Marker from the container and thus activates that Corps. It only has two units – L’Hertier is in hex 0311 and D’Hurbal is in 0312. Both are Heavy Cavalry units and thus have a normal Movement Allowance of 3 hexes. He moves L’Hertier to 0211 – 0210 – 0209 and then decides to use Forced March to enter hex 0308 (this is a Forced March because a Heavy Cavalry unit is moving into a fourth hex, exceeding its normal allowance). The unit must then take an Elan Test, but Ryan’s not worried as the unit’s ER is “5”. He rolls a die and gets a 5, barely passing! Phew! Note that if he had moved the unit directly North, 0310 – 0309, it would stop its move in 0309 as it would be adjacent to an enemy unit (the Hougoumont Detachment unit). He then moves D’Hurbal to 0311 and then 0411, which costs 2 hexes as it is moving from Flat terrain to Ridge terrain. The unit thus uses all its normal Movement Allowance (and Ryan does not wish to use Forced March in this case). Note also that if the Jerome Infantry unit (from II Corps), for example, was already in hex 0411, D’Hurbal could not end its movement in that hex as it would be over-stacked. The III Cav Corp’s activation is now finished.

2) **BOMBARDMENT COMBAT**

A *Bombardment Combat* Unit Action reflects the unit deploying and positioning its attached artillery batteries. It is used to barrage the enemy with maximum firepower. The active unit declares the Bombardment fire against one eligible enemy unit, which is designated as its **target**. If there are two units in the targeted hex, the unit may only fire upon **one** of them.

Note that all three types of units may conduct Bombardment Combat if they have an Artillery Factor (AF). Do not use a unit’s SP value for Bombardment Combat!

- a. **Maximum Range:** “Heavy” Artillery units may fire no farther than **4 hexes**; all other units may fire no farther than **3 hexes**.
- b. **Line of Sight (LOS):** Draw an imaginary line from the center of the firing hex to the center of the target hex. If an LOS is **blocked**, the Bombardment against that target cannot be made.
 - The LOS **may pass through a hex containing other units** of either side.
 - The LOS is blocked if it passes through an intervening **Ridge** hex and *both* the firing and target units are on **Flat** hexes.
 - If both hexes are on the same elevation and there is an intervening **Woods, Buildings** or **Walled Buildings** hex also at the same elevation, the LOS is **blocked**.
 - If a unit is firing *uphill* (Flat to Ridge) or *downhill* (Ridge to Flat) and there is an intervening **Woods, Buildings** or **Walled Buildings** hex on a **Ridge** hex, the LOS is **blocked**.
 - If the LOS is drawn **exactly along a hexside**, the LOS is **blocked** if *either* hex is blocking terrain.
- c. **Bombardment Dice:** Units reference their **Artillery Factor (AF)**, which is the *initial number of dice* the unit rolls. The number of dice rolled can be modified by certain conditions. *A unit with a printed “0” AF rating can never conduct Bombardment Combat.*
- d. **Dice Adjustments:** Increase the number of dice rolled for each of the following applicable cases:
 - **Plunging Fire: +1 die** if the firing unit is on **Ridge** terrain and the target is on **Flat** terrain.
 - **Canister: +1 die** if the firing unit is *adjacent* to the target unit.
 - **Target in Square: +1 die** if the target unit is an **Infantry** unit in a **Clear** hex (only) and it is *adjacent* to an enemy **Cavalry** unit.
 - **Desultory Fire: ½ total dice** (rounded up) if unit **failed** its **Close To Contact Test**. *Apply all other dice adjustments first. Anglo-Allied and Prussian units also get Desultory Fire after a failed Close to Contact Test.*
- e. **Combined Fire:** **Two** active units (only) **stacked together or adjacent to one another** firing at the same target, may add their Bombardment Dice together into one roll. Modify each unit separately before

combining (for example, if *both* units are on a Ridge hex firing at a Flat hex, both have their AF increased by one die each for Plunging Fire).

- f. **Target Number:** The **Target Number** of the Bombardment is based on the terrain in the hex of the target unit:
- **Clear = 4**
 - **Woods and Buildings = 5**
 - **Walled Buildings:**
 - o Detachment units = **6**
 - o All other units = **5**
 - **Target Unit is Cavalry = -1 to normal Target Number**
- g. **Bombardment Combat Resolution:** Roll all eligible **Bombardment Dice** (F-2c&d) and compare each die roll result to the **Target Number** (F2f).
- Each die result **greater than** the Target Number = **1 Success**
 - Each die result equal to the Target Number = **1 Partial Success**
 - **2 Partial Successes = 1 Success** (1 Partial Success has no effect).

Note therefore, that to score 1 Success on a detachment unit in a Walled Building hex, you would need to roll two "6's".

- h. **Bombardment Combat Success Application:** If the firing unit scores **at least 1 Success**, the target unit **loses one Step** (see A-2a Unit Steps). This is recorded by placing the necessary "*Shaken / Disrupted*" marker and/or flipping the unit to its *Battleworn* side. Step losses are cumulative. **Note that this is the best result that can be achieved by a Bombardment Combat – multiple Successes from a single Bombardment Combat still results in only one Step Loss against the target unit.**

Bombardment Example: David draws the "Reille II Corps" Activation Marker from the container. He is also holding a "Napoleon" Commander Activation Marker, which he drew earlier in the Game Turn. He decides to use his Napoleon marker now for its "Pas de Charge" ability, which allows all II Corps units to either move one hex free before doing another Unit Action, or it simply increases their Movement Allowance by one. He discards both the "Napoleon" marker and the "Reille II Corps" marker to the Used Activation Markers Box and proceeds with the II Corps activation. Foy is in hex 0910 and he moves it to 0909 as its free hex move. Dave then has the unit conduct a Bombardment Combat against the Anglo-Allied 1/Reserve Artillery unit, which is in hex 0707. It is three hexes away (thus it is in Range) and in LOS. He rolls two dice for Foy's "2 AF" rating (importantly, note that for Bombardment Combat units use their Artillery Factor rating – not their SP). The Target Number for the 1/Reserve unit is "4" because it is in Clear terrain (note that it would not get the benefit of the "Reverse Slope Deployment" Allied marker - if it was in play - because only Infantry and Cavalry earn that benefit). He rolls a "5" and a "6", which are two Successes. This results in a Step Loss for the 1/Reserve unit. It is given a "Shaken" marker for the Step Loss. Dave then has the Pellitier Artillery unit fire at the Hougoumont Detachment unit from hex 0610. It gets three dice for its "3" AF plus one die for Plunging Fire (Ridge to Flat terrain). The Detachment's Target Number is "6" for the Walled Buildings. Mike rolls "2", "3", "6" and "6" for two Partial Successes, which equal one Success and thus a Step Loss. The Hougoumont Detachment gets a "Shaken" marker. Dave then continues on activating the remainder of the II Corps units.

3) RALLY

The *Rally* Unit Action allows a unit to recover some casualties and reorganize. Eliminated units cannot Rally.

- a. A unit may **recover one Step loss** by removing or downgrading a marker (only). A "Shaken" marker is removed; a "Disrupted" marker is flipped over to its "Shaken" side.
- b. Rally **only adjusts or removes a marker**. A unit on its *Battleworn* side never flips back over to its *Fresh* side.

4) CLOSE COMBAT

This Unit Action simulates an active **Infantry** unit moving to within **small arms firefight range** with the enemy (only about 50 yards at most) or in some rare cases, conducting an actual bayonet charge. If the active unit is a **Cavalry** unit, this represents a cavalry charge. **Artillery units may not use this Unit Action.** Only **one** unit may conduct a Close Combat

attack at a time (but adjacent friendly units will provide support – F4-f). The active unit is the *attacking* unit, and the targeted enemy unit is the *defending* unit.

- a. **Multiple Defenders:** If the defending hex has **two units** in it, the **attacker can only attack either one**. The other unit is unaffected, and the attacker cannot occupy the hex, even if it wins the Close Combat.
- b. **Infantry Unit Close Combat:** An Infantry unit must *begin* its activation *adjacent to the enemy unit* it wishes to attack in Close Combat.

Note again that in order to attack in Close Combat, the unit must begin the Unit Action adjacent to the intended target of the attack. Units may not conduct normal movement under a Maneuver Order and then launch a Close Combat attack.

- c. **Cavalry Withdrawal:** If a **French Cavalry** unit has a Close Combat attack declared against it by an enemy **Infantry** unit (only), but before the Infantry unit takes its Close To Contact Test (see below), the Cavalry may opt to “lose” the combat and **Retreat up to two hexes**. No dice are rolled, no Step Losses are inflicted, and the Infantry “wins” the combat and advances into the hex (if empty). Normal Retreat Move rules apply.
 - **Anglo-Allied** and **Prussian Cavalry** units attacked by a **French Infantry** unit will take an **Elan Test**. If **failed**, they will **Retreat two hexes**. If **passed**, they remain in place and resolve the Close Combat.
- d. **Close To Contact Test:** An attacking unit must first pass an **Elan Test**.
 - If the test is **failed**, an **Infantry** unit *may not* Close Combat or Move, but **may issue Bombardment Combat** at the intended target of the charge as **Desultory Fire** (see F-2d). If the attacking unit is **Cavalry**, it may not issue Desultory Fire.
 - If the test is **passed**, the unit moves *into the hex* with the targeted enemy. If the unit passes by *two or more*, (ex: rolling a “2” with an ER of “4”), the unit gets a **Confident** bonus.
- e. **Close Combat Dice:** *Both units* roll dice against one another in the combat (you can roll separately or simultaneously using differently colored dice).
 - The **attacking** unit rolls a number of dice equal to its **SP** value.
 - The **defending** enemy unit rolls a number of dice equal to its **SP and AF values added together**.
- f. **Dice Adjustments:** Increase the number of dice rolled for each unit if any of the following apply:
 - **Confident: Attacker: +1 die** if unit passed its **Close To Contact Test** by **at least 2 points**.
 - **Enfilade: Attacker: +1 die** for *each other friendly unit adjacent* to the defending hex, up to a **maximum of two adjacent friendly units (+2 dice)**.
 - **Downhill Fire/Countercharge: Defender: +1 die** if defender is in a **Ridge** hex and attacker’s last hex before entering defender’s hex was a **Flat**.

Close Combat Dice example: Steven has the Shaken French unit Foy on hex 1207 and attacking the British Picton unit on hex 1206 (both units are on their Fresh sides). Foy conducts a Close Combat attack and rolls a “1” for its Close to Contact Test (thus passing the test and doing so Confidently) and moves into 1206 (on top of Picton). The French units Bachelu and Donzelot are in hexes 1106 and 1306, so also adjacent to Picton. Steven will roll 8 dice for Foy (5 dice for Foy’s SP, +1 die for being Confident and +2 dice for the Enfilade effect of two friendly units). Picton will also roll 8 dice (5 dice for Picton’s SP + 2 dice for its AF + 1 die for Downhill Fire).

- g. **Target Number:** The Target Number for each unit is the **enemy unit’s Elan Rating**. The defender’s Target Number can be adjusted (see below).
- h. **Defender Target Number Adjustments:** The defending unit can have its **Target Number** increased during the Close Combat if any of the following apply:
 - **Cover: Defender +1** if defender is in a **Woods or Buildings** hex or a **non-Detachment** unit in a **Walled Building** hex.
 - **Heavy Cover: Defender +2** if defender is a **Detachment** unit (only) in a **Walled Buildings** hex.
 - **River Barrier: Defender +1** if attacker crossed a **River** hexside (i.e., at a Bridge) entering the attacked hex.
 - The **Target Number** can **never be higher than “6”** regardless of accumulated modifiers.

- i. **Close Combat Resolution:** The player rolls all the dice for each side simultaneously (as figured in E-4 e&f) and compares each die roll result to the opposing unit's Target Number (as figured in E-4 g&h).
- Each die result *greater than* the opposing unit's Target Number = **1 Success**
 - Each die result *equal to* the opposing unit's Target Number = **1 Partial Success**
 - **2 Partial Successes = 1 Success** (1 Partial Success is ignored and has no effect).
- j. **Close Combat Success Application:** The player determines the number of **Successes** scored by each unit against the opposing unit. Each unit applies **a number of Step Losses equal to the number of Successes** scored against it by the opposing unit, *up to a maximum of 3 Step Losses*. Any Successes greater than three are ignored for purposes of applying Step Losses (only) but they are not ignored for determining the **winner** and **loser** of the combat (see below).
- k. **Close Combat Winner/Loser:** The unit scoring the **most Successes** wins the combat and the opposing unit **loses** the combat. If both units score the **same number of Successes**, the **defending unit** wins the combat.
- The **losing** unit must **Retreat two hexes**, except Detachment units (see below).
 - If **tied**, the losing attacking unit moves back to the hex it occupied before the attack (this is *not* a Retreat move).
 - The **winner** of the combat remains in the hex, except if the defending hex had two units in it or the defender is a Detachment unit. In those cases, a winning attacker must still move back to the hex it occupied before the attack (this is *not* a Retreat).
 - The **winner** must Retreat normally if it becomes *Battleworn* from any Step Losses and subsequently fails its Panic Test.
 - **Detachment Unit Losers:** These units **do not Retreat** if they lose. Instead, the Detachment unit takes an **Elan Test**. If it **fails**, it takes an **extra Step Loss**; if it **passes**, there is **no additional effect**.

Note the difference between the total number of Successes scored and the number of Step Losses applied. It is possible for both units to take the same number of Step Losses but for one to win the combat. For example, if an attacking Anglo-Allied unit achieves 5 Successes against a defending French unit that achieves 4 Successes, both sides would lose 3 Steps (the maximum), but the Anglo-Allied unit wins the combat (scoring more Successes).

- l. **Cavalry Charge Close Combat:** Cavalry units attack in Close Combat *only* via a **Cavalry Charge**. This is resolved exactly like Infantry Close Combat, but with some important exceptions.
- Cavalry units **may not** Close Combat attack enemy units located in **Woods**, **Buildings** or **Walled Buildings** hexes or across **River** hexsides, even at a Bridge. It *may* move through other friendly units.
 - Cavalry units **do not need to start adjacent** - they may be up to **two hexes away** but must have a **Line of Sight** (see F-2b) to the intended target unit to conduct a charge. If two hexes away, the unit moves into the hex adjacent to the intended target but it may not enter a **Woods**, **Buildings**, **Walled Buildings** hex or cross a **River** hexside. That adjacent hex **may also be adjacent to a non-targeted enemy unit** as long as that enemy unit is itself adjacent to the intended target hex (thus ignoring the normal Enemy Threat movement restriction – F1d).
 - **Close to Contact Test:** If the Cavalry **fails** the test, it remains in the hex adjacent to the target and its activation ends there. It **may not** conduct **Desultory Fire** like Infantry. If that hex is overstacked, the unit moves back to its start hex (this is not a Retreat). If it **passes** its Close to Contact Test, the Cavalry unit is moved into the target hex.
 - **Form Square Test:** If the Cavalry unit **passes** its Close to Contact Test and the defending enemy unit is **Infantry**, the Infantry unit takes an **Elan Test**. This *does not* apply to defending **Artillery** and **Cavalry**.
 - If **passed**, the Infantry unit increases its **Elan Rating by +2**.
 - If **failed**, the Infantry unit decreases its **Elan Rating by -2**.
 - **Additional Cavalry Charge Adjustments:**



- o **+2 dice** if “Heavy” Cavalry is attacking
- o **-1 ER** to defending **Artillery** units
- o **Blown Horses:** The attacking Cavalry unit will suffer **an additional Step Loss**. This is applied *after the combat is resolved* and does not affect winning and losing unit determination. *This effect is not applied if the unit did not pass the Close to Contact Test.*

Close Combat example: Using the previous Close Combat Dice example involving Foy versus Picton, both units are now sitting in the same hex and engaged in Close Combat, with both rolling eight dice each. Foy's Target Number is equal to its Elan Rating, so it is a “3” (an ER of “4” reduced by one due to being Shaken) while Picton's Target Number is “5” (its Elan Rating). Steven grabs eight blue dice for the French unit and eight red dice for the British unit and throws all sixteen dice at once. The blue dice read “2”, “2”, “2”, “3”, “4”, “5”, “5” and “6” and the red dice are “1”, “1”, “2”, “3”, “4”, “5”, “6” and “6”. Foy therefore scores 2 Successes (for the two “5's” and the “6”) while Picton scores 4 Successes (for the “4”, “5” and two “6's”). Thus, Picton wins the combat and Foy must Retreat two hexes. Foy receives three Step Losses (the maximum) and is flipped over to its Battleworn side and given a “Shaken” marker. Because it became Battleworn, it must also take a Panic Test. Steven rolls a die against Foy's ER of “2” (ER of “3” but reduced by one for being Shaken). He rolls a “4” so the unit fails and must Retreat an additional hex. Picton suffers two Step Losses and Steven places a “Disrupted” marker under the unit.

G) ACTIVATING ANGLO-ALLIED AND PRUSSIAN UNITS

If an Anglo-Allied Corps Activation or Prussian Corps Activation Marker is drawn, the player consults the Anglo-Allied/Prussian Corps Activation Table.

- 1) If the Detachments Activation Marker is drawn, follow the instructions as detailed on the player aid in the Detachment section. Each of the three Detachment units has its own set of instructions to follow. Detachment units never move, Bombard, or attack in Close Combat.
- 2) If any of the Corps Activation Markers are drawn, the player rolls two dice, getting a number from “11-66”. That result is cross-referenced on the appropriate table and the resulting instructions are followed. They will detail how the player moves and combats with the units from the activated Corps (only) and sometimes different types of units will act differently.
- 3) Enemy Movement and Target Priorities: When moving Anglo-Allied and Prussian units and there are multiple eligible hexes to enter, follow the priority list to determine which hex will be moved into next by the unit. When targeting French units for Bombardment or Close Combat and there are multiple options, follow the Target Priority list to determine who the unit will attack.

Anglo-Allied Activation example: Fred has drawn the “Hill II Corps” Corps Activation Marker and thus rolls two dice on the Anglo-Allied/Prussian Corps Activation Table. He rolls “56” which is “Reinforce/Recapture”. Since this is the first Game Turn, all of Hill's units are still in their starting hexes. Earlier in the turn, Fred had activated Kellerman and moved those units per the Manuever example on page 5. Reading the “Reinforce/Recapture” instructions, only units within four hexes of a VP Hex under threat or within four hexes of a French unit adjacent to that VP hex will activate. Hougoumont is the only VP hex that qualifies and all three units in Hill's II Corps therefore qualify to activate. Starting with any unit he wishes, Fred moves Clinton to hex 0408, which is both adjacent to Hougoumont and the threatening French unit L'Hertier (in hex 0308) and thus it stops there. He then moves Mitchell into hex 0307, which is adjacent to L'Hertier who is also adjacent to Hougoumont. Finally, Fred moves Halkett its Movement Allowance of 2 hexes by moving to hex 0305 and then 0306, which is both moving closer to the qualified VP hex and avoiding changing elevation (which is why it does not choose hex 0406 to enter).

(H) END PHASE

After completing the current Activation Phase, the player will check the container. If there are any Activation Markers remaining or held, return to the **Draw Activation Marker Phase**. If no markers remain in the container, the player removes any markers from the **Allied Condition Markers Box** and then replaces all the Activation markers from the

Used Activation Markers Box back into the container. **Unused held French Activation Markers (Corps and Napoleon) are returned to the cup.** Then proceed to the next Game Turn's Advance Game Turn Marker Phase.

(I) PRUSSIAN ARRIVAL

If the "Game Turn" marker enters a box that contains a Prussian Corps Activation Marker or such a marker is moved into the box with the "Game Turn" marker, that Prussian Corps has arrived and will enter the game. Each Prussian Corps Entry Hex is as follows:

- ▶ *Bulow* (IV Corps) enters at hex **2011**
- ▶ *Pirch I* (II Corps) enters at hex **2009**
- ▶ *Ziethen* (I Corps) enters at hex **2003**

1) When the Corps arrives per the above, Prussian units are immediately entered as follows:

- a. The arriving Corps' **Cavalry** unit is first *placed* onto the assigned Entry Hex (this is not considered to be movement). That unit is then moved normally along connected **Road** hexes toward either the closest *Plancenot* hex (for *Bulow* and *Pirch I*) or *Papelotte* hex (for *Ziethen*). The Cavalry unit moves its' entire Movement Allowance or until it moves adjacent to a French unit.
- b. The player then chooses any Prussian **Infantry** unit from the arriving Corps and conducts the same placement and movement as the Cavalry unit but using the Infantry Movement Allowance.
- c. Further **Infantry** units are entered and moved in this manner until the Entry Hex for that Corps is fully stacked (per the Unit Stacking rules – see F1-h). No more units are entered until the Corps activates normally.

So, the maximum number of Prussian units that can be initially entered is four - the Cavalry unit moving 4 hexes and then two Infantry units moving 2 hexes and 1 hex each respectively, with the third unit placed into the Entry Hex.

- 2) Place all the arriving Corps' remaining units off map, near their Entry Hex.
- 3) Place the arriving Corps' *Prussian Corps Activation Marker* into the container.
- 4) When activated for **movement**, the off-map units of the activated Corps enter the game with each unit first being placed onto the assigned Entry Hex and then conducting normal movement from there. The units entered will first be any remaining **Infantry** units (player's choice as to the order of entry), followed by the Corps' **Artillery** unit entering last. If the Entry Hex is occupied or fully stacked, see Delayed Entry below.
- 5) **Delayed Entry:** If the Entry Hex is occupied by a French unit or fully stacked, Prussian units will not enter through that hex. Instead, they must wait until their next activation and then, if the Entry Hex is still occupied, they enter at the closest unoccupied map edge hex to the North of the assigned Entry Hex.

(J) RETREATS

Whenever a unit is instructed to Retreat, it must follow these parameters:

- 1) It must **increase the distance** from the *cause* of the Retreat.
- 2) It may not move through an enemy unit or **end** over-stacked. If it would end over-stacked, it instead continues Retreating until a legal hex is entered.
- 3) The unit **may not enter the same hex** more than once. If the only option is to do so, the unit cannot complete its Retreat, stops in the current hex, and takes a **Step Loss** for each hex not Retreated.
- 4) If the Retreating unit moves adjacent to one or more enemy units, it **loses one Step** at the *end* of its move (regardless of the number of enemy units passed). *This does not apply if the passed-through hex adjacent to the enemy contains a friendly unit.*
- 5) **French** units must Retreat **South** if possible; Anglo-Allied units must Retreat **North and/or Northwest** if possible; Prussian units must Retreat **North and/or Northeast** if possible. *These directions may only be ignored if*

the only available hex in those given directions would force the unit to move through, or adjacent to, an enemy unit or that hex is an impassable hex. Note that these directions may not be ignored to avoid moving off the map.

- 6) If a unit is physically blocked from completing its required Retreat move by enemy units and/or impassable hexes, it Retreats as far as it can and then **loses one Step** for *each hex* it could not Retreat. If this inflicts the 6th (or more) Step Loss on the unit, it is eliminated. *Note that the map edge is not considered to be impassable.*
- 7) **Anglo-Allied** and **Prussian** units will retreat via the safest route while following the priorities. They will opt to move into or through a **VP hex**, if possible.
- 8) If the unit has no choice but to Retreat off the map, it is **eliminated** from the game.

(K) VICTORY AND DEFEAT

At the conclusion of **Game Turn #12**, the player assesses how well they did based on the number of Victory Points scored.

- 1) **Victory Points (VP):** The player counts the number of VP scored by determining which **VP Hexes (indicated with a red star)** are French controlled at the *end of the game* and adding up the resulting VP score. **“Controlled”** means occupying or being the last to occupy the VP hex in question with any French unit. Use the provided “French Control” markers to assist in keeping track.

▶ **Walled Buildings Hexes:**

- Hougomont (0409): **6 VP**
- La Haye Sainte (1007): **4 SP**
- Papelotte (1607): **2 VP**

▶ **Building Hex:**

- *Plancenoit* (1412, 1413 and 1512): **1 VP per hex**

▶ **Allied Line of Communications (LOC) Hexes:**

- *Merbe-Braine* (0204): **5 VP**
- *Mont St. Jean Farm* (0903): **3 VP**
- *Mont St. Jean* (0802): **5 VP**
- *Road to Hal hex* (0104): **3 VP**
- *Road to Brussels hexes* (0301, 0401, 0701, 0901, and 1401): **3 VP per hex**

▶ **Allied/Prussian Attrition:**

- For each **Large British Infantry** unit (not other Anglo-Allied, Prussian, Small Units, Cavalry or Artillery units) that is eliminated from the game: **2 VP per unit**

▶ **La Garde Recule!**

- For each **Old Guard (OG)** unit that is on its Battleworn side: **-3 VP per unit**
- For each **Young Guard (YG)** unit that is on its Battleworn side: **-2 VP per unit**
- For each **Imperial Guard Artillery or Cavalry unit** on its *Battleworn* side: **-1 VP per unit**

- ▶ **French Line of Communications (LOC) Hexes:** If these hexes are *enemy controlled*, deduct the indicated VP penalty.

- *La Belle Alliance* (1110): **-4 VP**
- *Rossomme* (1015): **-6 VP**

- 2) **Level of Victory:** The player totals the earned VP per the schedule above. Find the total in the chart below and that is how well you did!

0 – 3 VP = Catastrophe (historical result)

4 – 7 VP = Major Defeat

8 – 11 VP = Minor Defeat

12 – 15 VP = Standstill

16 – 19 VP = Minor Victory

20 – 23 VP = Major Victory

24 – 27 VP = Decisive Victory

28+ VP = War-Winning Victory

(L) GAME SETUP

ANGLO-ALLIED UNITS

I CORPS (I) – Prince of Orange

Chasse – 0104 / Cooke – 0607 / Kielmansegge – 0706 / Alten – 0806 / Bylandt – 1106 / Saxe-Weimar – 1606

II CORPS (II) - Hill

Halkett – 0304 / Mitchell – 0306 / Clinton – 0407

RESERVE CORPS (RC) - Wellington

1/Brunswick – 0603 / 2/Brunswick – 0603 / Kruse – 0705 / 1/Reserve – 0707 / 2/Reserve – 0906 / Picton – 1206 / Lambert – 1306 / Vincke – 1406

CAVALRY CORPS (CC) - Uxbridge

Right Flank – 0606 / Somerset – 0805 / 1/Netherland – 0903 / 2/Netherland – 0903 / H.A. Reserve – 0904 / Ponsonby – 1104 / Vandeleur – 1304 / Vivian – 1605

DETACHMENTS

Hougoumont – 0409 / La Haye Sainte - 1007 / Papelotte – 1607

PRUSSIAN UNITS

Place the three *Prussian Corps Activation Markers* on the **Game Turn Track: Bulow** (IV Corps) in the Game Turn #10 box, **Pirch I** (II Corps) in Game Turn #11 and **Ziethen** (I Corps) in Game Turn #12. Keep all *I Corps, II Corps and IV Corps* Prussian units, sorted by Corps, near the game map.

FRENCH UNITS

French units cannot be deployed adjacent to an Anglo-Allied unit.

I CORPS (I) – D’Erlon

All units within 3 hexes of 1309

II CORPS (II) - Reille

All units within 3 hexes of 0611

VI CORPS (VI) – Lobau

All units within 1 hex of 1111

III CAV CORPS (IIIC) – Kellerman

Both units within 2 hexes of 0511

IV CAV CORPS (IVC) - Milhaud

Both units within 2 hexes of 1411

IMPERIAL GUARD (IG) – Drouot

Guyot within 2 hexes of 0512 / *Lefeb.-Desnou* within 2 hexes of 1511 / All other units within 1 hex of 1013

1) MARKERS

- Place the “Reverse Slope” Allied Condition marker in the Allied Condition Box. This marker remains in the box and active for the **first two played turns**. *Do not* remove it in the End Phase of the first turn – only do so during the End Phase of the second turn. Place the “Remove Reverse Slope” marker on the Game Turn Track straddled between the second turn’s box and the third turn’s box as a reminder not to begin the third turn of the game without removing the marker first. If the “Reverse Slope” result is rolled on the **Old Nosey Table** during the first two Game Turns, treat it as no effect.
- Place the following Activation Markers into the cup: *French I Corps, II Corps, VI Corps, III Cav Corps, IV Cav Corps, Imperial Guard (IG)* and both *Napoleon Command Activation Markers*; all the *Anglo Allied*

Corps Activation Markers plus the *Wellington Command Activation Marker*; and the *Blucher Command Activation Marker*.

- Do not use the following units/markers: French *III Corps (Vandamme)*, *IV Corps (Gerard)*, *I Cav Corps (Pajol)*, *II Cav Corps (Exelmans)*, or Prussian *III Corps (Thielemann)*.



2) A RAINY START

The game begins randomly due to the rain and wet ground. Roll a die on Game Turn #1 (9:00 am). If you roll a “5” or “6”, the game begins immediately. If not, roll again but add a “+1” modifier for each turn after Game Turn #1 until a “5” or “6” is rolled. The game will begin with that Game Turn (the game will therefore start no later than Game Turn #5). *Historically, the exact beginning of the battle is questionable. Generally, it is believed to have started somewhere between 11:00 am and 1:00 pm.*

(M) THE “WHERE IS GROUCHY?” SCENARIO

If you’d like to play the game with a bit of alternate history, you can do so by adding this variant. It assumes that Grouchy diverts from his pursuit of the Prussian Army and instead heads directly to the sound of the guns at Waterloo. Grouchy’s exact path is up to you but his break off also means that Thielemann’s III Prussian Corps will follow the other Prussian formations to the battlefield.

Note that for game purposes, we are treating Teste’s Division, who was detached from the French VI Corps and operating with Grouchy, as part of Vandamme’s III Corps.

- Starting with **Game Turn #6 (2:00 pm)**, roll a die in the same manner as with A Rainy Start. If a successful roll is made, you may add the French *III Corps (Vandamme)*, *IV Corps (Gerard)*, *I Cav Corps (Pajol)* and *II Cav Corps (Exelmans)* French Corps Activation Markers to the cup.
- After a successful roll, you must choose one of the following three entry hexes for **each** of the four French Corps: **0915, 1015, 1115, 1715** or **2011**. However, hex **2011** *cannot be chosen* if any Prussian Corps has already entered the map at that hex. All Corps may enter at the same hex or can be split up.
- At the start of the game, the *Thielemann (III Corps) Prussian Corps Activation Marker* is placed under the *Ziethen (I Corps) Corps Activation Marker* on the Game Turn Track. It will only move forward on that track after the *Ziethen* marker is first moved.
- When *Thielemann* enters the game, roll a die. If no French Corps entered the game via hex 2011, then apply as follows: **1-2** = enters at **2003**; **3-4** = enters at **2009**; **5-6** = enters at **2011**. If a French Corps has already entered at **2011**, then *Thielemann* will automatically enter at **2003**. For Corps Activation purposes, *Thielemann* follows the instructions for the Corps whose Entry Hex it entered through. *For example, if it enters at hex 2009, it is activated with the same instructions as Pirch I.*
- If hex **2011** was already used by a French Corps to enter the game, *Bulow* will enter at hex **2009** instead.

(N) THE “NEW WATERLOO” SCENARIO

You may opt to ignore the historical parameters of the French deployment instructions and choose to set up the French units anywhere you wish, within the following limits: they must be deployed **South of the xx07** numbered hex row and **not adjacent to an enemy unit**. If you choose this option, you may wish to exercise some common-sense judgement and adjust the Anglo-Allied unit deployments slightly to match your re-deployment.

(O) TWO-PLAYER SCENARIO

If you have a second player wishing to play the game, simply do away with using the Anglo-Allied and Prussian Activation Tables.

- 1) The Anglo-Allied/Prussian player may choose to do whatever they wish, using the same Unit Actions as the French. However, they still roll for the *Wellington* and *Blucher* **Commander Activation Markers** when they are drawn.
- 2) The French player will earn additional VPs if certain **British** units are *Battleworn* at the end of the game, as follows:
 - o **Cooke: 3 VP**
 - o **Picton: 2 VP**
 - o **Mitchell, Ponsonby, Somerset or the H.A. Reserve Artillery: 1 VP each**

Note that the Allied and Prussian unit counters are oriented for the convenience of the solitaire player and as such may be a bit awkward to use for the second player.

(P) FIXED START SCENARIOS

The player may opt to begin the game on a fixed Game Turn instead of rolling for the game start.

- 1) **No Rain:** Begin the game with **Game Turn #1**.
- 2) **Historical Start:** Begin the game with **Game Turn #3**.
- 3) **Merde! Napoleon Has A Really Bad Day:** Begin the game with **Game Turn #5**.

(Q) HISTORICAL PRUSSIAN ARRIVAL SCENARIO

Ignore the entire random Prussian Arrival procedure. Each Prussian Corps automatically enters the game on a designated Game Turn, as follows:

- ▶ **Bulow** (IV Corps) enters on **Game Turn #8** at hex **2011**
- ▶ **Pirch I** (II Corps) enters on **Game Turn #9** at hex **2009**
- ▶ **Ziethen** (I Corps) enters on **Game Turn #10** at hex **2003**

Use the normal procedures for entering the units onto the map.

GAME CREDITS

Designer: Hermann Luttmann

Developer: Fred Manzo & Ryan Heilman

Additional testing and Development: Mark Kwasny, John Kwasny, Alexander Jeger

Artwork and Graphics: Tim Allen & Ryan Heilman

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