BEYOND WATERLOO

SECOND EDITION

RULES of PLAY

READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.51, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 *This example is the number of the fourth Case of the first Section of the third Module of the rules.*

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Attn: *Beyond Waterloo*

Or e-mail us at: *admin@atomagazine.com*

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: game-support@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Beyond Waterloo* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

Beyond Waterloo is a two-player strategic level simulation of the Napoleonic Campaign of 1815. Players take the sides of France or its opponents, a coalition of Allies. In its long form the game opens with Napoleon's arrival at Paris following his return from Elba. It encompasses his efforts to restore France to a war footing, the Allies' struggle to revive their anti-French coalition, and the military operations that ensue. *Beyond Waterloo* is played on a map that includes France plus relevant portions of the Low Countries, Germany, Switzerland, and Italy. Where most games on this period focus on the famous Battle of Waterloo, *Beyond Waterloo* takes in the full scope of the politico-military possibilities inherent in the 1815 situation. The Allies must re-defeat Napoleon. The French must avoid that outcome. The game also provides scenarios for a Bourbon restoration attempt ("Louis XVIII's Dream") and an optimal imperial approach ("Napoleon's Dream").

Beyond Waterloo is a full strategic simulation encompassing military, economic, and diplomatic developments. It also introduces new design concepts for a game of this nature. Because of the complexities involved, these rules adopt a layered approach. Initially, the Combat Game introduces only the Battle Development Sequence, which affords a way to conduct combat in a strategic game that is nuanced for the Napoleonic era. This level of rules enables the player to learn the combat system using a scenario that covers only the Battle of Waterloo itself. At the next level, the Basic Game rules introduce the full movement and administrative systems for a Napoleonic campaign. The scenario replicates the military action, economic factors, and force mobilization in this last Napoleonic War. The Advanced Game adds diplomacy, strategy and political action, and emphasizes the mobilization for war. In this long-form the game begins with Napoleon's return to Paris and the sides must prepare for war before conducting it.

Beyond Waterloo is played on a map subdivided into areas that regulate the movement of game forces. Pieces represent prominent Commanders on all sides, and Formations, corps, and divisions. Players organize and move their pieces across the map to further their strategy. The players accumulate Resource Points (RPs) and Victory Points (VPs) as the game progresses. RPs procure fresh forces. The VPs influence events in the Campaign of 1815 as well as determining the winner of the game. In the Advanced Game players also engage in diplomatic and political activity intended either to prepare for war or shape the conditions that will affect the campaign.

1.1 Important Terms

AP Administration Points, which are provided by the Formation's commanding Leader and are used to perform different activities within the game.

Battle Marker (crossed swords symbol). This is placed on the board in the area where combat is currently to be resolved.

Brigaded This term means that the formation is attached to a higher command. So Division and Corps units can be brigaded to a Formation. A Formation of the same nationality with a non-superior commander (less than 4 stars on its counter) can be brigaded to another Formation which has a superior commander (4 stars). The forces of a brigaded Formation act in all respects as if they are under direct command of the superior Leader. The term "un-brigaded" refers to Formations *not* attached to a Senior Leader, or to single units not belonging to any Formation.

CF (Combat strength Factor) The large lower left number on a troop counter.

DDC Diplomatic Developments Chart (located on the Player's Aid Charts or PAC).

Deployment Mode The player's Formations have Deployment Modes that optimize them for specific Grand Tactics (Section 6.4). Deployment Mode is a key determinant, along with Tactics, of the strength and effectiveness of a player's forces in a battle. In certain Deployment Modes the player may not use some Grand Tactics. In some other Modes, the strength of the player's units may be halved or doubled. Consult the Formation Deployment Chart for details. The Deployment Mode of a Formation is indicated by its Formation marker or via an additional marker (for Echeloned or Concentrated modes). A Formation can change Deployment Mode during Movement or Battle (Section 5.3).

1D6 or **2D6** Roll of a single six-sided die, or two six-sided dice.

DRM Die Roll Modifier

FERT Fire Exchange Result Table

Initiative Throughout the game at designated times, players compare their Victory Point scores to determine who has the initiative. The player with the highest Victory Point score is considered to be the Initiative Player at that point. If the comparison is a tie, the French have the initiative. This can change many times within a turn.

LOS Line of Supply

MA Movement Allowance: The maximum number of **MPs** (Movement Points) a formation or unit can expend in its Operations Phase

OPs Phase Operations Phase

RP Resource Point, which are used to purchase new troops and pay for formation upkeep during the game.

VP Victory Point, accumulated during the game so as to determine the winner.

2.0 COMPONENTS

The game contains:

- One 22″ x 34″ map with Battle Board
- Two counter sheets totaling 420 counters
- 24 Battle Tactics cards, numbered A1-12, F1-12 (12 per side)
- One Army Organizational Display with the Turn Sequence Wheel, the Game Turn Track, and the Diplomatic Status of the major Allied nations opposing Napoleon
- Three Player Aid Charts printed with game charts and tables
- One 4-page Expanded Sequence of Play printed in the center of these rules
- These rules

Players must supply two different colored six-sided dice.

2.1 The Map

The map is marked off into areas and also represents terrain features. The area's terrain and its borders have tactical importance in play. The map covers the region from northern Italy to western Germany, from beyond the Rhine River to the Atlantic Ocean, and from northern Spain to southern Belgium, including all of France. Off-board movement of forces in Austria, Italy, Spain/Portugal, Britain, and Prussia/Russia is represented on displays with movement tracks. Also printed on the map board is a Battle Board display used to resolve game combats.

Around the borders of the map is an alpha (west to east) numeric (north to south) grid pattern to aid players in locating areas. For example, the listing for Ligny shows J2. Follow the alpha border divisions to J and then the numeric border divisions to 2. The intersection within the map of these two map border divisions will be the location where the area of Ligny is.

2.1.1 Off-Board Movement Track Displays Several belligerents have forces that do not start the game on the main map. In addition, new Allied units entering the game come from off-board in the Advanced Game. The movement and arrival of those forces is regulated by Off-Board displays printed on the map. These are marked off into boxes representing general geographic regions. In the Advanced Game, movement through them is regulated by Diplomatic Status as well as specific rules. The only Off-Board boxes where the French can enter and where combat can occur are within the Italy Off-Board Movement display boxes.

2.1.2 Entry Zone Boxes for the nationalities appear along the edges of the board and have an "E" in them. Forces enter here from the Off-Board movement tracks or deploy into them (all nations in the Basic Game and Spanish only in the Advanced Game) and then move normally across the board from their arrival zones.

2.1.3 International Borders Each different nation (plus areas that they control) is defined by a different color on the main map. In the advanced game, Allied nations are not permitted to cross into another nation until they have begun war (Active Hostilities) with France. This does not apply to the Off-Board Movement track Displays (so Russian forces can move through Prussian boxes on the track there).

2.1.4 Battle Display The Battle Display (printed on the map) is used to resolve battles in the game (Module 6.0). This enables the strategic game to resolve battles with the texture and feel of Grand Tactical engagements. Two markers are used in connection with the Display, plus number markers to indicate losses at each stage of the fight. One marker is the Battle Marker, which is placed in the area the battle is being fought. The Display comprises areas for each side separated by a Battle Sequence Track. The section for each player is subdivided into areas for a marker demonstrating the player's selection of Grand Tactics, one for the player's Lead Formation or unit, one for Cavalry units on screening duty, and one for Supporting Formations/units. In the middle between the two opposing forces is the Battle Sequence Track that designates the successive rounds of the Battle. The Battle Initiative Marker is used here to indicate the round in progress, as well as which player has the Initiative. This marker changes faces depending on shifts in Initiative during the game.

Game Play Note Some sections of the Battle Display (like Battle Conditions and Supporting Cavalry Screens) are only used in future expansions of Beyond Waterloo.

2.1.5 Holding Boxes and Tracks Both sides have some holding boxes and tracks printed on the map, used to monitor various activities. These include holding boxes for various different available forces (Leader, Division, and Force Pool boxes), and a Troops Training Track. Both players have an Eliminated box in which their Corps-sized units that are not available to be recruited yet or that are eliminated on the map are placed. Both players also have a War Chest track on the map to record RP and VP levels.

2.2 The Counters

2.2.1 Leaders These pieces depict actual military commanders who in general command a Formation (Army). Each Leader counter has certain information. The front represents the commander in his fully capable status; the back denotes the Leader's reduced capacities when wounded. Information on the counter includes the name of the Leader, his rank (the number of Stars a Leader has represents his Leader Rank; Leaders with 4 Stars are Superior Commanders), Administrative Points Capacity (first number), Battle Ability (second number), and his Reaction Range (third number or "•" which means 0).
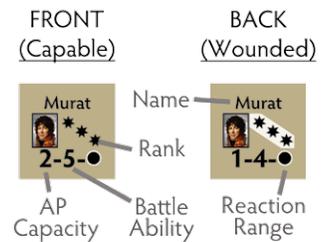
2.2.2 Troop Units Troop units are generally either infantry or cavalry. Each unit is printed with a combat strength and Morale value. The front of the counter represents the unit at full strength; the back is the unit at reduced strength. These full and reduced strengths are called "steps" of value. The units are represented at Corps (**xxx**) and Division (**xx**) strength. A Corps is considered to have four steps of strength—if a reduced Corps takes a step loss, the piece is replaced by a Division counter. A Division has two steps of value and is eliminated if it is reduced and is then obliged to incur another loss. The French have National Guard troop units which only show a combat strength.
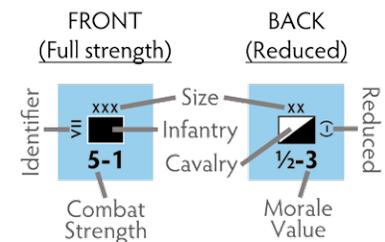
2.2.3 Formations These pieces are markers that represent groupings of troop units (which are actually placed in their Formations box on the map for French and on the Allied Organization Display for the Allies; see Module 5.0 for further details).

2.2.4 Grand Tactic Chits Players select from among a set of Grand Tactics to frame their overall strategy for an engagement.
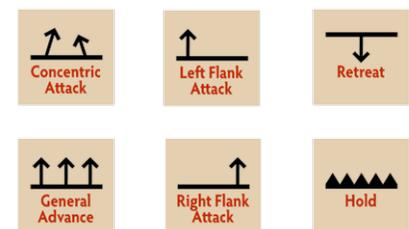
2.2.5 Markers Markers represent various conditions in the game and are explained in the rules pertaining to various game functions.

TRACK MARKERS

VP x1 — Victory Points (x1)

RP x1 — Resource Points (x1)

Diplomatic Status — Diplomatic Status

MORALE — Morale

Game Turn — Game Turn

Sequence — Turn Sequence

OTHER MARKERS

Supply Wagon

3 — Loss Marker

Battle Round — Battle Round

Concentrated Mode

ADMIN — Administrative Points

Fortress Destroyed — Fortress Destroyed

Magazine

Grand Tactic — Grand Tactic Chit

BATTLE — Battle Location

Echelon Mode

Cavalry Screen

Forced March — Forced March

2.3 Battle Tactics Cards

Players will select 1-4 Battle Tactics Cards to denote specific actions they possibly will take in a battle. After chosen, they are placed face down (hidden from an opponent) in front of the owning player until they are used in a battle round.

FRENCH Tactic Card

ALLIED Tactic Card

2.4 Army Organization Display

Both players use the separate Army Organizational Display to manage their forces. For ease of play, set the Display up next to the western map edge. The sheet contains Formation Displays, boxes corresponding to the Formations that maneuver on the map as well. Each Formation Display box has a number track below it that records its current Morale level and APs available. A smaller interior box is used to place its Leader plus any markers that reflect conditions which may influence the Formation's game performance (box with "L" in it), and two boxes (Effective and Broken) for the actual troop units that make up the Formation. Scenario at start Troop units or when they form/join a Formation are placed in the "Effective" area (left side) of the box if the unit's morale value is less than or equal to the Formation's current morale, and move back and forth between that and the Broken (right side) region as the Formation's morale level fluctuates against the Troop unit's morale rating.

2.4.1 Game Turn Track Also printed on the Display is the Game Turn Track. The game is played in full turns that represent one month of real time. The Game Turn marker (calendar) designates which turn is in progress.

2.4.2 Turn Sequence Display (double circle) Also printed on the Display is the Turn Sequence Display which reflects the two levels of play (two concentric circles) in a game turn. The Turn Phase marker (clock) designates the phase of the game turn the players are currently involved in. The outer circle represents Strategic Activity Phases. Only some of these occur in the Basic Game, along with the inner circle of Operational Activity Phases. The black line printed on and between the two circles indicates when play action moves from one level to the other. In the Advanced Game there is an additional Strategic Activity Phase of Diplomacy. Turn play proceeds along the green line and moves to Operational Activity (and the black line) by triggering events (red line used if triggered). In the Combat Game all action takes place within the same portion of a single phase of Operational Activity.

2.4.4 Diplomatic Track (Advanced Game only) Last, and also printed on the Display is the Diplomatic Track. At any given moment in the Advanced Game there is a prevailing condition in regards to the relations between one of the nations of the coalition of Allied Powers and France. This ranges from **Peace** to **Active Hostilities** and is reflected by their nation markers on the Diplomatic Track (see map). The current Diplomatic Condition of an Allied Power determines what actions it may perform during a turn in the Advanced Game. Advanced Game events will change the Diplomatic Condition, and players may act to alter those conditions themselves. Each component country of the Allied player's alliance has its own independent Diplomatic Status marker.

2.5 Players Aid Charts (PAC) and Expanded Sequence of Play

Included with the game are three separate cardstock sheets containing the game charts and tables. For the Combat Game they include the Grand Tactics Matrix and Battle Deployment Matrix, the Fire Exchange Results Table, and the Formation Deployment Chart. The Basic Game adds the Terrain Effects Chart, the Resource Point Acquisition Chart, the Resource Points Costs Chart, the Attrition Table, and the French Recruitment Authorization Table. In the Advanced Game the various Diplomatic Charts are added.

The Expanded Sequence of Play printed in the center of the rules list all the phases and steps that can take place during the Combat and Basic game, plus the Advanced game. Players should remove it before play and can use it to execute operations and battle sequences and routines correctly.

THE COMBAT AND BASIC GAMES

*This section is intended to familiarize players with the units and the combat system alone. The Combat Game scenario depicts only the Battle of Waterloo itself—and only its climactic moment at Mont St. Jean. The action of this game takes place on just three map areas near the northern edge of the board (the areas of Waterloo (I2), Wavre (J2) and Ligny (J2), and on the Battle Display. **In the Combat Game players only need to familiarize themselves with the rules below that have a blue left margin line.** The Setup rules are provided in the Scenario section of these rules (Section 27.1). The duration of the game is just **one** full Battle Sequence.*

The Basic Game layers onto the combat system the remaining elements necessary for the full strategic game. These include the complete turn sequence and all associated game subsystems. Among the elements are levels of Strategic and Operational Activity, mobilization, the Operations Phase, movement, formations and leaders, troop rules, and administrative functions. The Basic Game scenario incorporates the full panoply of the 1815 campaign, with all troops and functions represented. The action picks up in June 1815, the month of Waterloo, and continues through the campaign season as the sides seek a result. The Scenario setup instructions are located in Section 27.2.

3.0 TROOP RULES

3.1 Troop Counters

3.1.1 There are two basic types in the game: Infantry and Cavalry.

3.1.2 They come in two basic sizes: Corps (**XXX**) and Divisions (**XX**).

3.1.3 In general a Corps represents two Divisions.

3.1.4 Troop counters are marked with two values. The first represents its combat strength factor (CF). The second measures the unit's quality, or Morale (Section 5.2).

3.1.5 Combat units that are un-brigaded to a Formation (i.e., not formally assigned to a higher formation) are always considered to be in Line of Battle mode (**Exception** Case 18.3.10d).

3.1.6 Morale values printed on Troop units have no effect in Combat unless the Troop units are brigaded to a Formation.

3.2 Cavalry

Cavalry units have some special capabilities. These include screening other troops and, in Battle, the Cavalry Charge, and Cavalry Superiority.

3.2.1 Cavalry Screen: During Movement, Cavalry units can prevent the adversary from observing friendly forces and thus determining their identity and status. Actual units must be assigned this function, and placed atop a stack or Formation. If combat occurs the screening Cavalry unit/s are placed in the corresponding box on the Battle Display printed on the mapboard.

a) Only non-broken Cavalry units can perform the screening mission.

b) Cavalry units are paired with Cavalry Screen markers. To Screen a Formation, simply place the Cavalry unit on top of the small box on the Formation display (which contains the Leader and other status markers), and place a Cavalry Screen marker on top of the Formation counter on the map. In battle, the Screening Cavalry units are placed in a Screening box on the Battle Display. They may prevent the intervention of outside enemy Formations (through Reaction Movement, Section 6.13). Screening Cavalry units do not count in determining Cavalry Superiority (Cases 6.8.1 and 6.8.2) and cannot be used for Battle Tactics (Section 6.5).

3.2.2 Cavalry Charge In Battle the player may use one or more Cavalry units to make an all-cavalry assault, or "charge." The Charge is a Battle Tactic, and to make a Charge the player must have posted one or more Cavalry units to the Cavalry Charge box on the Battle Display, and she/he must play the Cavalry Charge Battle Tactic card. The Cavalry Charge may be executed during either Round of combat or during the Battle Adjustment Round. All units posted to the Charge Box on the Battle Display must participate when the Battle Tactic is played. The Charge is resolved using the procedure laid out in the "Cavalry Charge Combat Subroutine (Battle Tactic)" printed among the game charts and tables.

a) If the Cavalry Charge is executed during a Battle Adjustment Round its target must be the opposing Cavalry Screen. Those are the Cavalry CFs checked in resolution. An opposing player who has Cavalry units in his own "Charge" box on the Battle Display may decide to intervene in the Cavalry battle, adding these CFs to his own total for resolution.

b) A Cavalry Charge executed during a combat round is targeted against the opponent's Lead Formation. In this case the CFs of the charging cavalry units are doubled. If the opposing Formation has no cavalry, no cavalry battle is fought. Instead the enhanced cavalry CFs add to the player's total for FERT resolution, unless the opponent plays the "Infantry Squares" Battle Tactic. That tactic cancels the effect of the Cavalry Charge.

3.2.3 Cavalry Superiority In battle the general preponderance of Cavalry on both sides establishes which side has Cavalry Superiority (Cases 6.8.1 and 6.8.2), which provides an advantage in combat resolution. Only units in the Lead Formation box of the Battle Display count in calculating cavalry CFs for superiority. Units in both the Cavalry Charge and Cavalry Screen boxes of the display do not count for superiority. In combat the side with superiority gains a dice roll advantage (6.8.1) and the player with fewer cavalry factors gets a negative modifier (6.8.2).

3.3 Guards

Both sides enjoy the benefits of elite Guards units.

3.3.1 Because Guards units are typically selected from the most experienced soldiers, if a Guard unit is in the Force Pool to be recruited, it does not require Training (Section 12.2) and is immediately placed in the Deployable box of the Training Track when Recruited.

3.3.2 The French player possesses several divisions of the Imperial Guard, Napoleon's most loyal troops.

a) Units of the Imperial Guard are deployed according to the scenario set ups.

b) The unit marked "Old Guard" should remain with Napoleon so long as he is in play. If deployed elsewhere by the scenario, and Napoleon comes to be co-located with the Old Guard, that unit should be brigaded with his Formation. If Napoleon is eliminated there is no further restriction on Old Guard deployment. Other Guard units may be attached to different Formations.

c) For the Allies, the Russian and Prussians both possess corps of Guards. The British have a smaller force of elite Guard units embodied in its I Corps. Like the French Imperial Guard, each of these corps is marked as Guards on the counter.

d) The presence of a Guard unit in a Formation enables the player to select the *Guards Assault* Battle Tactic card in combat (Section 6.5).

3.4 French National Guard

The French used troops of their militia, called the National Guard, which had less experience and training, and hoped ultimately to integrate them into their field forces.
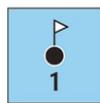
3.4.1 The French may purchase National Guard units with War Chest RPs and place them directly on friendly Fortresses or Depots on the map during the Mobilization Phase.

3.4.2 A Fortress or Depot can have no more than 2 CFs of National Guard units (from any combination of unit steps).

3.4.3 These pieces cannot move once placed, except that they can be brigaded into a Formation.

3.4.4 The National Guard counters depict two step units, 1 CF and ½ CF, with different RP costs. The 1 CF (full strength) NG unit has two steps of strength, and reduces to a ½ CF size. A ½ CF size NG unit has one step.

3.4.5 National Guard units may be Recombined (Case 14.3.5) into regular units under specified conditions.

3.4.6 The presence of each National Guard unit in a Formation causes a negative DRM in Combat (Case 6.8.5).

3.4.7 The French player is limited in the extent to which he can remove National Guard units as combat losses (Case 6.10.5).

3.5 Minor Allies

Minor Allied forces are active in the game.

3.5.1 These troops in general are permanently removed from the game when eliminated.

3.6 Unit Steps

Unit staying power is not the same thing as its CF in this game. Strength appears as a number printed on the piece. Combat endurance is measured in "steps" of strength.

3.6.1 Units are printed on both sides of the counter, with the back representing lower values.

3.6.2 All losses in the game are expressed as steps.

3.6.3 A Division has two steps. A Corps has four.

3.6.4 Each player has a Divisions Pool box for Division-size counters that are used for replacing Corps that take a second step loss, Corps Breakdown (Section 3.7), or for Replacements (Section 14.2).

a) The game setup provides for a number of these Divisions to be placed here at start. These pieces are used as substitutes.

3.6.5 If a Corps unit incurs a second loss it is removed from the board and replaced by a Division-sized unit from the Divisions Pool Box or Eliminated pile (French) of the same type under the following guidelines:

a) The replacing unit's CF must be less than the Corps' current CF.

b) The Division's morale value must be greater than or equal to the Corps unit it is replacing.

c) If no replacement Division-sized unit is available that meets the above two criteria, then the Corps is eliminated.

3.6.6 Losses can be mitigated by Replacements (Section 14.2) and Recombination (Section 14.3).

3.7 Corps Breakdown

3.7.1 Only Corps units can be broken down during the Organization/Reorganization Segment of the Mobilization Phase (Module 13.0).

3.7.2 The player exchanges a Corps piece for two same nationality Division counters from the Divisions Pool Box.

3.7.3 The two Divisions cannot have morale values lower than the Corps' morale value.

3.7.4 The combined combat factor total of the two Divisions cannot exceed the CF of the Corps.

3.7.5 A reduced Division can be chosen to facilitate the breakdown to not violate the above rule.

3.7.6 If there are not appropriate or enough Divisions available to facilitate this, the Corps cannot break down.

3.7.7 It costs one of the Leader's APs to perform this action.

3.8 Corps Buildup

During the Organization/Reorganization Segment of the Mobilization Phase, players can combine two Divisions in a Formation to form a Corps.

3.8.1 Two full strength Divisions brigaded in the same Formation may be combined to form a Corps.

3.8.2 There must be a Corps unit available in the Player's Force Pool or additionally, for the French, in their Eliminated Box to perform this.

3.8.3 The Corps unit chosen must have the lowest available CF that is available for the player at this point.

3.8.4 The Corps unit can only have a morale value one lower than the highest morale value of either of the Divisions it is replacing.

3.8.5 Remove the two Divisions from the Formation's box and place them in the player's Divisions Box. Take the Corps unit and place it into the Formation's Organizational Display Box.

3.8.6 The Formation must be in supply to perform this action.

3.8.7 It costs one of the Leader's APs to perform this action.

4.0 LEADERS

Napoleon and Wellington showcase the important effects of great leaders throughout this era. Leaders have a central role in the game. They command Formations, react to battle, supervise Reorganization, and facilitate the accumulation of Resource Points. Leader counters on the front represent the officer with his full attributes. The back shows the Leader with impaired facilities as a result of war wounds.

4.1 General Rules

4.1.1 Each Leader counter contains a Rank expressed in stars (Senior Leaders with four stars [****] and other Leaders with three [***]).

4.1.2 The values on their counters from left to right are: Administrative Points (APs), Battle Ability, and Reaction Range.

4.1.3 The Leader's capabilities govern all activities of the Formation under his command.

4.1.4 Leaders also have nationality. They can command only troops of their own nation plus minor allies (thus the Duke of Wellington cannot command Prussian troops).

4.1.5 All leaders begin the game with their stronger values on the front side.

4.2 Leaders and Administration

The first number on any Leader counter is his AP rating.

4.2.1 This is used in conjunction with a marker on his Formation's box on the Formation Organization Display.

4.2.2 Leaders expend APs throughout the turn and they are reset each turn at the start of the Administration Segment.

4.2.3 The Leader expends 1 AP each time he:

- Brigades or un-brigades a Formation (Senior Leader) or unit (all Leaders). This charge for Reorganization (Section 13.1) must be expended by the Senior Leader present (for a Formation) or the Leader of a Formation or stack (for a unit)
- Attempts a Reaction Movement (Section 6.13) *Note Only the Senior Leader of a Formation (Section 4.3) expends the AP for this action.*
- Reorganizes a unit under his command (Sections 3.7 and 3.8). *Note Only the Senior Leader of the Formation (Section 4.3) expends the AP for this action.*
- Engages in Combat when his Formation did not start in the battle area at the beginning of their OPs Phase (not if he Reaction moved into area). *Note Only the Senior Leader of the Formation (Section 4.3) expends the AP for this action.*
- Incorporates a Replacement (Section 14.2)

4.2.4 Only the Senior Leader's Formation (Section 4.3) expends the AP for the second, third and fourth points of Case 4.2.3 when other Formations are brigaded to his Formation.

4.2.5 Simply adjust the AP marker on the track below the Leader's Formation box to reflect the expenditure.

4.2.6 When a Leader has no APs remaining, he cannot perform any of the above listed activities. If action is forced on a Leader by the opponent's play (combat, for example), the lack converts into a -1 DRM the next time the player needs to roll dice for this Leader.

4.2.7 The Formation's AP level is reset to its current Leader's AP value during the AP Reset Segment of the Mobilization and Administration Phases.

4.2.8 When a Formation receives a new Leader, its AP level is remains unchanged until the next AP Reset Segment.

4.3 Senior Leaders

4.3.1 Only Senior Leaders (those with 4 stars) can be selected as War Minister (Section 4.4), or when rolling for RPs on the Resource Acquisition Chart (Section 10.2).

4.3.2 If no Senior Leaders are available on the map or as French War Minister, this dice roll benefit is lost.

4.3.3 Only Senior Leaders can command Formations brigaded together. If no Senior Leaders are available, Formations cannot be brigaded.

4.4 War Minister

Some historical accounts of 1815 postulate that inefficiency in the French war effort played a key role in Napoleon's defeat in the campaign. To reflect this the player on the French side has a specific official to serve as War Minister.

4.4.1 The War Minister must be a Senior Leader (Section 4.3).

4.4.2 This Leader helps in the Mobilization Phase to help the French determine the number of fresh units that can be recruited each turn (Section 12.3) and for both players in the Administration Phase to help decide how many RPs they acquire for their War Chest (Section 10.2).

4.4.3 The Allies may choose any one of their Senior Leaders to be the War Minister for their cause for that turn.

4.4.4 The French War Minister is appointed and changed under standard limits and rules for Leader replacement (Section 4.5).

4.4.5 If Paris becomes a battle area and no French Formation (with Leader) is present to fight for it, the War Minister functions as an ad hoc Formation Leader who commands all French troops in the Paris map area.

4.5 Leader Pool

The Basic and Advanced games' setups specify a number of Leaders who are unemployed at the start of play and are placed in their respective Leader Pool Boxes.

4.5.1 The player can appoint any appropriate available Leader from the Leader Pool when creating a new Formation (Section 13.2).

4.5.2 During the Leader Segment of the Mobilization Phase he can replace one Leader commanding a Formation with one Leader that started the segment in the Leader Pool or exchange the Leaders of two Formations who are in the same area.

4.5.3 During the Leader Segment of the Administration Phase, he can:

- Replace two Leaders commanding Formations with Leaders that started the Phase in the Leader Pool.
- Replace one Leader commanding a Formation with a Leader that started the Phase in the Leader Pool and exchange Leaders of two Formations that are in the same area.
- Exchange the Leaders of 1 or 2 pairs of Formations in which each pair of Formations started the Phase in the same area.

4.5.4 Replaced Leaders are returned to the Leader Pool.

4.5.5 When appointing a Leader from the Leader Pool, simply move his counter from the Pool to the Formation's Leader Box.

4.5.6 Leaders cannot be transferred into the Pool from a Formation and then reappointed to another Formation during the same Turn's Phase.

4.5.7 There cannot be more Leaders in play than the counter mix provides, and limitations on the number the player may bring in from the Pool may dictate that a Formation go without a Leader.

4.6 Leader Losses

Leaders may be killed or wounded in Combat with certain dice roll results.

4.6.1 They occur to an opponent if a player rolls an unmodified (raw) FERT result of 12.

4.6.2 If this result occurs the rolling player's opponent must roll **1D6** for each of his leaders involved in the battle on the Leader Casualty Table (see PAC).

If the Battle Tactic card of *Leader Rallies Troops* was used this round, it will cause a +1 DRM to each Leader's casualty roll.

4.6.3 Each following Leader Segment of the Mobilization and Administration Phases the Leader may attempt to recover from his wounds by making a **1D6** on the Leader Wound Recovery Table (see PAC) and applying the result.

4.6.4 Wounded Leaders function normally with their Formations, except with reduced abilities as reflected with their lower values.

4.6.5 The player may replace a Formation's Wounded Leaders under standard provisions (Section 4.5).

4.6.7 Wounded Leaders evacuated to the Leader Pool may continue to check for healing while in the Pool.

4.6.8 The player **must** replace a killed Formation leader from the Leader Pool if possible before substituting a leader from another Formation.

5.0 FORMATIONS

Troop units are grouped together into a larger force (Formation) to obtain advantages for movement, combat, and to enjoy the benefits of command by a Leader. Each Formation corresponds to a box printed on the Organization Display (Allied) or map (French), and is paired with a particular Formation marker, which maneuvers on the map and indicates its location. Formation pieces have Deployment Modes (Section 5.3) that affect their movement and combat capabilities. Each side has Generic Formations labeled "Troops." Formations are created (activated) during the Organization/ Reorganization Segment of the turn (13.2.1). Formations may be subordinated ("brigaded") with other Formations that have a Senior Leader in command.

5.1 Formation Displays

Each Formation Display consists of a small square for Leaders, screening cavalry and other markers, a large rectangle divided into two areas respectively for Formations and Effective units, and one for Broken units. A number track at the bottom records the current status of Morale Level and Administrative Points (APs).

5.1.1 For each Formation the player will place the counter for the Leader commanding it in the small box (marked "L") in the upper right hand corner.

5.1.2 Counters for Brigaded Formations and troop units (whose morale value is less than or equal to the Formation's morale value) are placed in the Effective Box of the Formation's display.

5.1.3 Troop units that are brigaded to a Formation whose morale value is greater than the Formation's morale value are placed in the Broken Box of the Formation's display.

5.1.4 The Formation has a number track at the bottom to keep record of its Morale (Section 5.2) and AP levels (Section 4.2) with markers.

5.1.5 The player places all Screening Cavalry units (Case 3.2.1) on top of the Leader and all other markers covering them in that Box.

5.1.6 A Troop unit may be brigaded or un-brigaded from a Formation in any OPs or Mobilization Phase but consumes 1 AP of a Leader's total to do this.

5.1.7 A Troop unit that is detached is taken from its Formation Display and placed in the map area the Formation is in. Units that are reassigned are placed in their new, different Formation boxes. A Troop unit brigaded from the area with the Formation is taken from the map area and placed on the Formation's Organization Display.

5.1.8 If all units in a Formation have been detached, reassigned, or destroyed and the Formation is left without units, it is de-activated. The Leader returns to the Leader Pool. The Formation marker is placed on its empty space on the organization display, ready to be re-activated.

5.2 Formation Morale

5.2.1 Individual Troop units are Effective so long as their printed Morale value is less than or equal to the Formation's Morale recorded on its Formation's number track, which can change at the end of any Battle Round.

5.2.2 When a unit's printed morale value exceeds the Formation's current morale level, the unit is said to be Broken and the counter is moved from the Effective (left side) to the Broken (right side) section of the Formation's box.

5.2.3 In combat, each unit that has been broken in the Lead Formation will have a negative influence on battle results (Case 6.7.5).

5.2.4 When a Formation is initially formed, its morale level is 3.

5.2.5 A Formation's morale value can increase or decrease due to battle, but never more than a value of 9 or less than a value of 0.

5.2.6 Whenever a Formation is in a battle in which its side causes less casualties than the opponent's side in the First Combat Round (Section 6.3), decrease its Morale Value by 1 at the end of the round.

5.2.7 All Formations of the losing side of a battle (Section 6.16) decrease their morale by 1.

5.2.8 All Formations of the winning side of a battle (Section 6.16) increase their morale by 1.

5.2.9 Whenever a Formation that has a morale value of less than 3 does not perform any actions (movement or combat) during an OPs Phase, it can increase its morale by 1, to a maximum of 3, at the end of the OPs Phase.

5.2.10 Optional Rule Instead of having a guaranteed increase of morale for the Formations as detailed in Case 5.2.9, the owning player instead rolls **1D6**. If the result is equal to or less than the Formation's Leader's Battle Ability, the Formation's Morale increases. Otherwise it does not. Brigaded Formations can choose to use the Superior Leader's value instead of their Leader's for this roll.

5.3 Formation Deployment Mode

The Deployment Mode of a Formation changes throughout the game and is a key concept. There are four possible Deployment Modes.

5.3.1 Formations have varied Movement and Combat capabilities depending on their Deployment Mode. Consult the Formation Deployment Chart on the PAC.

5.3.2 Specific effects of a Deployment Mode are explained in the Formation Deployment Chart (see PAC) plus the Movement (Module 18.0) and Combat (Module 6.0) rules.

5.3.3 Brigaded Formations always have the same Deployment Mode as that of the Senior Leader's Formation.

5.3.4. The Formation marker's faces show two modes: March Order (front) and Line of Battle (back).

5.3.5 Echelon or Concentrated modes are indicated by the faces of a separate marker that is placed in the Leader's box of the Formation's display. (**Play Note** *Be sure to keep the marker on the Organization Display so as not to reveal, on the board to the opponent, that a Formation has assumed one of the deployment modes indicated by the marker.*)

5.3.6 Un-brigaded troops on the map are always regarded as in Line of Battle mode (**Exception** 18.3.11d).

5.3.7 Formations can change Deployment Mode once at the beginning or end of their Movement in an OPs Phase at a cost of 1 MP.

5.3.8 A Formation's MA for an OPs Phase is based on the Mode it starts the OPs Phase.

5.3.9 Formations can also change Deployment Mode during the Adjustment Round of battles (Section 6.14) and after the battle has concluded (Section 6.16).

5.3.10 Restrictions apply in terms of the order of modes to which Formations may change (see the Formation Deployment Chart on the PAC). Thus two successive mode changes are required before

a force in March Order can attain Concentrated mode.

5.4 Nationalities and Formations

5.4.1 The Allied player may not mix units of different major allies in his Formations.

5.4.2 Both sides may brigade units of minor allies (Naples, King's German Legion, Dutch-Belgian, Bavarian, Saxon) into their Formations. The Swiss have some special restrictions in the Basic Game (Section 27.2) and Advanced Game (Module 23.0).

5.4.3 In addition, the Allied player may not brigade Formations of different major allies under a Senior Leader of another nation.

Example *The Duke of Wellington may not lead a brigaded command that contains both British and Prussian Formations.*

5.4.4 In a battle where Formations of different nationalities are in the Lead and Supporting boxes of the Battle Display, there is a -2 DRM (Case 6.8.5).

6.0 COMBAT

Resolving a battle is mandatory in any area in which both players have units at the end of movement during an Operations Phase. Battles are extended sequences of combat interspersed with reaction movement and adjustment, then renewed combat. These steps are resolved sequentially.

6.1 General Rules

6.1.1 The Initiative player chooses the first battle to be resolved that Combat Segment of the OPs Phase.

6.1.2 Players will then alternate choosing battles to resolve during the rest of the Combat Segment of the OPs Phase.

6.1.3 A chosen battle must be fully resolved before the next battle to be resolved is picked.

6.1.4 There is no limit to the number of Formations or units that may be present in an area where a battle is to be resolved.

6.1.5 Each combat is resolved through the Battle Sequence (Section 6.3), noting the location on the board with the Battle Location Marker while Posting the Battle Display (Section 6.2) and then resolving the battle.

6.1.6 A Troop unit fights with the CF and morale ratings it shows at the instant of combat resolution.

6.2 Posting the Battle Display

The Battle Display printed on the map enables this strategic game to resolve battles with the texture and feel of a Grand Tactical engagement. Using it is integral to working through the combat sequence. The Display represents a conceptual battlefield that permits players to keep track of all battle functions. A key step in resolving Combat is to arrange the Battle Display so as to reflect the player's intentions for the forthcoming engagement. The "Cavalry Screen" box should receive any Cavalry unit/s the Formation has on screening duty. The player should decide whether to post any cavalry unit/s in the "Cavalry Charge" box, which will afford certain tactical opportunities during battle. (**Note** *Disregard the "Battle Conditions" box in the Display, as well as the "Supporting Cavalry Screens" box, which are used only in the expansion modules for Beyond Waterloo Game.*)

6.2.1 The Battle Track The Battle Track on the Battle Display along with the Initiative marker is used to indicate which segment of the Battle is occurring. It is divided into three boxes: First Combat Round, Battle Adjustment, and Second Combat Round. Step losses inflicted in the individual rounds are recorded by numbered loss markers being placed in the Battle Round box they occur in, and will facilitate in determining the winner at the end of the battle.

a) **The Initiative Marker** The marker is printed on both sides, red (Allied) on one side and blue (French) on the other, to denote which player possesses the initiative at that point in the battle.

    i) The marker should be initially set so that the appropriate side is up indicating who has initiative currently.

    ii) The marker is flipped at any time initiative is determined during the battle. This is vital because whoever has the initiative reveals his Grand and Battle Tactical choices first.

    iii) The Initiative marker moves from First Combat Round to Adjustments Round to Second Combat Round as the engagement is resolved.

6.2.2 Lead and Support Formations: In a battle in which the player has multiple Formations, important limitations apply.

a) The player must select one Formation among those participating as his Lead Formation. This Formation's counter is removed from the map area the battle is being fought in and placed in the Lead Formation box of the player's side of the Battle Display. If a player has only one Formation involved, it is placed in that location.

b) If only un-brigaded Troop units are in a battle area, then one of them will be the Lead Formation.

c) Any Cavalry that are indicated to be screening (Case 3.2.1) in the Lead Formation's Display box are placed in the Cavalry Screen box of his side of the display.

d) All other un-brigaded Formations or Troop units in the battle area are placed in the player's Supporting Formations Box of the Battle Display.

6.2.3 The Deployment Mode of the Lead Formation is used for the combat resolution (Case 6.3.3). It fights at a combat strength as adjusted for its Deployment Mode.

6.2.4 Battle Tactics cards (Section 6.5) that involve certain types of units can only be played if that type is in the Lead Formation.

6.2.5 Step losses must be extracted from units of the Lead Formation first before troops in the Supporting Formations Box.

6.2.6 If the Lead Formation and other participating forces are of different nationalities (not counting Minor Allies), a -2 DRM is applied.

6.2.7 Morale effects will apply to all Lead and Supporting Formations.

6.2.8 The Grand Tactics chit chosen will be placed in the Grand Tactics Box on the player's side of the Battle Display.

6.3 The Battle Sequence

The term Battle Sequence is used to describe the full spectrum of actions that occur from the onset of an engagement through to its end. In case of any discrepancy, the details in the pertinent rules supersede anything in this list. Initiative may change during the Battle Adjustment Round as a result of the First Combat Round. Combat may be resolved twice in a battle (in the First Combat Round, then again in the Second Combat Round). Players follow these Steps for each battle to be resolved:

6.3.1 Step 1 Players post the Battle Display (Section 6.2). Each player chooses a Grand Tactic chit (Section 6.4) and places it on the Battle Display in its box. Then each player selects up to four Battle Tactics Cards (Section 6.5) he will use for the entire battle and places them in front of him text side down. Initiative is then determined for the First Combat Round.

First Combat Round

6.3.2 Step 2 Both players reveal their Grand Tactic choices and compare them with their opponent's choice using the Grand Tactics Matrix, generating possible FERT shifts (Case 6.4.3). If both players chose **Retreat**, no Battle will be fought and both players must move all their forces out of the area (Initiative player first). If both players chose **Hold** Grand Tactics, no combat is resolved this round (if this is the First Combat Round, proceed to the Battle Adjustment Round; if this is the Second Combat Round, proceed to Step 11).

6.3.3 Step 3 Each player compares their Grand Tactic with the opponent's Deployment Mode on the Battle Deployment Chart, generating possible FERT DRMs (Case 6.4.5).

6.3.4 Step 4 The Initiative Player reveals which Battle Tactics he will expend this round (if any). His opponent then reveals his own choices. Determine the interactions of these cards and perform the Cavalry Charge subroutine if required.

6.3.5 Step 5 Both players check for any additional FERT DRMs: Leader Battle Value, Terrain Effects Chart, Cavalry Superiority, Fortresses,

Nationalities (except Minor Allies), French National Guard, Broken Units, and/or Out of Supply. Use all applicable elements to calculate the final net DRM.

6.3.6 Step 6 Each player determines their final FERT Column by tallying all involved CFs, modified by Support status, Force March, or Out of Supply conditions for base starting column. Then adjust the column right or left from Steps 2 and 4 above, and from a comparison of both players' Formations' Morale (higher Morale gets one column shift to right).

6.3.7 Step 7 Both players perform Final Resolution (Section 6.9) by each player rolling **2D6** and applying their net DRM to their roll. Cross-reference the modified roll with the adjusted Combat Strength column on the FERT to find and apply the result to their opponent's engaged forces. Place Loss number markers on the current Battle Round's box of the Display. The player who suffered more casualties in the First Combat Round (not the Second Combat Round) reduces all his participating Formations' Morale levels down by one. Tally the losses and adjust the VP scores. If one player chose the **Retreat** Grand Tactic this round, or if all eligible fighting units of one side are eliminated, proceed to Battle Winner Determination (Step 11). At the end of the First Combat Round, discard the Battle Tactics Cards that were played, so they are not available for the Second Combat Round of the Battle.

Battle Adjustment Round

6.3.8 Step 8 Reaction Movement Segment (Section 6.13). The Initiative Player performs this first. All Leaders with a Reaction rating who are within range of the battle area may move into, around, or toward the battle to the limit of their reaction radius. Cavalry Screens may block entry to Formations attempting Reaction Movement.

6.3.9 Step 9 Adjustments Segment (Section 6.14) First Determine Initiative and flip the marker if needed. Then players make their Battle adjustments: change Formation Deployment Mode, change Lead Formation, Senior Leaders may brigade other Formations in the battle area. Each player selects a new Grand Tactic for the Second Combat Round. If deciding to destroy a Fortification, the player pays the 3 RP cost now for Siege Equipment.

Second Combat Round

6.3.10 Step 10 This round is performed by repeating Steps 2 to 7 (above) in order again.

6.3.11 Step 11 Battle Winner Determination (Section 6.16) If one side withdrew, or all of its combat units were eliminated, its opponent is the winner. If both sides Retreated, there is no winner. Otherwise, each side adds together all losses from the battle (First and Second Rounds). The player who has caused more casualties in the battle is the winner. The battle's loser must now Withdraw (Section 6.11) from the area. If both

players caused the same amount of casualties, there is no winner, and the player with less CFs remaining must Withdraw from the area. Change Deployment Mode if desired. After resolution of the Second Combat Round, proceed to the next Battle to be resolved.

Game Play Note This Sequence is replicated on the Expanded Sequence of Play for player reference.

6.4 Grand Tactics Chits

Players have chits to indicate Grand Tactics, which represent the commander's overall battle strategy for that Battle round. They are broad approaches (e.g., "General Advance" or "Right Flank Attack"). The Grand Tactic selected will be compared to the opponent's Grand Tactic to generate possible FERT column shifts, and to the opponent's Deployment Mode to determine potential FERT DRMs. Grand Tactics will also adjust the combat value of the player's participating forces, depending upon their current Deployment Mode.

6.4.1 A Grand Tactic selection applies solely to the current round of Combat.

6.4.2 A new selection will be made for the Second Combat Round during the Battle Adjustment Round.

6.4.3 If both players have revealed Retreat Grand Tactics chits, no battle will be fought, and both players must Withdraw (Section 6.11), Initiative player first.

6.4.4 If both players reveal Hold Grand Tactics chits, no combat is resolved in this Round.

 a) If this is the First Combat Round, proceed immediately to the Battle Adjustment Round.

 b) If this is the Second Combat Round, the battle is over. Proceed to determining the winner (Section 6.16).

6.4.5 Grand Tactics Matrix Players reveal the Grand Tactic chits that each has selected simultaneously in Step 2 of the Battle Sequence.

 a) Using the Grand Tactics Matrix table (see PAC) each player correlates his Grand Tactic with that of his opponent.

 b) The matrix lists the player's possible choices down the left column of the table, and the opponent's selection across the column's title row.

 c) The cross-section of these Grand Tactics on the Matrix yields a modifier for the FERT consisting of column shifts left (L) or right (R) to determine the final resolution column on the FERT.

Example Player 1 has selected "Left Flank Attack," and Player 2 has "General Advance." When Player 1 makes this comparison he derives a 1R column modifier for the FERT. In making his own comparison, Player 2 also obtains a 1R column shift for the FERT.)

6.4.6 Battle Deployment Matrix The player cross references his Grand Tactic selection to his opponent's force's Deployment Mode on the Battle Deployment Matrix (see PAC).

 a) The Grand Tactics are ranged down the far left of the table, while the opponent's Deployment Mode is across the top of the columns on the table.

 b) The cross-referenced result yields a DRM that will be applied to his **2D6** roll on the FERT.

Example Continuing the previous example, assume that Player 1 is in Echelon mode and Player 2 is in Line of Battle. When Player 1 takes his "Left Flank Attack" and compares it to the opponent's Line of Battle disposition, his result is a +2 dice roll modifier. Player 2 takes his "General Advance" against the opponent in Echelon and derives a -1 dice roll modifier.)

6.4.7 Deployment Mode and Grand Tactics Formations in certain Deployment Modes are not permitted to use some Grand Tactics. The player's force's combat strengths can be doubled or halved when using a given Grand Tactic (see the Formation Deployment Chart on the PAC).

6.5 Battle Tactics Cards

These cards represent individual battle actions the commander may take during the battle.

6.5.1 There are 12 possible Battle Tactics for each player, but the player selects up to four Battle Tactics cards to use for the entire battle and places them in front of him, face down, before resolution of the combat begins.

Game Play Note The player may deceive the opponent as to his Battle Tactics selections by placing Battle Tactics cards in front of him and never using them.

6.5.2 These Battle Tactics cards are used only once and during one battle round for the entire battle.

6.5.3 Some Battle Tactics require the presence of certain types of forces (Guards units, Cavalry), Deployment modes, RP expenditures, or they introduce combat sub-routines (see the individual cards).

6.5.4 After having determined the Grand Tactic's conditions applicable to the First Combat Round, each player decides which Battle Tactics Cards he will use for the entire battle.

6.5.5 Players may expend none, one, or up to all their Battle Tactics in either round of the battle.

6.5.6 The player with Initiative reveals his Battle Tactics first, by flipping the cards up that he wishes to play this round.

6.5.7 The non-Initiative player then does the same.

6.5.8 Both sides' Battle Tactics Cards are implemented after all cards both players will use for a battle round have been revealed. In determining the impact of the Battle Tactics, first check which

card effects cancel the opponent's Battle Matrix effects, then cards the opponent has played. Battle Tactics remaining and unchallenged will create DRMs or affect strength points or columns used on the FERT. After the combat dice roll apply any card effects that change FERT results, including losses.

6.5.9 The player may have made card selections he subsequently chooses not to employ during the battle. If so, he simply never reveals them in a round.

6.5.10 The "Grand Battery" special tactic may be used only once per OPs Phase regardless of how many battles take place.

6.5.11 All other Battle Tactics Cards may be reused in every new battle.

6.6 Additional Combat Strength Modifications

6.6.1 All Supporting Formations or individual Troop units participate with only half of their combat strength.

6.6.2 Any Formation that Force Marched (Section 18.4) has its total CF halved.

6.6.3 A Formation that is Out of Supply has its total CF halved (Case 16.5.5).

6.6.4 Any Fractions are rounded up.

6.6.5 These effects are cumulative. *Example A formation in Movement Order that also Force Marched may use only one quarter of its strength.*

6.7 Morale in Battle

6.7.1 Players compare the current Morale value of their Lead Formations.

6.7.2 The side that has the higher Morale receives a 1 right (R) column shift in their favor on the FERT.

6.7.3 In battle comparisons, a Formation **always** has Morale Superiority over an un-brigaded combat unit that is the opponent's Lead Formation.

6.7.4 Morale Superiority does not apply against an opponent holding a Fortress in the battle area.

6.7.5 Also, each unit that is Broken (Troop unit's morale value is higher than their Formation's morale level) in a player's Lead Formation (only) incurs a –1 DRM when resolving the FERT roll.

6.8 Additional DRMs to FERT

6.8.1 The side which has more total cavalry CFs involved in the battle, not including screening cavalry units, will get a +2 DRM to their FERT DR.

6.8.2 The side which has less total cavalry CFs involved in the battle, not including screening cavalry units, will get a –1 DRM to their FERT DR.

6.8.3 Players add their Leader's Battle Ability as a DRM to their FERT DR.

6.8.4 For each National Guard unit participating in the battle the French have a –1 DRM.

6.8.5 If the Allies have more than one Major Nation involved in the battle, there is a –2 DRM.

6.8.6 An area's terrain or the border terrain a player crossed to enter, and the player's Formation's Modes, can cause a DRM (see the TEC).

6.9 Final Resolution

6.9.1 Each player finds the column that reflects the adjusted combat value of all his participating forces. Modify the column for all column shift adjustments (Morale Levels and Grand Tactics comparisons).

6.9.2 Each player calculates all DRMs to derive his net DRM to apply to his roll from the DRMs listed below the FERT on the PAC.

6.9.3 Roll **2D6** and apply the net DRM.

6.9.4 Cross-reference the modified **2D6** roll on the modified column on the FERT (see PAC).

6.9.5 The number result will indicate the number of step losses inflicted on the enemy (Section 6.10).

6.9.6 Players apply the losses as detailed in Section 6.10.

6.10 Combat Losses

6.10.1 Once both sides have resolved their FERT rolls, each player will distribute the requisite number of step losses his opponent caused.

6.10.2 The owning player chooses the Troop units from his Lead Formation first to extract the losses, and determines how many steps to take from each Troop unit.

6.10.3 Corps-size units may be reduced to Divisions (Case 3.6.4).

6.10.4 Use of the "Cavalry Charge" or "Guard Assault" Battle Tactics requires that the first loss **must** be extracted from that type of unit.

6.10.5 French National Guard When National Guards are present with other units, the French must extract two step losses from regular units **before** they may apply a single step loss against a National Guard unit.

6.10.6 Players can experience Formation Morale consequences from their losses (Section 5.2).

6.10.7 Players score 1 VP for each loss indicated on their opponent by the FERT result (even if the opponent does not have enough steps to accommodate that loss level).

6.10.8 Place a numbered loss marker (or markers) equal to the result's value on the Battle Display in the current round box to record each player's loss. These are used to determine morale adjustments and the winner of the battle at the end of the battle.

6.11 Withdrawal

6.11.1 If either side selects the **Retreat** Grand Tactic, then all its forces in the area must withdraw (leave) from the area.

(Game Play Note In the Combat Game, the battle will end at the conclusion of the round this occurs.)

6.11.2 The withdrawing player suffers one step loss, which gets marked in the current round box on the Battle Display.

6.11.3 If both sides withdraw, the Initiative player withdraws first, then his opponent, and then both sides incur a step loss.

6.11.4 The forces that entered the area to instigate the battle or if they Reaction moved into the area (Section 6.13) must withdraw into the area they entered from if possible.

6.11.5 Otherwise, Formations and units that withdraw must enter an area free of opposing units and into which they would be able to move in their current Deployment Mode.

6.11.6 They must retreat into an area in which they still would be in supply (Module 16.0) if possible.

6.11.7 If Out of Supply, they must also withdraw into an area that is closer to their nearest supply source or magazine.

6.11.8 If unable to withdraw within these guidelines, the Formation suffers an extra step loss and the opponent scores 1 VP.

6.11.9 In battles where neither side has chosen the **Retreat** Grand Tactic, the loser of the battle must withdraw out of the area (using the above guidelines) at the end of the battle, but does not suffer the step loss for withdrawing as described above.

6.12 Battle Adjustment Round

6.12.1 If all forces on one side are eliminated in the First Combat Round, or if one player retreats from the battle area, no Battle Adjustment Round occurs.

6.12.2 The Battle Adjustment Round consists of 2 Segments:
- Reaction Movement Segment (Section 6.13)
- Adjustments Segment (Section 6.14)

6.12.3 After both players have completed their Adjustments, play proceeds to the Second Combat Round.

6.13 Reaction Movement

6.13.1 The round begins with a check on Initiative (1.1). The player with greater VPs, including those just awarded for combat, possesses the Initiative. That player moves first, followed by the opponent. The players begin by checking the Reaction Movement ratings of their Leaders.

6.13.2 All Leaders have a Reaction Movement rating printed on their counter (their last number or "•" which means 0).

6.13.3 Leaders with a "•" rating, Formations without Leaders, and Un-brigaded combat units are unable to perform Reaction Movement. Leaders in an area where opposing troops are also present cannot make Reaction Moves.

6.13.4 A player is able to move his Formation a number of areas corresponding to the Formation Leader's Reaction Movement value.

6.13.5 An eligible Leader whose Formation is within that distance in areas (exclusive of his area, inclusive of the battle area) from the battle area may move his Formation.

6.13.6 A Reaction Move must always be directly towards or into the battle area.

6.13.7 Reaction Movement must be over permissible terrain, but it is not regular movement (Module 18.0) and does not require MPs.

6.13.8 Interference with Reaction Movement Formations moving just adjacent to or towards the battle area are not subject to Cavalry Screen interference. Formations reacting into the battle area may be blocked by the opponent's Cavalry Screen (Case 3.2.1). If either or both sides possess Screening Cavalry, Reaction Movement becomes subject to a check.

a) Compare the Screening Cavalry's CFs of the Formation attempting Reaction Movement with those of the opponent's Lead Formation in the battle area. Either player may employ the "Cavalry Charge" Battle Tactic card to affect this comparison. The Cavalry Charge (3.2.3) will trigger a separate engagement between assaulting and screening Cavalry that will generate its own losses and affect the Cavalry Screen comparison.

b) If both sides Cavalry Screens have the same total CFs, then Reaction Movement is not impeded. If the player has a larger Cavalry Screen CF, there is also no impediment to Reaction Movement.

c) If the Reaction moving side has a lower Cavalry Screen CF, subtract their CF total from their opponent's cavalry screening CF total. The result becomes a +DRM value.

d) The Reaction moving player rolls **1D6** and applies the DRM from c) above and then consults the Reaction Move Table on the PAC.

e) Mark any losses in the Adjustment Round box on the Battle Track and award VPs for those losses.

6.14 Adjustments Segment

6.14.1 Both players select a new Grand Tactic for use in the Second Combat Round.

6.14.2 Each player may at this time alter the Deployment Mode of his Lead Formation in the area.

6.14.3 The player may brigade eligible Formations under a Senior Leader in the area for a 1 AP cost.

6.14.4 He may change the designated Lead Formation in a multi-formation battle zone. Simply change marker locations to reflect the changes.

6.15 Second Combat Round

Combat proceeds exactly as in the First Combat Round with noted exceptions.

6.15.1 No Battle Tactics cards are chosen. Players may play only what they have remaining unrevealed in front of them after the First Combat Round's play.

6.16 Battle Winner Determination

6.16.1 The victor of a battle is determined in one of four ways:

a) If one side's participating combat units are completely eliminated, his opponent is the winner.

b) If one side has chosen the **Retreat** Grand Tactic, his opponent is the winner of the battle.

c) If neither player chose to **Retreat**, the winner of the battle is the player who inflicted the most step losses in the battle.

d) If both players caused the same amount of casualties, there is no winner, and the player with less CFs remaining must Withdraw from the area.

6.16.2 If both players chose to **Retreat** in the same round, there is no winner of the battle (no matter how many losses were inflicted).

6.16.3 The winner receives 1 VP.

6.16.4 All the winner's participating Formations (even if brigaded) increase their Morale by 1.

6.16.5 All the loser's participating Formations (even if brigaded) reduce their Morale by 1.

6.16.6 The loser of the battle must Withdraw (Section 6.11).

6.16.7 Return all units, Leaders, and markers to their Formation's box.

6.16.8 Players may change participating Formation's Mode (after the battle has been resolved).

6.16.9 After the Battle Winner Determination Segment, play proceeds to the next as-yet-unresolved battle, selected by the player who did not select this battle.

6.16.10 In Basic and Advanced level play, once the last battle is resolved the OPs Phase is complete. Play moves to the next Phase as indicated by the Turn Sequence Display.

7.0 THE GAME TURN

Play of *Beyond Waterloo* proceeds by game turns, each of which corresponds to one month of calendar time. Within these complete turns a variety of actions occur at different levels of activity. All actions occur at given places in the Turn Sequence and at given Activity Levels. The players keep time with a pair of markers and two map displays. The Turn Track records the current game turn. Place the marker printed with a calendar here and move it forward at the end of each complete turn. The Turn Sequence Display records the specific phase of the turn underway. Use the marker with an analog clock face to denote this. Move the Clock marker forward as phases are completed. Each time the marker reaches the red end space, a complete turn has passed. These rules explain differences between the levels of activity and detail the actions which take place in each phase of the turn.

7.1 The Turn Sequence Display

A glance at the Turn Sequence Display (printed on the map) will show that it has an inner and an outer circle, each divided into sections, and both connected at various points by a black line track with directional arrows indicating where the turn marker should proceed to next.

Game Play Note The green and red lines are used in the Advanced Game only.

7.1.1 The outer circle represents Strategic Activities and includes functions related to the overall force postures of the sides.

7.1.2 The inner circle focuses on Operational Activities and comprises functions related to movement and combat.

7.1.3 The Turn Sequence marker (Clock) will migrate between Strategic and Operational Activity and moves forward around the circular display as the turn progresses as indicated by the black line and directional arrow at its start.

7.1.4 Changing Activity Levels The black line shifts up and down between circles from one level to another.

7.1.5 The red stop boxes on the circles are a reminder to move the marker to the other circle level to carry on the turn. (**Exception:** Advanced Game where no Allied nation reached **Active Hostilities** with France.)

7.1.6 The "Start Turn" box shows where the new game turn begins.

Game Play Note In the Basic Game the turn opens with the Mobilization Segment (of Strategic Activity), shifts to execution of two successive OPs Phases, returns to Strategic Activity for the Administration Phase, and then to the back to Operational level for OPs Phase 3. Play will then proceed to the next game turn. Be sure to complete all Segments in a given Phase of the turn before continuing to the next Phase. The Advanced Game will introduce a refinement to this sequence accommodating diplomatic play.

8.0 STRATEGIC ACTIVITY

At the Basic Game level, the players do things that create the overall context for the war. These include marshalling resources for the War Chest, procuring new troop units, putting them in training, changing Leaders, and much more.

8.1 General Rules

8.1.1 During Strategic Activity both players execute most of these functions simultaneously unless otherwise stated.

8.1.2 In the Basic Game only the Mobilization Phase and an Administration Phase are used at Strategic Level.

8.1.3 The Mobilization Phase occurs at the beginning of each game turn.

8.1.4 The Administration Phase occurs in between Operations Phases 2 and 3.

8.2 Mobilization Phase

During the Mobilization Phase both players simultaneously use Resource Points (RPs) in their War Chests to prepare for hostilities and maintain Formations.

8.2.1 Both players will perform activities in the following order:

- **AP Reset Segment** Reset the APs for each Formation to the commanding Leader's value (Case 4.2.7)

- **Autonomous Diplomatic Segment (Advanced Game only** – Section 21.3)

- **Spanish/Portuguese Segment (Advanced Game only**– Section 21.7)

- **Attrition Segment** (Module 9.0)

- **Field Maintenance Segment** (Module 11.0)

- **Leader Segment** Each player may replace one or exchange one pair of Leaders (Case 4.5.3). Leader Wound recovery (Case 4.6.3)

- **Training Segment** Advance the Training status of units already undergoing training (Section 12.2)

- **Purchase Segment** Purchase Wagons (Case 16.3.3) and recruit new combat units and put them in Training (Section 12.2)

- **French Recruitment Authorization Segment** The French player (only) determines the number of Units available to be placed into his Force Pool (Section 12.3).

- **Organize/Reorganize Segment** (Module 13.0)

- **Rebuild Troop Units Segment** (Module 14.0)

- **Off-Board Movement Segment** (Allied player only in the Basic Game) (Module 15.0)

8.2.2 Upon completion of the Mobilization Segment play proceeds to OPs Phase 1 in the Basic Game.

8.3 Administration Phase

The final Strategic Activity of the game turn is taking care of administration. This phase occurs no matter whether the turn reverts from Operational Activity (OPs Phase 2) or (in the Advanced Game) there has been a progression from the Diplomatic Phase. This segment brings to fruition things begun at other moments. After resolving these, play in the Basic Game continues to OPs Phase 3 of the game turn.

8.3.1 In this portion of the turn both players perform the following activities in the order listed:

- **AP Reset Segment** Reset the APs for each Formation to the Leader's value (Case 4.2.7)

- **Autonomous Diplomatic Segment (Advanced Game only –** Section 21.3)

- **Supply Segment** Both players convert Wagons to Magazines first (Case 16.3.4). Both players examine the Supply status (Module 16.0) of their Formations and mark any that may be affected by Out of Supply markers

- **Attrition Segment** Both players determine whether Attrition (Module 9.0) is necessary and resolve it. At the end of this Segment, remove all Force March markers from Formations (Section 18.4)

- **Political Actions Segment (Advanced Game only –** Module 26.0)

- **Vendée Revolt Segment (Advanced Game only –** Section 26.4)

- **Accumulate RP Segment** (Section 10.2)

- **Off Board Movement Segment** (Module 15.0)

- **Training Segment** Advance the Training status of units already undergoing training (Section 12.2)

- **Leader Segment** Each player may replace or exchange Leaders (Case 4.5.3) and attempt Leader Wound recovery (Case 4.6.3)

8.3.2 Play then moves to the next Phase of the current Turn's Sequence.

9.0 ATTRITION

9.1 General Rules

9.1.1 Attrition checks are made during the Mobilization Phase and again during the Administration Phase of the game turn.

9.1.2 An attrition check must be performed for a Formation once each segment if it falls under any one or more the following circumstances at that point:

- In any area that contains more than one Formation

- The Formation is marked with a Force Marched marker (Section 18.4)

- The Formation is Out of Supply (Module 16.0)

9.1.3 The player makes a **DR,** modifies the roll as detailed below, and then cross-references the modified result with the total CF value of the Formation on the Attrition Table (see PAC).

9.1.4 The result on the Attrition Table can be either no effect or a number of steps that the Formation must lose from its Troop units.

9.1.5 The owning player chooses how losses are distributed to the Troop units.

9.1.6 Screening Cavalry (Case 3.2.1) are the last Troop unit(s) that can be chosen for attrition losses.

9.1.7 The opposing player is awarded 1 VP for each step lost due to Attrition.

9.1.8 The AP rating (Section 4.2) of the Formation's Leader (or Senior Leader if the Formation is brigaded) is used as a negative DRM.

9.1.9 If attrition eliminates the last combat unit of a Formation, it is removed from the board to its display box and the Leader is moved to the Leader Force Pool.

9.1.10 Once Attrition has been resolved for a Formation with a Force Marched marker during the Administration Phase, remove the marker.

10.0 WAR CHEST

The player's War Chest Track (see map) is used to record the treasury of stockpiled money (RPs) and prestige (VPs).

10.1 General Rules

10.1.1 The RPs and VPs are indicated by markers on the player's War Chest Track (on the map), and the markers are continually adjusted to reflect game events.

10.1.2 Most RPs are awarded during the Accumulate RP Segment of the Administration Phase from taxation and government profits.

10.1.3 VPs are awarded for battle gains/losses and other events listed on the VP schedule (Section 20.3).

10.1.4 The player may not expend RPs or VPs he does not possess.

10.1.5 RPs are used to maintain Formations (Module 11.0), recruit new troops (Section 12.2), rebuild troops on the board (Section 14.2) or purchase supply capacity (Case 16.3.3a).

Game Play Note Additional RP expenditures are added with the Advanced Game's Diplomacy actions.

10.1.6 VPs are used to help determine RP accumulation (Section 10.2), and by the French to help with Force Pool unit availability (Section 12.3).

10.1.7 A comparison between the VPs that players have in their War Chests determines the initiative player and possibly, at the game's end, who has won (Module 20.0).

10.2 RP Accumulation
During the Accumulate RP Segment of the Administration Phase, players replenish their War Chests with new RPs. The procedure differs slightly for the French and Allied players.

10.2.1 Both players perform this activity by each rolling **2D6**, applying any modifiers (as detailed below), and then cross-referencing the modified result with the appropriate column on the RP Acquisition Chart (see PAC).

10.2.2 The column that a player uses is determined by calculating the difference between the two sides VP scores at that point.

10.2.2. The French player modifies his roll with the French War Minister's AP rating as a positive DRM (Section 4.2).

10.2.3 The Allied player chooses any one of his Leaders in play **on the map** and uses that officer's AP rating as a positive DRM.

10.2.4 A player may also spend 1 VP (maximum) for an additional +4 DRM.

10.2.5 The cross-referenced numerical result (modified roll and column) is the RP income for the player that turn.

10.2.6 Increase the accumulated RP value on the player's War Chest track by adjusting the RP markers to reflect this new income.

Game Play Note The French have additional modifiers added to this resolution in the Advanced Game (Module 26.0).

11.0 FIELD MAINTENANCE
Keeping Formations in the field requires constant upkeep and players will need to expend RPs to do so.

11.1 General Rules
11.1.1 During the Maintenance Segment of the Mobilization Phase of each turn, each player pays an RP cost per active Formation on the map and Off-board Movement displays for maintenance.

11.1.2 Simply count up the number of Formation boxes that have Troop units in them and expend the number of RPs per Formation as listed on the Resource Points Cost Chart (see PAC). Adjust the RP markers on the player's War Chest Track to reflect the expenditure.

11.1.3 If a player does not have enough RPs to maintain all of Formations he has on the map, then he must disband a number of Formations immediately until he is able to pay for those that are remaining on the board.

11.1.4 When a Formation is disbanded, place the Formation's Leader in the player's Leader Pool Box. Take the individual units in the Formation's organizational Box and place them in the area where the Formation Marker is located and put the Formation Marker into its Organizational Box.

11.1.5 Brigaded Formations must be paid for on top of the Senior Leader's Formation.

12.0 FORCE POOLS

12.1 General Rules
12.1.1 Each player has a stock of unused combat units at the start of play.

12.1.2 The forces available in the Force Pool and Divisions boxes will be augmented as the game proceeds by the addition of units lost in battle (**Exception** Section 12.3).

12.1.3 The Allied player will place his losses directly into the either box as appropriate.

12.1.4 The French need to determine how much can be placed into the Force Pool box after they have recruited their units for the turn (Section 12.3).

12.1.5 All new units are recruited from either the Force Pool or Divisions Pool.

12.1.6 All Allied Nations units form part of the Allied Force Pool and Divisions Pool.

12.2 Recruiting and Training
12.2.1 The Allied player may recruit (purchase) new available pieces from their Force or Divisions Pool at an RP cost that is listed on the Resource Points Costs Table (see PAC) during the Purchase Segment of the Mobilization Phase.

12.2.2 The French may only recruit from their Force Pool. If they wish to recruit Divisions, they will have to have moved them from their Divisions Pool to the Force Pool box after rolling on the FRAT (Section 12.3).

12.2.3 An Allied RP expenditure may purchase an available unit of any nationality (player's choice).

12.2.4 Once recruited, a unit must be trained before it becomes available (**Exceptions:** Guards units (Case 3.3.1), French National Guards (Section 3.4), and Wagons (Case 16.3.3).

12.2.5 Each side has a Unit Training Chart which is printed on the Organization Display (Allied) or map (French) that consists of a series of boxes that represent stages of its training.

12.2.6 When recruited, a Troop unit is placed in the Stage 1 box of that side's Unit Training Track.

12.2.7 Each Training Segment of the Administration and Mobilization Phases (not including the one in which it is recruited) a unit moves to the next higher stage of training until it reaches the Deployable Box.

12.2.8 Troop units that are in the Deployable Box at the start of the Training Segment are deployed to the map.

12.2.9 French units are placed at any friendly-controlled Supply Depot (Section 16.2) on the map.

12.2.10 In the Basic Game, Allied units in the Deployable Box appear at the Entry Zone box for their nationality (marked with and "E" and connecting back to an Off-Board Movement Track box that has their nation's name).

12.2.11 Dutch-Belgian, Hanoverian, Nassau, and King's German Legion (KGL) units arrive at the British Entry Zone box directly from the "Deployable" stage of Training.

12.2.12 Swiss troops that are deployable appear in the Zurich area (N6).

Game Play Note In the Advanced Game, Allied Recruitment and Training is restricted and placement of trained troops is different.

Recruiting, Organize, and Rebuild Segments Diagrams

ALLIES

Div/Force Pools → Recruit → Training Track → Deploy → MAP

Organize, Reorganize, Rebuild, Replace Losses

Organize, Reorganize, Rebuild, Remove Losses

FRANCE

Elim/Div Pools → FRAT → Force Pool → Recruit → Training Track → Deploy → MAP

Organize, Reorganize, Rebuild, Replace Losses

Organize, Reorganize, Rebuild, Remove Losses
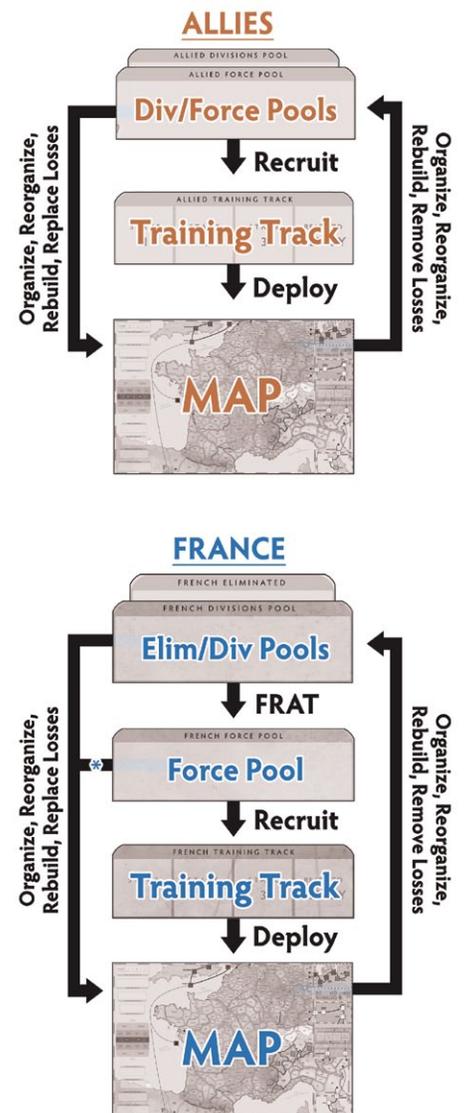
*Corps in case of Buildup when the lower CF is in the Force Pool.
Optional: In this case, replace the used Force Pool Corps with the lower CF Corps from Eliminated.

12.3 French Recruitment Authorization Table (FRAT)

The French player must go through an additional procedure for determining available new units to recruit.

Historical Note On the French side, Napoleon's raising of additional forces faced special difficulties due to the instability of his political situation as well as the diminution of French war industry that had begun with his fall in 1814. Napoleon's prospects for success were also a factor in the willingness of Frenchmen to answer his call to arms.

12.3.1 During the French Recruitment Authorization Segment of the Mobilization Phase, the French player will roll **2D6** on the FRAT (see PAC) to determine how many new units from his Eliminated or Divisions Pool he can add to his Force Pool. These units can be recruited the next turn.

12.3.2 Find the column that corresponds to the current French VP differential between the French and the Allies (French VP minus Allied VP).

12.3.3 Roll **2D6** and add the AP rating of the French War Minister (Section 4.4) as a positive DRM.

12.3.4 Prior to rolling, the French player may also spend 1 VP to have an additional +1 DRM. If used, reduce the VP total in the French Player's War Chest Track.

12.3.5 The cross-referenced result (modified roll and VP differential column) is the total number of new Division-sized Troop units the French player may add to his Force Pool now.

12.3.6 For the purpose of choosing units, one Corps (XXX) is the equivalent of two Divisions (XX), and any two National Guard units ( ) of any step denomination are the equivalent of one Division.

12.3.7 There is no difference between Infantry-type and Cavalry Troop units for these selections to the French Force Pool.

Game Play Note Due to the differences in RP costs for units of various types as well as the ability to deploy National Guards without prior Training, the French player would be wise to include a mixture of different types and sizes of units in his selections he adds to the Force Pool.

13.0 ORGANIZATION/ REORGANIZATION OF FORMATIONS

During the Organize/Reorganization Segment of the Mobilization Phase, the player may redistribute, break down (Section 3.7), or recombine (Section 3.8) Troop units within and among Formations that occupy **the same area** on the map. New Formations can be organized in this Segment.

13.1 Reorganization

13.1.1 When redistributing Troop units, simply shift the pieces around on the Organization Display (Allied) or map (French) from one Formation to another.

13.1.2 Each Troop unit moved, brigaded, un-brigaded, broken down (Section 3.7), or built up (Section 3.8) expends one AP of the Formation's Leader's APs available (Section 4.2).

13.1.3 The ability to reorganize is limited by the Formation's remaining APs and the specific units in the Formation.

13.1.4 Units to be built up (Section 3.8) must be in Supply and in a Formation with a Leader.

13.2 Creating a New Formation

13.2.1 During the Organization/Reorganization Segment, a player can create a new Formation if one is available (not currently on the map).

13.2.2 At least 2 units must be available to form a new Formation and they must be in the same area or Off-Board Movement Track box.

13.2.3 Troop units that are in one Formation can be shifted to another Formation in the same area at no AP cost to the original Formation (abiding by the Formation composition rules (Section 5.4).

13.2.4 Creating a new Formation costs 2 RPs, which are immediately extracted from the player's War Chest.

13.2.5 Upon creation, the owning player takes a Leader from his Leader Pool (which began there at the start of the Mobilization Phase) and assigns it to command this new Formation.

13.2.6 Set the Administration Marker to the AP Level of the Leader appointed to command the Formation.

13.2.7 The morale value of the new Formation is set to 3.

14.0 REBUILDING TROOP UNITS

The players may strengthen units in the game to return them to full capability during the Rebuild Units Segment of the Mobilization Phase.

14.1 General Rules

14.1.1 In order to be rebuilt, the unit must be in a Formation that is in Supply (Module 16.0).

14.1.2 Each rebuild costs 1 AP of a Leader's AP rating (Case 4.2.3).

14.1.3 There are two ways to rebuild units: Replacements (Section 14.2) and Recombination (Section 14.3).

14.2 Replacements

14.2.1 Each side may replace a maximum of two steps of strength in a Rebuild Units Segment.

14.2.2 Each Allied nationality (British, Prussian, Russian, Austrian, and Spanish/Portuguese) may account for no more than one of these replacements.

14.2.3 Minor Allied units may not absorb replacements.

14.2.4 To perform a replacement, simply pay the RP cost (see RP Cost Table on PAC) and flip the unit to its higher strength face.

14.3 Recombination

14.3.1 Only units brigaded in the same Formation can be recombined.

14.3.2 A full strength Division can replace one step of the strength of a Corps. Remove the Division to the Divisions Pool box and flip over the reduced Corps Troop unit to its full strength side. This procedure cannot be used to build up a Division (that had been placed due to step losses applied to a Corps) to become a reduced Corps.

14.3.3 Two reduced-strength Corps can combine into one full-strength Corps. Place the lower morale value Corps in the owning player's Available Force Pool box (Allied) or Eliminated Box (French).

14.3.4 Two reduced-strength Divisions can combine into one full strength Division. Place the lower morale value Division in the owning player's Divisions Pool box.

14.3.5 For the French player, two full-strength National Guard units may restore one step of the strength of an Infantry Division. Place the National Guard units in the French Eliminated box.

14.3.6 Reduced-strength Divisions and National Guard units cannot combine with any Corps.

15.0 OFF-BOARD MOVEMENT

15.1 General Rules

15.1.1 Off-Board Movement occurs during Off-Board Movement Segments of the Mobilization and Administration Phases.

15.1.2 There are a series of Off-Board Movement displays that correspond to the Russo-Prussian route to northern Germany, the Austrian route to southern Germany and Italy, and the British route to Belgium.

15.1.3 Each track has an Entry Zone box (marked with an "E") at the edge of the map. (**Exception:** The British Entry Zone box is in the Channel Sea and the Spanish box is in mainland Spain).

15.1.4 In each Off-Board Movement Segment of the Mobilization or Administration Phases the player may move all Off-Board units or Formations to one connected box on its display.

15.1.5 Units and Formations that are in the last box of the Off-Board tracks can be moved into the connected map Entry Zone box.

15.1.6 Formations and units in an Entry Zone box will be able to move onto the map into the areas that the Entry Zone box lines lead to by paying the area's MP cost (see TEC) in the next OPs Phase of the turn.

15.1.7 In the Basic Game no troops or Formations may enter the Off-Board Movement Track displays from the map.

Game Play Note *These rules are modified with some additions in the Advanced Game.*

16.0 SUPPLY

Forces must be adequately supplied to exert their full potential.

16.1 General Rules

16.1.1 Supply status is determined during the Supply Segment of the Administration Phase (Section 8.3).

16.1.2 To be in supply a force must be within range of a Supply Source or else at the end of a Line of Supply (LOS) that starts at a valid supply source.

16.1.3 The LOS can comprise of a "chain" of Magazines that link with the nation's Supply Source.

16.1.4 Automatic Supply Formations in areas with undestroyed friendly Fortresses (Module 19.0) and individual combat units on the map are considered automatically in supply.

16.1.5 A Formation's supply status remains in effect until the next turn's Supply Segment of the Administration Phase.

16.2 Supply Sources

16.2.1 Each Allied power traces supply of its formations to their map edge Entry Zone box (marked with an "E" and connecting back to an Off-Board Movement Track box that has their nation's name).

16.2.2 For purposes of supply, the Russian and Prussian forces (which share the same green/blue Entry Zone) can share the Supply Source, but must each trace their own Line of Supply.

16.2.3 The red British Entry Zone is printed in the sea but should be considered adjacent to the two areas the arrows point to from its box.

16.2.4 French supply sources are the Depot symbols printed on the map.

16.2.5 The Austrians have two white Entry Zones, which are both their supply sources.

16.2.6 Swiss forces may always use Zurich (N6) as a supply source if friendly-controlled.

  a) They may use an Austrian supply source when an Allied Minor.

  b) They may use a French supply source if they switch sides to the French (Advanced Game Case 23.2.5).

16.3 Supply Range

16.3.1 Formations that are not physically present with their Supply Source must be within its range or connected by an LOS (Section 16.4) to be in supply.

16.3.2 A supply source has a range of eight connected areas that do not cross an impassable border (destination area included, but not the source area or zone).

16.3.3 Wagons The Wagon counter is the basic building block part of the LOS. The Wagon essentially conveys a quantity of supplies to a place where a Magazine will be created.

  a) Wagons are purchased with RPs during the Purchase Segment of the Mobilization Phase.

  b) They are placed on the map in any area that is a current and functional link in an LOS.

Game Play Note *Thus the player need not place a wagon at the furthest-forward supply point or right at the supply source.*

  c) In Wagon mode the counter moves like other units and has an automatic MA of 2 MPs.

  d) A Wagon can be attached to a Formation and then moves at the Formation's speed.

  e) The Wagon is not a supply link and has no supply radius.

  f) It may be expended (removed from the board) during the Supply Segment of the Administration Phase to provide supply for one Formation in its area.

  g) A Wagon counter may be purchased immediately in the Purchase Segment in which a Magazine was dismantled to make the counter available.

  h) Whenever a wagon unit is in an area with opposing forces and with no friendly troop units, the wagon unit is captured. The opposing player may replace the wagon unit with one of his nation's wagon units that are in the area from his Force Pool. The captured wagon unit is removed from the map and placed in the owning player's Force Pool.

16.3.4 Magazines Magazines are the intermediate-to-end links of an LOS, which extends the range of an original Supply Source.

  a) Magazines are pieces the players convert by spending the required RPs (see the RP Cost Chart on PAC) and flipping a Wagon unit to its reverse (Magazine) side.

  b) Wagons can be converted to Magazines during any Supply Segment of an Administration Phase (Section 8.3.1), a Movement Segment of an OPs Phase (Module 18.0), or during the Purchase Segment of the Mobilization Phase (16.3.3a).

  c) Once in place a Magazine cannot move.

  d) A Magazine has a supply range of four areas (measured inclusive of destination area, but not the area the magazine is in).

  e) A Magazine located in an area with a friendly Fortress (including a destroyed Fortress) has a range of six areas.

  f) A player can remove a friendly Magazine during the start of either his Movement Segment of an OPs Phase or the Purchase Segment of the Mobilization Phase in order to have a Wagon unit available to build.

  g) Whenever a magazine unit is in an area with opposing forces and with no friendly troop units, the magazine unit is captured. The opposing player may replace the magazine unit with one of his Nation's wagon units that are in the area from his Force Pool. The captured wagon unit is removed from the map and placed in the owning player's Force Pool.

16.4 Line of Supply

Supply range extends beyond the radius of the Source by means of a Line of Supply (LOS), made up of the original Source plus a chain of Magazine links.

16.4.1 The LOS is a series of contiguous areas, not occupied by enemy units, connecting a Supply Source to the Formation in need of supply.

16.4.2 The LOS may not cross impassable terrain borders (**Exception** through a Pass, Case 18.3.11), but is otherwise unaffected by terrain type.

16.4.3 A chain of Magazines, each within range of the next link, makes a Line of Supply.

16.5 Out of Supply (OOS)

16.5.1 A formation that is found to be Out of Supply automatically loses one step from a unit in it (owning player's choice) and his opponent is awarded 1 VP.

16.5.2 While OOS the formation must undergo Attrition (Module 9.0) during each Attrition Segment it is OOS.

16.5.3 An OOS Formation may only move one area during the Movement Segment of the OPs Phase.

16.5.4 OOS Formations may not Force March or perform any Organization/Reorganization actions.

16.5.5 If engaged in battle, the units of an OOS Formation fight at half their total CFs (fractions rounded up).

16.5.6 Place an OOS marker on an OOS Formation until it is determined to be back in supply.

17.0 OPERATIONS PHASE
(OPs Phase)

Most on-board movement and combat occurs at the Operational Activity level. In Operational Activity the players maneuver their forces on the map and engage in combat following the rules for Movement (Module 18.0) and for Combat (Module 6.0). Each Operations Phase is the equivalent of about ten days' time. Up to three Operations Phases occur in a game turn.

17.1 General Rules

17.1.1 In the Basic Game, there are three OPs Phases in a Turn.

17.1.2 Each OPs Phase consists of the following Segments:

   a) **Movement Segment** Both players first flip all Force Marched markers to their front side. Then the Initiative player (Section 1.1) may move any, all, or none of his Formations and un-brigaded units that are on the map according to the rules for Movement (Module 18.0). When he has completed all moves, the non-Initiative player conducts his own movements. Once both sides have completed Movement play continues to the Combat Segment.

   b) **Combat Segment** All areas of the map that are occupied by forces of both players are considered to be mandatory battle areas and a Battle Sequence (Section 6.3) must be resolved for each of these areas (Module 6.0). The player with Initiative chooses the first battle to wage and then players alternate choosing Battles to resolve until all combats have been completed.

17.1.3 With the completion of the last battle to be resolved, the phase ends and play continues into the next phase as indicated on the Turn Sequence Display (see map).

17.1.4 Upon completion of OPs Phase 3 the game turn is finished, the Turn Record marker moves ahead, and play continues with a new turn.

18.0 MOVEMENT

18.1 General Rules

18.1.1 All on-map movement takes place during the OPs Phases by players moving any, all, or none of their Formations, independent Wagons, and un-brigaded Troop units.

18.1.2 Movement is always voluntary.

18.1.3 Magazines can never move.

18.1.4 French National Guards units can move only when they are part of a Formation.

18.1.5 Within each OPs Phase the player with Initiative (Section 1.1) moves all his forces first and then the non-Initiative player does the same.

18.1.6 Movement is from one area to an adjacent area.

18.1.7 If two areas only meet at a border vertex, movement is not permitted between those areas. **Example** Units or Formations may not move in either direction from La Pausse (H8) to Aurillac (H9) **or** from Firminy (I9) to Cruese (G8).

18.1.8 Area or border Terrain types have different MP costs to enter or cross and may prohibit crossing (Section 18.3).

18.1.9 As a Formation or unit moves, keep a running tally of MPs spent.

18.1.10 A moving Formation or unit may not expend more MPs than its MA for that Movement Segment (**Exception** Force March, Section 18.4).

18.1.11 OOS Formations (Case 16.5.3) can only move one area and not across prohibited borders (**Exception** Case 18.3.10).

18.1.12 MPs cannot be transferred from one unit to another.

18.1.13 A Formation's movement ends immediately and no further MPs may be expended when it enters an area containing enemy units.

18.1.14 Un-brigaded units may not move into an area with opposing units.

18.1.15 The non-Initiative player (moving second), whose forces begin their move in an area the Initiative player has entered (with units or Formations), may exit only under specified conditions. The second player may Withdraw (Section 6.11) if the Initiative player has no Cavalry, no Cavalry CFs on screen, or if the second player has more Cavalry CFs on screen than the opponent. If cavalry screens are equal, the second player may Withdraw if his Leader in command has more remaining APs than the opponent. Lone Cavalry units may withdraw automatically, lone Infantry cannot Withdraw. In all situations the second player **may not** move his forces directly into the adjacent area(s) from which the Initiative player entered.

18.1.16 A player may never move forces into Luxembourg (this is noted on the map).

Game Play Note There is some limited normal map movement during the Off-Board Movement Segments in the Advanced Game.

18.2 Movement Allowance (MA) and Deployment Mode

18.2.1 Each Formation has an MA expressed as the maximum number of MPs that it can expend during a Movement Segment depending upon its Deployment Mode at the start of the Movement Segment.

18.2.2 The MA a Formation in a particular mode has for the Movement Segment is noted on the Formation Deployment Chart (see PAC).

18.2.3 Formations may change Deployment Mode at a cost of 1 MP during the Movement Segment.

18.2.4 The Formation is permitted only **one** mode change, either at the beginning or end of its movement, in any Movement Segment.

Game Play Note During Combat a Formation will have two additional opportunities to change Deployment Mode: during Battle Adjustment (Case 6.14.2) and after a battle has finished (Case 6.16.8).

18.2.5 Un-brigaded Troop and Wagon units have an MA of 2.

18.2.6 Brigaded Wagons move at the rate of the Formation they accompany.

18.2.7 Formations in a grey Pass box cannot change Mode.

18.3 Movement and Terrain

18.3.1 Each area has a given terrain type (clear, swamp, or highland) with MP cost to enter specified on the TEC (see the last page of these rules).

18.3.2 There may also be border terrain, such as rivers or highland, which impose an additional terrain cost to cross. **Exception** If entering a highland terrain area across a highland border, do not pay the additional highland border cost.

18.3.3 These MP costs are cumulative. **Example:** *Movement from Plombiéres (K5) to Epinal (K5) would consume 4 MPs — 2MPs to enter Highlands and +2MPs to cross a Major River.*

18.3.4 A moving unit or Formation may not enter an area unless they have enough MPs remaining to spend on the cost to enter.

18.3.5 A unit or Formation that is in Supply can always move to the next adjacent **clear** terrain area except where blocked by prohibited border terrain (Case 18.3.9 or Case 18.1.15).

18.3.6 There is no additional MP cost to enter for areas containing Fortresses or Depots.

18.3.7 Units entering the map from an entry zone pay the area's terrain MP cost to enter it.

18.3.8 Restricted Terrain

   a) Only Formations in March Order can enter an area that is Highland or Swamp terrain, although they may change Deployment Mode once they are in this type of terrain.

Game Play Note This means that if entering one of these types of areas with opposing units therein, since as per Case 18.1.13 the moving Formation's movement ends immediately, they cannot change mode before battle is started.

   b) Formations can cross a Highland border (brown), but they may suffer additional adverse DRMs in the First Battle Round (see TEC).

   c) Formations can cross a river border (see TEC), but they suffer additional adverse DRMs in the First Combat Round (see TEC).

18.3.9 Prohibited Terrain Pieces may not cross black area boundaries except via a Pass (Case 18.3.10).

Examples Movement between the following areas is prohibited: Epinal (K5) to Colmar (L5), Calvados (E4) to Havre (F3), Bordeaux (D10) to either Charente (D9) or Saintes (D9), It-2 (L8) to It-3 (M8).

18.3.10 Passes

a) A Pass has a start and end point indicated by small white circles connected by a line through an impassable border on the map.

b) Some Passes on the map go through an entire mountainous area to exit in another area. A grey Pass box is printed on the map to allow the Formation to end its movement in that area while it is still in the Pass.

c) A Formation must be in March Order Deployment Mode to enter a Pass and must remain that way while in the Pass.

d) Un-brigaded Troop units are assumed to be in March Order while in a pass.

18.3.11 There is no MP cost for Formations attaching or detaching individual Troop units during Movement.

18.4 Force March

18.4.1 Formations that are in March Order (only) can Force March during any Movement Segment.

18.4.2 A Formation that Force Marches may move one additional MP.

18.4.3 The player simply states his decision to Force March and uses the additional MP.

18.4.4 Formations may not use the Force March benefit when they start, end, or move through a Pass (see the TEC).

18.4.5 Mark the Formation with a Force March marker (skull side up).

18.4.6 A Formation may continue to Force March during subsequent OPs Phases.

18.4.7 A Formation that Force Marches during the turn may use only half its Combat Factor in battle (fractions rounded up) during the OPs Phase in which it Force Marches. The skull face side (back) of this marker is a indicator of this.

18.4.8 Formations that Force Marched must undergo attrition during the Attrition Segments of the Mobilization and Administration Phases.

18.4.9 Remove the Force March marker after Attrition has been performed in the Administration Phase.

Game Play Note Formations that Force March in the third OPs Phase will not have the marker removed until the following turn's Administration Phase.

18.4.10 Flip the marker to its front side at the start of the next OPs Phase to reflect that its CF will not be halved this OPs' Combat Segment.

18.4.11 If the player elects to Force March again in that OPs Phase's Movement Segment, flip the marker back over to its skull side to indicate the Combat Factor modification.

19.0 FORTRESSES

Fortresses are printed on the map. They are defensive works of great strength built over a long period. Historically, Fortresses exercised great effect on operations, but during the Napoleonic era the number of extended sieges that occurred was small, perhaps fewer than two dozen (or about one per year). Fortresses have special properties but they are vulnerable.

19.1 General Rules

19.1.1 Troop units and Formations in a non-destroyed Fortress are always considered to be in supply.

19.1.2 To obtain the Fortress benefit the player **must** select the **Hold** Grand Tactic.

19.1.3 The Grand Tactics Matrix is skipped in the First Combat Round.

19.1.4 Cavalry (Section 6.8) and Morale Superiority (Section 6.7) are not effective against Fortresses.

19.1.5 In addition to any DRM from the Battle Deployment Matrix, the opponent's units attacking a Fortress incur a –5 DRM and a shift left of one column on the FERT.

19.1.6 These above effects apply only for the First Combat Round. They are suspended in the Second Combat Round.

19.1.7 All the above effects are lost if the Fortress is destroyed.

19.1.8 The player destroys an opponent's Fortress by paying a premium of 3 RPs during the Battle Adjustment Round to include siege operations during the Second Combat Round.
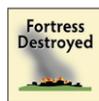
19.1.9 The Fortress is automatically destroyed and a marker is placed to indicate this.

19.1.10 Fortress benefits accrue only to the side occupying the area when the opponent enters to perform battle.

19.1.11 If the Fortress is unoccupied and both sides enter the area during the same Operations Phase, there is no Fortress effect.

20.0 VICTORY

20.1 War Termination (Game End)

20.1.1 The game can end in one of three ways:

a) It ends with the passage of one complete turn after any turn in which Paris became controlled by the Allies and is still controlled by them.

b) The game ends with fulfillment of Catastrophic Failure as detailed in the Scenario's special rules.

c) Otherwise, the game ends with completion of the December 1815 game turn and the player with the most VPs wins.

20.2 Victory Points (VPs)

These represent the prestige and stature gained by the belligerents in conflict with each other. They are awarded for various developments as listed in Section 20.3 below. However, unlike other simulations, VPs are not simply measures of winning; they are instrumental to the game.

20.2.1 Victory Points are recorded on the players' War Chest Tracks.

20.2.2 VPs may be expended to get DRMs for French Recruiting Authorization and for the RP Acquisition Chart.

20.2.3 In the **Advanced Game** VPs may also be used on the Diplomatic Developments Chart, for Allied Political Manipulation, French Police Activity, and in diplomatic agreements.

20.3 VP Awards

Note This list of VPs actions and awards is also shown on page 3 of the Expanded Sequence of Play.

- +5 VPs for the Allies in the Administration Segment of the turn a Formation of a Major Allied Power first enters an area of France

- +5 VPs for the Allies if the French suffer Catastrophic Failure in any battle

- +5 VPs for the Allies if Napoleon is killed

- +5 VPs to whatever side control Paris at the end of the game

- +3 VPs for the capture of an enemy Depot

- +2 VPs per enemy Leader killed

- +1 VP per enemy Leader wounded

- +1 VP for a winning a battle

- +1 VP for each combat-related Step loss suffered by the opponent. **Note** *The player is awarded VPs for steps the opponent loses by FERT result, even if the enemy lacks sufficient steps to satisfy the result (Case 6.10.7)*

- +1 VP for each non-combat related Step loss the enemy suffers (i.e., due to Attrition)

- +1 VP for the capture of an enemy defended Fortress

- +1 VP for the capture of an enemy Magazine or Wagon

- +? VP/s (Advanced Game only) Variable amount due to Diplomatic Developments

THE ADVANCED GAME

The Advanced Game layers onto the system the remaining rules necessary to include the prelude to war, in which all the involved nations struggled to prepare themselves to wage a new military campaign. Strategic play proceeds with strategic activity without interruption until diplomatic and/or other conditions result in Active Hostilities, which activates operational activity (OPs Phases). That is, to occur at all, the Operational Activity must be triggered. If triggered, the number of OPs Phases in that turn may be foreshortened depending upon the Strategic Phase during which war is triggered. If, on the other hand, play continues through all Strategic Phases without triggering operations, the Game Turn ends and players move on to the next game turn. A glance at the Turn Sequence Display shows how this works. The Advanced Game adds additional activities during the Administration and Mobilization Phases, as well as adding an entirely new phase, the Diplomatic Phase. The Advanced Game scenario starts in March 1815 (the moment when Napoleon reached Paris and regained control over the French state) and has the same end point as the Basic Game.

21.0 DIPLOMACY

21.1 Diplomatic Status

Each participant in the former coalition against Napoleon had certain interests, and some issues, with other partners. For his part, Napoleon had hopes of avoiding war with each of the Allied powers that ranged from zero (Great Britain), to limited (Austria), to fair prospects (Switzerland). Since Napoleon himself was obliged to fight to protect his control of France against any enemy, France's own diplomatic situation is not tracked.

21.1.1 The various Major Allied Nations separately measure their Diplomatic Status *vis a vis* France using a marker on the Diplomatic Status Track.

21.1.2 Activities of the forces of nations that are at levels short of **Active Hostilities** are restricted (Module 22.0).

21.1.3 Diplomatic Status changes as the Allied player advances the markers of his nations during the various Segments of the Strategic Phases of game turns.

21.1.4 The forces of each Major Allied Nation and their Minor Allies are subject to their current Diplomatic Status, and remain unaffected by the status of any other Major Allied Nation.

21.1.5 When a Major Allied Nation is at the **Active Hostilities** level at the end of a Strategic Phase, it is at war with France (Section 21.6).

21.1.6 Automatic War If the French advance French forces into an area containing forces of an Major Allied Nation with whom they are not yet at war, the Diplomatic Status of that nation automatically advances to **Active Hostilities** (since combat is mandatory) and they are at war with France.

a) Because this situation can only occur when a state of war already exists with at least one other Major Allied Nation, this development will not affect the progress of play or the number of the current OPs Phases.

b) Battle will be resolved normally.

21.1.7 Diplomacy and the War Chest Both RPs and VPs will be awarded for certain results from the Diplomatic Developments Chart (Section 21.5).

In addition to the Basic Game functions of the War Chest, during the Advanced Game these will be used for modifications on the DDC (Section 21.5), for Political Actions (Section 26.1) as modified by Allied Spy Networks (Section 26.2) and Police Activity (Section 26.3), and by the Allied player to support the Revolt in the Vendée (Section 26.4).

21.2 Allied Move to War

21.2.1 There are five levels of Diplomatic Status for a Major Allied Nation. In increasing order they are **Peace, Opposition, Military Preparations, Armed Belligerence**, and **Active Hostilities**.

21.2.2 Each of the Major Allied Nations records its status with its own marker on the Diplomacy Track printed on the map.

21.2.3 At the start of the Advanced Game, all Major Allied Nations' Political markers are set at the Peace level.

21.2.4 During the Strategic Phases of each game turn the Allied player will advance the Diplomatic Status of his Major Allied Nations by two main methods: use of the Autonomous Diplomatic Development (Section 21.3), and the roll results from the DDC (Section 21.5).

21.2.5 Major Allied Nations and their Minor Allies are restricted in what activities they perform during a Strategic Phase as detailed in Module 22.0.

21.2.6 Only the Major Allied Nations and any of their Minor Allies at war with France participate in OPs Phases (Module 17.0).

21.2.7 Momentum of Action Because Diplomatic events can reduce the level of a Major Allied Nation's Diplomatic Status closer to **Peace**, it is possible that the player has already begin Recruiting and Training forces, or moving on the Off-Board Tracks, only to find out that the Major Allied Nation's status has fallen below the level required for the particular activity (Module 22.0).

a) If so, the activity is frozen until the Major Allied Nation regains its higher-level status.

b) Training or Movement that has already occurred is not taken back and Formations/Units abide by the restrictions of the current diplomatic status level they are at (Section 22.2).

21.3 Autonomous Diplomatic Developments

The Allies were determined to fight France regardless of any serendipitous events such as provided in the Diplomatic Developments Chart.

21.3.1 An Autonomous Diplomatic Segment is added to the Mobilization Phase so that the Allied player may move the Diplomatic Status of one nation towards or into **Active Hostilities** by one level at this time.

21.3.2 An Autonomous Diplomatic Segment is also added to the Administration Phase of the turn so that the Allies may advance the Diplomatic Status of one nation by 2 levels, or two nations by one level each, towards or into **Active Hostilities**.

21.3.3 Certain DDC events (Section 21.5) may freeze the status of one or another Major Allied Nation for the turn. These prohibitions apply to the Autonomous Diplomatic Developments as well.

21.3.4 These autonomous level increases continue to occur for Major Allied Nations not at war with France even after one Major Allied Nation is at war with France, and only stop for the nation if it is at war with France.

21.4 Diplomatic Phase

At the outset of the 1815 Campaign, Napoleon has just restored his control over France, and the coalition of Allied Powers, which had been set against him a year previously, have been bickering over territorial and political issues at the Congress of Vienna. None are prepared for war, nor is France itself. Developments along the path to war will have an impact upon its course and outcome. To model this situation, a diplomatic aspect is necessary in this game. The following rules attempt to capture aspects of these political matters.

21.4.1 The Diplomatic Phase consists of the following Segments:

- **Negotiations Segment** (Section 21.8)

- **Diplomatic Developments Events Segment** (Section 21.5)

21.4.2 Certain of these results may drive Major Allied Nations further toward war. If one or more Major Allied nation reaches the **Active Hostilities** Level at the end of this Phase, play proceeds to OPs Phase 2. Otherwise play continues to the Administration Phase.

21.5 Diplomatic Developments Chart (DDC)

21.5.1 Each turn during the Diplomatic Developments Events Segment of the Diplomatic Phase, both players will make a roll on the DDC (see PAC) to ascertain a special event that will affect the game status.

21.5.2 Since each player resolves for a diplomatic event, a possible total of two events occur each turn.

21.5.3 The Initiative player (Section 1.1) resolves his Diplomatic Event roll first and then the non-Initiative player.

21.5.4 Make a roll with **2D6** different colors, using one die as the "10s" digit, the other die as the "1s," to derive a two-digit number result.

Example Player declares their first colored die as 10s and their second color die as 1s. He rolls a 3 on the first and a 4 on the second. This is read as 34.

21.5.5 Cross-reference the roll's modified result on the DDC and implement its result's text immediately.

21.5.6 Results will include instructions regarding Diplomatic Status plus awards or subtractions of VPs and/or RPs.

21.5.7 The first result may affect the second.

Example If the first result provides that Prussian Diplomatic Status may not change this turn, and the second would modify the Prussian status, that portion of the second result is cancelled.

21.5.8 Players may decide to create a DRM for this roll by means of the expenditure of VPs **prior** to rolling the dice.

  a) Each VP expended equals a positive or negative 1 DRM (player's choice whether positive or negative **after** the roll) which is added to the 1s die.

  b) The player may use up to 5 VPs for this.

  c) Since this is a base 6 DR, if the positive DRM takes the 1s value higher than 6, increase the 10s value by one and take the remaining amount above 6 as the new 1s value. Or if used as a negative DRM and the 1s value goes below 1, decrease the 10s value by one and subtract the remaining amount from 6 to get the new 1s value. (**Example** Player has decided on expending 4 VPs for a +/- DRM. He rolls the dice and gets a result of 33. He can either add 4 to this result for a modified result of 41, or he could subtract 4, which would modify the result to a 25.)

21.6 Entering Operational Activity

As a result of Diplomatic activities, the Major Allied Nations will enter the war at different times in the game. This has specific consequences.

21.6.1 When the Diplomatic Status of any Major Allied Nation reaches the level of **Active Hostilities** and remains there at the end of the phase, they are at war with France.

21.6.2 If a Diplomatic Status marker reaches the **Active Hostilities** level and another Diplomatic event occurs during that same phase which reduces it to below that level, war has not begun.

21.6.3 If one or more Major Allied Nations reach the diplomatic status of **Active Hostilities** with France:

- At the end of the Mobilization Phase play will proceed to OPs Phase 1

- At the end of the Diplomacy Phase play will proceed to OPs Phase 2

- At the end of the Administration Phase play will proceed to OPs Phase 3

21.6.4 If not, the turn continues on to the next Phase of Strategic Level Activity

21.6.5 Once **Active Hostilities** has begun with one Major Allied Nation, from that point forward, there is no longer a Diplomatic Phase, and each turn opens with the Mobilization Phase, proceeds to OPs Phases 1 and 2, then reverts back up to the Administration Phase, and ends with OPs Phase 3 (see Turn Sequence Display printed on the map).

*Game Play Note Typically, one Major Allied Nation will reach **Active Hostilities** before the others, leaving the other Major Allied Nations at various stages of their moves toward war.*

21.6.6 The Diplomatic Status of the Major Allied Nations not at **Active Hostilities** will continue to advance towards that level as a result of Autonomous Diplomatic Developments (Section 21.3). In the meantime, those Major Allied Nations conduct activities permitted by their current Diplomatic Status level (Section 22.2).

21.7 Spanish/Portuguese Paralysis

While ostensibly enlisted among the Allied powers, Spain and Portugal were reluctant to assemble their forces and actually enter the war. The Advanced Game scenario deployment actually represents the Spanish/Portuguese forces already concentrated.

21.7.1 To recreate the underlying paralysis, Spanish/Portuguese entry into hostilities will be the subject of a **1D6** roll made during the Spanish/Portuguese Segment of the Mobilization Phase if the two following conditions are valid:

- The Allied player may not begin these entry attempts until the Mobilization Phase **following** the turn in which the Spanish Diplomatic Status reaches **Armed Belligerence**.

- The Allied player must also be ahead in VPs for this roll to take place.

21.7.2 The Allied player rolls **1D6**, applies any applicable DRMs as listed, and implements the result on the Spanish/Portuguese Paralysis Table on the PAC.

21.8 Negotiations

*Although the advent of war was a nearly forgone conclusion, on both sides there were other considerations of timing and war preparations that might improve their prospects in the larger situation. It is **highly recommended** that players become familiar with the Advanced Game before adding this to their game play.*

21.8.1 Players are free to negotiate whatever agreements they care to during the Negotiations Segment, with whatever terms seem appropriate, except that agreements may not contravene the game play rules.

21.8.2 Due to negotiations, an Allied Nation's Diplomatic Status can never be altered by more than 1 Level up or down.

Example The players could reach agreement for one or both to pass up using the DDC, negate Swiss Neutrality Diplomatic event results, or not move certain Formations for this and/or subsequent turns, based upon some consideration one way or the other (such as grants of RPs or VPs).

22.0 DIPLOMATIC LEVEL RESTRICTIONS

22.1 French Rules

22.1.1 The French player may always participate in all Mobilization activities with the following adjustments:

  a) The French player may move one unit or Formation on the main map, using an MA of 6, during the Off-Board Movement Segment of the Mobilization and Administration Phases.

  b) This force may not move across an international border (Case 2.1.3).

22.1.2 This limited map movement ends for the French once they are at war (**Active Hostilities**) with a Major Allied Nation (they will be moving their Formations and units during the OPs Phases).

22.2 Allied Rules

A Major Allied Nation with its Minor Allies may only participate in certain activities when its nation's Diplomatic Status has reached a noted level as detailed below.

22.2.1 Prior to reaching the levels listed below, Major Allied Nations and their Minor Allies may only participate in Diplomatic activities, the two Autonomous Diplomatic Segments and all the Diplomatic Phase Segments.

22.2.2 When a Major Allied Nation reaches the **War Preparations** level it may begin performing the activities listed below:

  a) Recruit and Train Troop units (Section 12.2).

  b) Move one Troop unit or Formation and all Wagons on their Off-Board Movement Track during the Off-Board Movement Segments.

22.2.3 When a Major Allied Nation reaches the **Armed Belligerence** level it may perform the list of activities below:

  a) Begin moving all its forces on its Off-Board Movement Track during the Off-Board Movement Segments.

  b) On the map, it may move one un-brigaded Troop unit or a Formation up to 6 MPs during each Off-Board Movement Segment following all standard rules for Movement (Module 18.0) except for determining a Formation's MA based on its Deployment Mode.

i) Units moved cannot enter areas containing enemy units, even if those areas also contain friendly forces.

ii) Allied Formations and Troop units moved cannot cross international borders (Case 2.1.7).

c) Units that have arrived at their Off-Board Movement Track Entry Zone box remain there until their nation reaches the **Active Hostilities** level **or** the player chooses one of his Formation or Troop units located in the Entry Zone Box to be the moving on-board force (Case 22.2.3b).

22.2.4 Limited map movement (Case 22.2.3b) ends for an Allied Nation once it is at **Active Hostilities** with France and it is moving in its OPs Phases.

22.3 Louis XVIII and the French Royalists

King Louis XVIII escaped across the border into Belgium as Napoléon assumed power. The French Royalists did not simply disappear from the face of Europe; rather they planned and plotted King Louis' return and began recruiting troops for a Royalist army. By virtue of that Louis XVIII's Court became an obvious target for the resurgent Napoléon. This rule includes several counters to incorporate the interplay of these interests. One represents King Louis' Court, the others are Royalist army units.

22.3.1 These forces are considered as minor allies to all Coalition nations and thus can be brigaded to any Coalition Formation.

22.3.2 The Royal Court
a) The counter for the Royal Court sets up at Ostend (H-1).

b) The Royal Court must be on the map for Royalist troops to enter the game.

c) This unit may not move by itself, but it may accompany other units of the Coalition.

d) It can be brigaded with any Coalition Formation.

e) If by itself in an area that French forces enter, the Court is captured and eliminated. The French player receives 5 VPs.

f) If the Court is accompanying Coalition forces, the Royal Court is protected by them and is affected by any combat results they suffer.

g) Should the Royal Court be un-brigaded but with other combat units in a battle, it functions as a Leader with a Battle Ability of "1."

22.3.3 The Duc de Berry Unit This is the first of the Royalist forces, which consisted of Louis XVIII's household troops of the Maison du roi, plus those other early to rally to the Royalist cause. It has minimal combat factors ("1/2") but very good Morale ("0").

a) The Berry unit appears at Ostend (H-1) during the Mobilization Phase of the June turn.

b) The Berry unit does not appear if the Royal Court is not in play.
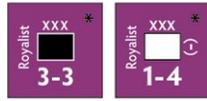
22.3.4 The Royalist Corps The Royalists planned to mobilize a much larger force by the fall of 1815, which is represented by the variant 3-3 Infantry Corps (its poor Morale reflecting the vagaries of impressment plus the diminution of Royalist sentiment over an extended campaign in which Napoléon had yet to be bested).

a) The Royalist Corps appears at Ostend (H-1) during the Mobilization Phase of the September 1815 turn.

b) The Corps does not appear if the Royal Court is not in play.

23.0 MINOR ALLIES

All the Minor Allied nationalities included with the game may participate in the Advanced Game.

23.1 General Rules

23.1.1 Bavarian, Baden, and Württemberg units may be recruited and arrive at the Baden/Bavaria Box (only). Whenever Austrian Leader Schwarzenberg's Formation reaches the Baden/Bavaria box of the Austrian Off-Board Movement Track, the Minor Allied Infantry Corps of Baden, Bavaria, and Württemburg automatically brigade with the Formation at no AP cost.

23.1.2 The Sardinian Infantry Corps is not placed into the Allied Force Pool to be recruited until after all of Murat's (Naples) forces have been eliminated or Murat is killed. When built and trained, it must appear in the Genoa area on the map.

23.1.3 There are two Minor Allied Infantry Divisions in the Allied Divisions Pool. These units may never be recruited. They are there for the purpose of replacing Minor Allied Corps that are reduced by combat.

23.1.4 If both un-named Allied Infantry Divisions are on the board and another Minor Allied Corps needs to be replaced due to losses, that Corps is eliminated instead.

23.1.5 When Dutch-Belgian and Hanover units are recruited and trained, they appear directly in the Brussels area.

23.1.6 Allied forces may not move into Switzerland, and Swiss forces on the map may not move, until Switzerland enters the war (DDC event 26).

23.1.7 See Module 25.0 for Naples special rules.

23.1.8 When trained, the Saxon unit deploys directly into the Prussian Formation under Blücher's command.

23.1.9 Minor Allied Troop units, once eliminated, are removed permanently from the game.

23.2 Minor Allies and Diplomacy
The deployment of these Minor Allied forces can be affected by Diplomatic Events.

23.2.1 Saxon troops are permanently removed from the game with a DDC event 43 result.

23.2.2 Polish forces only enter play by a DDC event 15 if not already in the game. The Polish unit appears on the Poland box of the Russo-Prussian Off-Board Movement Track.

23.2.3 DDC result number 26 has the Swiss enter the war and negates the Case 23.1.6 restriction. They will be free to cross the border and to brigade with Austrian forces.

23.2.4 DDC result number 54 confirms the restriction of Case 23.1.6.

23.2.5 DDC result number 62, if rolled a second time, makes the Swiss a **French** Minor ally. Subsequent DDC results can continue to alter the status of the Swiss.

If Swiss units are in the same area as Allied Nation forces when this occurs, they must immediately Withdraw into an area that is vacant or French occupied that is closer to a supply source they can now trace to (Case 16.2.6).

24.0 MODIFICATIONS TO TRAINING AND FORMING GUARD UNITS

24.1 Training Changes
Allied units from the "Deployable" box of the player's Training Track in the Advanced Game will deploy to the Off-Board Movement Track box that has that Allied nation's Supply Source symbol, which are detailed below:

- Austria: Austria Box
- England: Britain Box
- Prussia: West Prussia Box
- Russia: Russia Box
- Spain/Portugal: Spain Entry box

24.2 Creation of Additional Guards Units
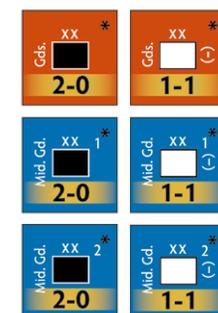
This rule provides a procedure for increasing the number of elite Guards units for the British, French, Prussian, and Russian armies. Guards units typically have greater combat value and better Morale ratings
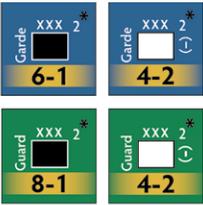
than regular troops. This Promotion procedure is separate from and in addition to the process for rebuilding Guards units that are already in play.

24.2.1 Eligibility A nation's additional Guard counters are not available to use until they are at War with another Major Nation. The counter-mix supplied is a hard limit on the number of overall Guards units available. The selection of an eligible unit and its promotion to Guard status occurs during the Training Segment of the Administration Phase (Section 8.3). Only one Infantry Division (French or British) or Corps (Prussian or Russian) unit may be promoted each turn per side. *Note The Coalition can only promote one unit from any one of the 3 eligible nationalities.*

The regular unit to be promoted to Guards status must have been brigaded to the same Formation, one that has increased its Morale Value in both Operations Phases 1 and 2 of a turn. *Note Battlefield performance during Operations Phase 3 of a turn does not qualify a unit for Guards status.*

24.2.2 Costs A promotion to Guards status requires the Formation's Leader to expend 1 AP. This promotion also requires the expenditure of 2 RPs for a Division-sized unit or 3 RPs for a Corps sized unit. If unavailable, the unit cannot be promoted. If an eligible unit of the required size is not available, no promotion occurs.

24.2.3 Procedure Pay the costs and replace the counter being promoted with the corresponding Guard unit. The counter being replaced is returned to the Recruitment Pool (French) or the Force Pool (Coalition). The newly promoted Guard unit must remain brigaded with the Formation it was promoted in.

25.0 ITALIAN OPERATIONS
The Italian Off-Board Movement Track is a special Off-Board Display. It is the only Off-Board Movement Display where French forces are permitted to enter.

25.1 General Rules
25.1.1 During any Off-Board Movement Segment, the French Player can decide to have the Kingdom of Naples (Murat and the Naples' Troop units -- alternatively called "Neapolitans") move and perform combat on the Italian Off-Board Movement Display.

25.1.2 If DDC event 36 occurs, Murat and the Neapolitans must move and attack the Austrians on the Italian Off-Board Movement track or on the Italian areas of the map. The Austrians can then also move and fight against the Neapolitans, even if they are not at **Active Hostilities** against France.

25.1.3 If Murat's Naples infantry become Broken or Murat is killed in combat, the French Player must check for defection. On a roll of 1-3 the Neapolitan Formation defects to the Austrians, the Naples Troop units come under the control of the Allied player, and the Murat leader counter is removed from the game. If they do not defect, they continue to oppose the Allies.

25.1.4 During any Off-Board Movement Segment's special on-map move (Case 22.1.1a) or OPs Phase, the French player may move his forces into the Italian Off-Board Movement Track by having them enter the Entry Zone box from either of the two map areas connected to it by paying 1 MP to do so. These forces will then move during the Off-Board Movement Segments while in the Italian Display.

25.1.5 Neapolitan forces cannot enter the Austrian Off-Board Movement Track Display.

25.1.6 Combat Neapolitan Forces can enter the main map, but they must move through the Italian Off-Board Movement Track to the Austrian Entry Zone box in northern Italy to do so. Because one or more boxes of this Display may be occupied by Austrian forces, the Neapolitan Formation must likely conduct combat to reach the board.

a) Any Combat is performed during the Off-Board Movement Segment.

b) Such Off-Board Movement Track combat is resolved using all normal combat rules with the following adjustments:
   i) There is no Reaction Movement during the Combat Sequence.
   ii) A Withdrawing force must move to a connected area or box.

c) If the French player operates his own forces on the Italian Off-Board Movement Track, the French forces movement and combat occurs during the Off-Board Movement Segment (same as the Neapolitans).

25.1.7 Austrian forces in the Italian Off-Board Display may start moving by Off-Board Movement and enter a box containing Neapolitan units to perform combat with any of their forces located on that display as soon as the Neapolitans have attacked them on the display.

25.1.8 Supply

a) The Neapolitan forces supply source is the Naples box **or** they can trace supply to any in-range French LOS if able to.

b) If any Neapolitan or French forces occupy the Italian Display Entry Zonc box, Austria may not use this as a supply source.

25.1.9 The Neapolitan movement may be required by a DDC event (Section 21.5), or the French player may initiate it voluntarily.

25.1.10 Combat with Naples does not affect Austrian Diplomatic Status versus France unless it is mandated by the DDC.

26.0 MODIFICATIONS TO THE ADMINISTRATION PHASE

26.1 Political Actions
Napoleon's prosecution of his war effort was critically dependent on the continued support of the French. If the people rejected his leadership it would become more difficult both to attract recruits to the colors and to accumulate the resources to arm the troops and wage war. A simple way to model this is to use a dice roll to reflect French political conditions. Modifiers will represent the evolving war situation plus Allied intervention.

The Allied player may attempt to meddle in Napoleon's internal affairs, causing difficulties for the French war effort and direct military problems by means of fomenting revolt. The French player may endeavor to avoid these eventualities. Certain outcomes may lead to additional belligerents entering a state of **Active Hostilities**. These types of activities are represented very generally by mechanics that affect French Mobilization and Movement.

26.1.1 At the start of the Political Actions Segment of the Administration Phase, the Allied player rolls **2D6** and modifies the result as detailed below.

26.1.2 The modified roll result will be the number of RPs that must be subtracted from those the French player receives during the RP Acquisition Segment.

26.1.3 If the Allied VP total is higher than the French, a +1 DRM applies to this roll for each VP the Allied player has above the French.

26.1.4 The final total of RP to be deducted can be influenced by Allied Spy Networks (Section 25.2) and French Police Activity (Section 25.3).

26.1.5 If the dice roll result is a doubles (number on both dice the same), the Allied player may immediately move one Major Allied Nation's Diplomatic Status marker one box closer to or into **Active Hostilities (**if the marker is at **Armed Belligerence**).

26.2 Allied Spy Networks
The Allies had important intelligence penetrations inside France, in part because of the swiftness of Napoleon's overthrow of King Louis XVIII. For example, the French police chief Fouché, and the key diplomat Caulaincourt, were both holdovers from Louis XVIII's administration and, before that, Napoleon's First Empire.

26.2.1 The Allied player may activate Spy Networks by spending VPs.

26.2.2 The Allied player must declare whether Spy Networks will be used before he makes the Political Actions **2D6** roll (Section 25.1).

26.2.3 The Allied player may spend up to 3 VPs on this.

26.2.4 For each VP spent, the French must add five to the number of RPs the French must subtract from the Political Action roll result.

26.2.5 After the Allied player has announced how many VPs he will spend for this, the French player announces if he is using Police Activity (Section 26.3) to counteract some of this.

26.2.6 VPs spent are expended immediately from the Allied player's War Chest.

26.3 French Police Activity

The French player may counteract a portion of Allied Spy Network activity.

26.3.1 Immediately after the Allies have activated Spy Networks and stated the amount of VPs they are expending, but before the Political Actions roll resolution, the French player must choose whether to increase his Police Activity.

26.3.2 If he does so, he may spend up to 2 VPs to reduce the effectiveness of the Allied Spy Network.

26.3.3 Each VP spent will cancel out the effect (not expenditure) of 1 Allied VP spent.

26.3.4 VPs spent are expended immediately from the French player's War Chest.

26.4 Revolt in the Vendée

The Allied player may also complicate Napoleon's problems by fomenting revolt. An ongoing revolt of royalists favoring Louis XVIII is in progress in the Vendée. Napoleon intervened against the revolt by deploying the Armée de l'Ouest Formation in this area to suppress this revolt. The effect of the revolt was, like Political Action, to reduce French resources.

26.4.1 The French Armée de l'Ouest Formation starts set up in the Vendée area, and may not move until it is attacked by some Allied force.

26.4.2 During the Vendée Revolt Segment of the Administration Phase, the Allied player will roll a number of dice (as determined below) for Vendée RP reductions.

26.4.3 They have a base amount of two dice for this roll.

26.4.4 The Allied player may choose to aid the Vendée revolt by expending up to three packages of 1 VP plus 2 RPs each. For each package purchased, one additional die is added to the number of dice rolled for this turn to determine the Vendée RP reduction.

26.4.5 After the Allied player has determined how many dice he will roll, and prior to him making his roll, the French player rolls **1D6** for each combat unit in the Armée de l'Ouest's Formation. For each 6 rolled, reduce the number of dice rolled for the Vendée by one this turn.

26.4.6 The Allied player then rolls the remaining number of dice and totals up their values. This net total is the amount of RPs that the French must also reduce during their RP Acquisition Segment (in addition to the Political Action amount).

26.4.7 Each time that at least one pair of the dice rolled are doubles, the Armée de l'Ouest Formation incurs one step loss.

26.4.8 The Allied player must commit to aid the revolt before the Armée de l'Ouest Formation rolls for its effort to reduce the impact of the revolt.

27.0 GAME SCENARIO SETUPS

The following listings specify the location on the map where forces appear, a Formation and what it is composed of (the Leader and the type and number of units). In any case where a Formation is named, the player places the Leader and units in that Formation's Organization Display box, putting only the Formation marker on the map. For the French player, note that some areas will contain both Troop units and Garrisons.

French player listings appear first, followed by those for the Allies. The French category for the Eliminated Box represents troops that have to be admitted into the Force Pool through use of the FRAT procedure. The Allies are listed by their various nationalities, but all units of all nationalities designated for the Allied Force Pool and all Leaders listed for the Leader Pool belong to one single Allied pool of that type. All Allied units are procured by RP expenditures from one overall Allied War Chest.

Each player's listings (except the Combat Game) begin with notations for RPs and VPs available at start, and those markers are set to those levels on the player's War Chest track. The Morale number is the level at which every Formation begins. Any Formations not listed should have their Formation marker placed in the Formation's Display box, to be placed on the map whenever that Formation is activated.

Troop types may be abbreviated Inf for infantry and Cav for cavalry. Troop units are denominated by their strength (e.g., a "5CF Corps") or type (e.g. a "Cavalry Corps"). If it is by type, the player should randomly pick a unit of that type and Troop size (Division or Corp) without reference to its printed Morale value.

Some scenario special rules appear at the end of the force listings.

27.1 Combat Game Scenario (Waterloo, June 18, 1815)

For purposes of conceptualizing how this scenario might fit within the full game, the Battle of Waterloo takes place on OPs Phase 2 of the June 1815 turn. Place the Battle Marker in the "Waterloo" area on the board.

27.1.1 Items Required for Play To use the Combat Game players will require a small number of pieces from their sides' units and Leaders, as detailed below. The French player will only need to use three Formation Displays and the Allies just two Formation Displays. The Battle Display will be the major focus of game activity. Forces in play will be located on just three areas on the map. The Battle Round marker is used in conjunction with the Battle Display, plus other numbered Loss markers to record step losses. The players will need the following tables and charts on the PAC: Fire

Exchange Results Table (FERT), Grand Tactics Matrix, Battle Deployment Matrix, Formation Deployment Chart, and Battle Development Sequence Checklist. Since terrain is not a factor in this battle, the TEC will not need to be used in this scenario**.** In this Combat Game only the second (battle rating) and third (reaction range) numbers of Leaders will play roles. The battle rating of the commander of the Lead Formation will be a DRM in resolving battle. The Reaction Range will enable unengaged Formations in a map area near the battle (in this scenario, Prussian and French Formations in the areas "Wavre" and "Ligny") to attempt to enter the combat.

Both players begin the Combat Game with zero ("0") VP scores. Use the blue-margin VP awards as detailed in Section 20.3 and those noted in this scenario's Special Rules.

All unused division units are available for casualty breakdown in this scenario.

Battle Round Marker French Initiative side up for the start of the Battle.

Waterloo (I1) Place the Battle Location Marker

27.1.2 French Setup Listings

Ligny (J2) Right Wing Formation marker (in Line of Battle mode)

On the Battle Display

> **Lead Formation Box** Left Wing Formation marker (in Line of Battle mode)

> **Supporting Formations Box** Armée du Nord Formation marker (in Line of Battle mode)

> **Cavalry Screen Box** 1x 2CF Cavalry Corps

On the Formation's Displays

> **Left Wing** Leader Ney, 2x 6CF Infantry Corps, 1x 3CF Cavalry Corps, 1x 2CF Cavalry Corps

> **Armée du Nord** Leader Napoleon, 1x 4CF Infantry Corps, 1x 3CF Imperial Old Guard Infantry Division, 1x 2CF Imperial Young Guard Division, 1x 2CF Imperial Guard Cavalry

> **Right Wing** Leader Grouchy, 2x 5CF Infantry Corps, 1x 4CF Infantry Corps, 1x 2CF Cavalry Corps

Set Formation Morale of all Formations at "3"

27.1.3 Allied Setup Listings

Wavre (J1) Prussian Army of Lower Rhine Formation marker (in Line of Battle mode)

On the Battle Display: **In "Lead Formation" box** Anglo-Dutch-Belgian Formation marker (in Line of Battle mode). **In "Cavalry Screen" box:** 1x King's German Legion (KGL) Cavalry Division

On the Formation Displays

Army of Lower Rhine Leader Blücher, 3x 5CF Infantry Corps, 1x 4CF Infantry Corps, 2x 3CF Cavalry Corps

Anglo-Dutch Belgian Army Leader Wellington with the following *British* units: 1x 5CF Guards Infantry Corps, 1x 5CF Infantry Corps, 1x 3CF Cavalry Corps; plus the following Minor Allied units: 1x Hanover Infantry Corps, 1x Dutch-Belgian (Dutch-Belg) Infantry Corps, 1x Brunswick-Nassau (Brun-Nas) Minor Allied Division, 1x King's German Legion (KGL) Infantry Division

Set Formation Morale of all Formations at "3"

27.1.4 Special Rules

Catastrophic Failure *The 1815 Campaign was about the return of Napoleon to the head of France, and French combat performance depended critically upon the actions of the Formation which Napoleon led. The Imperial Guard was closely associated with the Emperor.* To reflect this, the French player may suffer Catastrophic Failure in the case of setbacks to Napoleon or to the Imperial Guard.

   a) If Napoleon is wounded roll one die for additional Morale losses. On a roll of 1-2 his Formation incurs an additional Morale loss. The Allies also score three additional VPs for this.

   b) If Napoleon is killed there is an automatic 2-level Morale loss.

   c) If the Formation led by Napoleon reaches zero (0) Morale, the game ends instantly and Victory Point scores are compared to determine the winner.

Grand Batteries Players of the Combat Game should ignore the rules provision that requires an RP expenditure for use of the Grand Battery Battle Tactic card (Section 6.5).

Deployment Mode During the limited time frame of this scenario, each Formation will be able to change Deployment mode only once (during the Battle Adjustment Round). All Formations in the Combat Game set up in "Line of Battle" Deployment Mode.

Brigading Troop Units There are no un-brigaded units in this scenario.

Screening Cavalry The Troop Listings specify that some Cavalry units will be placed in the Screen role. Place these units in the Cavalry Screen box of the Battle Display. While a Cavalry Screen will have additional functions in higher-level play, their principal role in the Combat Game is to impede the opponent's Reaction Movement (Section 6.13). *Note Screening Cavalry can be brought back from that mission during the battle's Adjustment Segment (Case 6.14.5).*

Winning the Game If the game does not end by Catastrophic Failure, the winner of the Scenario is the player with the most VPs at the end.

27.2 Basic Game Scenario

This Scenario begin on the June 1815 Turn (Turn 4) and normally ends on December 1815 (Turn 10).

Each Formation should have its AP marker setup at the AP value of its Leader on the Formation's lower track.

27.2.1 French Player Setup Listing
Resource Points 85
Victory Points 10
Morale Level All Formations start at Level 3

FRENCH TROOPS
Paris (G5) or Laon (H3) Armée du Nord (consisting of Leader Napoleon, three units of Imperial Guard (2x Infantry Divisions, 1x Cavalry Division), 1x 4CF Corps), 1x 1CF Infantry Division, 1x 1CF National Guard unit, 1x Wagon

Doullens (H2) Left Wing (consisting of Leader Ney, 2x 6CF Infantry Corps, 3x Cavalry Corps)

Chalons (I4) Right Wing (consisting of Leader Grouchy, 2x 5CF Infantry Corps; 1x 4CF Infantry Corps; 1x Cavalry Corps)

Strassbourg (L5) Armée du Rhin (consisting of Leader Rapp, 1x 5CF Infantry Corps, 1x 2CF Infantry Division, 1x ½CF National Guard unit, 1x Cavalry Corps)

Sâone (I7) Armée du Jura (consisting of Leader Lecourbe, 2x 1CF Infantry Divisions, 1x 1CF National Guard unit)

Lyons (I8) Armée des Alpes (consisting of Leader Suchet, 1x 4CF Infantry Corps, 1x 1CF Infantry Division, 1x 1CF National Guard unit, 1x Cavalry Division)

Ventoux (I11) Armée du Var (consisting of Leader Brune. 2x 1CF Infantry Divisions)

Perpignan (G13) Armée des Pyrenées Orientale (consisting of Leader Decaen, 2x 1CF Infantry Divisions)

Bayonne (D12) Armée des Pyrenées Occidentale (consisting of Leader Clausel, 2x 1CF Infantry Divisions)

Vendée (C7) Armée de l'Ouest (consisting of Leader Lamarque, 3x 1CF Infantry Divisions)

National Guard Garrisons Take 5x 1CF and 6x ½CF National Guard units and place them one to an area in the following Fortress areas: Bayonne (D12), Perpignan (G13), Toulon, Grenoble, Lyons (I8), Besançon, Strassbourg (L5), Metz, Mezières, Maubeuge, Lille

War Minister Leader Davout

French Divisions Pool: 5x 2CF Infantry Divisions, 4x 1CF Infantry Divisions, 2x Cavalry Divisions

In Training (Stage 1 box) 1x 5CF Infantry Corps, 1x 3CF Infantry Corps, 1x 1CF Infantry Division

French Force Pool 1x 4CF Infantry Corps, 2x 3CF Infantry Corps, 2x 1CF Infantry Divisions, 2x Cavalry Divisions, 1x 1CF and 1x ½CF National Guard units, 1x Wagon

French Eliminated Box 2x 5CF Infantry Corps, 1x 4CF Corps, 2x 3CF Infantry Corps, 1x Cavalry Corps, 1x 1CF and 1x ½CF National Guard units

French Leader Pool Gérard, Jourdan, Lefebvre, Massena, Préval, Soult

27.2.2 Allied Player Setup Listing
Resource Points 195
Victory Points 10
Morale Level All Formations at Level 3

Spanish/Portuguese Setup (may not move until July 1815 turn)
Basque Country (C12) or Catalonia (G13) (Allied player's choice) Spanish Army (consisting of Leader Castaños, 5x 4CF Infantry Corps, 1x Wagon)

Allied Divisions Pool 2x 1CF Infantry Divisions

Allied Force Pool 3x Wagons

Austrian Setup
Zurich (N6) Allied Troops 1 Army (consisting of Allied Minor Leader Bachmann and 2x Swiss Corps) *This is the Army of Switzerland*

Austrian Off-Board Movement Display, Bavaria/Baden Box Army of the Rhine (consisting of Leader Schwarzenberg, 3x 5CF Infantry Corps, 1x Baden Minor Allied Corps, 1x Württemburg Minor Allied Corps, 1x Bavarian Minor Allied Corps, 2x Cavalry Corps, 1x Wagon)

Austrian Off-Board Movement Display, Vienna Box 1x 5CF Infantry Corps, 1x Wagon

Italy Entry Zone Box Army of Italy (consisting of Leader Frimont, 2x 4CF Infantry Corps, 1x Sardinian Minor Allied Infantry Corps, 1x Cavalry Corps, 1x Wagon)

Italy Off-Board Movement Track, Quadrilateral Box Army of Lower Italy (consisting of Leader Bianchi, 1x 4CF Infantry Corps, 1x Neapolitan Minor Allied Corps

Milan (N9) 1x 1CF Infantry Division

Turin (L9) 1x 1CF Infantry Division

Genoa (N10) 1x 1CF Infantry Division

Allied Divisions Pool 3x 1CF Infantry Divisions, 2x Minor Allied Divisions (to serve for all Minor Allied forces of all nationalities)

Allied Force Pool 1x 5-Infantry Corps, 1x 4CF Infantry Corps, 1x Cavalry Corps, 2x Wagons

Allied Leader Pool Leaders Charles, Hiller

Prussian Setup
Namur (J2) 1x Magazine

Liège (J1) Army of the Lower Rhine (consisting of Leader Blücher, 3x 5CF Infantry Corps, 1x 4CF Infantry Corps, 1x Saxon Corps, 2x Cavalry Corps

In any of the areas Ciney (P7), Eifel (P17) or Marche (P18) Army of North Germany (consisting of Leader Kleist, 1x 1CF Infantry Division, 1x North German Minor Allied Corps, 1x Hesse Minor Allied Division, 1x Wagon)

Prussian/Russian Off-Board Movement Display, Prussia Box 1x 6CF Guards Infantry Corps, 2x 4CF Infantry Corps

Mayence (L3) 1x Infantry Division, 1x Magazine

Allied Divisions Pool 4x Infantry Divisions

Allied Force Pool 1x Wagon

Allied Leader Pool Leaders Von Hake, Yorck

British Setup

Ostend (H1) 1x 1CF Infantry Division

Brussels (I1) Anglo-Dutch-Belgian Formation (consisting of Leader Wellington, 1x 5CF Guards Infantry Corps, 1x 5CF Infantry Corps, 1x Hanoverian Minor Allied Corps, 1x Dutch-Belgian (D-B) Minor Allied Corps, 1x Brunswick-Nassau (Brun-Nas) Minor Allied Division, 1x King's German Legion (KGL) Infantry Division, 1x KGL Cavalry Division, 1x Cavalry Corps

British Off-Board Movement Track, Britain Box 2x 1CF Infantry Divisions, 1x Wagon

Allied Divisions Pool 4x 1CF Infantry Divisions

Allied Force Pool Box 1x Wagon

Allied Leader Pool Leaders Byng, Hill, Orange

Russian Setup

All the following forces appear on the Prussian-Russian Off-Board Movement Display, on the specified boxes.

Over the Rhine Box Army of the West (consisting of Leader Barclay, 5x 6CF Infantry Corps, 2x Cavalry Corps, 1x Cossack Cavalry Corps, 1x Wagon)

West Prussia Box Army of Poland (consisting of Leader Winzingerode, 1x 6CF Infantry Corps, 2x 1CF Infantry Divisions, 1x Cavalry Corps, 1x Wagon)

Russia Box Reserve Formation (consisting of Leader Doctorov, 1x 8CF Guards Infantry Corps, 2x 6CF Infantry Corps, 2x 1CF Infantry Divisions, 1x Wagon)

Allied Divisions Pool 5x 1CF Infantry Divisions

Allied Force Pool 1x Cavalry Corps, 1x Wagon

Allied Leader Pool Leaders Volkonsky, Rayevsky

27.2.3 Special Rules

Catastrophic Failure (modified from the Combat Game) *The 1815 Campaign was about the return of Napoleon to the head of France, and French combat performance depended critically upon the actions of the Formation which Napoleon led. The Imperial Guard was closely associated with the Emperor. To reflect this, the French player may suffer Catastrophic Failure in the case of setbacks to Napoleon or to the Imperial Guard.*

a) If a Formation led by Napoleon, or one containing units of the Imperial Guard, retreats out of an area, must roll **1D6**. If the result is a 1 or 2, that Formation incurs an extra 1 level Morale loss.

b) If a Guards unit of any nation incurs a combat loss, roll **1D6**. If the result is a 1, the Formation it is with incurs an additional 1 level Morale reduction.

c) If a Formation led by Napoleon reaches zero ("0") Morale, the game ends and Victory Point scores are compared to determine the winner.

Optional House Rule The Morale terms of the special rule are set with an eye toward enabling the French player to conduct an e xtended 1815 campaign. Players may hold a different view of the reliability of the Imperial Guard or the flexibility of Napoleon himself. Feel free to adopt a House Rule that sets the bar higher depending upon your view. Morale loss on 1-4, for example, would betoken a view that Napoleon's leadership was flawed and Imperial Guard reliability low. Alternatively, players may want to continue the game and simply disregard the provision that introduces "sudden death" into the game.

The Swiss Formation Switzerland is a nominal Austrian ally but was politically divided, with elements favoring the French, and very reluctant to join the war. To reflect this, the Allied player controls the Swiss but cannot cross its international border with Swiss forces unless or until French forces enter Switzerland or no French Formation is within four areas of the Swiss border. The Swiss Formation cannot brigade with Austrian force.

Minor Allied Regrouping British loss of their supply sources Brussels and Ostend, *plus* the port of Antwerp, triggers significant regrouping and defection. Leader Wellington, all King's German Legion (KGL—two units), Hessian, and Hanoverian troops reappear the following turn, in England. Dutch-Belgian troops reappear the following turn at either Liege or Namur, if not French-occupied, or with the nearest Prussian Formation, if it is within four areas of their previous location. All other Minor Allied troops, and the Dutch-Belgians if they are unable to meet the regrouping criteria, leave the game.

27.3 Advanced Game Scenario 1: The Hundred Days Campaign

Below are listed the forces and capability settings at the start of the Advanced Game**.** Remember that these correspond to the peacetime situation, not to the force status that existed in June 1815, when the Battle of Waterloo was fought. Consequently, at the opening of the game most troop units remain to be recruited. Listings are presented in the same format as those in the Basic Game scenario.

This Scenario begins on March 1815 (Turn 1) and normally ends on December 1815 (Turn 10).

Each Formation should have its AP marker setup at the AP value of its Leader on the Formation's lower track.

Note that the following setup is also reflected graphically on pp26-27.

27.3.1 French Player Setup Listing
Resource Points 75
Victory points 5
Morale Level All Formations at Level 3

French Troops
Saarlouis (L4) Armée du Rhin (consisting of Leader Rapp, 1x 5CF Infantry Corps, 1x 4CF Infantry Corps, 1x Cavalry Corps)

Lyons (I8) 1x 5CF Infantry Corps, 1x Cavalry Corps

Angoulême (F9) Armée de l'Ouest (consisting of Leader Lamarque, 3x 1CF Infantry Divisions)

Bayonne (D12) Armée des Pyrénées Occidentales (consisting of Leader Clausel, 2x 1CF Infantry Divisions)

Perpignan (G13) Armée des Pyrénées Orientales (consisting of Leader Decaen, 2x 1CF Infantry Divisions)

Haut Provence (K11) Armée du Var (consisting of Leader Brune, 2x 1CF Infantry Divisions)

Naples Box of Italy Off-Board Movement Track Troops 1 Formation (consisting of Leader Murat, 2x Naples Infantry Corps, 1x Naples Cavalry Division)

Paris (G5) Leader Napoleon, Armée du Nord, Left Wing (consisting of Leader Ney, 2x 6CF Corps, 1x 1CF Division, 1x 3CF Cavalry Corps)

Garrisons 4x 1CF National Guard units and 3x ½CF National Guard units, one each in Paris (G5), Lyons (I8), Grenoble (K10), Toulon (K12), Perpignan (G13), Bayonne (D12). The remaining 1 National Guard unit may be placed at any other Fortress in France.

War Minister Leader Davout

French Divisions Pool 6x 2CF Infantry Divisions, 9x 1CF Infantry Divisions, 4x Cavalry Divisions

French Force Pool 3 units of Imperial Guard (2 Infantry, 1 Cavalry), 1x 5CF Infantry Corps, 1x 4CF Infantry Corps, 1x 1CF Infantry Division, 1x Cavalry Division, 3x Wagons

French Eliminated Box 3x 5CF Infantry Corps, 3x 4CF Infantry Corps, 5x 3CF Infantry Corps, 6x 1CF National Guard units and 6x ½CF National Guard units, 3x Cavalry Corps

French Leader Pool Gérard, Grouchy, Jourdan, Lecoube, Lefebre, Massena, Préval, Soult, Suchet

27.3.2 Allied Player Setup Listing
Resource Points 185
Victory Points 0
Morale Level All Formations start at Level 3

Russian Setup
Prussian/Russian Off-Board Movement Track, Poland Box Army of the West (consisting of Leader Barclay, 5x 6CF Corps, 2x Cavalry Corps, 1x Cossack Cavalry Corps, 1x Wagon) **AND** Army of Poland (consisting of Leader Doctorov, 1x 6CF Corps, 1x Infantry Division, 1x Cavalry Corps, 1x Wagon)

Allied Divisions Pool 8x Infantry Divisions

Allied Force Pool 1x 8CF Guards Infantry Corps, 2x 6CF Infantry Corps, 1x Cavalry Corps, 2x Wagons

Allied Leader Pool Rayevsky, Volkonsky, Winzingerode

Prussian Setup
Mayence (L3) Army of the Lower Rhine (consisting of Leader Blücher, 3x 5CF Infantry Corps, 1x 4CF Infantry Corps, 2x Cavalry Corps), 1x Magazine

Prussian Entry Zone Box Army of North Germany (consisting of Leader Kleist, 1x 1CF Infantry Division, 1x North German Minor Allied Infantry Corps, 1x Hesse Minor Allied Infantry Division)

Prussian/Russian Off-Board Movement Track, Prussia Box 1x 6CF Guards Infantry Corps, 1x Infantry Corps

Prussian/Russian Off-Board Movement Track, Baden and Bavarian Box 1x Baden Minor Allied Corps, 1x Bavarian Minor Allied Corp, 1x Württemburg Allied Minor Corps.

Allied Divisions Pool 5x Infantry Divisions

Allied Force Pool 1x 4CF Infantry Corps, 1x Saxon Corps, 3x Wagons

Allied Leader Pool Leaders Von Hake and Yorck

Austrian Setup
Zurich (N6) Troops 1 Army (consisting of Minor Allied Leader Bachmann and 2x 3CF Swiss Infantry Corps) *This is the Swiss Army*

Austrian Off-Board Movement Track, Vienna Box Army of the Rhine (consisting of the Leader Schwarzenberg, 3x 5CF Infantry Corps, 2x Cavalry Corps, 1x Wagon); **also** 1x un-brigaded 4CF Infantry Corps

Italy Off-Board Movement Track, any box (other than Naples) Army of Italy (consisting of Leader Frimont, 1x Wagon and one of the following: 2x 4CF Infantry Corps, 1x Infantry Division, 1x Cavalry Corps). The other Troop units deploy as per "Austrians in Italy" Scenario Special rule (Case 27.3.3)

Turin (L9) 1x Infantry Division

Milan (N9) 1x Infantry Division

Genoa (N10) 1x Infantry Division

Allied Divisions Pool 2x 1CF Infantry Divisions, 2x Minor Allied Infantry Divisions (to serve for *all* Minor Allied forces of all nationalities)

Allied Force Pool 2x 5CF Infantry Corps, 1x 4CF Infantry Corps, 1x Cavalry Corps, 3x Wagons

Allied Leader Pool Leaders Charles, Bianchi, Hiller

British Setup
Brussels (I1) 1x British Infantry Division, 1x King's German Legion (KGL) Infantry, 1x KGL Cavalry Division

Ostend (H1) 1x British Infantry Division

Liége (J1) 1x Brunswick-Nassau (Brun-Nas) Minor Allied Division

Britain Off-Board Movement Box 1x 5CF Guards Infantry Corps

Allied Divisions Pool 5x Infantry Divisions

Allied Force Pool 1x 5CF Infantry Corps, 2x Wagons, 1x 3CF Cavalry Corps, 1x 3CF Dutch-Belg, and 1x 3CF Hanoverian Infantry Divisions

Leader Pool Box Wellington, Hill, Byng, Orange

Spanish Setup
Either Spanish coastal area Spanish Army (consisting of Leader Castaños, 4x Infantry Corps, 1x Wagon)

Other Coastal area 1x Infantry Corps

Allied Divisions Pool 2x Infantry Divisions

Allied Force Pool 2x Wagons

27.3.3 Special Rules
Enthusiasm for Napoleon To reflect the initial impact of the Emperor returning, use the following.

a) On the French Unit Availability Segment of the March 1815 turn, whatever result the French player derives on the FRAT is tripled.

b) During the Resource Acquisition Segment of the Administration Phase, the French player receives an automatic +2 DRM to his roll over and above any other modifiers that may apply.

c) In addition, the French player's Resource Acquisition Chart result is augmented by a one-time supplement of 40 RPs, representing donations from French citizens plus the discovery of a secret fund held by the French Treasury.

d) If the French player neglects these benefits on the March 1815 turn, they are lost.

Austrians in Italy In deploying Austrian units on the Italy Off-Board Movement Track Display, the Allied player must place at least one unit in every box that is not occupied by Murat's Neapolitans. Murat must fight his way past the Austrians to reach the map.

Catastrophic Failure Use the special rules listed in 27.2.3.

Minor Allied Regrouping: British loss of their supply sources Brussels and Ostend, *plus* the port of Antwerp, triggers significant regrouping and defection. Leader Wellington, all King's German Legion (KGL—two units), Hessian, and Hanoverian troops reappear the following turn, in England. Dutch-Belgian troops reappear the following turn at either Liege or Namur, if not French-occupied, or with the nearest Prussian Formation, if it is within four areas of their previous location. All other Minor Allied troops, and the Dutch-Belgians if they are unable to meet the regrouping criteria, leave the game.

Victory Use the Victory conditions as listed in Module 20.0 and those here in the special rules.
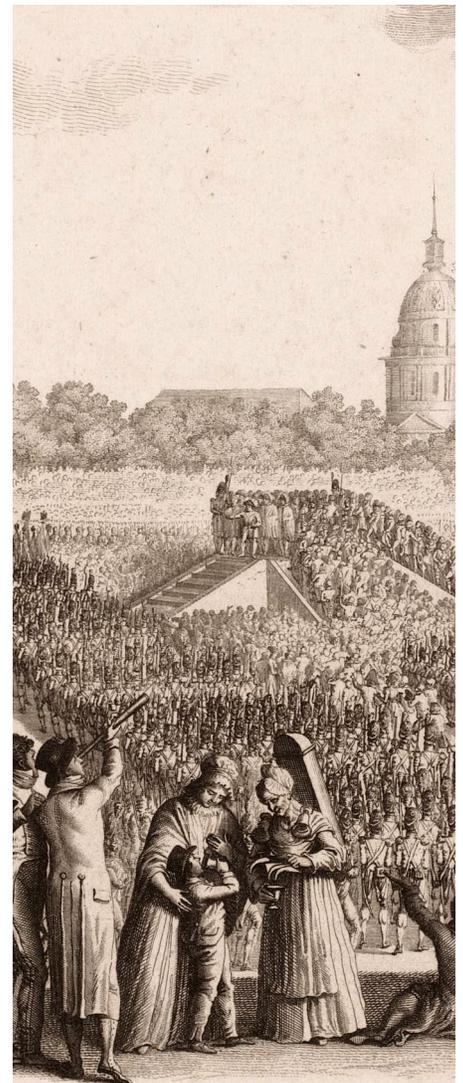
27.4 Advanced Game Scenario 2: "Napoleon's Dream"

This scenario represents what Napoléon undoubtedly considered his "main chance." It is based on the following assumptions (in order of importance):

1) The Marie Louise Gambit Napoléon's wife, the Empress Marie Louise, daughter of Austrian Emperor Francis, sides with Napoléon and implores her father not to make war on France. (Our judgment is that Austrian state interests ultimately prevail, and Metternich convinces the Emperor to join the conflict, but a delay occurs to work out these issues, plus a less-advanced Austrian force posture.)

2) Bavaria Having an interest in preserving their gains from the wars, they were reluctant to return to Austria the lands that Napoléon had awarded them, and the compensations of German territories they might have to cede. But they also were quite aware of Austria's locally superior military power. This scenario proposes that Bavaria will unite with the side that seems strongest rather than simply aligning itself with the Austrians.

3) Switzerland is torn between political factions, and stymied in its efforts to regain territories now controlled by Austria, as well as uniting Geneva to the rest of the country by cession of territory recently appropriated by Bourbon France. Here we suppose that Napoléon offers to make the Swiss whole and they decide to throw in their lot with France. (Thus Switzerland becomes an active French minor ally.)

4) King Louis XVIII was a better custodian of French finances and more interested in revitalizing the French army.

This scenario begins in April 1815 (Turn 2) and ends in December 1815 (Turn 10).

Each Formation should have its AP marker set at the AP value of the Leader on the Formation's lower track.

27.4.1 French Player Setup Listing
Resource Points 85
Victory Points 10
Morale Level All Formations at Level 3

French Troops
Saarlouis (L4) Armée du Rhin (consisting of Leader Soult, 1x 5CF Inf. Corps, 1x 4CF Inf. Corps, 1 Cav. Corps)

Lyons (I8) 1x 5CF Inf. Corps, 1x Cav. Corps

Angoulême (F9) Armée de l'Ouest (consisting of Leader Lamarque, 3x 1CF Inf. Divisions)

Bayonne (D12) Armée des Pyrenées Occidentales (consisting of Leader Clausel, 2x 1CF Inf. Division)
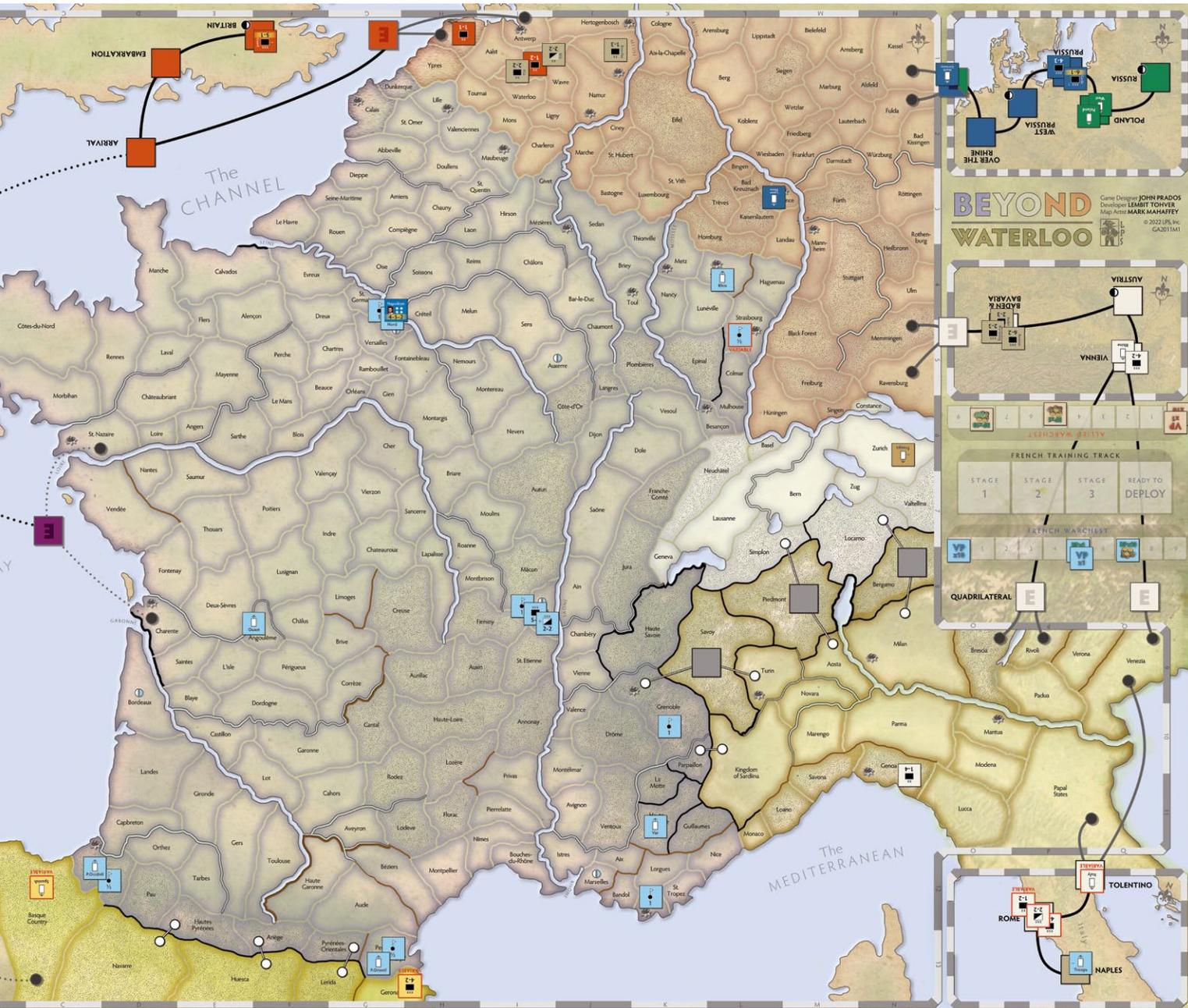
Perpignan (G13) Armée des Pyrenées Orientales (consisting of Leader Decaen, 2x 1CF Inf. Divisions)

Haut Provence (K11) Armée du Var (consisting of Leader Brune, 2x 1CF Inf. Divisions)

Italy Entry Box (N10/11) Neapolitan Army (Leader Murat, 2x Naples Inf. Corps, 1x Naples Cav. Division)

Paris (G5) Leader Napoléon, Left Wing (consisting of Leader Ney, 2x 6CF Inf. Corps, 1x 1CF Inf. Division, 1x 3CF Cav. Corps)

Switzerland (S-3, S-4, or Zurich) Leader Bachmann, 2x 3CF Swiss Inf. Corps

Garrisons 4x 1CF National Guard units and 3x ½CF National Guard units, one each in Paris (G5), Lyons (I8), Grenoble (K10), Toulon (K12), Perpignan (G13), Bayonne (D12). The remaining 1 National Guard unit may be placed at any other Fortress in France

War Minister Leader Davout

French Divisions Pool 4x 2CF Infantry Division, 8x 1CF Infantry Division, 3x Cavalry Division

French Force Pool 3 units of Imperial Guard (two Inf., one Cav.), 1x 5CF Inf. Corps, 1x 4CF Inf. Corps, 1x 2CF Inf. Division, 2x 1CF Inf. Division, 2x Cav. Division, 2x Wagons

In Training
Stage 1 1x 4CF Inf. Corps, 1x 1CF Inf. Division, 1x Cav. Corps
Stage 2 1x 3CF Inf. Corps, 1x 2CF Inf. Division

French Eliminated Box 3x 5CF Inf. Corps, 2x 4CF Inf. Corps, 4x 3CF Inf. Corps, 2x Cav. Corps, 6x 1CF National Guard units and 6x ½CF National Guard units

French Leader Pool Leaders Gérard, Grouchy, Jourdan, Lecourbe, Lefebvre, Massena, Préval, Rapp, Suchet.

27.4.2 Allied Player Setup Listing
Resource Points 185
Victory Points 5
Morale Level All Formations start at Level 3

Russian Setup
Prussian/Russian Off-Board Movement Track, Poland Box Army of the West (consisting of Leader Barclay, 5x 6CF Inf. Corps, 2x Cav. Corps, 1x Cossack Cav. Corps, 1x Wagon. And Army of Poland (consisting of Leader Doctorov, 1x 6CF Inf. Corps, 1x Inf. Division, 1x Cav. Corps, 1x Wagon

Allied Division Pool 8x Inf. Divisions.

Allied Force Pool 1x 8CF Guards Inf. Corps, 2x 6CF Inf. Corps, 1x Cav. Corps, 2x Wagons

Allied Leader Pool Leaders Rayevsky, Volkonsky, Winzingerode

Prussian Setup

Mayence (L3) Army of the Lower Rhine (consisting of Leader Blücher, 3x 5CF Inf. Corps, 1x 4CF Inf. Corps, 2x Cav. Corps, 1x Magazine

Prussian Entry Zone Box Army of North Germany (consisting of Leader Kleist, 1x 1CF Inf. Division, 1x North German Minor Allied Inf. Corps, 1x Hesse Minor Allied Inf. Division

Prussian/Russian Off Board Movement Track, Prussia Box 1x 6CF Guards Inf. Corps, 1x 4CF Inf. Corps

Allied Division Pool 5x Inf. Division

Allied Force Pool 1x 4CF Inf. Corps, 1x Saxon Minor Allied Corps, 3x Wagons

Allied Leader Pool Leaders Von Hake, Yorck

Austrian Setup

Austrian Off Board Movement Track, Baden & Bavaria Box 1x Baden Minor Allied Infantry Corps, 1x Württemburg Minor Allied Inf. Corps (The Baden and Württemburg units are the forces-in-being of those minor allies and hence start on the board)

Austrian Off Board Movement Track, Vienna Box Army of the Rhine (consisting of Leader Schwarzenberg, 3x 5CF Inf. Corps, 2x Cav. Corps, 1x Wagon. Also 1 un-brigaded 4CF Inf. Corps

Italy Off Board Movement Track, Quadrilateral or Venice Boxes Army of Italy (consisting of Leader Frimont, 1x 4CF Inf. Corps, 3x Inf. Division, 1x Cav. Corps, 1x Wagon (The player must place a minimum of one unit in each of these off-board boxes)

Allied Divisions Pool 3x 1CF Inf. Divisions, 2x Minor Allied Inf. Division (**Note** These Minor Allied divisions serve as loss substitutes for all Minor Allied corps. They may not be used for corps break-downs or recruited as reinforcements)

Allied Force Pool 2x 5CF Inf. Corps, 2x 4CF Inf. Corps, 1x Cav. Corps, 3x Wagons

Allied Leader Pool Charles, Bianchi, Hiller

British Setup

Brussels (I1) Leader Hill, 1x British Inf. Division, 1x King's German Legion (KGL) Inf. Division, 1x KGL Cav. Division

Ostend (H1) 1x British Inf. Division

Liége (J1) 1x 1CF Brun-Nas Inf. Division

British Off Board Movement Track, Britain Box 1x 5CF Guards Inf. Corps

In Training, Stage 1 1x 5CF Inf. Corps

Allied Divisions Pool 5x 1CF British Inf. Divisions

Allied Force Pool 2x Wagons, 1x 3CF Cavalry Corps, 1x 3CF Dutch-Belg, and 1x 3CF Hanoverian Infantry Divisions

Allied Leader Pool Leaders Wellington, Byng, Orange

Spanish Setup

Either Spanish Coastal Area Spanish Army (consisting of Leader Castaños, 4x Inf. Corps, 1x Wagon)

Other Coastal Area 1x Inf. Corps

Allied Division Pool 2x Spanish Inf. Division

Allied Force Pool 3x Wagons

27.4.3 Special Rules

Enthusiasm for Napoléon Use the special rules listed in 27.3.3.

Catastrophic Failure Use the special rules listed in 27.2.3.

The Marie Louise Gambit Marie Louise's representations have made her father hesitate. Prince Metternich spends April convincing Emperor Francis to join the war.

   a) On the April turn of play, Diplomatic Events that would normally affect Austria are ignored.

   b) From May onwards, the first Diplomatic Event that occurs which increases the Austrian Diplomatic Status will change it by two levels. All other provisions of the diplomatic rules remain the same.

27.4.8 The Bavarian Ally Austrian machinations have inclined Bavaria against allying with Austria. Bavarian rulers are nevertheless not convinced that an alliance with France will serve their interests. Therefore Bavaria is in an ambiguous position. It may go with either side.

   a) Bavaria's Minor Allied Infantry Corps will function as a full ally of the first player that occupies both the P-40 and P-44 areas on the map.

   b) When the above occurs, the corps immediately appears in either of those areas.

   c) If Bavaria sides with Austria, its troops participate fully in the Allied Force Pool.

   d) If Bavaria joins with France, its Infantry Corps can only be rebuilt so long as the French player continues to occupy either of the above two mentioned areas.

27.4.9 British Mediterranean Action If the Sardinian minor ally has not been activated by Diplomacy, on the turn after Britain reaches a state of Active Hostilities with France, the Sardinian Infantry Corps appears in Naples. This unit may operate freely as a minor allied force alongside Austrian formations.

27.4.10 Victory Conditions The Victory Conditions as per Module 20 are used.

27.5 Advanced Game Scenario 3: "Louis XVIII's Dream: King of La Vendée"

This scenario represents what King Louis XVIII of France might have done if he had decided to withdraw in front of Napoleon to the west, to the strongly royalist area of the Vendée. It is based on assumptions different from the historical events. The most important of these is that King Louis XVIII made an early and determined decision to leave Paris ahead of Napoleon's arrival and rally French monarchists in defense of the Crown and against the former Emperor. This course of action was actually proposed to the king by his adviser, Baron Eugene deVitrolles. Louis XVIII withdraws to southwest France, the most royalist of all areas, with some remaining troops plus Vendéeans, who he organizes into new units. The Royalists have long had a British connection, and London can make a choice whether to send forces to fight alongside Louis or to their contemplated concentration areas in Belgium. The resistance poses problems for Napoleon. A British army coming from the west opens up a front he must cover. At the same time, the Royalist resistance affords political cover for Frenchmen who are less than enthusiastic about the return of the Emperor. The resistance also accelerates the gathering of the Powers against Napoleon. A second assumption concerns Bavaria, which was reluctant to return to Austria lands that Napoleon had awarded it, and which demanded compensation in Germany for territory it might cede. Bavaria had an interest in preserving its gains from the wars, but also an awareness of Austria's locally superior military power. (This scenario proposes that Bavaria will unite with the side that seems strongest rather than simply align itself with the Austrians.) The third assumption is about Switzerland, torn between political factions and stymied in its efforts to regain territories now controlled by Austria, as well as uniting Geneva to the rest of the country by cession of territory recently appropriated by Bourbon France. (Here we suppose that Napoleon offers to make the Swiss whole and they decide to throw in their lot with France. Thus Switzerland becomes an active French minor ally.)

The final assumption is that King Louis XVIII was a better custodian of French finances and more interested in revitalizing the French army.

This scenario begins in March 1815 (Turn 2) and ends in December 1815 (Turn 10).

Each Formation should have its AP marker set at the AP value of the Leader on the Formation's lower track.