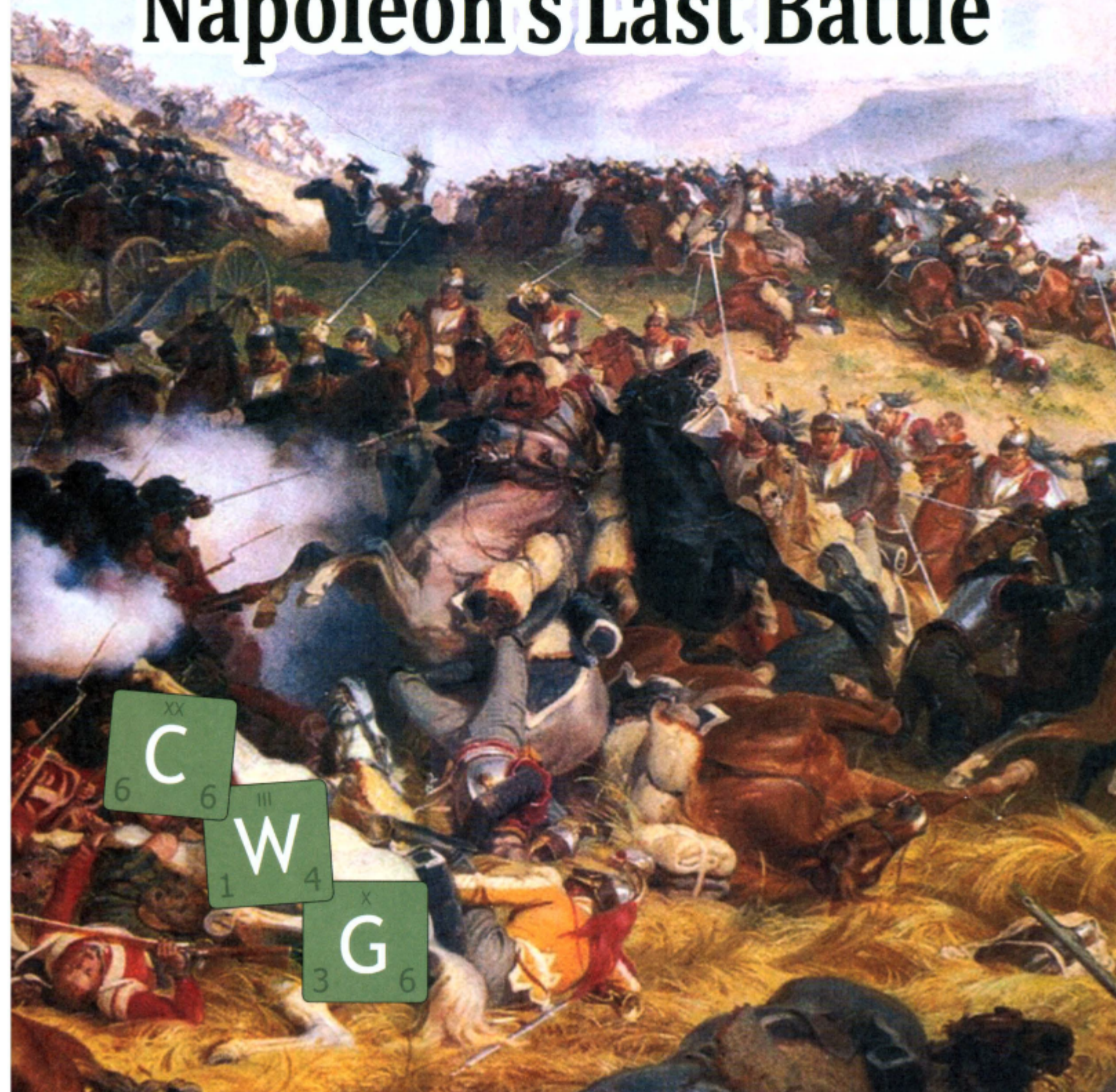


Waterloo

Napoleon's Last Battle



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1.0 INTRODUCTION

WATERLOO: Napoleon's Last Battle is a two player game that simulates the battle between the French army of Emperor Napoleon Bonaparte and the armies of the Seventh Coalition under the command of the Duke of Wellington and Gebhard von Blücher on Sunday, 18 June 1815.

2.0 OBJECTIVE

One player controls the French army commanded by Napoleon, and the other player controls the Anglo-Allied army under Wellington and the Prussian army under Blücher (Allied). A player wins by capturing victory point locations and eliminating enemy units. Barring a French automatic victory, the winner is determined by the number of victory points at the end of the game. A draw is possible.

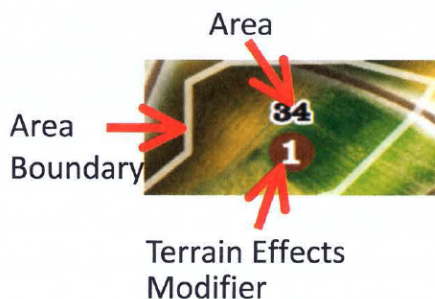
3.0 THE MAP

3.1 OVERVIEW

The map depicts the countryside near Waterloo, in present-day Belgium, where the battle took place.

3.2 AREAS

The map is divided into numbered locations called areas and has three zones (3.8). Two areas are considered adjacent to each other if they share a common boundary. Areas have an identifier (3.3), a terrain type (3.4) and a terrain effects modifier (3.5) and are separated by boundaries (3.6).



3.3 IDENTIFIER

Each area on the map contains an area identification number (from 1 to 90). This number is used for area identification purposes only and has no other function in the game.

3.4 TERRAIN TYPES

Areas have one of three terrain types: clear, forest and village. Clear (TEM 1) and clear elevated (TEM

2) areas have a circle identifier; forest areas have a triangle identifier and village areas have a square identifier.



GAME NOTE: Clear areas with a circle TEM 2 identifier are elevated terrain. In game terms it blocks line of sight for artillery units conducting long range bombardments.

3.5 TERRAIN EFFECT MODIFIER (TEM)

Inside the terrain type symbol is a number called the area's Terrain Effects Modifier (TEM), ranging from +1 to +4. This modifier is used in resolving attacks against units in that area.

3.6 BOUNDARIES

Areas are separated from each other by one of two types of boundary lines. A white line is an open boundary and a blue line is a stream boundary. Streams have no effect on movement, but does effect combat (11.12.3).

3.7 VICTORY LOCATIONS

Areas that have a blue VP (Victory Points) number play a role in determining French victory conditions and areas with a green VP play a role in determining Allied victory conditions.

3.8 ZONES

There are three perimeter zones on the map sheet with identifiers lettered P1, P2 and P3 which represent off-map approaches. These zones are used to regulate strategic movement of Prussian units outside the immediate vicinity of the battle.

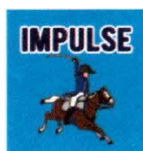
3.9 TURN TRACK

The turn track printed on the map is used to note the current game turn. At the conclusion of each End Phase (6.6), advance the turn marker one space to

the next sequential number on the turn track.

3.10 IMPULSE TRACK

The Impulse Track is printed on the map and is used to record the current impulse of a turn. The impulse marker is advanced, following each player's action for that impulse, to the next corresponding space on the impulse track.



3.11 VICTORY POINT TRACK

The victory point track is used to record the number of Victory Points (VPs) earned by each player controlling areas marked with victory point numbers. The marker starts in the zero "0" space of the track, when a player scores VPs, the victory point marker moves along the victory track, in a tug-of-war fashion, towards the side scoring the points.

3.12 DICE

All Die Rolls (DR) are made using two six-sided dice.

4.0 THE PLAYING PIECES

4.1 UNITS

The die-cut playing pieces, called counters, represent the various military formations or units that fought in the battle. French units are blue, British units are red and Prussian units are green. At the top of each counter is a colored band which denotes the unit's formation. Additionally, some units have a colored strip in the middle of the counter which denotes its nationality. These nationality identifiers are for historical purposes only, and have no other function in the game.



4.2 UNIT TYPES

There are four types of units: Infantry, Artillery, Cavalry and Skirmishers. Units have a full-strength side (called "fresh") and a reduced-strength side (called "spent"). Commander and Leaders counters are also provided in addition to various game markers.

4.3 UNIT DETAILS

Cavalry		Infantry	
Fresh	Spent	Fresh	Spent

Infantry, artillery, cavalry and skirmishers have three numbers listed on the counter. The top left most number is the attack strength, the number on the bottom left is the defense strength and the number on the bottom right is the movement allowance (MA). Some have a horse head symbol printed on the counter, this is to help identify cavalry units and horse artillery, and it has no other function in the game.



GAME NOTE: Artillery units have different colored attack strength to help remind players that artillery units cannot be the Point unit in an assault. The spent side of an artillery unit also denotes that a spent artillery unit may not be used for bombardment and has no MA. Additionally, most skirmisher units are one step units. If they are required to flip to their spent side they are eliminated. The exception is British rifle skirmishers which are two-step units.

4.4 COMMANDERS AND LEADERS

Commanders and Leaders are identifiable by a proper name and portrait. The large number on the lower left is their activation number. On a Commander counter the number in the circle is the passive activation bonus provided to Leaders when attempting to activate. On a Leader counter the smaller number on the right is their Battle Rating which can be used in attacks and/or defense. Commander and Leader counters are not used on the map like units. They are markers set in front of the players and are used to activate units or

to perform Special Actions (9.0). They have a fresh side (also called “active”) and a spent side (also called “inactive”).



4.5 MARKERS

Various markers are provided to track the current turn, area control, victory points, grand battery, and current impulse.

4.6 STRENGTH FACTORS

Units have a higher attack and defense strength when fresh (full-strength side) and a lower attack and defense strength when spent (reduced-strength side). This reduction is meant to reflect a decrease in unit cohesion as a result of losses, desertions, missing and wounded, as well as fatigue and disruption. Some units have a zero “0” attack or defense strength. This does not mean the unit may not attack or defend; it merely represents a minimal attack or defense strength.

4.7 UNIT ORGANIZATION

Each unit has a parent formation and a corresponding Leader. Generally, before units from a specific formation may conduct an Impulse Action (8.0), their corresponding Leader must pass an activation test (8.3).

4.8 SETUP

The French and British units begin the game on the map. Their starting areas are located on the player Set-Up Card. Prussian units have a turn of entry listed on the Prussian Set-Up Card and enter the game at the time identified as reinforcements (16.0).

5.0 PREPARE FOR PLAY

5.1 PLACE MARKERS

Place the Turn marker in the “1” space on the Turn Track.

Place the Impulse marker in the “0” space of the Impulse track.

Place the Victory Point marker in the “0” space of the Victory Point Track.

Each player places his initial units in the areas listed on the Set-Up Card. All units begin play on their fresh side. The French Grand Battery marker should be placed in **area 48**.

Place the French Commanders and Leaders off map in front of the French player and the British Commander and Leaders off map in front of the Allied player. All Commanders and Leaders begin on their active (fresh) side. The Prussian Commander and Leaders are not placed in front of the Allied player until their arrival as reinforcements (8.0).

French control markers are placed in Areas to indicate French control (7.2); the absence of such a marker indicates Allied Control (7.2). Place French control markers in the following Areas: **24, 25, 26, 27, 52, and 53** and all areas containing French units.

5.2 START OF PLAY

The game is now ready to begin. On Turn 1, skip the Commander Activation Phase (6.2) and Rally Phase (6.3) and start the game with the Grand Battery Phase (6.4).

6.0 SEQUENCE OF PLAY

6.1 OVERVIEW

A game has ten (10) Turns. Each Turn represents approximately one hour and comprises five phases, whereby the Action Impulse Phase (6.5) consists of a variable number of “mini-turns” called impulses (8.0). If an automatic victory is not achieved, during the End Phase (6.6) of the tenth game turn, the players should check the Victory Conditions (17.0) to determine the winner. Each Turn has the following phases:

- Commander Phase
- Rally Phase
- Grand Battery Phase
- Action Impulse Phase
- End Phase

6.2 COMMANDER PHASE

Beginning on turn 2, the French player makes DR during the Commander Phase to determine whether Napoleon is active or inactive (fresh or spent) for that turn.

6.2.1 Napoleon Activation. The French player makes a DR. If it is equal to or greater than Napoleon’s activation number on the fresh side of the counter, Napoleon is active for the turn

and begins on his fresh side. If it is less than his activation number, Napoleon starts the turn on his spent side.

6.2.2 Recover Commanders. Wellington, Ney and Blücher (when in play) automatically flip from their spent to their fresh side, if currently spent.

6.2.3 Recover Leaders. All Leaders automatically recover from their spent to their fresh side, if currently spent.

6.3 RALLY PHASE

Beginning on turn 2, fresh Leaders are allowed to rally units from their formation and players will automatically rally all spent artillery units. The French conduct their rally phase first followed by the Allies.

6.3.1 Recover Artillery. All spent artillery units are automatically rallied and flipped from their spent to their fresh side, even if the area they occupy is contested (contains enemy combat units) (7.2).

6.3.2 Rally Units. All fresh Leaders may rally up to two units from their formation in a single friendly or contested area. This may be any combination of infantry and/or cavalry units from their formation. A unit being “rallied” is flipped from its spent to its fresh side. Thus a spent (reduced-strength) unit would become fresh (full-strength).

A Leader used to Rally Units immediately deactivates (becomes spent). The Allied player may rally the British Rifle skirmisher unit (two-step skirmisher unit) with any Leader that has other units in the skirmishers area. If the rifle skirmisher unit is alone in an area, it may be rallied by any Leader having troops in an adjacent area; otherwise it may not Rally. See also Optional Rule 19.3 and Optional Rule 20.0.

6.4 GRAND BATTERY PHASE

The French player may conduct a Bombardment Impulse (13.0) with any and all fresh artillery units in the area marked with the grand battery marker. This bombardment may use indirect fire (6.4.2). If at any time the area marked with the grand battery marker contains no artillery units, remove the grand battery marker from the game. The grand battery marker may be moved, but it then loses its indirect fire capability.

6.4.1 Grand Battery Bombardment. The area marked with the grand battery marker is activated for a Bombardment Impulse action, and any or all

fresh artillery units may participate irrespective of the unit's particular formation. Such bombardment follows all normal rules for a Bombardment Impulse, but no activation DR is required. Following the grand battery bombardment, the firing and supporting artillery units are flipped from their fresh side to their spent side.

6.4.2 Grand Battery Indirect Fire. The grand battery may fire indirectly, beyond that of normal artillery bombardment range and normal line of sight rules. If the grand battery has not moved from its initial deployment area (**Area 48**) it may use indirect fire at **Area 44**, **Area 45** and **Area 63**. Such areas are marked on the map with cannon symbols for ease of identification. This indirect fire is treated as a normal bombardment; however, the grand battery final attack total (AT) is halved (rounded down).

GAME NOTE: To simulate the mass firepower of the grand battery, the French are allowed to mix artillery units from various commands into a single area and fire them together. Nothing prevents the French player from firing the grand battery artillery units in separate impulses during the Action Impulse Phase. However, this would require Leader activation, and only units from the activated Leader's formation would be able to participate in such a bombardment.

6.4.3 Grand Battery Movement. The French player may move the grand battery marker along with any moving artillery units from the area marked as the grand battery. The French player should announce the grand battery's movement, and move the marker with the moving artillery units. Once the grand battery has completed its move, the grand battery marker should be flipped to its “moved” side to show that it may no longer perform indirect fire for the remainder of the game.



GAME NOTE: Moving the grand battery will not necessarily be a fast process. The French player will need to move the artillery units by activating a Leader and then moving the artillery units belonging to the activated Leader's formation.

Depending on the number of different formations making up the grand battery it may take multiple impulses before the entire grand battery is moved.

6.5 ACTION IMPULSE PHASE

The French player always goes first, followed by the Allied player. Each player attempts to activate a Leader and take one action during each impulse. *Exception:* Commander Special Action Double Move (9.5). At the end of the Allied player's impulse, the Allied player will make a Sunset die roll (DR) (8.10) to determine whether the impulse marker advances to the next space on the impulse track or if the Action Impulse Phase ends.

6.5.1 Types of Actions. Following a successful Leader activation, a player may take one of the following actions in a single area with units of the activated Leader's formation:

- Move/Assault
- Bombardment
- Volley Fire
- Cavalry Charge
- General Advance
- Pass

6.6 END PHASE

Determine if the French player has won an automatic victory. If an automatic victory has not been achieved, reset the impulse marker to the "0" space on the impulse track and advance the turn marker on the turn record track. Then begin the next turn with the Commander Phase. If the game has reached the End Phase of Turn 10 the game is over. Determine who has won the game by checking the victory conditions (17.0).

6.6.1 Reinforcements. Place any reinforcements that have become available in the appropriate reinforcement zone (see 15.7).

7.0 STACKING AND CONTROL

7.1 AREAS

Each player may have a maximum of ten units per area (stacking). Area Control and the Grand Battery markers do not count against stacking limits. At no time may units move into, or end a retreat in an area already containing the maximum number of friendly units (fully stacked area).

7.2 AREA CONTROL

Areas have the following possible states of control:

Controlled: An area is controlled by either the French or Allied player. Control changes only when one side has a unit in a vacant area that is controlled by the opposing player. Control of an area may be gained during movement without stopping to end an impulse in that area. Control is shown by placing or removing a French control marker as appropriate.

Contested: An area is considered contested if it contains units of both sides at the beginning of the impulse. Contesting an area that is controlled by the opposing side does not alter control of that area.

Vacant: An area is vacant if it contains no units from either side, but it is still controlled by one side or the other.

Friendly: An area containing friendly units, or Vacant and controlled by the player.

7.3 ZONES

There is no limit to the number of units that may occupy a zone. Only Prussian units may ever occupy a zone.

GAME NOTE: Control markers unfortunately clutter the map. Additionally, depending on the course of the game, there may not be enough control markers. Control markers need only be placed on the front line and one area behind, or in any area where control might be unclear.

7.4 ENTERING ENEMY AREA

When units enter an area containing only enemy units, they are required to make an assault (11.0). This is called a Mandatory Assault (11.5). Only infantry, skirmisher and cavalry units may be the Point unit in an assault. Artillery units may not enter an area requiring a Mandatory Assault unless another unit also enters that area during the same impulse that is capable of acting as the Point unit in the assault. Artillery units accompanying units making a mandatory assault or moving with units making a Voluntary assault (11.6) may not participate in the ensuing assault (11.3).

7.5 ENTERING A CONTESTED AREA

If an area contains both enemy and friendly units at the start of a player's impulse, it is considered a contested area, but is still controlled by one player or the other. Units entering a contested area are not required to

perform a Mandatory Assault (they may however conduct a Voluntary Assault). They may simply end their movement upon entry. Thus an artillery unit could enter a contested area without an accompanying unit.

8.0 IMPULSES

8.1 OVERVIEW

The majority of the game is played during the action phase in mini-turns called impulses. The French player always has the first impulse. Thus the French player performs one impulse action and then the Allied player performs one impulse action. In his impulse, the player attempts to activate Leaders to perform certain impulse actions. Alternatively, a player may attempt to activate a Commander to perform a Double Move Special Action (9.5) which allows two areas to activate. If a player fails his activation attempt, his impulse is over. A Leader or Commander that fails an activation roll does not become spent, Leaders and Commanders only become spent after successful activation and conducting a Special Actions (9.4 and 9.8). At the end of the Allied player's impulse he will make a Sunset DR (9.7) to determine whether the impulse marker advances on the impulse track and another round of impulses occurs or whether the Action Impulse Phase ends.

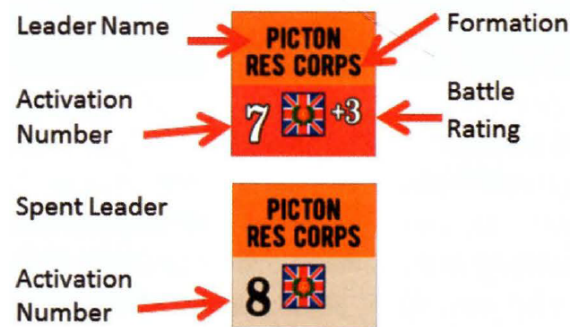
8.2 TYPES OF ACTION IMPULSES

There are five types of action impulses: Move/Assault, Volley Fire, Bombardment, Cavalry Charge and General Advance. A player may also elect to Pass during his impulse and do nothing. A Sunset DR is still made even if the Allied player passes during his impulse. Units may also move and assault by way of a Commander Double Move Special Action (9.5).

8.3 LEADER ACTIVATION

During his impulse the active player declares which Leader he is attempting to activate. The nominated Leader then attempts to pass an activation test, when on either the Leader's fresh or spent counter side. The only difference is the difficulty. Importantly, passing an activation test does not cause an active Leader to deactivate (i.e. flip from fresh to spent), only the use of Special Actions causes a fresh Leader to become spent. After nominating which Leader a player will attempt to activate, the player makes a DR. Rolling equal to or greater than the Leaders activation number is a success. Once successfully activated, a Leader may activate all units from the Leader's formation in a single area and perform one of the five action impulses (8.2). If the Leader fails his activation DR, the player's impulse ends immediately as if the player had taken a

pass action.



8.4 MOVE/ASSAULT IMPULSE

The active player selects any single area or zone of his choice as the active area. All units belonging to the same formation as the activated Leader in that area may move and/or assault. During a move, units may move, move and assault, or if in a previously contested area, they may simply assault. However, during a Move/Assault impulse, only an infantry or skirmisher unit may act as Point unit (See 11.7 and 11.8 for Cavalry). There is no requirement that the units all do the same thing.

8.5 VOLLEY FIRE IMPULSE

The active player selects any one contested area (not a zone) of his choice as the active area. All fresh infantry units belonging to the same formation as the activated Leader may conduct a Volley Fire (12.0) attack against enemy units in the area. No movement is permitted.

GAME NOTE: If for example the Prince of Orange successfully activates, he may choose one area to activate. All units belong to the Prince of Orange's formation in that area may then take an impulse action. Following a successful activation DR, the Prince of Orange would not be able to activate units belonging to Uxbridge's formation, even if they were in the same area as units belonging to the Prince of Orange.

8.6 BOMBARDMENT IMPULSE

The active player selects any one area of his choice as the active area. All artillery units belonging to the same formation as the activated Leader conduct a Bombardment (13.0) attack against enemy units in an adjacent area. Artillery units in a contested area may bombard units in their own area, but may not bombard enemy units outside the contested area.

8.6.1 Long Range Bombardment. Artillery units may also bombard enemy units up to two areas away, but only if the intervening area is clear

terrain (circle TEM 1) and not elevated clear terrain (circle TEM 2). *Exception:* Grand Battery Indirect Fire (6.4.2).

8.7 CAVALRY CHARGE IMPULSE

The active player selects any one area or zone of his choice as the active area. This impulse is treated similarly to a Move/Assault impulse but with certain limitations. All cavalry units belonging to the same formation as the activated Leader may move and/or assault enemy units that occupy a clear area (areas with a circle TEM).

Cavalry units may also activate for a Cavalry Charge Impulse in a contested area, but only if that contested area is in clear terrain (area with a circle TEM). If moving prior to an assault, charging cavalry units may only cross (move through) clear terrain areas on their way to the destination area and such movement is limited by the charging cavalry's movement allowance.

During a Cavalry Charge Impulse, only a cavalry unit may be the Point unit. There is no requirement that activated cavalry units charge the same target or move to the same area (see 10.8 for Cavalry restrictions).

8.8 GENERAL ADVANCE IMPULSE

The active player may move every friendly unit from the activated Leader's formation one area or zone. Units in a zone may be moved via a General Advance Impulse from a zone to an area or from a zone to another zone. Units beginning the impulse in the same area do not have to move to the same destination (i.e. units may split up and move to different destinations). Units using the General Advance action may not enter any area occupied by enemy units, or any area controlled by the opposing side even if such an area is Vacant. Units within a contested area may not advance into another contested area, but may advance from a contested area to a friendly controlled area. Finally, artillery units become spent when using a General Advance Impulse and spent artillery are not permitted to move using a General Advance Impulse.

8.9 PASS IMPULSE

The active player may elect to take no action at all during the impulse (the Allied player must still make a sunset DR). If both players pass on consecutive impulses the action phase ends at the conclusion of the second pass.

8.10 SUNSET DIE ROLL

At the end of the Allied action impulse the Allied player makes a Sunset DR. The French player never

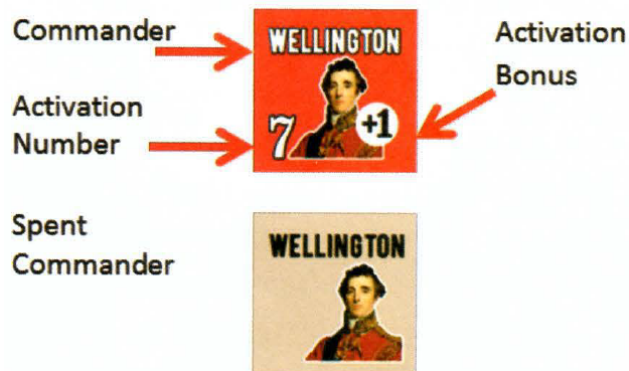
makes a Sunset DR. If the Sunset DR is equal to or greater than the current impulse number, the impulse marker advances to the next space on the impulse track and the Action Impulse Phase continues. If the Sunset DR is less than the current impulse number or if the impulse marker moves off the impulse track, the Action Impulse Phase immediately ends. *Exception:* Sunset Cancellation (9.7). The players then begin the End Phase of the current turn.

9.0 COMMANDERS AND LEADERS

9.1 OVERVIEW

The Commanders: Wellington, Blücher and Napoleon are the highest ranking officer on the field for the three armies. While the Leaders command specific formations, they are subordinate to the Commanders. Leaders are color coded to denote which units comprise their formations, which units they can activate to perform impulse actions and which units they can influence by Special Actions (9.8). Ney is a special Leader. He is a formation Leader and may also act as the French army Commander if Napoleon is inactive.

GAME NOTE: Leaders in the game control roughly corps sized formations. A Commander's broader ability to coordinate separate formations is represented by their ability to use the Intervention and Double Move Special Actions.



9.2 COMMANDER ACTIVATION BONUSES

Active Commanders give a bonus to all attempts to activate subordinate Leaders. *Exception:* Ney provides no such bonus. Each fresh Commander has an activation bonus which is added to a player's DR when attempting to activate Leaders. However, if a Commander is spent, no such bonus is provided. Importantly, when Napoleon is spent, Ney assumes the role of the French army Commander, but he does not provide a passive activation bonus to other French

Leaders attempting to activate.

9.3 COMMANDER ACTIVATION

Commander activation works in the same way as Leader activation. In order to activate a Commander the player announces he is attempting to activate a Commander, and then makes a DR. If the DR is less than the Commander's activation number the activation fails. If the DR is equal to or greater than the Commander's activation number the activation succeeds. An inactive (spent) Commander may not attempt to activate for Special Actions. Commander Special Actions may only be attempted and performed by a fresh Commander.

EXAMPLE: The French player begins his impulse announcing that he will attempt to activate Kellermann (III Cavalry Corps). Napoleon is spent (inactive), so the French player does not receive Napoleon's passive activation bonus. The French player makes his DR to activate Kellerman. He rolls a 4 and 1 for a total of 5, which is not enough to activate Kellermann. Upon a failed activation, the French player's impulse ends and passes to the Allied player. However, had Napoleon been active and the player rolled a 5 and added + 1 for Napoleon's activation bonus, Kellerman would have been successfully activated ($4 + 1 = 5 + 1 = 6$). Kellerman would then be permitted to activate one area and take one of the appropriate impulse actions with units belong to his formation in that area.

9.4 COMMANDER SPECIAL ACTIONS

A fresh Commander may attempt to perform one of the following Special Actions: a Double Move (9.5), Intervention (9.6), or Sunset cancellation (9.7). A player simply announces the use of an active Commander for this purpose and attempts an activation DR. Only one Commander may attempt a Special Action per impulse. A Commander does not become spent if he fails a Special Action activation roll. If successful, the player may then perform one of the Commander Special Actions. After resolution of the Special Action, the Commander becomes spent.

9.4.1 Commander Special Action Recap. To recap, Commanders can attempt the following special actions if currently fresh : (1) Double Move; (2) Intervention; and (3) Sunset Cancellation.

9.5 DOUBLE MOVE

When a player elects to conduct a Double Move Special Action, he attempts to activate a Commander rather

than a Leader during his impulse. If the Commander passes the activation DR, the player may conduct two Action Impulse Actions (8.2). These actions can be any taken sequentially or in combination. The activation can be comprised of activating two areas (in each area one formation would be activated), or one area (which could comprise two separate formations). There is no need to roll for Leader activation (the Commander is personally directing the units). The Double Move Special Action would then allow two separate formations to combine into a single area for an assault. This is the only time units from two different formations can activate together during an impulse. The Commander becomes spent immediately upon performing a Double Move.

9.5.1 Combined Assault. If the player elects to activate two areas for a Move/Assault or Cavalry Charge Impulse, the player must complete all movement before beginning any assaults resulting from activation (10.3). Remember, an area can never be assaulted more than once in an impulse. Alternatively, the player can activate two areas and combine units from both areas into a single Move/Assault or Cavalry Charge. Importantly, an area may not be attacked by a Move/Assault from one area in combination with a Cavalry Charge from another. When using the Double Move to combine into one attack, both activated areas must use the same action, either a Move/Assaults or a Cavalry Charge Impulse.

9.5.2 Volley Fire or Bombardment. If a player elects to conduct Volley Fire and/or an artillery Bombardment, he conducts them one area at a time.

9.5.3 Double Move Limitations. Wellington may only activate British units in an area and Blücher may only activate Prussian units in an area during a Double Move. Napoleon and Ney may activate any French unit in the activated areas.

9.6 INTERVENTION

This Commander Special Action takes place following an assault (by either player). A player may elect to attempt this Special Action during the other player's impulse or his own. Following an assault either player may announce an Intervention Special Action attempt by a fresh Commander. If the Commander passes the activation test, the player may change the result of an assault from a Failure (11.13) to a Stalemate (11.14) or from a Success (11.15) to a Stalemate. The Commander becomes spent following a successful

Intervention Special Action. Passing or failing this activation test does not affect the player's next impulse.

9.6.1 Intervention Limitations. Wellington may only attempt an Intervention if a British unit was the Point unit in an attack or the Forward unit in a defense. Blücher may only attempt an Intervention if a Prussian unit was the Point unit in an assault or the Forward unit in a defense. Napoleon and Ney may attempt an Intervention for any French unit.

9.7 SUNSET CANCELLATION

Following a Sunset DR (8.10) that would end the Action Impulse Phase (6.5), either player may announce an activation attempt by a fresh Commander to change a failed Sunset roll to a pass. The French player decides first, then the Allied player. A Commander becomes spent following a successful Sunset Cancellation Special Action.

9.8 LEADER SPECIAL ACTIONS

Fresh Leaders may conduct Leader Special Actions. No activation roll is required for Leader Special Actions, they automatically succeed. In order to perform a Leader Special Action, the Point unit in an assault, or Forward unit in a defense, must be from that Leader's formation. Leaders may not use a Leader Special Action during a Bombardment (13.0), Volley Fire (12.0) Impulse, or in a Skirmisher Defensive Fire (14.2).

9.8.1 Leader Special Action Recap. Leaders may conduct the following Leader Special Actions if currently active: (1) Re-Roll; and (2) Battle Participation (Leader special actions do not require an activation roll).

9.8.2 Leader Re-Roll. A fresh Leader may re-roll his dice (not his opponents) after seeing the results of both players' DRs in an assault. However, a fresh Leader may only re-roll his dice if the Point or Forward unit was from his formation. Either player may utilize this re-roll ability, even if it is not that player's impulse. The attacker announces first, then the defender. A Leader becomes spent following a Leader Re-Roll Special Action. Leaders may use this ability in conjunction with a Commander's Double Move.

9.8.3 Leader Battle Participation. A fresh Leader may add his Battle Rating (4.4) to an assault by announcing such prior to rolling the dice. After calculating the AV or DV simply add the leaders Battle Rating as an additional modifier. The Point

attacking or Forward defending unit must be from the Leader's formation. The attacker announces first, then the defender. A Leader becomes spent following use of Battle Participation Special Action. Both the active player and the non-active player may use their Leaders in this manner and Leaders may use this ability in conjunction with a Commander's Double Move Special Action.

EXAMPLE: The British player makes a mandatory assault into an area resulting in a Success. The French player decides he does not like the final result. Napoleon is active, so he announces, during the Allied player's impulse, that Napoleon is attempting an Intervention (Special Action). He makes an activation roll and fails. The battle results are left unchanged and the French must absorb any losses from the attack. The British player makes his sunset DR and play continues. The French player is not penalized by the failed Intervention attempt made during the previous Allied impulse in any way. If during the following French player's impulse, the French player conducted an assault of his own and disliked the results; he could again attempt an intervention by Napoleon (if fresh) during his own impulse, or vice versa if the Allied player disliked the result, he could attempt an intervention with Wellington or Blücher depending upon if the defending point unit was British or Prussian.

9.9 NEY COMMANDER STATUS



Marshall Ney is a special Leader. Ney acts as a normal formation Leader for the French Reserve Cavalry Corps for all game purposes (i.e. Leader Special Actions and Leader activation). When fresh, he can perform Commander Special Actions when Napoleon is spent. This gives the French a slight advantage, as a fresh Napoleon could be used for a Special Action, then later in the same or later Action Impulse Phase Ney could be used for a Special Action.

10.0 MOVEMENT

10.1 OVERVIEW

Movement occurs only in a Move/Assault Impulse, Cavalry Charge Impulse, or a General Advance Impulse. Movement via General Advance Impulse follows its own procedure and is not subject to the following movement rules unless noted otherwise. The active player may move any number of eligible fresh or spent units beginning the impulse in the active area during a Move/Assault Impulse. Remember, only cavalry units are permitted to move during a Cavalry Charge Impulse.

GAME NOTE: For speed of play units may be moved as stacks (groups of units all moving together), but players need to keep in mind that the units of the stack are actually moving individually.

10.2 ENEMY UNITS

No friendly unit may move during an enemy impulse except to retreat as a result of combat. Exceptions to this rule are Cavalry Withdrawal (10.11) and Skirmisher Withdrawal (10.12).

10.3 MULTIPLE DESTINATIONS

Units starting in an active area may move to and/or assault different areas in the same impulse. However, a player must complete all movement before beginning any assaults resulting from that movement. The player may then observe the results of one voluntary assault before electing to do a second, and he can choose the order of all assaults whether Voluntary (11.6) or Mandatory (11.5).

10.4 MECHANICS OF MOVEMENT

A unit may only move into adjacent areas or along arrow paths from zones to areas. A unit may not move diagonally from one area to another at a point where areas intersect. A unit has a Movement Allowance (MA) printed on the counter. Movement requires the expenditure of a unit's MA during an impulse, which is referred to as spending Movement Factors (MF). A unit may continue to move into adjacent areas until it lacks enough MA to do so, or it enters an area occupied by an enemy unit. Units that begin movement in the same area do not all have to end their movement in the same area. Nor do all moving units during an impulse have to move simultaneously. Units do not have to use all their MF during an impulse. Unused MF may not be saved from turn to turn nor may they be transferred to another unit. Finally, once a unit begins moving it must complete its movement before another unit may move.

10.5 MOVEMENT COSTS

Movement into an area incurs the following MF costs:

- 1 MF** enter a vacant area
- 2 MF** enter a vacant area adjacent to an enemy unit
- 3 MF** enter an area containing only spent enemy units or a previously contested area
- 4 MF** enter an area containing a fresh enemy unit
- ALL** infantry and artillery exiting a contested to friendly area
- 2 MF** cavalry and horse artillery exiting a contested to friendly area

These MF costs are not cumulative. Only the most expensive case applies when entering an area.

10.6 ENEMY-OCCUPIED AREA

Provided they have sufficient MF, infantry, skirmisher and cavalry units may enter an enemy-occupied area from a vacant or friendly-occupied area. All units must stop moving the instant they enter an area containing enemy units. If entering an area containing enemy units and the area was not previously contested, any units entering the area must make a Mandatory Assault (11.5). If the area was a previously contested area, the units must stop moving, but they are not required to assault, but may Voluntarily Assault (11.6).

10.7 ARTILLERY RESTRICTIONS

Artillery and horse artillery units may never enter an area containing enemy units unless the area being entered was previously contested. Artillery units may only enter an enemy-occupied area requiring a Mandatory Assault if a friendly unit capable of acting as the Point assaulting unit accompanies them.

10.8 CAVALRY RESTRICTIONS

Cavalry units may enter a vacant or friendly controlled village (black square TEM identifier) or forest (green triangle TEM identifier) area as part of a movement or general advance. However, they may not conduct a Cavalry Charge into or through any forest or village area, nor may they intentionally enter an enemy-occupied or contested village or forest area.

10.9 MINIMUM MOVE

If a unit lacks sufficient MF to enter an adjacent area that it is not otherwise prohibited from entering, it may enter that area by expending all of its MF.

10.10 EXIT OF CONTESTED AREAS

A unit that leaves an area containing an enemy unit (contested area) may only enter an adjacent area that

is friendly controlled (not friendly controlled contested). Thus a unit may not leave a contested area to enter another contested area, nor may it leave a contested area and enter an enemy controlled area even if Vacant. If no such area is available, the unit may not move at all. If the exiting unit is infantry or artillery it must stop moving when it enters the adjacent area (10.5). Cavalry and horse artillery units may continue moving after exiting a contested area at the expense of MF (10.5). A cavalry unit exiting a contested area into a Vacant friendly controlled area, or friendly controlled area containing only friendly units, may continue moving and re-enter a contested or enemy controlled area provided it has the MP to do so.

10.11 CAVALRY WITHDRAW

Whenever enemy infantry units attempt to assault an area occupied by friendly cavalry or horse artillery, any and all friendly cavalry and horse artillery units may immediately move one area to a friendly controlled area. If no such area exists, they may not withdraw.

GAME NOTE: This means cavalry and horse artillery could abandon other friendly units that are unable to withdraw when assaulted by infantry.

10.12 SKIRMISHER WITHDRAW

Whenever enemy infantry units assault an area occupied by friendly skirmisher units, any and all friendly skirmisher units may immediately move one area to a friendly controlled area. If no such area exists, they may not withdraw. Skirmishers may conduct Defensive Fire before withdrawing (14.5).

10.13 SKIRMISHER ACTIVATION

Skirmishers in an area may conduct a Move/Assault or a General Advance Impulse along with any other activated units in their area. Skirmishers alone in an area may be activated by any Leader having units in an adjacent area as if the skirmishers belong to that Leaders formation. If no units are adjacent, and the skirmishers are alone in an area, they may not activate. They may however conduct skirmisher defensive fire if assaulted (14.5) and they may withdraw.

10.14 ARTILLERY MOVEMENT

Artillery units may only move if on their fresh side as evidenced by a zero movement factor on their spent side. Artillery units moving as part of a Move/Assault or General Advance Impulse are spent at the conclusion of their move.

10.15 MOVING GRAND BATTERY

The French player may move the grand battery marker

along with any artillery unit that moves from the area. The French player should announce the grand battery's movement, and simply move the marker with the moving artillery unit. When moving the grand battery, each formation making up the grand battery would need to be activated before being eligible to move. If the grand battery moves, it loses its ability to perform indirect fire. Once the grand battery has completed its move, the grand battery marker should be flipped to its "moved" side to show that the grand battery has moved and may no longer perform indirect fire. Artillery units in the grand battery recover automatically in the same manner as other artillery units (6.3.1).

11.0 ASSAULTS

11.1 RESOLVING ASSAULTS

Only infantry or skirmisher units that begin a Move/Assault Impulse in the activated area may assault. Only cavalry units that begin a Cavalry Charge Impulse in the activated area may move and assault. During a Move/Assault Impulse or Cavalry Charge Impulse the active player may cause an assault to occur by moving units into an area containing only enemy units (Mandatory Assault), or may initiate an assault by moving into a contested area and electing to assault (Voluntary Assault). Finally, activated units beginning their impulse in a contested area may assault the enemy units sharing the area (Voluntary Assault) without moving. A unit may move and assault in the same impulse and combat takes place following all movement. An assault incurs no additional MF cost beyond that for entering an enemy-occupied area.

11.2 NON-PARTICIPATING UNITS VOLUNTARY ASSAULT

Unless required to conduct a Mandatory Assault, the active player may assault with any or all units that enter a previously contested area or that started in a contested area. When a player makes an assault from a contested area (Voluntary Assault), the player may choose those units he wishes to use in such an assault. Units not participating are called non-participating units. These units are not affected by the combat results of a Voluntary Assault. Importantly, unactivated units starting in a contested area may not participate in an assault by virtue of being in the area where an assault takes place; they must have been activated by a Leader in order to participate and are thus considered nonparticipating.

GAME NOTE: The exception to this rule would be the use of a Commander's Double Move Special

Action. In that case the active player could activate one area, move units into a contested area to initiate a voluntary assault with the moving units, and then activate the contested area for his Double Move (second activation). In that case both the moving units entering the contested area and the units beginning the impulse in the contested area could combine in the same assault.

11.3 NON-PARTICIPATING UNITS MANDATORY ASSAULT

There are no non-participating units in a mandatory assault. All units entering an area as part of a mandatory assault, such as artillery, share the same fate as the assaulting units and must suffer negative effects if the assault fails.

GAME NOTE: Artillery units moving into an area requiring a Mandatory assault become spent at the conclusion of the assault. If the assault results in a Failure (11.15), it does not become eliminated, as it was not supporting the assault. It would however be required to retreat, and then become spent.

11.4 DEFENDING UNITS

All defending units must participate when assaulted regardless of their formation or nationality. The defender may not have nonparticipating defending units, and they must all suffer any negative combat effects.

11.5 MANDATORY ASSAULT

Units must make a Mandatory Assault whenever they enter an enemy-occupied area that was not previously contested at the beginning of the current impulse.

GAME NOTE: Defending units from different formations all participate in a defense when assaulted. However, a Leader special action, such as a Re-Roll or Battle Participation, can only be used by a Leader if the Forward defending unit is from that Leaders formation. The same applies to a Commander Intervention; the Forward defending unit must be from that Commander's army.

11.6 VOLUNTARY ASSAULT

Unless required to conduct a Mandatory Assault, the active player may assault with any or all of his activated units during a Voluntary Assault.

11.7 CAVALRY MOVEMENT DURING MOVE / ASSAULT

Cavalry units are permitted to move during a Move/

Assault Impulse. However, a cavalry unit may never be the Point attacking unit as part of a Move/Assault Impulse; they may support such Move/Assault (11.12.2 C). Thus when a mixed force of cavalry and infantry occupy a contested area, the cavalry must conduct a Cavalry Charge Impulse to assault, or they may only support the attacking infantry in a Move/Assault Impulse.

GAME NOTE: This means that when moved via a Move/Assault Impulse a cavalry unit may not enter an enemy area, absent an infantry unit to be the Point attacking unit, in a Mandatory Assault.

11.8 CAVALRY CHARGE

Cavalry units conduct an assault by performing a Cavalry Charge Impulse. It is similar to an infantry Move/Assault. Cavalry Charge Impulse movement is treated as a normal move, with the same rules and restrictions. However, only cavalry units may be moved during a Cavalry Charge Impulse. Further, charging cavalry may not move through any non-clear areas (triangle or square TEM) and the target area must be clear terrain (circle TEM). Cavalry units may also perform a Cavalry Charge Impulse in a contested area, provided it is clear terrain.

GAME NOTE: Remember, only an infantry unit may act as the Point unit a Move/Assault Impulse and only a cavalry unit may act as Point unit in a Cavalry Charge Impulse. However, cavalry units may support a Move/Assault by an infantry unit. No infantry units may support a Cavalry Charge Impulse, even if they began in a contested area with the charging cavalry.

11.9 CAVALRY OVERRUNS

If an assault resulting from a Cavalry Charge Impulse requires the defender to take more casualty points (CP) than can be absorbed by the defending units, the charging cavalry may continue their charge which is called an Overrun. The Point cavalry unit is spent, per assault Success (11.15), the cavalry units participating in the Overrun may then move to an adjacent area. This adjacent area must be clear terrain (circle TEM) and may be enemy occupied or vacant, but not a contested area. If the area is enemy occupied, the charging cavalry must make a Mandatory Assault. This is treated as a new assault and the active player may select a new Point unit. A second overrun result is ignored. See also Optional Rule 19.4 for spent status timing for Cavalry Overruns.

11.10 ACTIVE CONTESTED AREA

If an activated Leader selects a contested area for an impulse action, all, some, or none of the units belonging to the Leader's formation may assault. No movement is necessary or permitted in this case.

11.11 MULTIPLE ASSAULTS

If a player chooses to split his movement into assaults against several areas, he may do so in any order he wishes. However, each defending area can only be the target of only one attack per impulse and the attacking player must conclude all movement before any assaults are resolved.

GAME NOTE: The Point attacking cavalry unit flips from its fresh side to its spent side (or if already spent it is eliminated) following the successful cavalry charge. If the cavalry charge assault resulted in an overrun, all some or none of the charging cavalry are permitted to move into an adjacent clear terrain area and if the area contains enemy units, conduct a second cavalry charge. The attacking player would then nominate a Point unit for the overrun assault. Assuming this second assault was successful; the new Point cavalry unit would then become spent, or if already spent, eliminated.

11.12 ASSAULT RESOLUTION

In an assault, the attacker selects the Point unit and all supporting units, and then the defender selects the Forward unit and all other units are considered supporting. Assaults are resolved by comparing the Attack Factor (AF) of the attacking Point unit, plus any modifiers (AV) and a DR, against the Defense Factor (DF) of the Forward defending unit, plus any modifiers (DV) and a DR.

11.12.1 Dice. When resolving an assault, each player simultaneously rolls two dice (DR).

11.12.2 Attack Value (AV).

The AV is equal to the sum of:

- A. + Attack Factor of infantry unit (Point unit) or cavalry unit (Point unit) in cavalry charge
- B. +2 for each supporting fresh infantry unit
- C. +1 for each supporting fresh cavalry unit
- D. +1/2 for each skirmisher in assaulted area (round down)
- E. +1 for each supporting spent infantry unit
- F. +1 for each fresh non-moved artillery unit in assaulted area

G. +2 for each fresh cavalry unit supporting a cavalry charge

H. +1 for each spent cavalry unit supporting a cavalry charge

11.12.3 Defense Value (DV).

The DV is equal to the sum of:

- A. +Defense Factor of either a cavalry, infantry, skirmisher or artillery unit (Forward unit)
- B. +TEM of the area being assaulted
- C. +1 if the assaulting units crossed a stream while making a mandatory assault
- D. +1 for each additional fresh unit in assaulted area
- E. +1/2 for each spent unit in assaulted area (rounded down)
- F. +2 Forward unit is skirmisher in village area

11.12.4 Computing Results. To resolve an assault the Attacker makes a DR, which is added to the AV to form the Attack Total (AT), and the Defender makes a DR, which is added to the DV to form the Defense Total (DT).

11.12.5 Absorbing Casualty Points (CP). When required to do so, the defender may be called upon to absorb casualty points (CP). CPs are absorbed by flipping fresh units to spent, retreating spent units and eliminating fresh or spent units. A player may absorb these varying CP in any manner that seems most advantageous to the player. However, the defending Forward unit is required to absorb the first casualty point (CP).

11.13 FAILURE

During an Assault, if AT is LESS THAN the DT, then there is no effect on the defender's units. The Point unit and all supporting units are flipped from their fresh side to spent, and if already spent they are eliminated. If it is a mandatory assault, non-participating units retreat. Assaulting units that retreat must do so into the area or zone from which they entered the assaulted area. See also Optional Rule 19.2 for Cavalry as well as Optional Rule 19.5 Cavalry Charge Failure.

11.14 STALEMATE

During Assault, if AT EQUALS the DT, both the attacking Point unit and defending Forward unit flip from their fresh to spent side, or if already spent are eliminated. See also Optional Rule 19.2 for Cavalry as well as Optional Rule 19.6 Cavalry Charge Stalemate.

11.15 SUCCESS

If AT is GREATER THAN the DT the defender must remove casualty points equal to the difference between the AT and the DT. The defending Forward unit must absorb the first CP. The attacking Point unit flips from its fresh to spent side, or if already spent is eliminated. See also Optional Rule 19.2 for Cavalry as well as Optional Rule 19.7 Cavalry Charge Success.

11.16 CASUALTY POINTS

In order to satisfy losses, a side absorbs Casualty Points (CP) from his units in the attacked area. CP may be taken in any combination, except that the Forward defending unit must suffer the first CP loss. Casualty Points may be absorbed as follows:

- Each fresh unit that is eliminated absorbs 3 CP
- Each fresh unit that becomes spent absorbs 1 CP
- Each spent unit that retreats absorbs 1 CP
- Each spent unit that is eliminated absorbs 2 CP
- Each skirmisher eliminated absorbs 1 CP

The same unit may absorb more than one CP in an assault, until it is eliminated, but a unit cannot absorb CPs by both retreat and elimination. If a unit must absorb more CP than it can fulfill then it must be eliminated without retreating. If the results of any attack require the defender to take more CP than his units in the area can sustain, additional casualties are ignored; however, a cavalry Overrun may result if the assault was conducted by a Cavalry Charge Impulse.

11.17 ATTACKER RETREATS

The attacker may be called upon to retreat as a result of combat. Attacking units may only retreat into the area or zone from which they entered the area in a Mandatory Assault.

However, if such retreat would cause the area retreated into exceed the stacking limit, the attacking units in excess of the stacking limit are eliminated.

11.18 DEFENDER RETREATS

Defending units electing to retreat in order to absorb CP must follow certain retreat priorities to determine their retreat destination.

11.19 RETREAT PROCEDURE

Retreating defending units retreat to a friendly controlled area not adjacent to enemy units. If there is no such area, not adjacent to enemy units, or all such areas are fully stacked, retreating units follow the retreat priorities. Units retreat one unit at a time to determine if an area reaches the stacking limit. If it does, subsequent units must retreat to another area that does not exceed the stacking limit. If a retreating

unit has no viable area to which it can retreat, it is eliminated.

11.20 RETREAT PRIORITIES

If there is more than one area to which defending units may retreat, the defender must retreat based on the following priorities:

1. Friendly area adjacent to the least number of areas containing enemy units. If tied the retreating side chooses.
2. Friendly controlled area. Retreating units may retreat into different areas so long as the above priorities are observed. If two areas share the same priority the retreating player may select which area to retreat into.

11.21 VOLUNTARY RETREAT

Some or all defenders in an area being assaulted may voluntarily retreat after the assault is resolved, even if the attacker losses. The Forward unit does not have to be one of the units to retreat.

12.0 VOLLEY FIRE IMPULSE

12.1 OVERVIEW

In a volley fire impulse, the active player activates a contested area. Volley fire is only available to fresh infantry units belonging to the activated Leader's formation. Unlike a Move/Assault Impulse, movement does not occur. Importantly, units conducting a Volley Fire Impulse may only attack enemy units in the area they occupy (contested area).

12.2 PRIMARY TARGET

In a Volley Fire Impulse, the active player chooses one unit in the target area as the Primary Target. The Primary Target must take the first CP inflicted, if any.

12.3 FIRING UNITS

In a Volley Fire Impulse, the AF is the attack factor of the fresh Point firing infantry unit plus any additional supporting fresh infantry units. The attacker also adds one to the AV for each skirmisher in the active area. However, skirmishers may not provide support a Volley Fire against cavalry.

12.4 DEFENDING UNITS

The DV is the sum of double the TEM of the contested area. The Defense Factor of the defending Primary Target is not relevant to volley fire resolution. However, for each defending skirmisher unit in the area the defender adds one to the DV. If the primary target unit is a skirmisher, the defender adds two to the DV and

then adds one for each other additional skirmisher.

12.5 VOLLEY FIRE RESOLUTION

To resolve a volley fire, the Attacker makes a DR, which is added to the AV to form the Attack Total (AT), and the Defender makes a DR, which is added to the DV to form the Defense Total (DT). If the Attack Total is GREATER than the Defense Total, the Defender must remove CPs equal to the difference between the Attack Total and the Defense Total. The Point unit and supporting units conducting a Volley Fire Impulse suffer neither retreat nor CP loss due to a failed attack, but are immediately spent upon conclusion of the Volley Fire.

12.5.1 Dice. When resolving a volley fire, each player simultaneously rolls two dice (DR).

12.5.2 ATTACK VALUE (AV)

The AV is equal to the sum of:

- A. +Attack Factor of infantry unit (Point Unit)
- B. +1 for each supporting fresh infantry
- C. +1 for each skirmisher in active area*
- D. +1 for each fresh artillery unit in active area

*skirmishers may not modify the AV in a volley fire against cavalry

12.5.3 DEFENSE VALUE (DV)

The DV is equal to the sum of:

- A. +2 x TEM of the area
- B. +1 each skirmisher in area
- C. +2 if the primary target is a skirmisher

12.6 FAILURE

During a Volley Fire, if AT is LESS THAN or EQUAL to the DT, there is no effect on the defending player's units. The firing Point unit and all supporting infantry units are flipped from their fresh to spent side.

12.7 SUCCESS

During Volley fire, if AT is GREATER THAN the DT the defender must remove casualty points equal to the difference between the AT and the DT. The defending Primary Target must absorb the first CP. The firing Point unit and all supporting infantry units are flipped from their fresh to spent side.

13.0 BOMBARDMENT IMPULSE

13.1 OVERVIEW

Bombardment is a type of ranged fire used by artillery units. Only fresh artillery units belonging to the activated Leader's formation may conduct a Bombardment Impulse. *Exception:* Grand Battery (6.4). In a Bombardment Impulse, the active player activates an area to be the active area. Unlike a Move/Assault Impulse, movement does not occur. Units conducting a Bombardment Impulse may bombard adjacent areas. Artillery units may also bombard units up to two areas away if the intervening area is open terrain (circle TEM of 1) using long range fire (8.6.1). Artillery units may not bombard into a contested area unless it is an area they occupy, and artillery units in a contested area may only bombard enemy units in their own area. Finally, artillery units may not use long range fire to bombard over friendly units, even when using Grand Battery indirect fire.

13.2 PRIMARY TARGET

In a Bombardment Impulse, the active player chooses one unit in the target area as the Primary Target. The Primary Target must take the first CP inflicted, if any.

13.3 BOMBARDING UNITS

In a Bombardment Impulse, the AF is the attack factor of the Point artillery unit plus one for each additional fresh artillery unit in the active area supporting the bombardment. The AV is plus one if the primary target is a cavalry unit.

13.4 DEFENDING UNITS

The DV is double the TEM of the bombarded area. The Defense Factor of the primary target is not relevant to bombardment resolution. However, the DV is plus two if the primary target unit is a skirmisher, plus one if the firing artillery is using long range fire and plus one if the primary target is an artillery unit. Finally, if the grand battery is firing indirectly, the final AV is halved (rounded down).

13.5 BOMBARDMENT RESOLUTION

To resolve a bombardment, the attacker makes a DR, which is added to the AV to form the Attack Total (AT), and the Defender makes a DR, which is added to the DV to form the Defense Total (DT). If the Attack Total is GREATER than the Defense Total, the Defender must remove CP equal to the difference between the Attack Total and the Defense Total. Bombarding units suffer neither retreat nor CP loss due to a failed attack. The firing Point artillery unit and all supporting artillery units are flipped from their fresh to spent side upon conclusion of the bombardment.

13.5.1 Dice. When resolving a bombardment,

each player simultaneously rolls two dice (DR).

13.5.2 ATTACK VALUE (AV)

The AV is equal to the sum of:

- A. +Attack Factor of artillery unit (Point unit)
- B. +1 for each additional fresh supporting artillery unit
- C. Final AV is halved if Grand Battery using Indirect fire (rounded down)
- D. +1 if the primary target is cavalry

13.5.3 DEFENSE VALUE (DV)

The DV is equal to the sum of:

- A. +2 x TEM of the attacked area
- B. +2 if primary target is skirmisher
- C. +1 if primary target is artillery
- D. +1 if artillery using long range fire

13.6 FAILURE

During a bombardment, if AT is LESS THAN or EQUAL to the DT, there is no effect on the defending player's units. The Point unit and all supporting artillery units are flipped from their fresh to spent side.

13.7 SUCCESS

During a bombardment, if AT is GREATER THAN the DT the defender must remove casualty points equal to the difference between the AT and the DT. The defending target unit must absorb the first CP. The Point unit and all supporting artillery units are flipped from their fresh to spent side.

14.0 SKIRMISHERS

14.1 GENERAL

Skirmishers are represented in the game by mini one-step units, except the British rifle skirmisher unit, which has a fresh and spent side. When a one-step skirmisher becomes spent, the unit is permanently removed from the game.

Skirmishers are not just miniature brigades. They have their own special abilities and uses in the game. Most notably, they are excellent defenders in the woods and villages such as Hougoumont. They also influence combat as seen in the various types of modifiers.



14.2 SKIRMISHER DEFENSIVE FIRE

Prior to calculating and resolving any assault into an area that contains a skirmisher unit controlled by the defending player; the attacking side must undergo Skirmisher Defensive Fire. Skirmisher units located in the assaulted area may fire at the Point unit prior to the assault. The TEM of the area the assaulting units are moving from is used as the defensive TEM, not the TEM of the area being assaulted. Skirmisher Defensive Fire uses a procedure similar to volley fire. Finally, skirmishers may not use Skirmisher Defensive Fire against a Cavalry Charge Impulse.

14.3 IDENTIFY POINT UNIT

The active player identifies the Point assaulting unit and all supporting units prior to resolving Skirmisher Defensive Fire. The attacking player may not change the selected Point unit following Skirmisher Defensive Fire. The defending player may wait until after the Skirmisher Defensive Fire before identifying the Forward defending unit.

14.4 PRIMARY TARGET IS POINT UNIT

Skirmisher Defensive Fire targets the active player's designated Point unit, which is automatically the Primary Target. The Primary Target must take the first CP inflicted, if any.

14.5 DEFENSIVE FIRE

In Skirmisher Defensive Fire, the AF is the attack factor of the Point skirmisher unit, plus two for each additional skirmisher unit supporting the Skirmisher Defensive Fire.

14.6 PRIMARY TARGET

The Primary Target unit's defense value does not count towards the DV in Skirmisher Defensive Fire. The DV is the TEM of the area from which the assaulting units entered the assaulted area. If the Primary Target (assaulting Point unit) is a skirmisher, the assaulting player adds one to the DV. Additionally, each other skirmisher supporting the assault adds one to the DV.

14.7 SKIRMISHER DEFENSIVE FIRE RESOLUTION

To resolve Skirmisher Defensive Fire, the defender (non-active player conducting Skirmisher Defensive Fire) makes a DR, which is added to the AV to form the Attack Total (AT), and the defender (active player conducting the assault) makes a DR, which is added to the DV to form the Defense Total (DT). If the Attack Total is GREATER than the Defense Total, the active assaulting player must absorb CP equal to the difference between the Attack Total and the Defense Total. Skirmisher defensive fire units suffer neither

retreat nor CP loss due to a failed attack.

14.7.1 Dice. When resolving Skirmisher Defensive Fire, each player simultaneously rolls two dice (DR).

14.7.2 Attack Value (AV).

The AV is equal to the sum of:

- +Attack Factor of skirmisher unit (the Point unit)
- +2 for each additional supporting skirmisher unit

14.7.3 Defense Value (DV).

The DV is equal to the sum of:

- +TEM of the area entered from
- +1 if the primary target is a skirmisher
- +1 for each additional skirmisher in assault

*No Skirmisher defensive fire against a cavalry charge

14.8 FAILURE

During a skirmisher defensive fire, if AT is LESS THAN or EQUAL to the DT, there is no effect on either player's units.

14.9 SUCCESS

During a skirmisher defensive fire, if AT is GREATER THAN the DT the defender must remove CP equal to the difference between the AT and the DT. The assaulting player's designated Point unit must absorb the first CP.

14.10 ASSAULTING UNIT CASUALTIES

CP are applied immediately prior to the assault. The assaulting Point unit must take the first CP and the assaulting player may then apply additional CP to other units participating in the assault. If the active player's Point unit is eliminated or retreats, the assault is cancelled and all other assaulting units must also retreat. If it was a voluntary assault, the attack is cancelled but the attacking units do not retreat.

14.11 FOLLOWING DEFENSIVE FIRE

Following absorption of CPs (if any) and if the assaulting Point unit has not been eliminated or retreated, the defender designates his Forward unit and the assault is calculated as normal. The assaulting player must keep the same Point unit as identified prior to Skirmisher Defensive Fire.

15.0 ZONES

15.1 OVERVIEW

Zones represent larger areas off map. Only Prussian units may enter or retreat into a zone. When Prussian units arrive as reinforcements, they are placed into a specific zone as identified on the Set-Up Card.

15.2 MOVEMENT BETWEEN ZONES

Prussian units may move between zones. However, units must be activated via normal Leader activation, and it takes their entire movement allowance to move from one zone to another zone.

15.3 ZONES TO AREAS

Prussian units may move from a zone to an area via indicated arrow path. The movement is conducted as if a unit was moving between areas and all normal movement rules apply.

15.4 AREAS TO ZONES

Prussian units may not voluntarily move from an area to a zone. However, if retreating, a Prussian unit may retreat into a zone from an area using the normal retreat rules.

15.5 ZONE STACKING LIMIT

There is no limit to the number of Prussian units that may occupy a zone.

15.6 BOMBARDMENT FROM ZONES

Prussian units may conduct a Bombardment Impulse from a zone to an adjacent area per the normal bombardment rules. However, Prussian artillery units firing from a zone are limited to targeting only adjacent areas only and may not use long range fire (8.6.1). French artillery units adjacent to a zone may also bombard Prussian units in a zone, but also may not use long range fire (8.6.1) to reach a zone.

15.7 PRUSSIAN REINFORCEMENTS

Prussian units arrive on the following turns and in the listed zones:

TURN	ZONE	UNIT	LEADER
6	P3	II Korps	Pirch
6	P2	IV Korps	Bulow
8	P1	I Korps	Zieten

15.8 GENERAL ADVANCE ZONES AND AREAS

The Prussians may use a General Advance Impulse to move between zones and between zones and areas.

16.0 PRUSSIANS

16.1 OVERVIEW

Prussian reinforcements are placed during the End Phase per the Prussian reinforcement card instructions. The turn and zone is listed on the reinforcement card.

16.2 REINFORCEMENTS

Once reinforcements are placed in their arrival zones the Allied player may immediately attempt to activate any arrived Prussian Leaders or Commander as per normal rules.

16.3 PRUSSIAN COMMANDER

The Allied player may only use the Prussian Commander Double Move Special Action to activate Prussian units. Prussian and British units may never activate together, even if located in the same area. The Prussian Commander Intervene Special Action may only be used if the Point attacking or Forward defending unit is Prussian (this same rule applies to the British Commander). Equally, Prussian Leaders may only use the Leader Special Actions if the Point attacking unit or Forward defending unit is Prussian and from the Leader's formation (the same rule applies to British Leaders). Finally, the Allied player may select either the British or Prussian Commander (as long as they are fresh) to attempt activation to cancel a Sunset roll, but not both in the same impulse.

16.4 MIXED ALLIED UNITS

Prussian and British units sharing the same area may not activate together for an action impulse; however, they defend together. Thus a British unit may be selected as the Forward defensive unit and Prussian units may support, or a Prussian unit may be selected as the Forward defending unit and British units may support.

17.0 VICTORY CONDITIONS

17.1 OVERVIEW

The victory point track is used to record the current victory points (VPs). The marker starts in the zero "0" space of the track. As a side scores points it is moved along in a tug-of-war fashion towards the side scoring the points VPs. The award of VPs for the control of areas is only temporary, and the number of points gained can be lost or reduced when areas are contested or control changes.

17.2 AUTOMATIC VICTORY

The French win an automatic victory by having ten

(10) victory points during any End Turn Phase of a game turn. Alternatively, the Allied player also wins an automatic victory by having ten (10) victory points during any End Turn Phase of a game turn.

17.3 VICTORY LOCATIONS

If the French control a blue victory point (VP) area the French player gains the points listed in the area. The French player gains half the VP listed in an area if the area is contested.

Similarly, if the Prussian's or the British control a green VP area the Allied player gains the points listed in the area. The Allied player only gains half the VP listed in an area if the area is contested.

17.4 VICTORY POINTS

When an enemy unit (not a skirmisher) is eliminated, the player receives one (1) VP. If a French Imperial Guard unit is eliminated (Drouot's formation), the Allied player receives three (3) VPs. Allied (either British or Prussian) eliminated units add to the French victory point total. French eliminated units add to the Allied victory point total.

EXAMPLE: The French capture Hougoumont and place a control marker. The French player gains two victory points and moves the VP marker two spaces. A turn later the British assault Hougoumont. Following resolution of the assault, British units remain in the area (contested). The French player now only receives half the VP for a contested area, thus the French would reduce their VP marker by one.

17.5 FINAL TURN VICTORY POINTS

During the End Phase on the final turn of the game, each player scores 1/2 victory point (rounded down) for each opposing infantry, British rifle skirmisher, or cavalry unit that is spent. Such points are added to the current victory track.

17.6 VICTORY CONDITIONS

If the game ends before the French achieve an automatic victory, the winner is determined based on the number of French victory points, plus final turn victory points (17.5):

10+ French VP	= French Major Victory
8+ French VP	= French Marginal Victory
2-7 French VP	= Draw
1 French VP	= Allied Marginal Victory
0 or less French VP	= Allied Major Victory

OPTIONAL RULES

18.0 VILLAGE AREAS

18.1 OVERVIEW

From a game perspective both the Hougoumont and la Hayes Sainte areas in particular were one of trade-offs between ease of game play and added complexity. During earlier versions of the game, these areas had multiple special rules and limitations. For ease of play, the base rules treat these areas as any other area. However, if the players find Hougoumont, la Hayes Sainte, and the other village areas too difficult to assault with the base game stacking rules, or they find the base stacking rules unrealistic, they should play with this optional rule.

18.2 VILLAGE STACKING

All villages (areas with a square TEM symbol) have a stacking limit of four units (rather than the normal ten units per Rule 7.1).

18.3 ATTACKING VILLAGES

When either player assaults a village area by means of a Mandatory Assault, the player may do so with ten units per the normal stacking rule. However, in the case of a Success or Stalemate, the assaulting player may only keep four units in the area and the Point unit must be one of these units. Any units in excess of four that participated in the assault retreat back to the area from which they entered the assaulted area.

19.0 CAVALRY EXHAUSTION

19.1 OVERVIEW

The rules pertaining to cavalry have seen the most changes. Attempting to make cavalry perform, and to be utilized historically, without serious rules complexity is a challenge. At one point in the development of the rules, infantry units could attempt to form square, which necessitated additional rules for artillery gunners abandoning their artillery and move to the infantry squares, etc. For those players that believe cavalry are just too strong, or don't mind a little more complexity, please use these optional rules.

19.2 CHARGE EXHAUSTION

Following a Cavalry Charge Impulse, all participating cavalry on their fresh side are flipped to spent, or if already spent eliminated. This rule requires a change to assault results for a Success, Stalemate or Failure (11.13, 11.14 and 11.15).

19.3 RALLY CAVALRY

This optional rule changes Rule 6.3.2 slightly. A Leader may rally all cavalry units from his formation in a single friendly area, or two units of his choice from his formation, either infantry, cavalry and/or skirmisher (rifle) units.

19.4 OVERRUN EXHAUSTION

Following a successful Cavalry Charge Impulse that results in an overrun, the Point cavalry unit is not flipped from fresh to spent, or if already spent eliminated, until after the Overrun is completed. The player conducts his Overrun as if it was a new charge but must utilize the same Point unit as designated in the original assault. Not until the conclusion of the Overrun do the participating cavalry units apply Charge Exhaustion (19.2).

19.5 CAVALRY CHARGE FAILURE

This optional rule replaces Rule 11.13 Failure with Rule 19.5 Cavalry Charge Failure.

During a Cavalry Charge Impulse, if AT is LESS THAN the DT, there is no effect on the defender's units. The Point charging unit is flipped from its fresh side to spent, and if already spent it is eliminated. If a mandatory assault, all units must then retreat. Charging units that retreat must do so into the area or zone from which they entered the assaulted area. Then apply Rule 19.2 Charge Exhaustion.

GAME NOTE: If a cavalry charge results in a failure, ONLY the Point unit is flipped. All participating cavalry units then retreat before the exhaustion rule is applied.

19.6 CAVALRY CHARGE STALEMATE

This optional rule replaces Rule 11.14 Stalemate with Rule 19.6 Cavalry Charge Stalemate.

During a Cavalry Charge Impulse, if AT EQUALS the DT, both the attacking Point unit and defending Forward unit flip from their fresh to spent side, or if already spent are eliminated. If a Mandatory Assault, all charging units may retreat. Charging units that elect to retreat must retreat into the area from which they entered the assaulted area. If a Voluntary Assault, all charging units may elect to retreat to an adjacent friendly area. Then apply Rule 19.2 Exhaustion.

19.7 CAVALRY CHARGE SUCCESS

This optional rule replaces Rule 11.15 Success with Rule 19.7 Cavalry Charge Success.

During a Cavalry Charge Impulse, if AT is GREATER THAN the DT, the defender must remove casualty points equal to the difference between the AT and the DT. The defending Forward unit must absorb the first CP. Check for Overrun. If a Mandatory Assault, all charging units may elect to retreat to the area from which they entered the assaulted area. If a Voluntary Assault, all charging units may elect to retreat to an adjacent friendly area. At the conclusion of assault, Overrun or retreat, apply Rule 19.2 Exhaustion.

20.0 EXPANDED RALLY

20.1 OVERVIEW

This rule is for those players that feel that units rally too slowly in the base game. Using the Expanded Rally rule will make units much more robust. Players may choose to use one or both of the following rules.

20.2 SELF RALLY

Each rally phase the French player may rally two units anywhere on the map. Similarly, the Allied player may rally one British unit and one Prussian unit anywhere on the map.

20.3 EXPANDED LEADER RALLY

A fresh Leader may Rally either three infantry, British rifle skirmisher and/or cavalry units from his formation, or all cavalry from his formation if using the optional cavalry exhaustion rules (Rule 19.3) in a single area. A Leader used for Rally immediately becomes spent.