

Rutledge



Waterloo 1815



WATERLOO – 1815

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1.0 INTRODUCTION

- 1.1** This game recreates the battle fought on 18th June 1815, near the village of Waterloo (Belgium), between the French army led by Emperor Napoleon Bonaparte, and the coalition armies of the Duke Wellington and Marshal Gebhard Leberecht von Blücher.

2.0 GAME PIECES

- 2.1** The game pieces come in wooden blocks of different sizes, depending on the unit type (infantry, cavalry, artillery and HQ). The game includes two sheets (one per side) of die-cut labels to be applied to the blocks in order to create the units. Die-cut cardboard informational markers are also provided.

3.0 THE MAP

3.1 The gameboard depicts the terrain as found on the actual battlefield. All the key locations and different kinds of terrain are appropriately indicated.

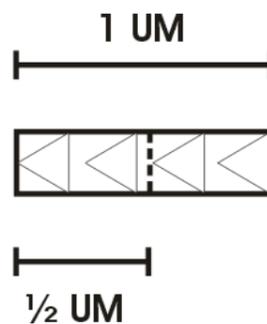
4.0 SETUP

4.1 All units should be placed on the map as shown on the General Setup Cards provided for each player. The owning player can choose which formation (column, line, limbered or unlimbered) any unit sets up in. Chasse's division (brigades of Detmers and d'Aubreme), sets up in Braine l'Alleud. All units entering play after setup should be placed on the unit entry areas. The French are always the first player. If the optional rules are used, the players may agree to use the hidden setup rules for the Allied player, or the simultaneous setup rule.

4.1.1 Note that during the first turn, the French player can only conduct infantry or cavalry attacks against Allied units in fortifications or Bijlandt's Dutch-Belgian brigade.

5.0 UM (MOVEMENT UNIT)

5.1 The **UM** marker is an important tool that serves to measure a unit's movement range (we'll elaborate on that in section 10.0 Movement), but it's also useful for any kind of range measurement, as covered in the relevant sections. 1 **UM** stands for the full length of the marker, while $\frac{1}{2}$ **UM** is the length up to the dashed line in the middle.



6.0 SEQUENCE OF PLAY

6.1 The player currently moving is termed the Attacker, while the "passive" player is the Defender. Each game turn represents 60 minutes of real time and is divided into two player-turns, further subdivided in phases.

6.2 **Rally Phase:** Attacker player may try to rally Disorganized or Routed units. "Shaken" markers are removed. Units engaged in combat may try to disengage.

6.3 **Artillery Defensive Fire Phase:** All the Defender's Artillery units may fire at enemy units within LOS (Line of Sight) and range.

6.4 **Artillery Preparation Fire Phase:** All the Attacker's Artillery units may fire at enemy units within LOS and range, as preparation fire.

6.5 **Movement Phase:** The Attacker may move some, all or none of his units, except for the Artillery units that conducted preparation fire. All the attacks to be conducted must be declared beforehand (both normal and charge). Units' formation can also be changed, but if so, the affected unit can move only half its movement allowance and will not be able to attack.

6.5.1 Enemy Artillery Crew Reaction: An artillery unit about to be attacked by enemy cavalry or infantry may choose to stand and fire canister in the Musketry Fire Phase (provided it didn't fire in the Artillery Defensive Fire Phase); or, if within 1 **UM** range of a friendly infantry unit formed in square, the artillery crew (represented via a separate crew marker) may choose to abandon the guns and seek protection inside the friendly square (whether it fired in the Artillery Defensive Fire Phase or not).

6.6 Defender Musketry Fire Phase: The Defender's units may conduct fire against enemy units adjacent or within ½ UM range (see also 7.4.3.2. Canister Fire).

6.7 Attacker Musketry Fire Phase: The Attacker's units may conduct fire against enemy units adjacent or within ½ UM range.

6.8 Combat (Melee) Phase: There are two combat types: bayonet assault and cavalry combat.

6.8.1 Bayonet Assault Phase: When there are opposing adjacent infantry units and the Attacker has survived the Defender's musketry fire, that Attacker may choose to conduct a Bayonet Assault, in which both sides fight each other as per the Bayonet Assault rules. Only infantry units may conduct this type of combat.

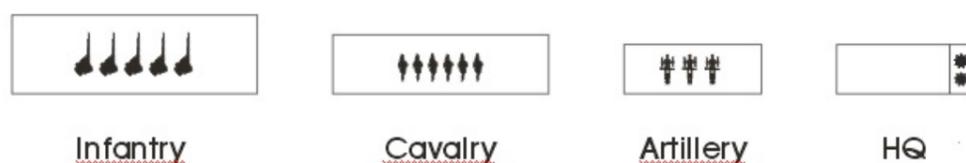
6.8.2 Cavalry Combat Phase: Charging cavalry units that survive all Defender's Musketry Fire while conducting a charge may proceed to attack their targets. Non-charging cavalry that otherwise qualifies to engage in combat (without the charge modifiers) also attacks in this phase.

6.8.3 Note that one or more bayonet assaults and/or one or more cavalry charges may be combined against the same target unit (imagine a unit under attack from multiple directions, front, flank, rear...).

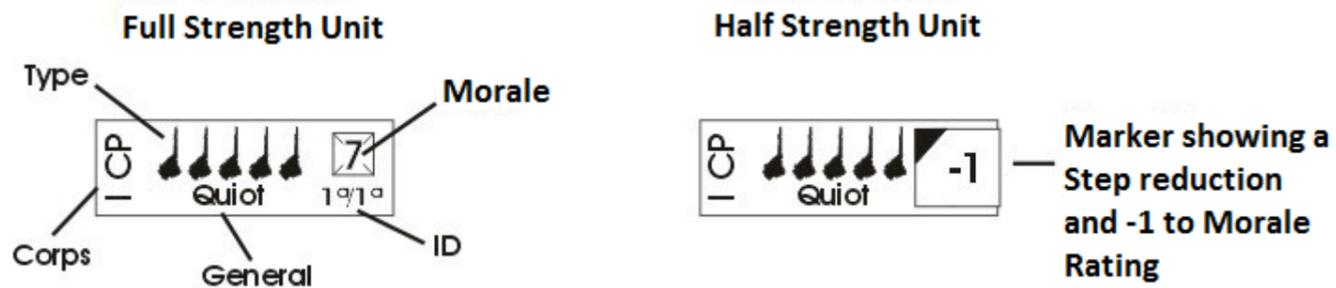
6.9 The Attacker's turn is over. The player roles are now reversed with the Defender becoming the Attacker and following the same steps as above. When he's done, a full turn is over and the turn marker is moved to the next box in the Game Turn Track.

7.0 UNITS

7.1 There are 4 unit types in the game: infantry, cavalry, artillery and HQ. These units are represented by wooden blocks of different size, depending on the unit type.



7.2 The labels to be applied on the wooden blocks convey specific information needed to identify each unit.



7.3 We can see that the unit pictured above is the 1st Line Infantry Brigade from the 1st Division, (Quiot), belonging to the I Corps. Its morale rating is 7 when at full strength and 6 when reduced (the step reduction marker is placed on the unit when a strength step is lost to show the drop in morale).

7.4 Units are colour-coded to identify their nationality. French units are blue. Allied units come in three different colours to tell them apart; English and some KGL units are red, Brunswick units are green and Dutch-Belgian units are orange. Prussian units are grey.

7.5 Let's see the capabilities of each unit type:

7.5.1 Infantry: The main component of the armies; they will bear most of the burden of battle. There were many types of foot units; but there are only three different types in the game, for the sake of simplicity:

7.5.1.1 Line Infantry: These are the core of the armies, the basic combat unit.

7.5.1.2 Light Infantry: Faster than line infantry and excelling in manoeuvrability and engaging in the opening skirmishes. They are not penalised for movement in woods (c.f.: Effects of Terrain Chart).

7.5.1.3 Guard Infantry (Elite): Present in both sides. They are recognised by the darker colour and the white letters. They have superior morale and better modifiers in combat. They behave like Line Infantry, but they do not lose morale when they are at half strength.

7.5.1.3.1 French Imperial Guard: Just the sight of French Imperial Guard infantry could instil fear in the enemy, and hearten those in the French ranks. They had, and were meant to have, an aura of invincibility. To reflect this, the French Imperial Guard infantry has some unique characteristics:

- a. An Allied unit facing (i.e. engaged in combat with, or receiving fire from), Imperial Guard infantry has its morale reduced by 1 for any required check.
- b. The moment an Allied unit is adjacent to a French Imperial Guard infantry unit, a morale check is required. If failed, the affected unit receives a "Shaken" marker.
- c. Non-Guard French units within 1 UM of a French Infantry Guard unit have their morale increased by 1, for as long as they are within range.
- d. If a French Guard infantry unit withdraws (i.e. breaks off a combat or is forced into any form of retreat), French units within 2 UMs must check morale with a -1 penalty. Seeing the

Guard retreating could be a decisive blow to the morale of neighbouring French units. If the morale check is failed, the affected unit(s) must orderly withdraw.

7.5.1.3.2 *Note: British and **Red** KGL units were better drilled than their Allied counterparts and are thus not affected by the French Imperial Guard special effects.

7.5.1.4 The different infantry types are distinguished by the colour patterns on the wooden blocks. Light infantry has its morale box printed in a lighter colour. Guard units have their type letter indicator printed in white. Each infantry wooden block represents a brigade.

7.5.2 CAVALRY: Mounted units with superior mobility and often superior combat values. There are three types in the game:

7.5.2.1 Light Cavalry: just as their infantry counterparts, these enjoyed greater manoeuvrability and specialised in skirmishing and scouting. They are not penalised for moving through woods. Light Cavalry is automatically disorganized upon completion of a charge combat.

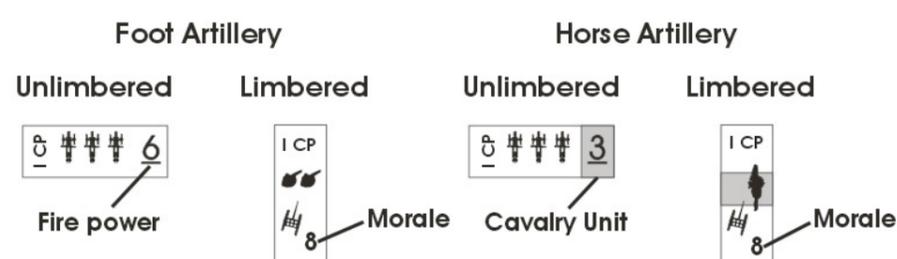
7.5.2.2 Medium Cavalry: the main cavalry type in both armies.

7.5.2.3 Heavy Cavalry: it was the most feared cavalry unit possessed by both sides, delivering potentially devastating charges. They are identified by a triangle under the cavalry type indicator (Δ).

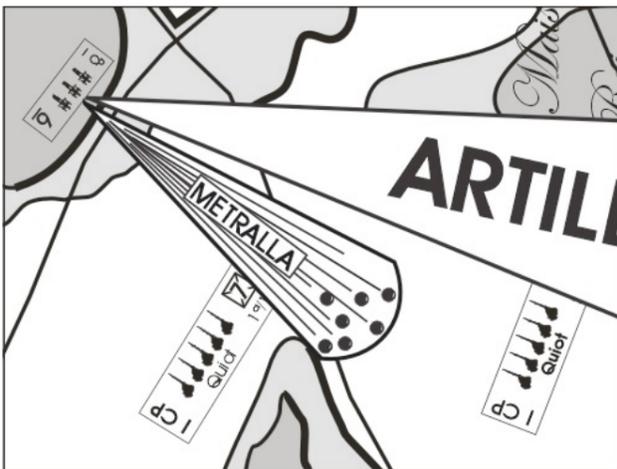
7.5.2.4 These three cavalry types are distinguished by the colour patterns in their morale box. Light cavalry has its morale box printed in a lighter colour. Guard units have their type letter indicator printed in white. Each cavalry wooden block represents a brigade.

7.5.2.5 Cavalry units cannot attack enemy units inside fortifications. They can attack enemy units in settlements, (villages and small towns), but they lose their inherent combat modifier if they do so. For instance, a French Lancer unit will lose its +2 bonus when attacking in column formation if the target defends in a settlement. Other applicable combat modifiers are not affected and are still used as normal (Blood Rage, flanking, attack on the rear, shaken unit, etc.).

7.5.3 ARTILLERY: There are two types of Artillery in the game: Foot Artillery and Horse Artillery. Horse artillery is recognized by the lighter colour stripe on the right. Both artillery types may, as long as they didn't shoot in the preparation fire phase, change formation and then move up to half their movement allowance. The sole value printed on unlimbered Artillery units is their Firepower. The sole value printed on limbered Artillery units is their Morale.



7.5.3.1 Artillery crews are rated overall for their skill and quality. The better they are, the more readily they will hit their targets. This is reflected in the game by giving each artillery unit an HD (crew skill) rating. This rating is found in the corresponding Army Aid Card and is the result range needed with a 1d6 to hit. For instance, French artillery crew is rated with a 3-6 HD, and thus hits on a roll of 3, 4, 5 or 6 and misses on a 1-2 roll. Artillery may fire two kinds of ammunition, long range (round shot) and canister. There are two artillery templates provided, one for each kind of fire. If canister is used, the hit is automatic (you don't need to bother about the HD) and **every** unit (enemy or friendly) touched (even if only barely) by the canister template is subject to a 1d6 roll on the Combat/Fire Table. The units are affected even if on a lower elevation than the firing artillery (canister is considered to spread everywhere and cannot be directed above friendly units as with normal fire).

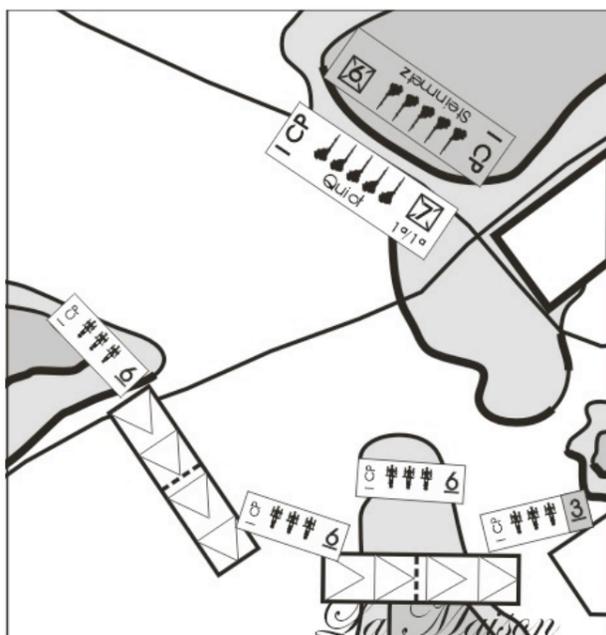


Example: the Allied Artillery has two French infantry brigades within range (they are in range of the artillery template) and line of sight. The player can choose which one to fire at. He could conduct normal fire against either, but could fire canister only against 1st Quint. Note that the canister range is significantly shorter.

7.5.3.2 Canister Fire in the Musketry Fire Phase: An artillery unit that did not conduct defensive fire during the enemy player turn, and is about to be attacked by infantry or cavalry, may fire canister. It is considered a sort of special musketry fire conducted by artillery.

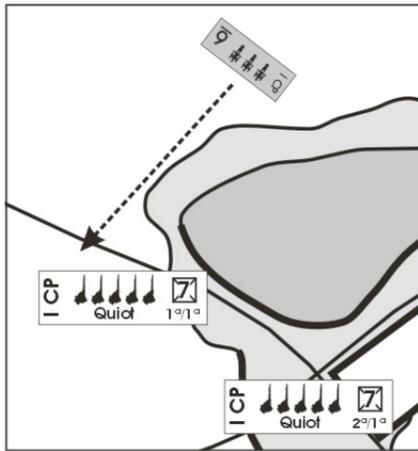
7.5.3.3 Artillery Fire Concentration: An artillery unit that is within $\frac{1}{2}$ UM of another friendly artillery unit (and potentially forming a "chain" of several such units) may combine fire and add their fire power together. This is true with any combination of both canister and solid shot, as long as a hit is achieved as usual, with the normal ranged fire.

7.5.3.4 Artillery from Wellington's Anglo-Dutch army may not combine with artillery from Blücher's Prussian army (and vice versa).



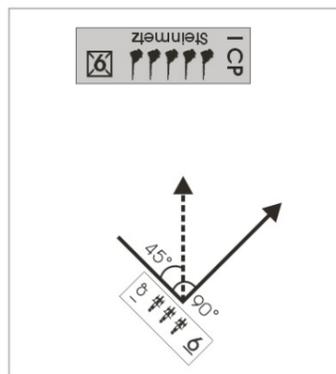
Example: The Allied unit on the hill is about to be shot at by French artillery. There are 4 artillery units. The one on the further left cannot conduct concentration fire because it is further than $\frac{1}{2}$ UM from the closest one. The other three can concentrate fire, as they are within $\frac{1}{2}$ UM range of the next in the group. From left to right, there are two foot artillery units with a fire power of 6 and a horse artillery unit with a fire power of 3. The French rolls a die three times (once per artillery unit) and gets 6, 2 and 3 respectively. One foot artillery and the horse artillery hit (they hit on a 3-6). Their combined firepower is 9 (translating into a +2 Fire modifier). Now the French player rolls a 1d6 to assess the effect of fire.

7.5.3.5 An artillery unit can shoot as long as at least a portion of the target unit is in the line of sight. A partial LOS is good enough.

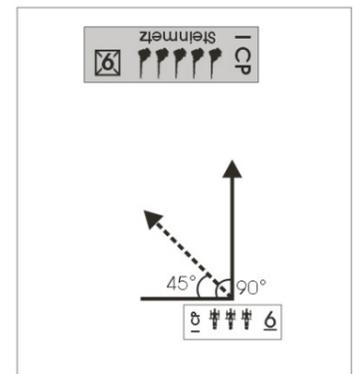


Example: Both French infantry brigades are within firing range of the Allied artillery, but since the LOS to the 2nd Quiot's brigade is fully blocked by the hill, it cannot be targeted. While only a small portion of the 1st Quiot's brigade is visible, it can be targeted.

7.5.3.6 The artillery line of sight is measured from the centre of the unit, where you put the vertex of the artillery template. The artillery unit must be facing its target in order to fire. If this is not the case, the facing can be shifted up to 45°. If the artillery changes its facing by more than 45°, it will be considered as having moved and won't be able to fire for the current turn. All facing changes must be done by pivoting from the centre.



On the picture on the left, the artillery cannot see the Prussian unit. On the picture on the right, the artillery has turned 45° and has now a LOS to the Prussians.



7.5.3.7 An artillery unit can only move in limbered formation. It can cross woods **ONLY** if moving through a path.

7.5.3.8 Assaulted artillery defends with a strength of 1 (without die roll) on the combat table, without modifiers, except for terrain and HQ if present. If forced to retreat after combat, and there is no supporting friendly infantry unit in range and in square formation (c.f.: 7.4.3.10), it is instead eliminated. Artillery units cannot disengage from combat.

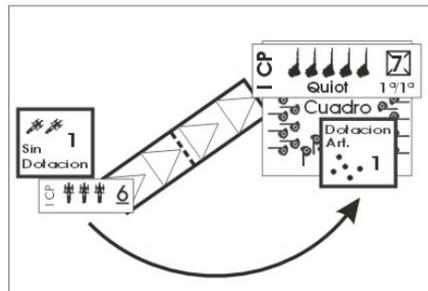
7.5.3.9 When an artillery unit fires, mark it accordingly with the appropriate marker:



7.5.3.10 Artillery and friendly units in square: Often, on the battlefield, when an artillery battery was attacked by infantry or cavalry, and there was a friendly infantry nearby in square formation, the crew left behind their guns and sought refuge in the square. When the danger had passed, they left the square and returned to their battery, if it was still operative.

7.5.3.10.1 We seek to simulate this situation with the following rule. As an exception, this is the only instance in which a unit will move in

the enemy Movement Phase. If an artillery unit is about to be attacked by cavalry or infantry, the crew may choose to stay and fire canister in the Musketry Fire Phase (provided it didn't fire in the Artillery Defensive Fire Phase), **or**, if within 1 **UM** range of a friendly infantry unit formed in square, the crew may elect to abandon the guns and protect the itself inside the friendly square (whether the battery fired in the Artillery Defensive Fire Phase or not). This procedure may also be conducted when an artillery unit is forced to retreat after combat. Place a Crewless ("sin dotación") Marker on the artillery unit and an Artillery Crew ("Dotación Art.") Marker on the sheltering square. From the following turn on, if the danger is passed, the crew may return to the artillery unit, if still in play, leaving the square. The artillery may not fire in the same turn in which the crew returns.

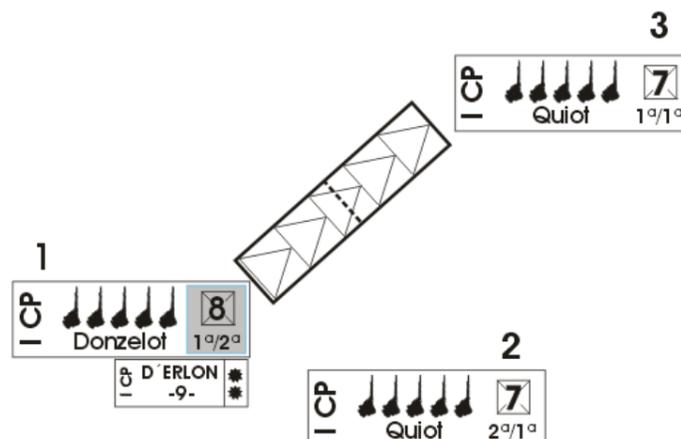


7.5.3.10.2 A crewless artillery unit may be destroyed by an adjacent enemy unit that rolls a 1-4 on 1d6 in the combat phase.

7.5.4 HQ: It is considered an individual unit. It represents a Corps commander and his entourage, or the army commander and his staff. These are the only units in the game that can be attached to any other kind of unit.

7.5.4.1 If an HQ is touched or stepped over by an enemy unit while alone, or its attached unit is eliminated, the HQ is removed from the game.

7.5.4.2 The main purpose of an HQ is to swap the morale value of the attached unit for its own morale value for all morale and rally checks and to provide a +1 bonus in combat (Napoleon, Wellington and Blücher provide a +2 bonus, instead) to the attached unit. Unattached units in range (within 1 UM and provided their morale is less than the HQ's) benefit from a +1 to their morale ratings for any required check.



7.5.4.3 Example: The French infantry unit 1 possesses a morale factor of 8, units 2 and 3 have morale 7. Corps HQ D'Erlon is attached to unit 1, that can employ the HQ's morale rating of 9 instead of its own for any morale or rally check. Unit 2 will have its morale increased by 1, to 8, while within HQ's command range (1 UM). Unit 3, as it is out of command range

(beyond 1 UM) doesn't get any benefit, and must go with its morale rating of 7 for any check.

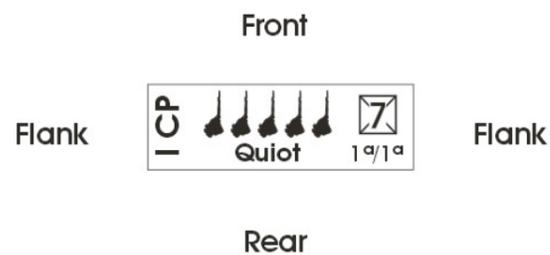
7.5.4.4 A HQ must attach, if at all, to a unit from its own corps. Only if all units belonging to its corps are eliminated, may it attach to a unit from another corps. Army commanders (Napoleon, Wellington, Blücher) may attach to any unit from their own army. Thus, Wellington cannot attach to Prussian units, and Blücher cannot attach to Allied units.

7.5.4.5 Any HQ can provide bonus to units from his side, regardless of corps parentage – this is not the same as the restrictions on attaching. When a corps HQ is eliminated, every unit from the same corps within 2 UMs of where the HQ was lost must check morale, and in case of failure, orderly retreat towards their side of the gameboard. Until they pass a morale check in any friendly Rally Phase, or leave the battlefield upon reaching the border of the map, they must keep retreating.

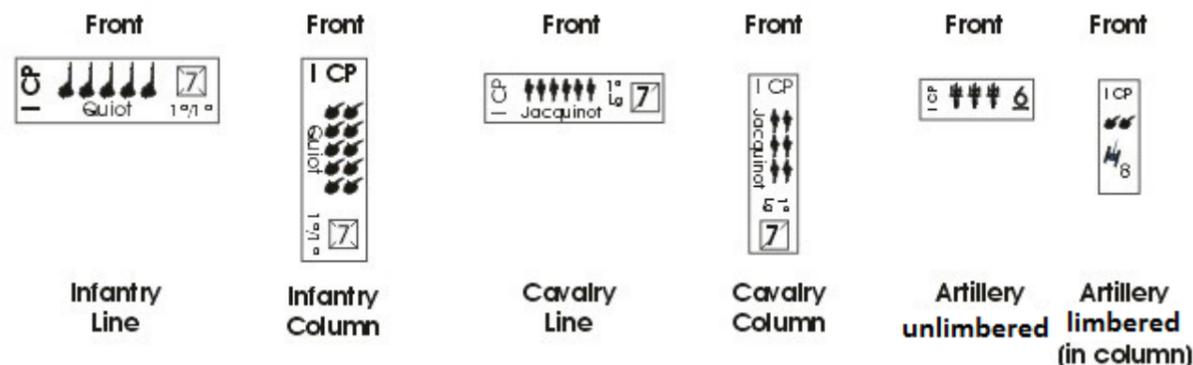
7.5.4.6 Blücher's inspiring aura: Blücher was idolized by his troops, who were truly devoted to him. Prussian units within 1 UM of Blücher, in addition to the usual +1 to their morale rating, will gain +1 bonus to their combat ratings.

7.6 Every unit (HQs excepted) have a frontage defined by their present formation, with front, flank and rear aspects (*Exception: see Square Formation).

Example: Unit in Line Formation:



7.6.1 Every unit, except HQ's, has at least two formations to choose from: Line and Column, which will also define their frontage (infantry has a third formation available; Square. See below). Artillery units may be limbered or unlimbered. If a unit is attacked through its flank or rear, that will benefit its opponent, given the greater vulnerability.



7.7 Both sides have Army Aid Cards that define all the ratings of the various units. As most units are two steppers, they are described as Full Strength and Half Strength. Artillery units and HQs have just one step.

7.7.1 Each unit possesses, usually, the following ratings:

7.7.1.1 Morale: that's the unit's base morale.

7.7.1.2 Formation: Depending on a unit's formation, its musketry and combat ratings will change.

7.8.1.2 [sic] Musketry Factor/Artillery: This is the unit's firepower (varies depending on formation).

7.7.1.3 Combat Modifier: This is a modifier to the combat die roll. It may be a positive figure, a negative one or 0 (varies depending on formation).

7.7.1.4 Crew Skill (HD) (artillery only): This is a quantification of the artillery chance to hit when firing. The given number is the result range on 1d6 to produce a hit.

7.7.2 Let's take a look at this Prussian Army card, showing the ratings for infantry and artillery:

Infanteria / Infantry		Musketry	Combat Modifier
Formation	<i>M</i> [Icon]	5/3	+2/+1
	[Icon]	3/2	+2/+1
	4(8)/3(6)	4(8)/3(6)	+2/+1
	[Icon]	5/3	+1/0
	[Icon]	3/2	+1/0
	4(8)/3(6)	4(8)/3(6)	+1/0
	[Icon]	4/2	+1/0
	[Icon]	2/1	+1/0
	3(6)/2(4)	3(6)/2(4)	+1/0
	[Icon]		
Artilleria / Artillery		Fire Power	Crew Skill
Type	<i>M</i> [Icon]	6	4-6
	[Icon]	4	4-6

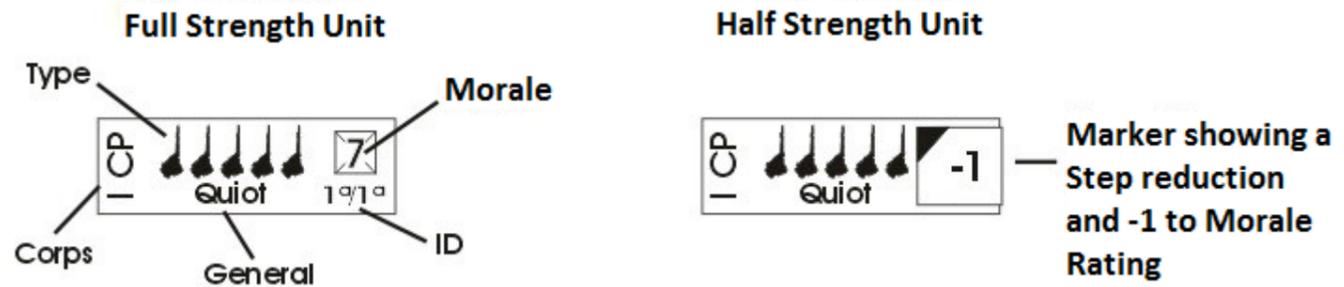
7.7.2.1 On this card we can see that for infantry, morale, musketry and combat ratings are given as two figures separated by a slash. The figures on the left are the ratings for a full strength unit, those on the right are the ones for a half strength unit. There's an additional rating for square formation, given in parenthesis; this is the musketry rating against cavalry attacks (essentially, it's double the regular musketry value).¹

7.7.2.2 As artillery has a single step, and is depicted with its morale rating, firepower and crew skill (HD).

8.0 MORALE

8.1 Morale is a crucial factor in the game. Through failures in morale checks, units can be forced to retreat in a more or less organized fashion, or be temporary routed. Rout may provoke a chain reaction that can cause other nearby units to rout.

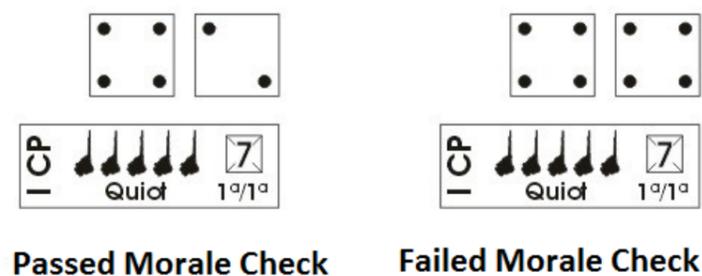
8.2 The morale rating is marked on the right in each unit label. When a unit is reduced due to combat losses, the morale rating decreases (Exception: Guard units on both sides are unaffected).



8.2.1 Some generic markers are used to show the losses for both sides. These markers have a printed number, showing the amount by which morale is reduced when a step is lost. Guard units on both sides do not lose morale; French and Allied units lose 1 morale point, while Prussian units lose 2 morale points when their units suffer a step loss.



8.3 In any one turn, a unit may be forced to check morale for different reasons: artillery fire, musketry fire, combat, cavalry charge, or because a friendly unit routs when close by. When a unit checks morale (with or without modifiers, depending on the cause), two dice are rolled. If the dice result is equal or less than the morale rating, the unit passes the check and is unaffected. If greater, the check fails.



8.4 If a Corps or Army HQ unit is within command range (1 UM), the checking unit may add 1 to their morale rating or swap their morale rating for the HQ's. If HQ is attached to unit, that can employ the HQ's morale rating of its own for any morale or rally check.

8.5 Let's see the effects of a failed morale check, depending on why it was checked.

8.5.1 Artillery Fire or Combat: In both cases, after a unit is hit by artillery fire (leading to an adverse Fire Table result), or is affected by a result through combat, an ensuing failed morale check may force or lead to:

8.5.1.1 Orderly Retreat: This is only prompted when a unit routs or is eliminated within 1UM of another unit(s). If any such nearby unit(s) pass their required morale check, they may choose, immediately, to orderly retreat – 1 UM in distance directly back on their rear facing, maintaining their front to the enemy. Such units suffer no adverse affects simply by so retreating. (See 8.8).

8.5.1.2 Becoming Shaken: a shaken unit can only move up to half its movement allowance, cannot change formation, conduct musketry fire,

nor attack. It may defend if attacked in combat, but the attacker gets a +1 bonus. The Shaken marker is removed in the next Rally Phase. The unit will function again, without penalties, the same turn the marker is removed, unlike disorganized or routed units.



8.5.1.3 Becoming Disorganized: the unit is not panicked, but while disorganized, it cannot move, change formation, attack, or conduct musketry fire. It may defend if attacked in combat, but the attacker gets a +2 bonus in that combat for attacking a disorganized unit. A disorganized unit must pass a leadership check in the Rally Phase. If successful, it becomes shaken.



8.5.1.4 Rout: the unit is panicked and immediately flees 1 UM (whether infantry or cavalry), turning its back to the enemy. A routed unit moves as soon as possible towards woods or settlements seeking cover, but must retreat in as straight line as possible, increasing the distance between itself and the unit that provoked the check and only deviating to enter the first qualifying cover (at least 2 UM from any enemy). This process is followed irrespective of whether the rout was originally prompted by a combat, a catastrophic failure (catastrophic failure is getting double 6 in any morale check), a charge or artillery fire. It will be unable to avoid any friendly unit that happens to be in its path of retreat (the unit is blinded by panic and unable to avoid trampling friendly units). Once a wood or settlement is reached, the unit will stay put until rallied, but will be forced to resume the retreat if any enemy unit happens to be within 2 UMs, seeking again cover in other woods or settlements. The unit may not move, and cannot conduct musketry fire nor attack enemy units. It may defend if attacked, but the attacker gets a +3 bonus in combat for attacking a routed unit. The unit is ineffective for all purposes until a leadership check is passed in its Rally Phase. If successful, it becomes disorganized and is refaced in any direction and in any formation of the owner's choosing. A routed unit that gets a double 6 in the Rally Phase is removed from the game; the unit has lost the will to fight and is beyond recovery.



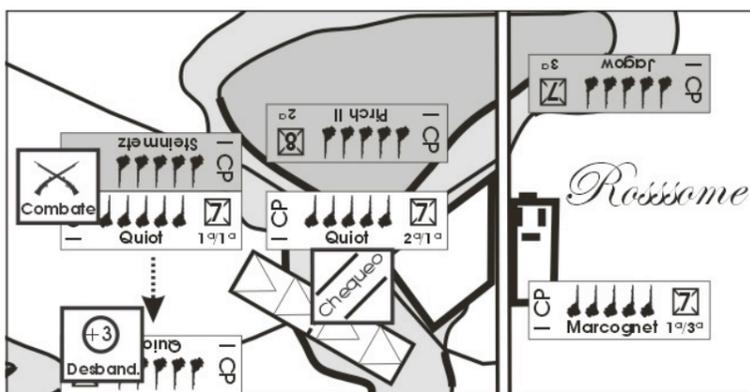
8.5.2 Musketry Fire: its morale effects are covered in the section **Musketry Fire**.

8.6 Running into friendly units in retreat: When a unit is forced to retreat due a combat result and runs into a friendly unit while retreating, both units become disorganized. In their next Rally Phase, they will have to make a check. They are unable to move, conduct musketry fire (not even in defence), or conduct a bayonet assault (but they will be able to defend). Infantry and cavalry units may pass through

friendly artillery units in a retreat with no effect to the artillery units. If, at the end of the retreat the unit would end up stacked with the artillery, the retreating unit is placed adjacent to the artillery and both units are disorganized.

8.7 Cavalry Charge: When an enemy cavalry unit charges, the targeted defending unit must check morale. If it fails, the unit, if it is infantry or artillery, will not be able to conduct musketry fire – or in the case of artillery that did not fire in the Artillery Defensive Fire Phase, “special” (canister) artillery fire in the musketry phase. The unit defends in combat with its morale modifier applied to the attacker’s roll. Units in square formation and any guard unit do not have to check morale due to a cavalry charge. If the morale check results in a double 6, the defending unit breaks apart and routs, turning its back to the enemy. In that case, the routed unit retreats 1 UM, but if the charging cavalry has enough movement allowance remaining to reach it (that is, including the retreated distance, the target unit is within the cavalry’s starting moving allowance of 4 UMs), the combat is resolved anyway, with all the applicable modifiers.

8.8 Elimination or rout of a nearby unit: A unit within 1 UM of a friendly unit routed or destroyed in combat, or by artillery or musketry fire, must check morale. The sight of comrades running or being annihilated may break their fighting will. If the check is failed by 1 point, the unit stands but becomes disorganized. If the check is failed by 2 points or more, the unit routs (for instance, a unit with morale 7 that must check morale because a friendly unit breaks, will be disorganized on an 8 result, and routed on 9 or more). If the check is passed, the unit can choose between remaining in position or conducting orderly retreat. Friendly units in range of a friendly unit that routs or is eliminated, which are engaged in combat or under “Blood Rage” effects, are not forced to check morale.



Example: the Steinmetz's Prussian infantry attacks Quiot's 1st brigade. As a result of the ensuing combat, Quiot is routed. The Quiot's 2nd Brigade must check morale, since it is within 1 UM range of the 1st, but Macognet's Brigade doesn't have to. If Quiot's 2nd Brigade passes the check, it may stay put or orderly retreat.

8.8.1 A morale check due to a friendly unit routing must only be passed once. A unit that already passed the check doesn't need to check again for the same routed unit even if it is within 1 UM in successive turns.

8.9 A result of boxcars (double 6) on a morale check is termed a catastrophic failure. Whatever the check being resolved, the unit is routed and retreats 1 UM immediately – following the rout rules. Friendly units within 1 UM must check morale.

8.9.1 Artillery units that rout or are eliminated do not provoke morale checks even if there are friendly units within 1 UM. Routed artillery that is unlimbered is eliminated.

8.10 “Blood Rage”: Whenever a unit rolls a double 1 in any morale check, the unit has entered a state of frenzy that raises its morale and combat ratings by 2 until its next Rally Phase. Place a Blood Rage marker on top of the unit. The unit must attack, if it can, the closest enemy unit within movement range and LOS. If no such target exists, the unit remains in place with the marker. If a unit affected by Blood Rage is defending a fortification, it is not forced to leave the fortification and seek combat, but if resolving a combat with the unit that provoked the check, it must continue the combat in its turn

and cannot disengage. A unit affected by Blood Rage can never disengage from combat.

- 8.10.1** A double 1 rallies a unit in the relevant phase, whatever its current morale condition - disorganized or routed. It then becomes Blood Raged. A unit that rolls a double 1, can move and attack in that turn according to Blood Rage provisions.



- 8.10.2** Whenever an infantry unit in square formation obtains a double 1 in a check, it must change formation in its own turn and must seek to attack the closest enemy unit, ignoring the usual “no attack allowed after formation change” restriction. If no target can be reached, the formation change still occurs.
- 8.10.3** A HQ attached to a unit that received a Blood Rage result is not forced to remain attached. Since the Blood Rage unit will have to attack the closest enemy unit, the HQ could detach and reattach to a different friendly unit in its movement phase.
- 8.10.4** A unit under Blood Rage is not required to check morale because of friendly units routing or being eliminated, but if a retreating unit runs through it, the Blood Rage stance is lost and the formerly Blood Raged unit is disorganized.
- 8.10.5** A Blood Rage unit that receives a stun, disorganized or rout result after fire or combat resolution, whether by automatic combat results or a failed check, immediately loses the Blood Rage stance.

8.11 Shaken, Disorganized and Routed units recovery: Units under any of those morale stances try to recover in the Rally Phase. 2d6 are rolled per unit, if the result is equal or less than the morale rating, the unit recovers a morale stance and becomes affected by the next milder morale stance. If the roll is superior to the morale rating, the check failed and the unit remains disorganized or routed. A routed unit that passes this check becomes disorganized and may be freely faced and adopt any legal formation of the owner's choosing. A disorganized unit that passes this check becomes shaken. A shaken unit removes its marker and may move normally this turn.

8.12 Cumulative Effects: Morale effects progress through several levels, deteriorating and improving. If a unit with a shaken marker fails another morale check, it becomes disorganized, a disorganized unit becomes routed (units within 1 UM must check morale as usual), and a routed unit is eliminated, it's considered to have lost its fighting will and is no longer combat effective. Likewise, a routed unit improving morale by passing a check in the **Rally Phase** becomes disorganized, and a disorganized unit becomes shaken.

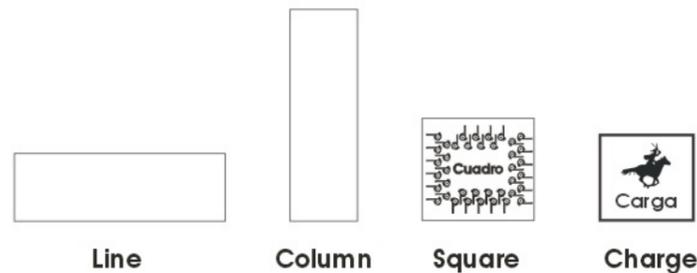
- 8.12.1** Any checks made in a **friendly** Rally Phase are exempted from the rule above. Only failed checks caused by enemy fire, combat or friendly routed or eliminated units worsen the morale stance.

- 8.12.2** A retreating unit running into a friendly unit does stack the morale stances. Normally, when two units run into each other, they are both disorganized, but if one of them was already disorganized, it becomes routed (with all the needed

morale checks ensuing). If a routed unit runs into a friendly unit, the routed unit is eliminated.

9.0 FORMATIONS

9.1 HQs excepted, all units must be deployed in a particular formation. The different formations available are:



9.2 Each formation has advantages and disadvantages (as shown in the various game charts) when fighting and receiving fire. So, it's important to choose formations wisely, depending on what you intend to do with the unit.

9.3 Each unit can change formation once per turn. And if so, it will only move with half its movement allowance. HQ units have no formation.

9.3.1 Line Formation: this formation was the main formation when combat was expected. Musketry fire is optimized; since muskets were fairly inaccurate, it was preferred to deliver a powerful fire from a long line of troops in order to maximise damage. This is also the optimum formation for cavalry (to deliver a charge).

9.3.2 Column Formation: often used by infantry to assault enemy defensive positions. With a smaller frontage, a column could pierce enemy positions more effectively, threatening hand-to-hand combat. This formation is also useful to move further than line or square, and can create handy intervals between units. Cavalry in column, however, cannot charge.

9.3.3 Square Formation: only infantry can form square. This formation is particularly effective against cavalry. The troops formed a square so as to face in all directions. That's why this is the sole formation considered to have an all-around front facing. The unit can only move very slowly (see Movement). Units in square double their firepower when facing cavalry (a unit with a musketry fire rating of 4, will have a rating of 8 against cavalry, if formed in square). When a square conducts musketry fire, the fire is directed against all units in contact. i.e.: If the square is attacked from its four sides, one musketry fire roll is made per enemy unit. Square formation is a defensive formation, and thus units in square cannot attack. It is permitted, however, to continue an already engaged combat, if the square unit failed the check to disengage.

9.3.3.1 Square in Reaction: an infantry unit about to be attacked by cavalry may try to form a hasty square.

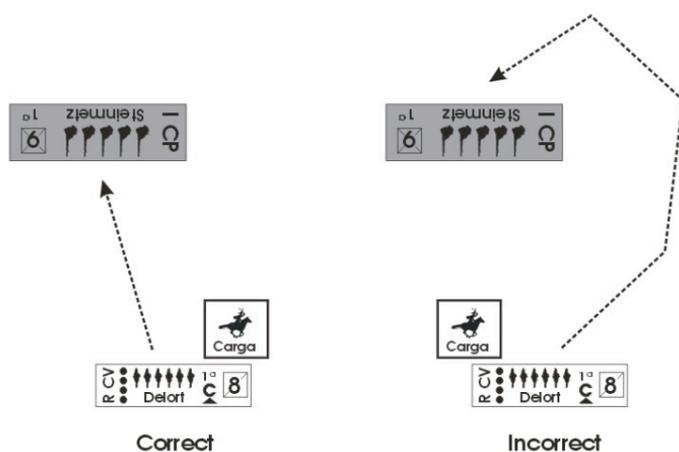
9.3.3.1.1 If the infantry unit is in line formation, and the attack is not coming from a flank or rear, a morale check with a -1 penalty is required. If passed, the unit forms in square. If failed, the unit cannot change formation and is shaken. If the attack comes from a flank or rear, the check is penalised with -2.

9.3.3.1.2 An infantry unit in column formation may form square by passing a normal morale check, as long as the attack is not coming from the rear. If the check fails, the unit cannot change formation and is shaken. If the attack comes from the rear, the check is penalised with -2.

9.3.3.2 If the infantry unit successfully forms square, the charging cavalry unit may choose to stop the charge and stay at $\frac{1}{2}$ UM from the square, or push on the attack or ride over the unit, movement allowance and space permitting. This simulates the cavalry bypassing the square, not physically riding through it.

9.3.3.3 Cavalry units attacking a square lose their inherent combat modifier (just as it happens with cavalry attacking settlements or fortifications). French Lancers are the only exception.

9.3.4 Charge Formation: This is not properly a formation per se; in game terms it is the optimum form of cavalry attack. In a charge, cavalry units improve their combat modifier. A cavalry unit can never charge against infantry units in square (*Exception: French lancers (specially the Polish) were feared among Allied units, because the length of their lances was far superior to the allied musket bayonet's reach. That's why the French lancers are allowed to charge enemy units in square). Cavalry units may attack normally (without conducting a charge) enemy units in square. In the movement phase, charges must be declared first, before any movement is conducted. They must always be performed in **STRAIGHT LINE**. The cavalry unit must be at least 1UM from its intended target. A LOS to the intended target is needed when the charge is declared. Charges against units occupying fortifications, settlements and woods are not permitted.



Example: In the left diagram, the French Delort Cuirassiers are correctly charging Steinmetz's Prussians, since they charge in a straight line. In the diagram on the right, the cavalry **cannot charge** by turning the flank of the defending infantry and charging on the rear, because it's not conducting a charge in a straight line. It could attack the unit on the rear with the appropriate modifiers, but not while conducting a charge.

9.3.4.1 For a cavalry unit to declare a charge, it must be in line formation and a minimum of 1UM from the target when the charge is declared.

9.4 If a unit is attacked on the rear by one or more units, and as long as the leading attacking unit is attacking on the rear, it modifies its combat roll by -1 (the unit doesn't lose its inherent combat modifier. E.g.: a full-strength French line infantry unit in line formation possess a +1 combat modifier. If attacked on the rear, its modifier for the combat roll would be +1 for line infantry -1 for being attacked on the rear=0).

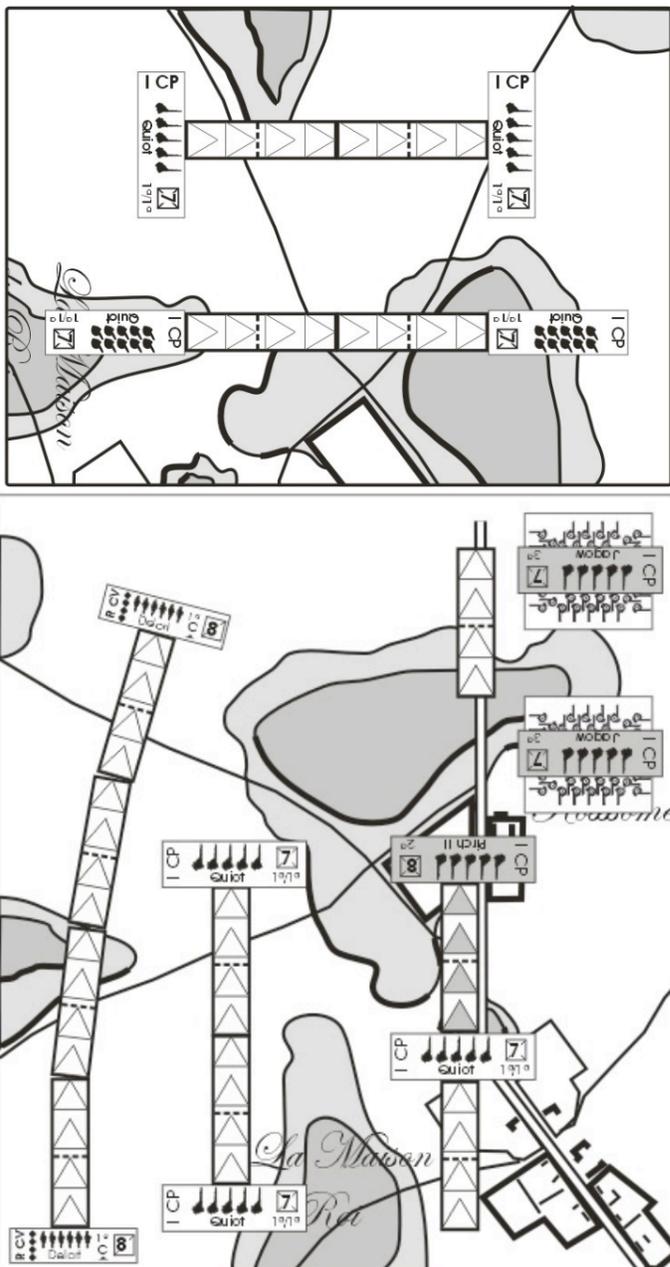
10.0 MOVEMENT

10.1 Since the map is not defined by areas or hexagons, movement is pretty straightforward. A basic movement marker (**UM**) is used in the various movement procedures:



10.2 Foot units move up to 2 UMs, cavalry units move up to 4 UMs, HQs and Messengers (see Optional Rules) move up to 6 UMs. All retreats are performed by moving a full mandatory 1 UM; advancing units may move up to 1 UM, and squares move up to ½ UM (up to the dashed line, in the middle of the marker). Furthermore, any unit may always move 1 UM sideways, except a square, which would move ½ UM (this is particularly useful to allow friendly units on the rear to advance, or to close gaps in the lines).

10.3 Before proceeding to the different kinds of movement available, note the following regarding line and column movement. In essence, as can be seen from the diagram below, a unit in column will move further for each movement marker placed than will a unit in line. To initiate movement, the desired number of movement markers are placed in front of the unit in question. The first such marker must be placed so it touches the front of the unit (for unit in line, its from centre), and can be angled up to 45 degrees. Subsequent markers can be angled up to the same limit. The point where the last deployed marker ends is where the a unit will complete its movement – the rear (center rear for line), of the unit is aligned with the edge of the last marker.



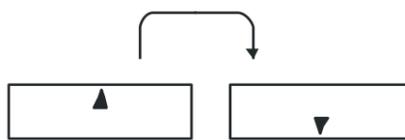
Example: We can see here how movement works. The cavalry unit may move up to 4 UMs, it could move the full distance, or stop anywhere along the way. Infantry moves 2 UMs onward. The French infantry attacks the Prussian unit and forces it to back up, the retreating unit is forced to move back the full marker, while the advancing French unit may move all or part of it. The Allied square moves only ½ UM. Note that the UM markers are placed one in front of another, they may be placed forming a straight line, or turning in any direction, as long as they touch each other, as with the cavalry unit in the picture.

10.4 The Attacker may move some, all or none of his units, except for the Artillery units that conducted preparation fire.

10.5 Any unit may turn up to 90° and then move up to ½ its movement allowance, or, after turning, orderly retreat in the opposite direction to its new unit facing - also at ½ movement allowance.



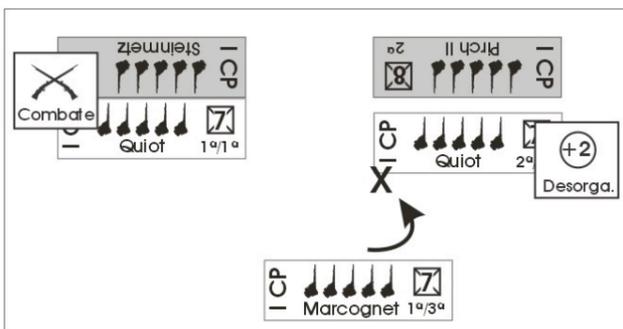
10.6 If a unit turns 180°, and thus about faces, it is considered to have spent its full movement allowance (note that a unit always pivots on its centre).



10.7 To move, the movement markers are placed in the chosen direction. This movement may be hindered by terrain or the presence or fire of other units, friendly or enemy.

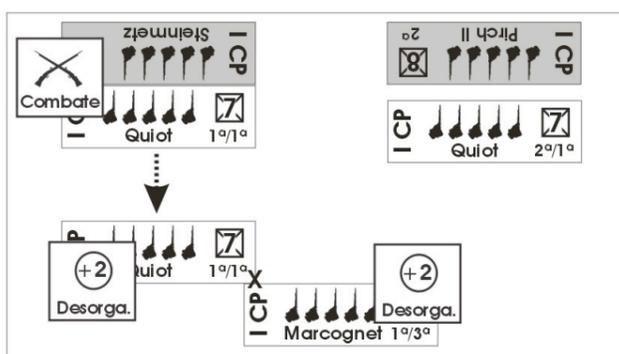
10.8 A unit, in any formation, may always move through a friendly artillery unit with no ill effects.

10.9 The movement may be blocked by the physical presence of units. A unit can move or pivot through gaps or open spaces only if it physically fits without stepping over other units.



Example: The French Quiot's 1st brigade is about to attack Steinmetz's Prussians. Marcognet's 1st brigade wants to support the attack, but **cannot** do so because there is no room to manoeuvre. Quiot's 2nd brigade is disorganized and cannot move. Even if Quiot's 1st brigade had moved further to the left, Marcognet couldn't have entered because it would step over Quiot's 1st while pivoting.

10.10 If a retreating unit runs into a friendly unit while retreating, both units become disorganized and the retreat immediately stops.



Example: Steinmetz's Prussians attack French Quiot's 1st brigade and forces it to retreat. While retreating, it runs into Marcognet's brigade and both units become disorganized.

10.11 Terrain does not affect any unit's movement except in the four following cases, as listed in the Terrain Effects Chart:

10.11.1 Woods without Paths: The unit must stop immediately (**Exception:** Light Infantry or cavalry units).

10.11.2 Rivers: Impassable, except at a bridge. To cross a river through a bridge, a unit must be formed in column.

10.11.3 Streams: A unit may cross a stream through a bridge, in column formation, or it may ford it. To ford a stream, a unit stops as soon as it enters the stream and it may resume movement without further restrictions in the next turn.

10.11.4 Roads and Paths: Units in column add 1 extra UM to their movement allowance when moving solely along roads or paths.

10.12 Usually, units cannot move through enemy units, but there are two exceptions. Cavalry units (only) may pass through enemy artillery and infantry units in square formation. The cavalry units are, in fact, bypassing the squares and artillery units, not passing through. Cavalry units could move freely between squares, since those were usually static, waiting for the cavalry to charge. The sight of enemy cavalry units moving around hurt the troops' morale.

10.13 A unit can change formation in its movement phase, but if so, it can only move up to half its movement allowance.

10.14 Artillery units can only enter woods if moving along paths. Artillery units can only move if limbered (considered as column formation).

11.0 STACKING

11.1 As already stated, the map has no areas or hexes. There can never be any overlapping units. Only one unit can be in a particular space. There are two exceptions to this rule: A HQ, when attached to a friendly unit, is considered an integral part of it. And a crew may abandon its guns to seek refuge in a friendly square.

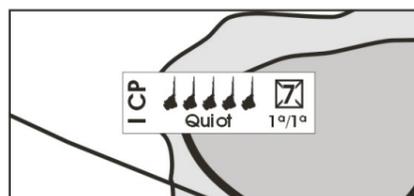
12.0 LINE OF SIGHT (LOS)

12.1 An artillery unit cannot fire on an enemy unit if the LOS is blocked.

12.2 The LOS is assumed to be a straight line that starts in the centre of the firing unit and ends at the target unit.

12.3 The LOS is blocked by woods, farms and settlements, but it can be traced to units that are just in the border of such terrain features.

12.4 When a unit occupies more than one level of elevation, it is considered to be on the elevation level occupied by most of the unit.

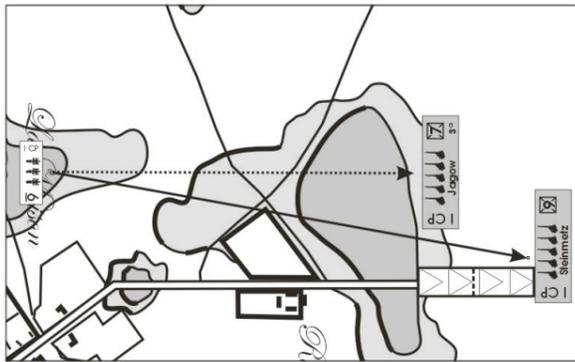


Example: The French unit is formed in line in a position that contains more than one elevation. Most of the unit is a crestline position, so the full unit is considered to occupy a crestline position for LOS purposes and combat modifiers.

12.5 A crestline denotes where the hill slopes are steeper and when a unit can benefit from the advantage of a high ground LOS.

12.6 Hills block LOS just like a wood or settlement would. A LOS traced from a unit at ground level stops at a crestline.

12.7 A unit in a crestline targeting an enemy unit behind another crestline could only see and fire at the target unit if the latter is 1 UM or more away from the crestline, and never if the unit is immediately behind the crestline.



Example: The French artillery unit is in a crestline. It cannot see Jagow's Prussians, because they are immediately behind the crestline and are thus hidden. However, Steinmetz's Prussians are more than 1 UM away from the crestline, on the LOS of the French artillery, and thus can be targeted.

12.8 Units, friendly and enemy alike, in line or square formation block the LOS to any unit behind them. However, artillery can fire solid shot over friendly units if the artillery unit is on a higher elevation than the friendly unit(s), or the friendly unit(s) are at least 1UM from the target.

13.0 MUSKETRY FIRE

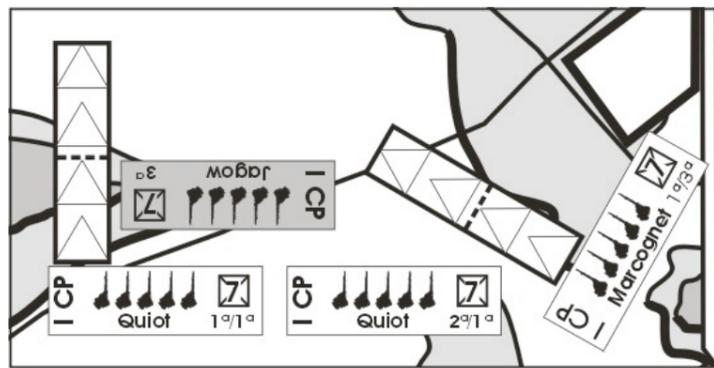
13.1 The exchange of musketry fire was pivotal in the struggle between opposing armies. As muskets were so inaccurate, the opposing forces had to be close to each other in order to concentrate their firepower and inflict heavy losses.

13.2 Whoever's turn it is, there will always be a defender musketry fire (first to fire) and an attacker musketry fire (conducts fire after defender's fire is resolved).

13.3 Each infantry unit has a musketry fire rating, as noted on the Army Aid Charts, that varies depending on which formation the firing unit is deployed in and any step loss. To resolve the fire, 1d6 is rolled and the combat modifier for formation are added or subtracted, as are the terrain effects and any other applicable modifiers, and the result is looked up on the Combat/Fire Table and immediately applied.

13.4 Musketry fire may be delivered in two ways: by static line fire or before bayonet assault.

13.4.1 Static Line Fire: In static line fire, enemy units are facing each other but are unwilling to start a hand-to-hand combat. They can exchange musketry fire within $\frac{1}{2}$ UM range. This kind of fire is more inaccurate than fire before bayonet assault, because it's performed at a greater range. When conducting static line fire, "1" is subtracted from the die roll. Two or more units may combine their musketry ratings against an enemy unit, if they are both within $\frac{1}{2}$ UM of their target. Their musketry ratings are added and 1d6 is rolled on the combat/fire table.



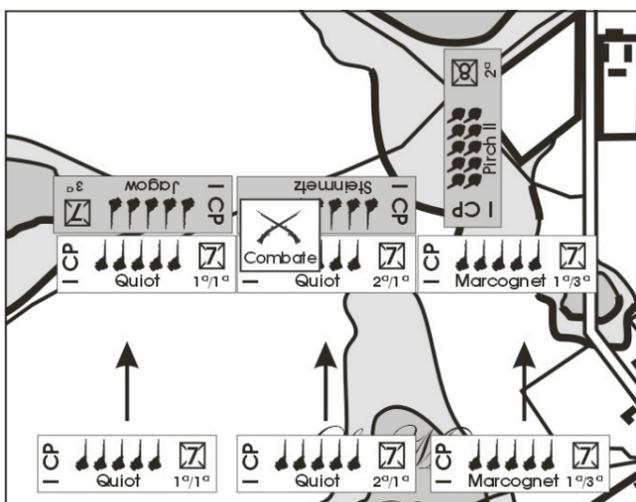
Example: Quiot's and Marcognet's brigades have advanced upon the Prussian Jagow brigade. They are not in assault position of the Allied unit, so they are going to conduct musketry fire against it. Quiot's 1st and 2nd brigades are closer than $\frac{1}{2}$ UM to the Allied unit, they can thus fire. Marcognet cannot fire, since it's further than $\frac{1}{2}$ UM distant. First, the Prussian player conducts defensive fire, and decides to direct his fire on Quiot's 1st brigade. The Prussian unit is infantry in line formation, so its musketry rating is 5 (power 4/6 is "0"). The opposing units are both in line, so +1 applies to the roll. The Allied player rolls 1d6, gets 1, adds 1 and subtracts 1 for static line fire; the final result is 1, or no effect. Now it's the turn of the French player, both units are line infantry in line formation, so their musketry rating is both 4, for a total of 8. The French player rolls the die, he gets 3, subtracts 1 for static line fire, adds 1 for 7/9 power and 1 for formation, for a final result of 4. The Allied player must check morale, and if he fails, the unit is shaken.

13.4.1.1 Effects of Musketry Fire: Roll 1d6 on the combat/fire table, adding the applicable modifiers and immediately apply the result. If the attacker fails a check due to the defender's musketry fire, the unit is shaken and will not fire back.

13.4.2 Before Bayonet Assault: Musketry fire prepared the attacker for an eventual bayonet assault. An effective defending fire could break an assault's momentum. Well-conducted fire could be catastrophic for the troops facing such fire and could paralyse them.

13.4.2.1 If a unit, attacker or defender, has friendly units in its flanks (provided they are not under attack) in the same formation, they can add 1 as support, up to a maximum of 2, to its musketry fire. Note that the musketry ratings of the units are not added together as in static line fire, since all units are very close and the units with a clear fire line are those facing each other, so the supporting unit can only add 1 rather than their full musketry rating (exception: proportional attack. See below).

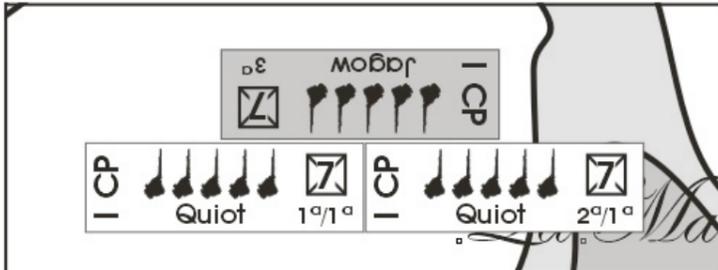
13.4.2.2



Example: 3 French line infantry brigades move forward. Quiot's 2nd brigade wants to assault the position defended by the Prussian Steinmetz's brigade. Quiot's 1st brigade and Marcognet will support the attack.

In the defender musketry fire phase, Steinmetz's Prussians fire against Quiot's 2nd brigade, supported by Jagow. Its musketry rating is $5+1=6$. Pirch cannot support because it is formed in column. The die roll is 1, and the fire is ineffective. The French fires with $4+1+1=6$. They roll 3, and the Allied unit must check morale. In both cases the firepower is "6", and the modifier in both is "0" (power 4/6). They would only add to the die roll a "1" per fire from line formation to line formation.

13.4.2.3 Proportional Attack: If two units attack an enemy unit in a proportional way, not just by touching the corners, as was the case in the previous example, they **DO ADD** their musketry ratings when conducting fire.



Example: Both French brigades advanced to attack Jagow's Prussians. In this case, the French adds their musketry ratings when conducting fire.

13.4.2.4 Effects of Musketry Fire: if a morale check is failed, the effect is different depending on who failed the check.

13.4.2.4.1 If the defender failed: a corresponding marker is placed on top of the defender with a value equal to the number by which the morale check result exceeded the morale rating up to a maximum of 4. The attacker will benefit from a modifier in the bayonet assault equal to this value.

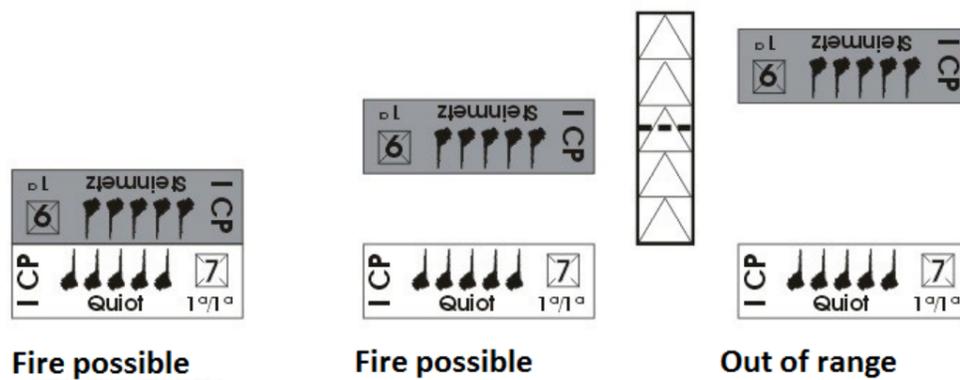


Example: Following with the example above, Steinmetz brigade failed its morale check, it needed a 9 or less in 2d6 and rolled 11, the check is failed by a 2 margin. When the French unit attacks in its combat phase, it will add +2, plus any other modifiers that would normally apply.

13.4.2.4.2 If the attacker failed: the attacking unit is shaken and the planned combat is cancelled. The defending fire was effective enough to break the will of the assaulting units. In his next rally phase, the player will remove the shaken marker. Until then, the unit will not fire (not even in defence) but will defend against combat normally (the attacker will benefit from a +1 for attacking a shaken unit).



13.5 A unit can conduct musketry fire only in the direction it is facing. If a unit is attacked on the flank or rear, it cannot deliver musketry defensive fire against those units.



13.6 British infantry units and some KGL units (those in red colour) have weapons with greater firepower and better rate of fire. They benefit from a +1 to all their musketry fires.

14.0 COMBAT

14.1 Bayonet assault and cavalry combat are resolved following the same procedure.

14.2 All combats and charges must be declared at the beginning of the Movement Phase.

14.3 When an attack is conducted, put a hand-to-hand combat marker on top of the affected units:



14.4 The attacker may attack with all, some or none of his units, provided they are adjacent to an enemy unit and they didn't fail their morale check during defender's defensive fire (whether by artillery or musketry). The phasing player is always forced to attack unless his units disengaged (c.f.: 14.6) or are inside a fortification (c.f.: 16.2 Fortifications).

14.5 Each side rolls 1d6. The attacker adds or subtracts the applicable modifiers for units, terrain, fire received, etc. The defender adds only his own combat modifier, if any. Both rolls are compared and the difference noted. The loser consults the table and applies the result, both those shaded and unshaded.

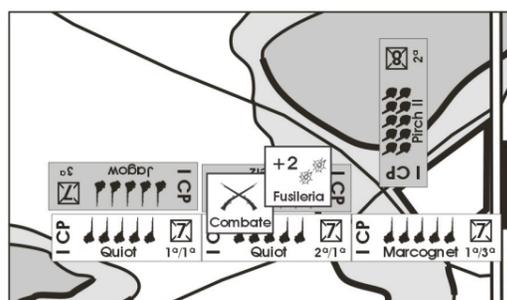


Diagram 1

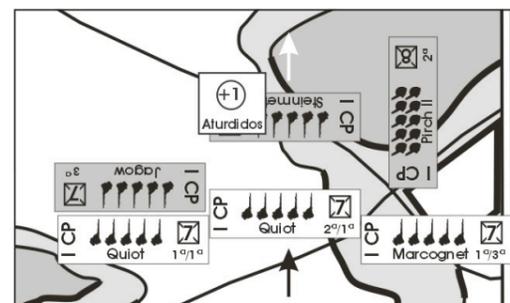


Diagram 2

Example: Resuming the previous example, the Prussians failed their check by 2, so the French have a +2 bonus to their die roll in combat. Their modifiers are +1 for the leading unit, +2 for both supporting units, +2 because the Prussians failed by that margin, and nothing more, since line formation against line formation yields no modifier for neither side, the total modifier is so +5. But they are attacking a unit on higher ground for a -1 modifier. The final modifier is +4 for the French. The Prussian has +2 for his unit, and that's all. The French player rolls 4+4=8, the Prussian unit rolls 1+2=3. The difference between the rolls is 5 French's favour. The result in the combat table calls for a morale check with -1 penalty for the Allied unit. The Allied player fails his check and the unit retreats shaken. The French player may advance after combat if he wants to (Diagram 2).

14.6 A unit engaged in combat may try to disengage in its Rally Phase by passing a morale check. If it succeeds, the unit backs up though stays next to the enemy unit, but being disengaged the hand-to-hand combat marker is removed. The unit may conduct musketry fire but is **NOT** allowed to conduct a bayonet assault this turn. Artillery cannot disengage.



14.7 If a cavalry unit is attacked solely by infantry, it may try to react and withdraw. It makes a leadership check with 2d6. If passed, it may move up to 2 UMs without changing formation. While withdrawing, it may choose to face the enemy unit or turn its back.

14.8 If a unit attacked on the flank or rear wins the combat, it may immediately adopt any formation.

14.9 Retreats and Advances after combat: A unit may be forced to retreat due to combat results. It may have to retreat orderly, disorganized or routed. Every unit, whether infantry, cavalry or artillery, retreats 1 UM. A blue arrows 1 UM marker is placed, and the unit retreats. If due to the terrain configuration or the presence of enemy units, the unit cannot retreat, it is eliminated. If a unit attacked both on the front and rear is forced to retreat, it is eliminated instead (it's considered to have surrendered). The retreating unit must always retreat in the direction opposite that of the attack. If the attack came from more than one direction, only the leading unit is considered (see 14.9. Unit Support).

14.9.1 A unit that routs, retreats with its back to the enemy. A unit that retreats orderly, shaken or disorganized does so facing the enemy.

14.9.2 Advance after combat is trickier. An advancing unit may choose to move 1 UM or part of it.

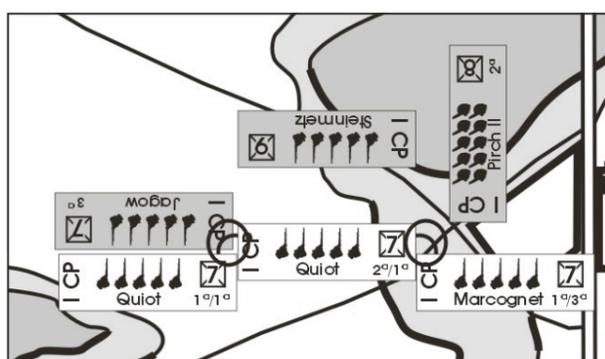


Diagram 1

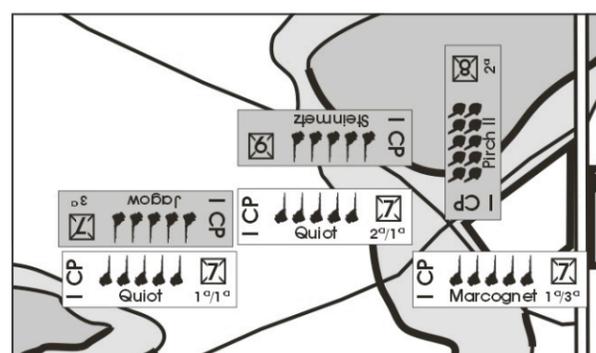


Diagram 2

14.9.3 In the diagram 1, the unit advanced only a small distance, but its flanks are still in contact with friendly units, they are considered linked. If the Allied player were to attack this turn, he would have to conduct a frontal assault, since the French Brigade has both flanks linked to the supporting brigades.

14.9.4 In the diagram 2, the unit advanced further, and its flanks are no longer in touch with the French supporting units, and are thus not linked. If the Allied player were to attack in his turn, he could take the unit on the flank, since Quiot's 2nd brigade wouldn't be supported by the other brigades.

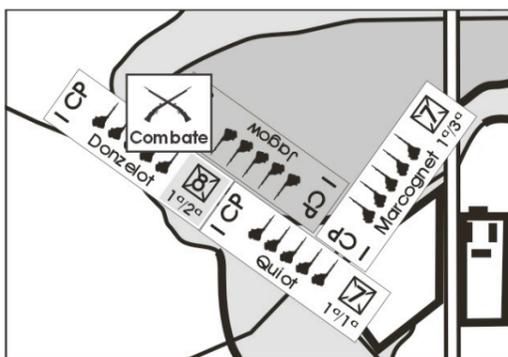
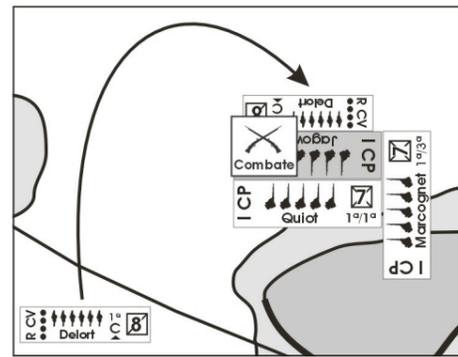
14.9.4 [Sic] An advancing unit cannot step over an enemy unit, even if within the 1 UM range it can move. It must end its move separated from the enemy unit.

14.9.5 Cavalry Harassment: When an attack led by a cavalry unit routs an enemy unit (whatever its type) a chance exists for the cavalry to pursue and chase the routed unit. Once the combat is resolved, and before the rout movement is conducted, the player controlling the cavalry unit has the choice to try to harass. Both sides roll 1d6; if the cavalry player rolls higher, the routed unit is reached and destroyed. If the player controlling the routing unit wins the roll, the unit can rout normally, with its back to the enemy.

14.9.5.1 If a routed unit is destroyed by cavalry harassment, friendly units within range are not forced to make two morale checks (for rout and elimination), they only check once for elimination.

14.10 Attack Support: A unit may be attacked by more than one unit in the same combat. In that case, the attacker chooses a leading unit (usually the one with the best combat modifier, or the best combat bonus), and the other attacking units will provide a +1 each as combat support.

Example 1: Both French infantry Brigades are about to attack a Prussian line infantry unit. The attack is joined by a French Cuirassier unit. The French player chooses Delort's Cuirassiers as his leading unit, since that way he obtains the best combat modifier.



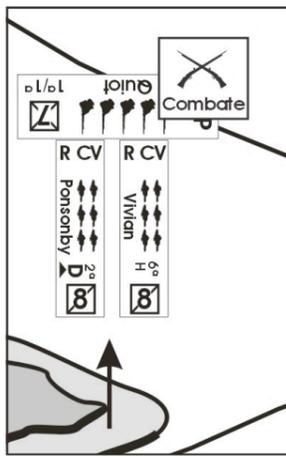
Example 2: Donzelot's French brigade is a light infantry unit with a combat modifier of +2 and is about to attack a Prussian line infantry brigade defending on the hill. Quiot's and Marcognet's brigades are providing support. The French combat modifier is +2 for Donzelot, +2 for the supporting brigades (+1 each) and -1 for attacking higher ground, for a total of +3. The Prussian player has just +2 as combat modifier.

14.10.1 When a unit is attacked by more than one unit, as in the preceding example, it must fight with the formation it was formed in when the combat started. I.e.: In the previous example, the Prussian brigade is in line and, even with a French unit occupying its flank (the short edge/face of the Prussian unit), the Allied player cannot choose/contrive a column attack as a better option, because it was (and still is) in line formation from the start of combat.

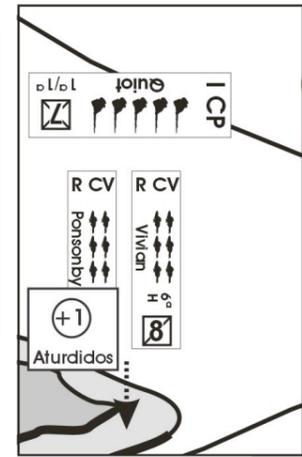
14.10.2 If the combat result forces an attacking unit with supporting units to retreat, **ALL** attacking units involved in the combat must do so. If a step loss results from combat, only the leading unit is reduced.

14.10.3 Artillery units never provide support to a friendly attacking unit in combat.

14.10.4 If enemy musketry fire shaken a unit leading an attack with supporting unit(s), the attack is immediately cancelled. But if the enemy unit were to attack the now shaken unit, the supporting modifiers would still apply.



Example: English Ponsonby's Dragoons, supported by Vivian's Hussars attack Quiot's French brigade. The French defensive musketry fire stuns Ponsonby, and the attack is cancelled. If the French player were to attack Ponsonby in his turn, the Allied player would still benefit from +1 in his combat resolution.



15.0 COMBAT MODIFIERS

15.1 In order to reflect all possible advantages and disadvantages each formation entails, the combat modifiers are listed in the Combat Modifiers Chart.

15.2 Those modifiers must always be checked when performing combat (c.f.: Combat Modifiers Chart).

16.0 TERRAIN MODIFIERS

16.1 The Terrain Modifiers Chart further explains the effects of the various terrain types as found in the map.

16.2 Fortifications: There are 4 fortified positions in the game, sharing special rules. These are:

- **Hougoumont:** An English Guard unit starts the game deployed as a garrison. And even if the Hougoumont area could allow to physically deploy more Allied units, only **ONE** unit can be deployed inside.
- **La Haye Sainte:** just as with Hougoumont, there is a defence detachment from Ompteda's Brigade deployed inside at start.
- **Papelotte:** this position was occupied by a detachment from the 2nd Saxe Weimar's Dutch-Belgian Brigade.
- **La Haie:** this position was occupied by a detachment from the 2nd Saxe Weimar's Dutch-Belgian Brigade.

16.2.1 Until the garrison is eliminated, a fortification cannot be entered by another unit.

16.2.2 Enemy troops attacking a fortification are not considered fortified when resolving hand-to hand combat. Units are considered in combat (engaged) with the garrison if they are touching the fortification symbol - not the actual garrison unit.

16.2.3 A unit defending in a fortification is not forced to retreat by combat results, nor must it attack if engaged in combat (Exception: see 8.10 Blood Rage). It may fire and be fired at if it does choose not to otherwise resume the attack in its own turn. The Infantry units firing from fortifications are considered to be in line formation for the purposes of fire resolution. However, unlike regular line formation units, they possess all-round facing. This enables them to fire at

anyone enemy unit that is in range; furthermore, they do not suffer flank or rear modifiers when they are attacked. If they leave the fortification for whatever reason, they do so in the formation of the owning player's choice."

- 16.2.4** Each fortification has a modifier printed inside its map depiction. This is a modifier to the attacker's roll whether by fire or assault. It varies depending on the defensive capabilities of each enclave.



- 16.2.5** If a fortification's garrison intends to attack in hand-to-hand combat, it loses the benefits of fortification and is considered to be in a settlement for all purposes.

- 16.2.6** A unit that routs while in a fortification is not forced to leave and seek another settlement or wood due to enemy units' proximity. Furthermore, units routing while in a fortification do not force friendly units in range to check their morale.

16.3 Rivers and Streams: As already discussed in 10.11, rivers can only be crossed through bridges in column formation. Streams can be crossed through bridges or by fording.

- 16.3.1** In order to ford a stream, a unit stops movement upon entrance. A stream may be forded in any formation. The unit may resume movement as normal in the following turn.

- 16.3.2** A unit attacked while fording a stream, provides a +1 bonus to the attacker combat die roll.

- 16.3.3** A unit may attack an enemy unit defending on the other side of a stream by fording and then attacking, the attack is penalised by -1 in this case.

17.0 FIXED EVENTS

17.1 Some events are scheduled to happen during the game as they happened in the historical battle. These events are indicated in the turn track, and are explained below:

17.2 Turn 3: the French player may use the Guard Artillery.

17.3 Turn 4: Napoleon orders Lobau's Corps, supported by Domon's and Subervie's cavalry to protect the right flank from the coming Prussian army. Lobau must build a defensive line along the Frichermont-Pajeau-Maransart axis. Lobau cannot deploy his units beyond this line until the Prussians enter the game.

17.4 Turn 6: Bulow's Corps enter by the proper road.

17.5 Turn 7: The French player may use the Imperial Guard units.

17.6 Turn 8: Pirch's and Ziethen's Corps and Blücher HQ enter the game by the proper paths.



17.7 An event not marked in the turn track deals with the 3rd Dutch-Belgian Chasse's Division. Detmer's and D'Aubreme's Brigades were deployed by Wellington at Braine l'Alleud, because he was unsure about their fighting skills. These units cannot move from their starting position until the infantry French Guard is activated or as soon as a non-guard French unit is within 2 UMs.

17.8 Similarly, the Imperial French Guard (infantry and cavalry) cannot be used until turn 7, unless an enemy is within 2 UMs of a French Guard unit. From that moment on, the Imperial Guard is released, and may be used as the French player wishes.

17.8 [Sic] The players are free to follow the historical sequence of events or change it at their will.

17.9 If the players want to use random events, the Event Cards are used (C.f.: optional rules 19.0 Events).

18.0 VICTORY CONDITIONS

18.1 There is a set of victory conditions to determine the winner. The game is won by:

18.2 Victory Points: The player with the most points at the end of the game is the winner.

18.2.1 Victory points are awarded for controlling some key locations, printed in red on the map. Some of them start under Allied control and some others under French control. Each location provides 1 victory point, except for Hougoumont, the sole location to provide 2 victory points. At the end of the last turn of the game, each side tabulates the victory points obtained so far. The Allied player wins if tied.

18.2.2 The following locations start the game under Allied control: Ransbeeck, Mont St. Jean, Merbe Braine, Braine l'Alleud, Hougoumont, La Haye Sainte, Papelotte, La Haie, Frischermont and Ohain.

18.2.3 The following locations start the game under French control: Rossomme, Plancenoit and La Belle Alliance.

18.2.4 A location is controlled by the last side to move a unit across. There is no need to leave a unit in a location in order to control it.

18.3 Allied Victory: failing that, if Allied units are present in both La Belle Alliance and Rossomme, the game immediately ends in an Allied victory.

18.4 French Victory: if a French infantry unit is in Mont Saint Jean and Wellington's army has lost (either by elimination *or* units currently routed and on the Turn Record Track) at least 13 of his 25 infantry brigades, the French win immediately.

18.5 If Wellington is lost, roll 1d6: 1- 3 his army continues to fight; 4-6 his collapses and the French win automatically. If the army continues to fight, roll 1d6 for each non-red unit: on a 1-2 that unit immediately deserts and is permanently eliminated. Units in fortifications do not need to roll.

18.6 If Napoleon is lost, so is the battle for the French.

19.0 RANDOM EVENTS

- 19.1** The game includes 15 event cards, 3 can only be used by the French player, 3 can only be used by the Allied player and 9 common cards can be used by either.
- 19.2** Waterloo can be played in three different ways: without event cards, with only the 9 common cards or with the full set of 15 cards. The players must agree on one before the game starts.
- 19.3** The event cards do not represent what happened historically. They provide a random feel for those who want to try a different approach to the game and don't want to stick to the historical events.
- 19.4** The common event cards provide benefits to the player who activates their effects: improve his fire, movement, morale, etc. As for the cards that can only be activated by one side, they represent an event that didn't happen historically but could have.
- 19.5** Each player draws a card per turn. If only common cards are used, they may be played from the first turn. If the 15 event cards are in use, they cannot be played until turn 3. A card can always be held and played in a future turn, at the player's discretion.
- 19.6** A player may draw a card that can only be played by the opposing side. In that case, from the turn 3 on, he may discard it without revealing and draw another one.
- 19.7** A player can use any card he holds in any turn, his or his opponent's. A player may not hold in his hand more than three event cards.
- 19.8** Event cards have an immediate effect, and once revealed, they are returned to the bottom of the draw deck. Specific cards, once revealed are not returned to the deck, they are removed from the game.

OPTIONAL RULES

20.0 GIRARD

- 20.1** The French Player may choose to deploy Girard's division as shown on the deployment map for this army. He can do it or not. However, if he chooses to do so, 1 point is automatically deducted from his Victory Point total at the end of the game. *Historically, Girard's Division was left at Ligny to help clear the battlefield of wounded.*

21.0 HIDDEN SETUP

- 21.1** There is a General Setup Chart for each player, providing a map with the starting deployment of his units when the battle started.
- 21.2** The Hidden Setup optional rule applies only to the Allied player. Historically, most of the Allied army deployed behind the crest line, so the French were unsure about the enemy positions until they actually saw the Allied army.
- 21.3** By common agreement, in order to recreate the uncertainty of the Allied deployment, the Allied player may mark in the setup sheet where his units (except for those that are already sighted by the French) will start the game. The chosen location must be out of French LOS and will only be revealed when the French player is able to trace a clear LOS.

21.4 As soon as hidden Allied units are in LOS of any French unit, the owner must deploy the affected units on the map.

22.0 SIMULTANEOUS SETUP

22.1 Unlike with Hidden Setup, the player places all his units on the map.

22.2 With this option, a screen is placed in the middle of the map, and players, simultaneously, place their units within their deployment areas. When done, the screen is removed and the deployed units are revealed to both players.

22.3 Fortification garrisons still deploy in their corresponding fortifications.

23.0 PRUSIAN ENTRY – “WOULD YOU HAVE ME BREAK MY WORD?”

23.1 All units of the three Prussian Corps have a +2 to their movement allowance after entering the map, provided all movement by each corps is by road or path.

23.2 This bonus is in effect for each corps until a unit from that corps leaves the road or path, or the player declares that he does not desire a given corps to use the bonus.

23.3 Other corps can continue to use the bonus after others have lost it.

23.4 After the bonus is lost or given up, Prussian units on a road or path can still use the normal +1 bonus.

23.5 Whilst the +2 bonus is in effect for any Prussian Corps, its units must move at that full rate as long as other game circumstances allow.

23.6 Ziethen: on the turn I Prussian Corps enters the map, the Allied Player rolls a die:

23.6.1 1-3: The corps must move at full rate towards the nearest Prussian units of II or IV Corps.

23.6.2 4-6: The corps can move as the owning player wishes.

23.6.3 After the turn of entry the corps can move as the player wishes.

23.6.4 This rule for Ziethen is not in effect if any French unit is within 6 UM of the Prussian I Corps entry point.

In the actual battle Ziethen first intended to join the other Prussian forces fighting further south, but was finally persuaded by Baron Muffling, with some difficulty, to march directly to Wellington's failing left.

24.0 MESSENGERS

24.1 The messengers are only useful in multiplayer games, where a chain of command exists. For two players' games, they are pointless.



24.2 In multiplayer games, a player acts as Commander-in-Chief of each Army (Napoleon, Wellington and Blücher) and the others act as Corps Commanders

subordinated to them. At the start of the game, the Commanders-in-Chief provide guidelines to his subordinates. Once the game starts, if they want to change those guidelines, they must do so by means of the messengers procedure. This works both ways. If the Corps Commanders want to communicate, ask for reinforcements, ask advice, whatever, they need to go through the messengers procedure.

24.3 A messenger is an individual unit and cannot be eliminated. A messenger moves 6 UMs per turn and must start at an HQ and move to another. A message held by a messenger can only be read (or listened to) by the receiver (i.e.: players on the same side cannot be informed of the contents of the message unless they are themselves informed via messenger). This can be resolved in one of two ways: the Commander-in-Chief and the Corps Commander speak privately out of ear reach of the other players, or the messages are written in a piece of paper and handed over when a messenger reaches destination. It is important that only the receiver is informed of the contents of the message, because otherwise, a player may be influenced (depending on the situation) and use his troops to help another player without having being given orders to do so. If that is the will of the Commander-in-Chief, a messenger will do the trick.

24.4 Corps Commanders cannot communicate between them by means of messengers, even if they are closer than the Army HQ. If the Army Commander dies or is captured, a new one is appointed from among the Corps Commanders (by players' vote). During the battle, the real decisions were taken by the army commanders: Napoleon, Wellington and Blücher. There were not individual initiatives from the Corps Commanders. In fact, the French army was plagued with misunderstandings, delays, some generals were even inactive during the battle, because Napoleon's order arrived with delay or not at all.

25.0 TRANSFER OF UNITS

25.1 As with the rule above, Transfer of Units makes only sense in multiplayer games and is pointless in two players' games.

25.2 A transfer of units must be ordered from the army HQ by means of a messenger.

25.3 Each corps can transfer at most one artillery to another corps. Guard artillery cannot be transferred. Napoleon, as Commander-in-Chief can use it as he sees fit.

23.3 [Sic] For example, let's suppose that D'eron, Commander of the I French Corps, needs more units to take an elusive position as, having all his forces engaged, he is out of reserves. He can send a messenger to Napoleon, requesting reinforcements, or the transfer of another corps' unit close by. The Emperor will consider the matter at hand and proceed to the transfer or dismiss it. If he wants to proceed, he must send a messenger to the current Corps Commander, the one in command of the unit to be transferred, to order him to transfer the unit, and another messenger to D'Erlon to confirm his request.

25.4 The Commander-in-Chief's decisions are final, whether their subordinates agree or not. If he happens to be wrong, it's war! ☺

ADVANCED RULES

The intention of these rules is to add more realism and/or colour to the game. They may be added in any combination the players so wish.

26.0 ALLIED ARTILLERY AMMUNITION

26.1 Each time an artillery unit of Wellington's (not the Prussians) fires, roll a second die: on a 1-5, the fire is conducted normally; on a 6 the fire is conducted normally but the unit is then out of ammunition and is removed from the game.

Historically, many of Wellington's batteries had trouble replenishing their ammunition after the battle of Quatre Bras. This was made worse by many drivers of the artillery wagons taking fright and fleeing their charges during the brief cannonade between the armies during the evening of June 17th.

27.0 ALLIED ARTILLERY CONCENTRATION

27.1 Artillery units of Wellington's army (not the Prussians) cannot concentrate fire.

Wellington's batteries were not intended to operate in massed assemblies. The ammunition was too short in supply, and the individual battery commanders may not have a language in common with the friendly batteries to either side of them.

28.0 ALTERNATIVE ROUT RULE

28.1 Replace the basic rout rules with the following:

28.2 After any routing infantry or cavalry unit completes its initial rout movement of 1 UM, including all required morale checks to nearby units, remove the routed unit from the map and roll 1d6. On a roll of 2-6 the unit is placed on the Turn Record that many spaces ahead; on a 1 it is permanently eliminated. If the die result means the unit would come back after the game's conclusion, the unit does not return.

28.3 Routed units return in good morale (other than a step loss) during their side's Rally Phase.

28.4 Routed units from Wellington's army, other than British and Red KGL, will not be placed on the Turn Record track on a roll of 1-3 (reflecting their lesser enthusiasm and staying power).

28.5 All returning units come back with a step loss; if they already had a step loss at the time of rout, there is no further effect.

28.6 Returning units of Wellington's army must be placed in or within 2 UMs of Mont Saint Jean. If Mont Saint Jean is French controlled, or the French have any unit within 2 UM's of any part of Mont Saint Jean, no routed unit of Wellington's army can return, and all those on the Turn Track are eliminated.

28.7 Returning Prussian units are placed within 2UMs of Blucher's present location, and at least 2UMs from any French unit.

28.8 Returning French units are placed within 2UMs of Rossomme or La Belle Alliance, providing they are also at least 2UMs from the nearest enemy unit.

Huge numbers of men "drifted" from the battle, and especially from Wellington's army. By evening, Baron Muffling thought Wellington only had about 30,000 men left on the field – from a starting strength of around 70,000.

29.0 "ALL IS LOST !!!"

29.1 an infantry unit of the Imperial Guard suffers any form of retreat result, or attempts an orderly retreat from Turn 9 onwards, the French player must roll a die:

29.1.1 On a 1-3 the retreat causes the standard morale check on other units.

29.1.2 On a 4-6 the entire French army breaks in panic and the battle is lost.

Napoleon's last army was one of volatile moods. It feared and suspected betrayal at every turn. The repulse of the Imperial Guard was too much for it to bear after a long day of bloody combat.

30.0 FRENCH HORSE ARTILLERY

30.1 French Horse Artillery can withdraw from a threatened attack by enemy infantry just like any cavalry.

French Horse Artillery was renowned for acting aggressively and getting close to their opponents. This rule helps them do just that.

Author's note: With Waterloo 1815, you'll find an entirely different wargame system. You'll see how quickly you assimilate the procedures, and once you understand how units interact and how the game mechanics work, your games will become quicker, smoother and much more fun.

Take your time to study and analyse the accompanying army charts and understand how the modifiers work and which formations are best for what you want to accomplish. It's crucial to learn how to coordinate your units in battle to use them to their fullest potential. That's the key to master the game.

Waterloo 1815 is a fairly simple game, but as with any game, a certain time investment is required before you can master all it has to offer. You'll see how this time is passed without even noticing! 😊. Anyways, if you have questions concerning this game, you may reach us through our web: www.trafalgareditions.com and we will be pleased to assist you. You also may download a demonstration of a full turn, so you can see how Waterloo works. We hope you enjoy the game 😊

ACKNOWLEDGMENTS: We want to thank Paul Comben and Miguel Ángel Sánchez Galán, without whom the revised version of these rules wouldn't have been possible.

You are the best!!..... Many thanks, friends"
