

Napoleon at Waterloo

Hougoumont

Simulations Publications, Inc.

Compiled by Christian Holm Christensen

Original credits

Game design

Grouchy variant design

Graphics and rules

Editorial and graphic production

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Game mechanics

Period	Gunpowder
Level	operational
Hex scale	400 m (437.4 yards)
Unit scale	division (∞)
Turn scale	1 hours
# turns	10
Unit density	medium
Complexity	1 of 10
Solitaire	9 of 10

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This version all text, illustrations, graphics, and layout by Christian Holm Christensen.



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Preface

The document at hand is a revamp of the Simulations Publications, Inc. (SPI) game *Napoleon at Waterloo*. The game was first published in 1971 as a free game accompanying the magazine *Strategy & Tactics*. Later the same year, a second edition of the game was published with some minor corrections. Also in 1971, SPI published an expansion kit that provided an advanced, brigade-based game, as opposed to division-based in the basic game. This, together with the basic game was available for purchase as a “flat-pack” game.

In 1972, Albert A. Nofi proposed the *Grouchy variant* in an article in the magazine *Moves*, **3**¹. This variant was incorporated into a 1979 re-release of the game. In the 1979 re-release, only the basic game rules were used, and the map was reduced, thereby changing the appearance of the Prussian units.

This edition of the game incorporates both the original 1971 and later 1979 map, as well as the basic and advanced rules and counters, and the Grouchy variant of the basic game. In addition a variant proposed by C.J. Esdaile in *JAMS* **12**, issue 2² is included.

All text and graphics is new in this edition. The rules of the basic and advance game appear together in the text, as does specifics of the variants, so that it is easier to find them at the relevant time in the flow of the game.

Some illustrations have been added to hopefully ease the reading of the rules.

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¹See front inner cover for a reference

²See front inner cover for a reference.

Rules

Introduction

This game, *Napoleon at Waterloo*, simulates the famous battle between Napoleon's *L'Armée du Nord* on one side, against the Anglo-allied army, lead by the Duke of Wellington, and the Prussian army, led by Field Marshall Blücher, on the other side, on the 18th of June, 1815. The battle took place south of the village of Waterloo in modern day Belgium. The battle was a catastrophic failure for the French side, and eventually led to the downfall of Emperor Napoleon Bonaparte³.

The game can be played as a *basic game*, possibly with the *either* the *Grouchy variant* or *Esdaile variant*, or as an *advanced game*. When rules are specific to either the *basic game*, and possibly *Grouchy variant* or *Esdaile variant*, or *advanced game*, it will be stipulated. Otherwise, the rules applies in all for all.

The *basic game* is the easiest to play, and new-comers to historical wargames should start with that. In this game, units are the units are division-sized (∞), and the counter density is low. This is also an excellent mode for *solitaire* play.

The *Grouchy variant* of the *basic game* simulates that the French Marshall Grouchy acted differently than he did on 18th of June, 1815. Instead of continuing north-east in an effort to push the Prussian army back toward Prussia, Marshall Grouchy may come to Napoleon's aid at the battle of Waterloo. This variant introduces a level of uncertainty in the troops available to the factions⁴. Note that this variant is mutually exclusive to the *Esdaile variant*. This variant is less suited for *solitaire* play, as the reinforcement schedules of opposing factions are hidden as "fog of war".

The *Esdaile variant* of the *basic game* is based on the commentary given by Charles J. Esdaile in his excellent article⁵ on the battle and this game. The variant tries to introduce a bit of realism into the game, for example by starting before Papelotte (hex 1711) was taken by the French. Note that this variant is mutually exclusive to the *Grouchy variant*. This variant is also something more of a *simulation* than a game. That is, the Allied faction is the likely winner, as it was in 1815. This variant is well suited for *solitaire*.

The *advanced game* breaks the units down into smaller formations, typically brigades (\times), and increases the realism of the game by distinguishing between combat

between different types of units. This adds quite a bit of complexity to the game. This mode is also well suited for *solitaire*.

There are two maps variants provided: A *small map*, 23×17 hexes big, and a *large map*, 27×22 big. Both the *basic* and *advanced* games can be played on either map, with necessary precautions as noted in these rules. The *small map* is best suited for the *basic game*, possibly with the *Grouchy variant* or *Esdaile variant*. The *large map* is best suited for the *advanced game*.

One faction (player) controls French forces, while the other faction control the Allied (Anglo-allied and Prussian) forces. The objective of the French fraction is to demoralise the Allied forces *and* penetrate the Allied lines. For the Allied faction, the objective is to demoralise the French troops so as to give up the push toward Brussels, north of Waterloo.

The game is played in *turns* which are further subdivided into *phases*. Once all phases of a turn has been completed, then the game moves on to the next turn until the end of the 10th turn when the game ends, or until a faction has fulfilled its objective, which ever comes first.

§1 Components

^a The game consists of

- A board, *either*
 - the *small map*, 23×17 hexes big, *or*
 - the *large map*, 27×22 hexes big.
- A counter set representing French and Allied units, *either*
 - 20 Anglo-allied, 16 Prussian, and 39 French counters for the *basic game*, including those for the *Grouchy* and *Esdaile* variants, *or*
 - 41 Anglo-allied, 36 Prussian, and 40 French counters for the *advanced game*.
- A *game turn* marker.
- For the *Grouchy variant*, 2 sets, one for each faction, of 6 reinforcement chits.
- A set of *Order of Battle* (OOB) charts, *either*
 - a French and Allied OOB for the *basic game*, including the *Grouchy variant*,
 - a French and Allied OOB for the *Esdaile variant*, *or*
 - a French and Allied OOB for the *advanced game*.
- These rules.

^b Additionally, a single six-sided (1d6) dice is needed to resolve combats.

³Professor Emeritus Charles J. Esdaile has written an excellent article, particular relevant for this game, on this battle. See the front inner cover for a reference.


⁴Albert A. Nofi's article in *Moves* 3 has an excellent account. See front inner cover for a reference.


⁵See front inner cover for a reference.

§1.1 The board


^a The map on the board shows the conflict area south of Waterloo. Superimposed on the map are hexagon fields (*hexes*) meant to capture movement of troops. Each hex is labelled with grid coordinates.


^b Each hex has an associated *terrain*, as summarised in Table 1. Natural features are

 **Clear** Mostly open terrain (fields).

 **Woods** Denser vegetation, such as small forests. Manoeuvring in these areas is limited, and therefore provides some cover for defending troops.
Basic game: Units cannot enter these hexes unless via a road.




^c Non-natural features of the map are

 **Houses** Larger farms, collection of houses, or hamlets.

 **Houses** Stout farms or citadels.

Esdaile variant Provides additional defences over other buildings.




 **Roads** Roads that connect hexes. Moving a long a road negates other terrain such as woods.

^d A hex is considered woods () , or houses () hex, if it contains *any* amount of that terrain. A hex can contain a road () in addition to other terrain.

^e The north-west 9 or 10 on the small or large map, is marked by a thick blue line. This marks the edge over which the French faction must try to move at least 7 units to win the game. French units moved out over this edge should be placed in the *Exited French units* box on the board.

^f Also on the board is the *turn track*. This, together with the *game turn* counter keeps track of time throughout the game.

§1.2 The units and markers

^a The counters in the game represent various ground units, such as infantry () , artillery, () , and cavalry () .

^b The counters are colour coded according to the nationality or command structure to which they belong. The colours are summarised in Table 2. Note that for the Dutch, Brunswick, and Hanoverian units, only the inner NATO symbol is coloured according to the nationality. The background is red as these units were under British command.

^c Figure 1 shows the elements of ground units. These are

Turn The turn from which the unit is available. If no turn is printed on the counter, it means that the unit is part of the initial set-up on the first turn.

Hex This field specifies the hex on the map the unit starts in.

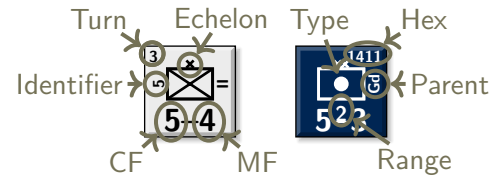





Figure 1: Elements of ground units. The different parts of the unit are highlighted. On the left is the Prussian II Corps, 5th infantry brigade, and on the right is the French artillery division attached to the guard corps.

CF Combat factor. This represents the units fighting ability, both *offensive* and *defensive*. The higher the number the stronger the unit.





MF Movement factor. The manoeuvrability of the unit. The larger the number, the more mobility of the unit.







Range Artillery units () only. The number of hexes an artillery unit can fire, excluding the source hex, but including the target hex. Thus a range of 2 means at most one intermediate hex.

Echelon The size of the unit. These are summarised in Table 3.

Type The kind of unit. These are summarised in Table 3. Note that horse-drawn artillery () are considered artillery () .

Identifier The identifier of the unit. This has no impact on the game, other than to give a historical reference.

Parent The parent formation of the unit. For division-sized () units, this gives the corps () identifier. For smaller formations (brigades ) or regiments () , this specifies the corps and division identifier, as relevant.

In the following we will often use a short hand notation to designate units. This short hand consist of the command of the unit (BR, PR, and FR for Anglo-allied, Prussian, and French units, respectively), the parent formation identifier, the unit identifier, and the unit type (I: infantry , FA: (horse) artillery , C: cavalry ) and echelon (D: division , BDE: brigade , REGT: regiment ) . For example, the Prussian II Corps, 5th infantry brigade, shown in Figure 1, will be denoted PR II/5 IBDE.

^d In Figure 2 are shown examples of the markers used in the game. The *Game Turn* chit is placed on the turn track on the board (§1.1) and is moved along this as the turns progress. The reinforcement chits are used to select and record the *reinforcement schedule* in the *Grouchy variant* variant (§6 and 8.1). These chits are *only* with the *basic game* with the *Grouchy variant*.

Terrain	MF	DF	LOS
Clear	1		
Road	1		
Houses	1	×2	✗
Fortified	1	×2	✗
Woods	✗	×2	✗
Road	1*	×2	✗

* Only from hex connected via road

Terrain	MF	Combat	LOS
Clear	1		
Road	1		
Houses	1	2× DF	
Fortified	1	2× DF	
Woods	4	Odds -1	✗
EZOC	+1**		

* Only from hex connected via road
** over other terrain, enter *and* exit

Table 1: Terrain effects chart (TEC) for the *basic* and *advanced* games, left and right respectively. The column MF stipulates the number of *movement factors* a unit must spend to enter a hex with the given terrain (§8.2). Note that for the *basic game* it is *not* possible for a unit to enter a woods hex, *unless* via a road. The column DF specifies the factor to apply to a *defender's* strength if that defender occupies a hex with the given terrain. “Odds-1”, means that combat odds (§9.2) are reduced one step if the defenders occupy a hex with the given terrain. The column LOS specifies if the terrain blocks artillery units’ *line of sight* (§4). Information in parenthesis are specific to a variant as indicated by the mark.

	Anglo-allied		Dutch
	Prussian		Brunswick
	French		Hanoverian

Table 2: Nationality colours. The colours in the left column corresponds to unit-counter backgrounds and the overall command of the units. On the right are NATO-symbol frame background colours used for non-British units under British command.

Type		Infantry
		Cavalry
		Artillery
		Artillery
Echelon		Regiment
		Brigade
		Division

Table 3: NATO symbology. The top part of the table shows the different unit types. Note that horse-drawn artillery units () are not used in the *basic game* of its variants. At the bottom are different unit echelons (roughly sizes), ranging from regiments to divisions. The regiment echelon () is not used in the *basic game* and variants.

§1.3 Orders of Battle

^a There are three sets of two *Orders of Battle* (OOB). One set is for the *basic game*, including both the *Grouchy variant*, another is for the *Esdaile variant*, while the third set is for the *advanced game*.

^b The factions must select the factions’ OOB corresponding to the game played, either *basic game* or *advanced game*. That is, the French and Allied factions must pick up the *basic game* French and Allied OOB, re-



Figure 2: Markers. From the left: the game turn marker used with the turn track on the board (§1.1) to keep track of time, French and allied reinforcement chit, and demoralised chits to indicate which faction has been demoralised (§5). The reinforcement chits are *only* relevant for the *basic game with the Grouchy variant*.

spectively, if the *basic game* is played.

^c On the OOBs are printed all the units used in the game played. For “At-start” units, the starting hex of each unit is printed below the unit.

^d **Advanced game** Some units start the game in a *stack* (§3), in which case the start hex is printed below *both* units.

^e Units that are *not* on the board at the start of the game are listed next to the turn that they enter the map. That is, they are listed as *reinforcements* (§8.1) on a particular turn.

^f **Basic game and Grouchy variant** Which reinforcements arrive and when, depend on a random reinforcement schedule drawn when setting up (§6).

§2 Zone of Control

^a An important concept is *Zone of Control* (ZOC). All units excerpt a zone of control into the six hexes surrounding the unit. ZOC *does* extend into and out of woods () and houses (,) hexes. See also Fig-

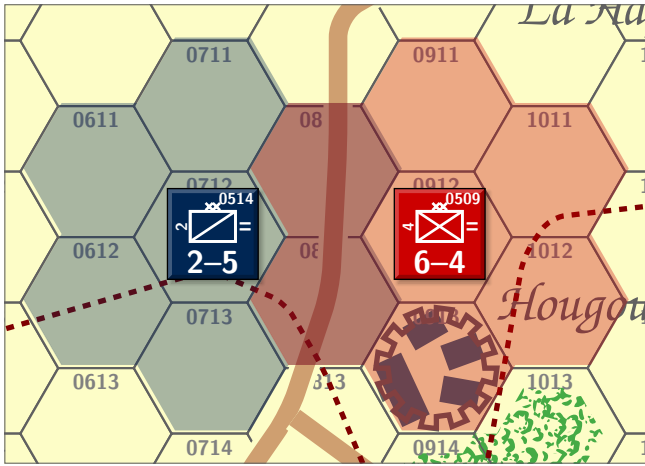


Figure 3: Zone of Control (ZOC). FR II/2 CD and BR II/4 ID ZOCs are shown as blue and red, respectively. Note that hexes 0811 and 0812 are in *both* units' ZOC. In the *Esdaile variant* ZOC does *not* extend *into* a fortified hex, but *does* extend *out* of such a hex. Otherwise, fortified hexes are treated as all other hexes, and ZOC extends into and out of those hexes. That is, an attacking unit in a fortified hex *may* attack engage enemy units.

ure 3 for an illustration.

^b This zone reflects a units ability to scout and fire into its surroundings. ZOC effects how units may manoeuvre on the board and which enemy units may be attacked (§8.2.1 and 9). Enemy ZOC is sometimes abbreviated EZOC.

^c A unit in an enemy units ZOC is said to be *engaged* with the enemy. A unit is said to *disengage* from an enemy unit by leaving enemy units' ZOC completely.

^d Enemy ZOC is *sticky*. A unit in the ZOC of an enemy unit *cannot* voluntarily disengage from the enemy unit, *nor* can it otherwise move (§8.2.3).

^e **Basic game** Units of opposing sides that are engage (in EZOC), *must* conduct combat (§9).

^f **Esdaile variant** As for the *basic game*, *except*,

- attacking units in a fortified hex (🏰) which has defending units in its ZOC are *not* required to attack those defending units, and
- defending units in a fortified hex, in an attacking units ZOC *must*, however, by attacked.

That is, a unit in a fortified hex excerpts ZOC out of the hex, thus forcing attacks against it, but EZOC from units outside does not necessarily extend into the fortified hex.

^g **Advanced game** Cavalry units (🐎) *may* disengage or even move from a hex in EZOC to another hex in EZOC by spending additional movement points (see §8.2.3).

If the enemy unit is *demoralised* (§5), then all unit types may disengage or move from EZOC to EZOC,

as for cavalry.

Engaged, opposing, units are *never* forced to conduct combat.

§3 Stacking

^a No more than *one* unit may occupy a hex *at the end* of the movement phase, or after a combat.

^b **Advanced game** Up to *three* friendly units, including a mix of British and Prussian units, may occupy a hex at the end of the movement, or after combat.

^c Friendly units *may* pass through other friendly units during the movement phase. If, at the end of the movement phase, these stacking limitations are not observed, then the controlling faction *must* eliminate units until they are.

^d If stacking limitations are cannot be observed after combat resolution, for example as a consequence of a *retreat* and possible *displacement*, then the controlling faction *must* eliminate units until they are.

^e Units of opposing sides may *never* occupy the same hex, even temporarily as when moving or retreating.

☐ §4 Range and line-of-sight

^a Artillery units (☐ and ☐) have a *range* over which it may bombard enemy units. All artillery units have a range of 2, meaning they can reach enemy units up to two hexes (one intermittent hex) away, see also Figure 4.

^b To utilise bombardments, an artillery unit *must* be able to trace a line-of-sight (LOS), which is a straight line

- no longer than 2 hexes from its hex to the target,
- from any point in the source hex to any point in the target hex, *and*
- *does not* pass through blocking terrain.

Another way to say this, is LOS is blocked if *all* hexes between the artillery unit and the target hex contains blocking terrain.

^c Woods hexes, as shown in Table 1, are blocking terrain. Note blocking terrain in the source and target *does not* block LOS.

^d **Advanced game** Friendly units in the intermittent hex *also* block LOS, as if it was blocking terrain.

§5 Demoralisation

^a The *first* faction to have lost 40 CF worth of units becomes *demoralised immediately*. That is, if a faction, as a result of combat (§9) loses units so that the sum of total lost CF is 40 or larger, and the other faction has not already been demoralised, then that faction is demoralised from that point on, including the rest of the current phase and turn (§7), and for the rest of the

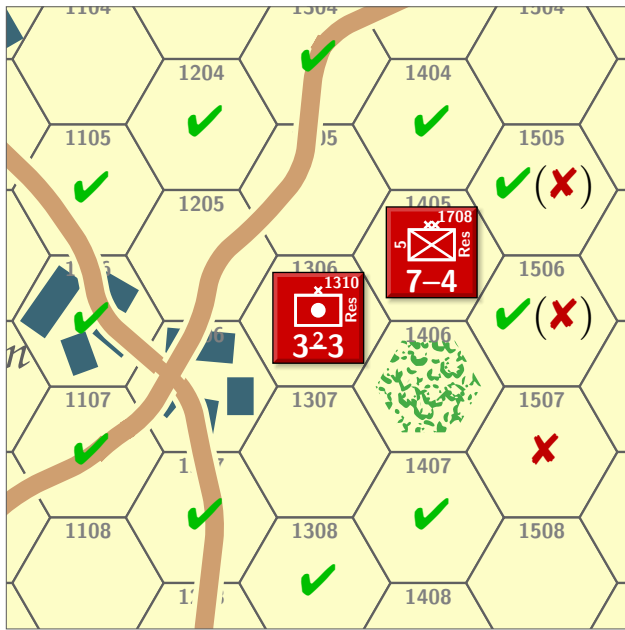


Figure 4: Line-of-sight (LOS). The BR RES FABDE *does not* have LOS to 1507, due to woods (🌳) in 1406. *Advanced game*: In addition, the artillery unit *does not* have LOS to 1505, and 1506 because the friendly unit in 1405 blocks.

game.

^b In the unlikely event that the result of a combat, for example due to an EX result (§9) *both* faction will have lost 40 CF, then the *defending* faction is demoralised.

^c When a faction is demoralised it will have an effect on *all* future combats, including during the *current* phase and turn (§9.2.1).

^d **Basic game** including the *Grouchy* and *Esdaile* variants. Demoralisation of a faction may mean that the other faction has completed its victory conditions (§10.1). If so, the that faction wins *immediately*, and the game ends.

^e **Advanced game** A faction must have lost a total of 90 CF or more to become demoralised.

Only the faction that was the *first* to loose 90 CF is demoralised. Should the other faction, at same time or at a later point, also loose 90 CF or more, then that faction *does not* become demoralised.

Since the *advanced game* is played for all 10 turns, and there is no *sudden death* condition (§10.2), it means that *both* sides can become demoralised, though only one of the them in a given game.

Apart from the consequences on combats, demoralisation of a faction also has consequences for the opponents manoeuvres (§8.2.3).

^f When a faction becomes demoralised, then the corresponding faction demoralisation marker must be flipped in the factions OOB to show its face-up side, so as to remind the factions.

§6 Setting up

^a The two factions should decide the game or variant to play. These are

Basic game The simplest of them all. Inexperienced wargamers should start with this.

Grouchy variant A “what-if” variant of the *basic game* where the both French and Prussian army may be reinforced under “fog of war”.

Esdaile variant Some added realism and complexity to the *basic game*.

Advanced game Smaller formations and added realism and complexity.

For all but the *advanced game* it is recommended to use the *small map*, while for the *advanced game* it is recommended to use the *large map*.

^b The factions should lay out the board between them so that the French and Allied factions are on the south and north side, respectively. The faction should then pick the OOB relevant for the game or variant they wish to play. Then they should place all counters shown on the OOB on the OOB in their allotted slot, and place their demoralisation marker (§1.2) face-down in its designated slot.

^c **Basic game** The Allied faction should *not* populate the turn 5 Prussian lines, and the French faction should *not* populate the turn 3 lines. Superfluous units should be put aside.

^d **Esdaile variant** Two extra Allied detachment brigades are provided beyond the *basic game* counter mix.

^e **Advanced game** This uses an entirely different counter set than the *basic game* and variants.

^f For some games and variants, a reinforcement schedule *must* be selected.

^g **Basic game** Take the “1” reinforcement chit (see Figure 2) of each faction and place it, face-up, in its designated spot on the OOB.

^h **Grouchy variant** Each faction should place all 6 reinforcement chits (see Figure 2) in an opaque container, e.g., a cup. Then each faction must draw one of its chits, at random, and place *face-down* on the designated slot on the OOB. Factions may look at their own replacement schedule chit, but should not reveal it to the other faction.

The replacement schedule chit indicate which replacements a faction will get in the following turns (§8.1).

The point of keeping the replacement schedule secret is to introduce incomplete knowledge, or “fog of war”, of the opponents strength, so that the French faction, for example, has a real choice of whether to allocate troops to protect its right flank from the possibly incoming Prussian reinforcements.

French turn	French turn
Movement	Movement
Combat	Bombardment
	Combat
Allied turn	Allied turn
Movement	Movement
Combat	Bombardment
	Combat

Table 4: Turn sequence for the *basic game*, including *Grouchy* and *Esdaile* variants (left), and *advanced game* (right). The French faction goes first through all its phases — one at a time, and the Allied faction goes through its phases. The turn ends when all phases have been complete.

For both faction, a replacement schedule of “1” corresponds to the basic game.

ⁱ Any superfluous reinforcement chits should be put aside.

^j Once both factions have determined their reinforcement schedules, and (secretly) recorded them on their OOB, each faction should then place the “At-start” units in the hexes on the map, as designated on the OOB.

^k **Esdaile variant** Note that some of the set-up hexes on the OOB does not match the set-up hex printed on the counters. In that case, the set-up hex on the OOB is the one to follow.

For example BR C/HVY CD must be placed in hex 1009, not 1109 as printed on the counter.

^l **Advanced game & Small map** Some set-up hexes are not available in the smaller map. Therefore, FR GD/G/1&2 IBDE and FR NAP set-up in hex 1517.

^m The game turn marker (Figure 2) must be placed in the turn 1 slot in the turn track on the board. The game is now set-up and the first turn can start. The turn sequence and phases are described in §7 to 9.

ⁿ **Esdaile variant** In this variant, the game is started at 11:00 (rather than 12:00) and ends no later than on the 21:00 turn (that is, 10 turns). This is *not* captured in the OOBs nor on the turn track, for simplicity reasons. Turn numbers are as they should be.

§7 Turn sequence

^a The game runs over 10 turns. Each turn corresponds to a one hour, and is sub-divided into a French and Allied turns. Each factions’ turn is further subdivided into *phases*. French faction goes first as it is the aggressor in this conflict.

^b In the French turn, the French faction goes through all its phases as shown in Table 4. Only when the French faction has completed all its phases does it become the Allied turn, which then goes through all its phases.

^c Once the Allied faction has completed its phases, then the turn is over, and the turn marker must be moved to the next slot on the turn track, and the next turn starts.

^d The game runs all 10 turns or until possible *sudden death* condition is reached (§10), what ever comes first.

§8 Movement phase

^a During a factions movement phase, the faction may

- receive reinforcements, as detailed in its OOB, and
- move any or all of its units, including newly arrived reinforced units.

§8.1 Reinforcements

^a New troops arrive on the board as detailed in each factions OOB. A unit may arrive, *at the earliest*, on the turn indicated there, and arrive in the movement phase of the faction.

^b **Basic game and Grouchy variant** Which reinforcements are received depends on the *reinforcement schedule* chit (§1.2) that the faction drew during the setup (§6, always “1” for the *basic game*).

In a given turn, a faction will receive the reinforcements available at that turn and for the reinforcement number that matches the reinforcement chit. If reinforcement units are *not* available for a the reinforcement schedule chit, i.e., not in the block indexed by the reinforcement number matching the chit, then those units are *not* received.

A reinforcement schedule of “3” means that the Allied faction will receive all 9 Prussian units listed under turn 3, but they are *delayed* until turn 5.

The Allied faction is following the “4” reinforcement schedule. On turn 4, it will receive PR II/5 IBDE, PR IV/13 IBDE, PR II/C CBDE, and PR IV FABDE. The Allied faction will receive no other reinforcements. Had the Allied faction followed the “6” reinforcement schedule it would receive 9 Prussian units on turn 3 and 7 on turn 5.

Factions *do not* need to reveal their reinforcement schedule chit at *any* point. If the opposing faction wishes to challenge a faction, then it may do so but under the condition that it will remove 10 CF worth of units from the map, and that these count towards the opponents victory (§10), if the accusation was false.

Large map Since the map is larger, all reinforcements selected by the reinforcement schedule, are moved one turn *earlier*.

Again, if the Allied faction has reinforcement schedule “4”, then it will receive 4 Prussian units on turn 2.

^c **Esdaile variant** Reinforcement units arrive exactly as stated on the OOBs.

^d **Advanced game** Prussian reinforcements arrive exactly as shown on the OOB.

Small map Since the map is smaller, all reinforcements are moved one turn *later*.

The first batch of Prussian units (IV Corps) arrive on turn 4 (rather than turn 3 as shown on the OOB).

^e Prussian units arrive on the east edge of the map, i.e., hex column 23XX, while the French reinforcement units arrive on the south edge, i.e., hex row XX17 for odd columns and XX16 for even columns.

^f **Large map** Prussian units arrive on the east edge of the map, i.e., hex column 26XX, while the French reinforcement units arrive on the south edge, i.e., hex row XX22 for odd columns and XX21 for even columns.

^g **Esdaile variant** Reinforcement units arrive on the exact hex, or anywhere in the hex-range, given under the reinforcement units on the OOB.

The French reinforcements (IV Corps) arrive on turn 3 in hex 2016, while the Prussian I Corp arrive in turn 8 in any combination of the hexes 2307, 2308, or 2309.

^h **Large map** Since the map is larger, all reinforcements arrive one turn *earlier*.

The French reinforcements in turn 2 arrive in hex 1922.

Prussian units arrive in turns 5, 6, and 7, at the east edge of the map, with translations:

- 2312 → 2613, and
- 2307-2309 → 2606-2608.

ⁱ Reinforcement units spend MFs (§8.2.1) for the first hex entered on the map. Reinforcement units may continue to manoeuvre on their turn of arrival if they have the MFs to do so. Reinforcement units *must* obey *stacking limitations*, as any other unit, at the end of the movement phase (§3).

^j Reinforcement units *cannot* enter into hexes occupied by enemy units, nor in hexes in enemy ZOC (§2). Reinforcements can be *delayed* for as long as the controlling faction desires. If this means that some units never enter the map, then those units *does not* count towards the opponents victory (§10).

A faction may voluntarily decide to hold back reinforcements until an advantageous position becomes available. If all possible entry hexes are block, then the faction will be forced to delay the reinforcements.

§8.2 Movement

^a In a faction's movement phase, the faction may move as many or as few units, in any order, as it pleases. A unit is moved from hex to adjacent hex, in any direction, within the limitations described below.

^b Units of opposing sides may *never* occupy the same hex, not even temporarily.

^c Stacking limitations *must* be observed by the *end* of the movement phase (§3). *During* the movement phase, however, they may be violated. If the stacking limitations are violated at the end of the movement phase, then the controlling faction *must* eliminate units until the limitations are observed (§9.3.2).


§8.2.1 Movement allowance


Esdaile variant Some units are not allowed to move until a specific turn. This is marked on the *Esdaile variant* OOBs.


^a Each unit has a *movement factor* (MF, §1.2). This is its base movement. A unit may spend up to and including the number of available movement factors during a single turn. Movement factors *cannot* be transferred between units *nor* can they be saved for later turns.

^b If a unit does not have enough MF to enter a hex, it *cannot* enter that hex.



^c The cost of moving a unit from one hex to another depends on the terrain of the entered hexes, and is summarised in Table 1.


 **Clear** It costs 1 MF for a unit to enter a clear hex.



 **Woods** Units *cannot* enter woods hexes, *except* via road movement.

Esdaile variant Infantry units () *may* enter woods hexes, not via road, at a cost of 2 MF.



Advanced game All units *may* enter a woods hex, not via road, at a cost of 4 MF.

Since regular artillery units () units only have 3 MF, it means that they can never enter woods hexes, except via road movement. Also, infantry units () has exactly 4 MF, meaning they can only enter a woods hex if starting their turn (possibly off-board as reinforcement) adjacent to the woods hex entered.

 **Road** If a unit moves *along* a road, that is, moves from hex to hex over hex sides perforated by a road, then the movement cost is 1 MF, *irrespective* of other terrain or features in the hex.

 **Houses** It costs 1 MF to enter these hexes, including fortified houses hexes (.

 **Enemy ZOC** Please refer to §8.2.3.

^d A hex that contains *any* amount of feature ( or ) is considered to be of that terrain. See also Figure 5 for examples.

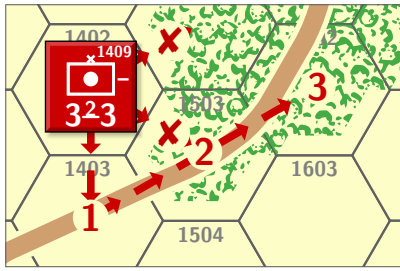


Figure 5: Movement. The BR I FABDE moves to 1403 at a cost of 1 MF (clear), then to 1503 and 1504, both via the road, at cost 1 MF per step, for a total cost of 3 MF. The unit *cannot* move directly from 1403 to 1502 nor 1503 as it would enter a woods hex *not* via a road. In the *basic game* this is prohibited, and in the *advanced game* the cost would be 4 MF, more than available to the unit.

§8.2.2 Exiting the board

- ^a Any unit forced off the map due to retreats are considered to have been eliminated (§9.3.2) and count towards the victory conditions of the opponent faction.
- ^b Allied units may *never* voluntarily leave the map, unless forced to due to a retreat (§9.3.1).
- ^c French units may voluntarily exit board in the north west corner marked by a blue line. That is hexes 0101 to 0901 (0001 to 0901 on the *large map*).
- ^d French units may *not* leave the map anywhere else unless forced to due to a retreat (§9.3.1).
- ^e It costs the French units 1 MF to move off map.
- ^f French units that voluntarily leave the map in the north-west corner are *not* considered eliminated and does not count as lost French CFs for Allied victory conditions (§10).
- ^g French troops that voluntarily leave the map in the north-west corner must be placed in the “Exited French units” box on the board so as to keep track of the number of these units as this goes toward the French victory conditions (§10).

§8.2.3 Enemy ZOC

- ^a When a unit engages an enemy unit, i.e., enters enemy ZOC (§2), it *must* immediately halt movement and can move no more during this movement phase.
- ^b A unit in enemy ZOC, whether at the start of or during the movement phase, *cannot* move. That means, a unit cannot disengage an enemy unit by movement.
- ^c Enemy units can *only* be disengaged through combat (§9).
- ^d **Advanced game** When entering an enemy ZOC, a unit *must* expend one *additional* MF above what is needed to enter the hex.

In addition, cavalry units (\square) *may leave* enemy ZOC by expend one *additional* MF above what is needed for that movement. This includes moving into a dif-

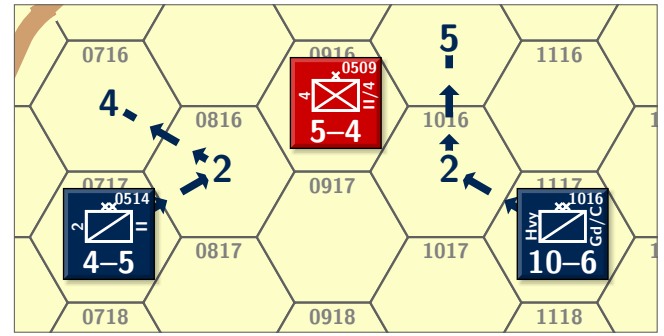


Figure 6: *Advanced game*. Cavalry moving through enemy ZOC. FR II/2 CD moves to 0816 at a cost of 2MF (clear hex and enter EZOC), and then to 0716 at a cost of 2MF (clear hex, exit EZOC) for a total cost of 4MF. FR GD/HVY CD moves to 1016 at a cost of 2MF (clear and enter EZOC), and then to 1015 at a cost of 3MF (clear, exit *and* enter EZOC), for a total cost of 5MF.

ferent hex in enemy ZOC, in which case another MF needs to be expended to enter that ZOC, see also Figure 6.

If the enemy faction is *demoralised* (§5), then also infantry (☒) and artillery (☐●) units can leave and reenter EZOC expending the additional MFs as described above.

If the Allied faction is demoralised, French infantry and artillery units may only leave and re-enter Anglo-allied units. Prussian units are still in control of their ZOC, and French infantry and artillery unit may *not* leave or re-enter their ZOC.

§9 Combat phase

- ^a Combat between units of opposing sides *must* take place between units that are in *adjacent* hexes. Another way to say that is that combat *must* happen when attacking units, i.e., units belonging to the faction in turn, are in the ZOC of defending units, and any such attacking unit *must* conduct combat.
- ^b Apart from attacking units adjacent to enemy units, it is possible for artillery units (☐) to attack enemy units that are 2 hexes (one intermittent hex) away. This is detailed in §9.1.
- ^c Artillery units that attack enemy units via bombardment satisfy the requirement that the enemy unit is attacked.
- ^d The attacking faction is free to allocate its units to battles as long as
- all attacking units in enemy ZOC attack one or more adjacent enemy units,
 - all enemy units that has attacking units in their ZOCs, are attacked by one or more adjacent attacking units, or are bombarded by attacking artillery units (§9.1).

Figure 7 shows some examples.

- ^e **Esdaile variant** As a defending unit's ZOC does not extend into a fortified hex (🏰), it means that an attacking unit in a fortified hex *does not* need to attack such adjacent and defending units.

If there are *other* attacking units, not in the fortified hex, adjacent to the defending unit adjacent to the fortified hex, then those other attacking units *must* attack, and the defending units must also be attacked, as per normal requirements.

Conversely an attacking unit in the ZOC of a defending unit in a fortified hex *must* attack, and the defending unit in the fortified hex *must* be attacked.

See also Figure 8 for an illustration.

- ^f **Advanced game** Attacking units are *not* required to attack adjacent units, and artillery units can *only* perform attacks or bombardments in the *bombardments* phase (§9.1).

All attacking units stacked in the same hex *must* attack the same target, and all units in the targeted hexes *must* be attacked in the same combat. That is, the attacking faction cannot split neither attacking nor defending stacks — stacks conduct combat as a whole.

- ^g The attacking faction is free to resolve combats in *any* order the faction pleases, as long as the above requirements are met.

The order of combat resolution can be important as a combat may have effects on retreat (§9.3.1) possibilities in later combats.

🏰 §9.1 Artillery bombardment

- ^a One or more artillery units may bombard a hex provided they have LOS (§4) to the target hex.

- ^b Bombardments only occur when an artillery unit is attacking a unit at a distance, i.e., with one intermediate hex in between them. If an artillery unit is attacking enemy units in an *adjacent* hex, then it is considered a normal ground attack and the rules of this sub-section does not apply. See also Figure 10.

- ^c **Advanced game** All artillery attacks, including direct attacks against adjacent units *must* be resolved in the *bombardment* phase of the attacking factions turn. In other words, artillery units *may not* attack in the regular combat phase.

Also *all* artillery attacks, whether at range 1 or 2, are considered *bombardments*. That means that all adverse attacker effects (AE, AR, and attacker effect of EX) are ignored in artillery attacks. This also means that artillery can *never* advance after combat (§9.3.4).

- ^d Multiple artillery units may bombard the same target or targets.

- ^e Artillery units, *on their own* may only bombard a *single* hex. That is, if it is *only* artillery units that are attacking a hex via bombardment, then only a *single* hex may be targeted, and all artillery units *must* have LOS to that hex. See also Figure 9 for an illustration.

- ^f Artillery units, together with infantry (⊠) and cavalry (⊡) units may attack more than one hex. In that case, an artillery unit must have LOS to *any* hex attacked by the infantry or cavalry units. See Figure 11 for an example.

- ^g **Advanced game** Since artillery bombardments are resolved in separate phase, it means that artillery bombardments *never* support other ground attacks by infantry (⊠) or cavalry (⊡) units. Thus, artillery bombardments are *always* against a *single* hex, and each bombardment of hexes are separate combats.

- ^h Enemy units can, as in other combat, only be attacked *once* per phase (§7). Thus, a faction cannot first bombard a hex, and then attack that hex with infantry (⊠) or cavalry (⊡) units. The artillery and infantry or cavalry attack *must* be combined into a single combat.

- ⁱ **Advanced game** Since artillery bombardments are resolved in separate phase, it means that an enemy unit may be attacked *twice* during a turn: once by artillery bombardments in the bombardment phase, and second by ground attacks by infantry (⊠) or cavalry (⊡) units.

Since artillery units may only attack (directly or indirectly) in the bombardment phase, they can only attack *once* per turn.

- ^j Artillery bombardments are resolved as any other combat (see §9.2). However, effects adverse to the attacking artillery unit are ignored. Specifically, a bombarding artillery *cannot* be eliminated on AE or EX results, nor is a bombarding artillery unit forced to retreat on AR results. An artillery unit may, however, be retreated *voluntarily* by its faction.

- ^k In a combined attack of artillery and infantry (⊠) or cavalry (⊡) units, these later units *will* suffer the adverse outcomes. Infantry or cavalry units participating in a combined attack suffering AE *are* eliminated; suffering AR *are* retreated; and *must* eliminate CFs in an EX result — though bombarding artillery units *may not* be used to satisfy the EX requirement (§9.3).

§9.2 Combat odds

- ^a The attacking faction declares which attacking units, including possibly bombarding artillery units (🏰) are attacking which defending units. Each faction then sums the CFs, with possible modifiers, of their units involved in the combat, to give the total *attack factors* AF and *defend factors* DF.

- ^b **Esdaile variant** Defending cavalry units (⊡) that are

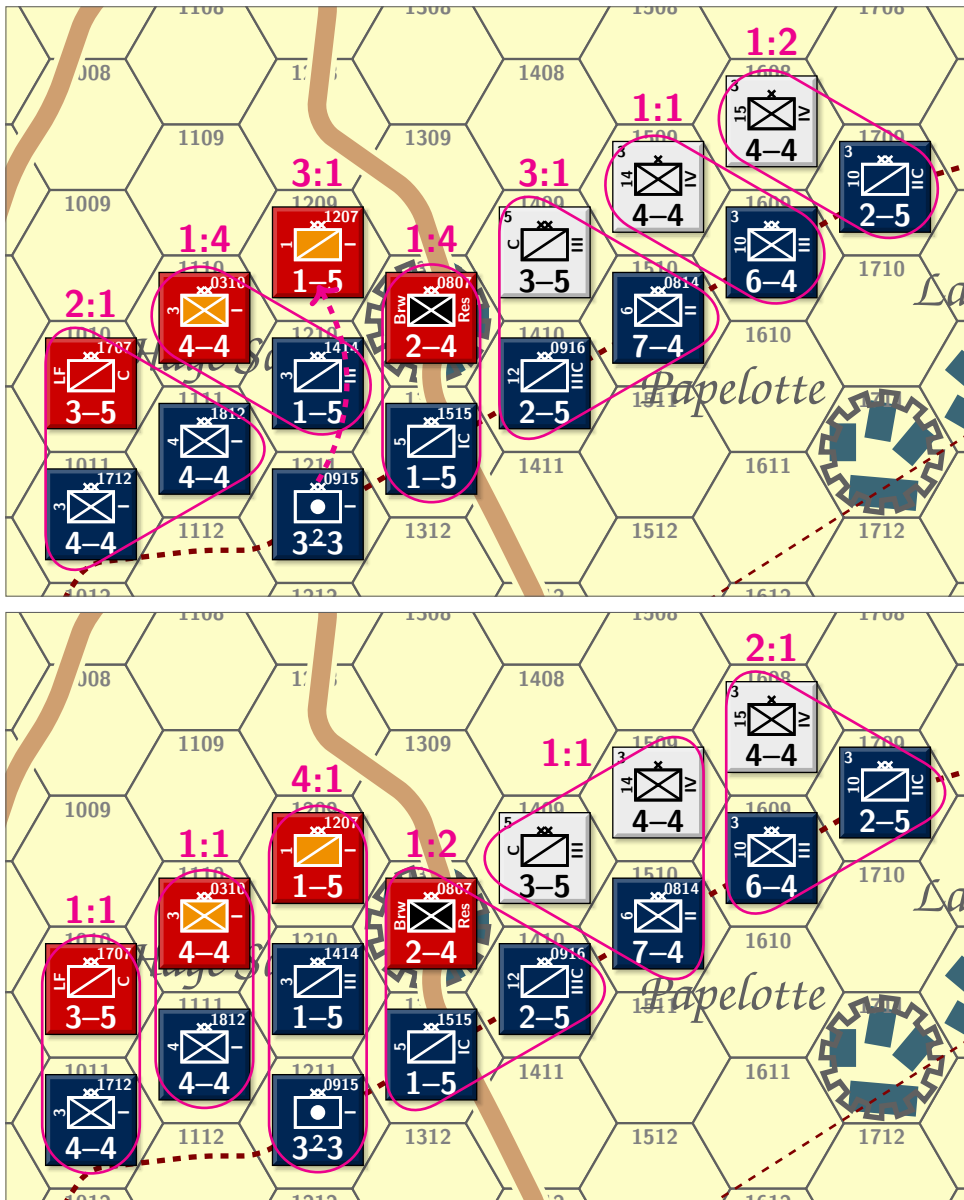


Figure 7: Two examples of combat division in the same situation. Combat odds are shown (§9.2). The French faction is attacking the Allied units. At the top, FR I FAD bombards (§9.1) BR I/1 CD in 1209, thus satisfying the requirement that that Allied unit be attacked as it has FR III/3 CD in its ZOC.

At the bottom the same artillery unit attacks the same unit together with FR III/3 CD.

BR RES/BRW ID occupies a fortified houses hex, and its CF is thus doubled (or tripled in the *Esdaile variant*).

only attacked by infantry units (☒) may *voluntarily* choose a combat result of *defender retreat* (DR). In that case, the defending faction must declare that before any die roll and will implement the DR *immediately* (§9.3.1).

Other defending artillery (☐) or infantry (☒) units in the combat will still need to defend against the attack.

The attacking faction *may not* advance after a voluntary cavalry retreat, even if there are no defending units left in the vacated hexes. Of course, if normal combat has to be conducted because there are still other defending units left, then the normal rules for advance apply (§9.3.4).

^c Defending units occupying a houses (🏠) or woods (🌲) units

hexes have their CF double before adding to the sum.

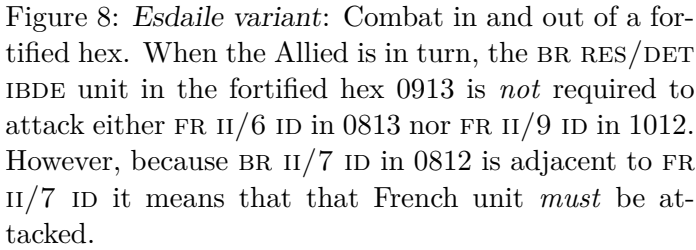
^d **Esdaile variant** Units in fortified hexes (🏠) have their CF tripled.

^e **Advanced game** Units in woods hexes (🌲) does *not* have their CF double. Instead, attacking such units will modify the final combat odds.

If the opposing faction has been demoralised (§5), then the CF of the non-demoralised faction are doubled, both while defending and when attacking.

All CF factors are cumulative.

If the French faction is demoralised, but attacks an Allied unit in a houses hex (🏠), then that Allied unit has its CF quadrupled ($2 \times 2 \times \text{CF} = 4 \times \text{CF}$). Allied units will have $2 \times \text{CF}$ when attacking

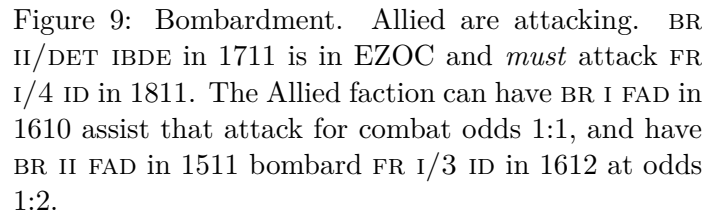


When the French faction is in turn, then because there are French units in the ZOC of *both* BR RES/DET IBDE *and* BR II/7 ID, it means that *both* Allied units must be attacked, and that both French units *must* attack. The French faction has no choice but attack BR RES/DET IBDE with FR II/9 ID (odds 1:1) and BR II/7 ID with FR II/6 ID (odds 1:1).

^fThus, the CF totals can be written

Here, the number in parenthesis with the marks † and ‡ applies to the *advanced game* and *Esdaile variant*, respectively (see above).

The total AF is then compared to the total DF to determine the combat odds. This is done by determining the ratio of AF to DF and then round down. That is, if the AF is *at least* N times larger than DF (but not $N + 1$ times larger), then the combat odds are $N:1$. On the other hand, if DF is *at most* N times larger than AF (but not $N - 1$ times larger), then the combat ratio is $1:N$. Mathematically, the combat odds are given by



Alternatively, both artillery units can attack FR I/3 ID at odds 1:1, leaving BR II/DET IBDE to attack at odds 1:4.

Esdaile variant: BR II/DET IBDE is not forced to attack as it is in a fortified hex.

See also Figure 7 for some examples.

^a An odds *increase* corresponds to moving one column to the *right* on the Combat Resolution Table (CRT, see Table 5), while a *decrease* corresponds to moving one column to the *left*.

If the odds 3:1 are increased, then the odds become 4:1. If the odds 1:1 is decreased they become 1:2. If odds 1:1 are increased once (to 2:1) and then decreased once, then the final odds are 1:1.

^d The attacking faction *may* voluntarily *decrease* combat

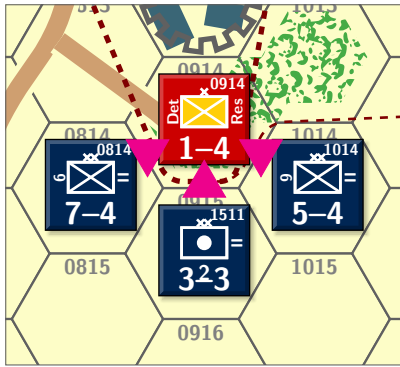


Figure 10: Bombardment. The French units FR II/6 ID in 0814, FR II/9 ID in 1014, and FR II FABDE in 0915 are all attacking BR RES/DET IBDE in 0914. Since the artillery unit is in enemy ZOC, it *cannot* do bombardment, but must join the other units in a regular ground attack (and is thus susceptible to adverse results). Given the odds of 6:1 it seems unlikely that the artillery will come to any harm.

Advanced game: If the artillery unit is to attack, it must first do so alone in the bombardment phase. Then, in the regular combat phase, the two infantry division may attack.

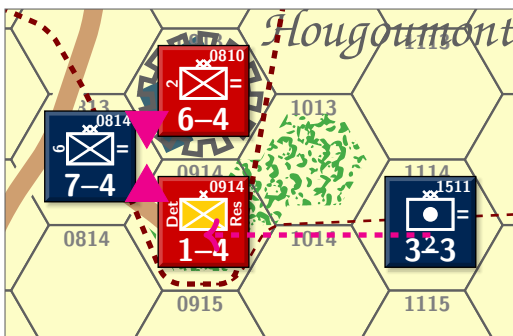


Figure 11: Bombardment. FR II/6 ID in 0813 is attacking BR RES/DET IBDE in 0914 and BR II/2 ID in 0913, with support (bombardment) from FR II FAD in 1114. Since the artillery unit has LOS to 0914 (but not 0913), it can participate in the attack. Odds are 1:2.

odds as the faction sees fit. The combat odds *may not* be increased.

An attacker may choose to reduce the combat odds 2:1 to 1:1 if an EX result could be detrimental to the attacker. The attacker may even reduce the odds to 1:2, 1:3, or even lower. The odds may not be increased to 3:1.

^e **Esdaile variant** If the attacking units contain at least one unit of all three types (☒, ☐, ●), then the combat odds are raised one level.

^f **Advanced game** If *any* defending unit is in a woods hex (🌳), then the combat odds are reduced one level.

Combat odds are *not* increased *nor* decreased due to demoralisation of a faction (instead CFs are doubled).

§9.2.2 Limitations

Combat odds of 1:5 or worse result in an automatic *attacker eliminated* (AE) result. Combat odds of 6:1 result in an automatic *defender eliminated* (DE) result. In both cases, no die roll is needed. See also (§9.3).

^a **Advanced game** There are no automatic results, and a die must always be rolled when resolving combats. Combat odds worse than 1:4 are treated as 1:4, and odds better than 6:1 are treated as 6:1 odds.

Studying the CRT (Table 5) before declaring a combat is well spent. For example, at odds 1:1 the chance of a success (DR) is 50%. At odds 3:1, success is guaranteed, with a one-in-three chance of eliminating the opponent. At odds 1:3, failure is guaranteed, and there is a 1-in-six chance of being eliminated. Sometimes, however, a faction may decide to attack at unfavourable odds in order to be more certain of a good outcome in a different combat. This tactic, with a deliberate attack at poor odds is called soaking-off.

§9.3 Combat resolution and results

^a The final combat odds are cross indexed with a die roll, by the attacking faction, in the *combat resolution table* (CRT) shown in Table 5.

^b **Advanced game** The die roll is modified by various factors.

The attacking faction must decide which tactic will be employed in the attacked, based on the available units.

If there are both infantry (☒) and cavalry (☐) units among the attacking units, then the attacking faction may choose between an infantry (☒) or cavalry (☐) attack.

The defender then chooses which tactics to employ, based on the defending units types (infantry ☒, cavalry ☐, or artillery ●).

If there are *both* infantry (☒) and cavalry (☐) units in *both* the attacking and defending units, then both factions *must* choose the infantry tactics.

The attacking and defending tactics are cross indexed in Table 6 to get the die roll modifier to the combat resolution roll.

In case of artillery bombardments (§9.1) there are no tactics to choose from. Rather, the die roll modifier is determined by the range of the bombardment and the defending units being targeted by the bombardment.

^c The abbreviations in the in the CRT have the following meanings.

AE *Attacker eliminated.* All attacking units, *except* bombarding artillery units (☐), are eliminated (§9.3.2). The defending units *may* advance (§9.3.4).

Die roll	Odds									
	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1
1	AE	AR	AR	DR	DR	EX	DE	DE	DE	DE
2		AE	AR	AR	DR	DR	EX	DE	DE	
3		AE	AE	AR	DR	DR	DR	EX	DE	
4		AE	AE	AR	AR	DR	DR	EX	DE	
5		AE	AE	AR	AR	DR	DR	DR	EX	
6		AE	AE	AE	AR	AR	DR	DR	EX	
AE	Attacker eliminated				DE	Defender eliminated				
AR	Attacker retreat				DR	Defender retreat				
EX	Defender eliminated, attacker \geq CF loss									
Odds < 1:5 as 1:5, > 6:1 as 6:1										
Attacker/defender <i>demoralised</i> : Odds -1/+1, respectively										
Esdaile variant: Attacker \boxtimes , \boxminus , and \blacksquare Odds +1										

Die result	Odds								
	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1
−1	AE	AE	AE	AE	AE	AR	DR	DR	EX
0	AE	AE	AE	AE	AR	AR	DR	EX	EX
1	AE	AE	AE	AR	AR	DR	DR	EX	DE
2	AE	AE	AR	AR	DR	DR	DR	EX	DE
3	AE	AE	AR	AR	DR	DR	EX	DE	DE
4	AE	AE	AR	DR	DR	DR	EX	DE	DE
5	AE	AE	AR	DR	DR	EX	DE	DE	DE
6	AE	AR	DR	DR	EX	DE	DE	DE	DE
7	AE	AR	DR	DR	EX	DE	DE	DE	DE
8	AR	AR	DR	EX	DE	DE	DE	DE	DE
AE	Attacker eliminated				DE	Defender eliminated			
AR	Attacker retreat hex				DR	Defender retreat hex			
EX	Defender eliminated, attacker \geq CF loss								
Opponent <i>demoralised</i> : $2\times$ CF									
Odds $< 1:4$ as 1:4, $> 6:1$ as 6:1									

Table 5: Combat Resolution Tables (CRT) for the *basic*, including *Grouchy* and *Esdaile* variants, and *advanced* games, left and right, respectively. The final combat odds are cross indexed with a die roll to find the result of a combat. *Advanced game*: The die roll is modified based on the tactics chosen by the attacking and defending factions (Table 6).

Die roll		Defender		
modifiers		\boxtimes	\boxminus	\bullet
Attacker	\boxtimes	0	-1	-1
	\boxminus	+2	+1	-1
	\bullet 1 hex	0	0	0
	2 hex	-2	-1	-1

Table 6: *Advanced game*: Die roll modifiers. The attacking faction chooses a tactic based on available attacking units. Then, the defending faction chooses a tactic based on the defending units. The two tactics are cross-indexed to get the die roll modifier on the combat resolution roll.

AR *Attacker retreat.* All attacking units, *except* bombarding artillery units (\bullet), *must* retreat (§9.3.1). The defending units *may* advance (§9.3.4).

EX *Exchange.* All defending units are eliminated. The attacking faction *must* match the loss (§9.3.3). If there are any attacking units left, then those may *advance* (§9.3.4).

DR *Defender retreat.* All defending units, *must* retreat (§9.3.1). Attacking units, *except* bombarding artillery units (\bullet), may *advance* (§9.3.4).

DE *Defender eliminated.* All defending units, *except* bombarding artillery units (\bullet), are eliminated (§9.3.2). Attacking units, *except* bombarding artillery units (\bullet), may *advance* (§9.3.4).

^d Results AE and AR means that the *defending* faction is victorious, while EX, DR, and AE means the *attacking* faction is the victor.

^e The result of a combat *must* be implemented *immedi-*

ately before moving on to the next combat.

§9.3.1 Retreats

- ^a When a loosing faction suffers a *retreat* result (AR for the attacking faction, DR for the defending faction), then *all* affected units *must* retreat one hex. The controlling faction of the retreating units perform the retreat with in the limitations given below.
- ^b A unit *cannot* retreat into enemy ZOC (§2), or a hex it would otherwise be prohibited from entering. If there are *any* open hexes to retreat into, then the units *must* be retreated into such a hex. See also Figure 12 for an illustration.

In the basic game and Grouchy variant units cannot retreat into a woods hex (\boxtimes) unless via a road.

In the Esdaile variant an infantry unit (\boxtimes) may retreat into a woods hex, but cavalry (\boxminus) and artillery (\bullet) units may not.

In the advanced game all unit types may retreat into woods hexes.

- ^c If a retreating unit can only retreat into a hex which would then violate the stacking limitations (§3), then units already in the hex retreated into *must* be retreated (*displaced*) until stacking limitations are observed, or no further retreats are possible.

- ^d The displacement of units continues displacing other units until *either* stacking limitations are observed, or no valid retreats are possible.

- ^e If it is not possible to *displace* other units to observe stacking limitations, for example because it would entail retreating into enemy ZOC, then the units that

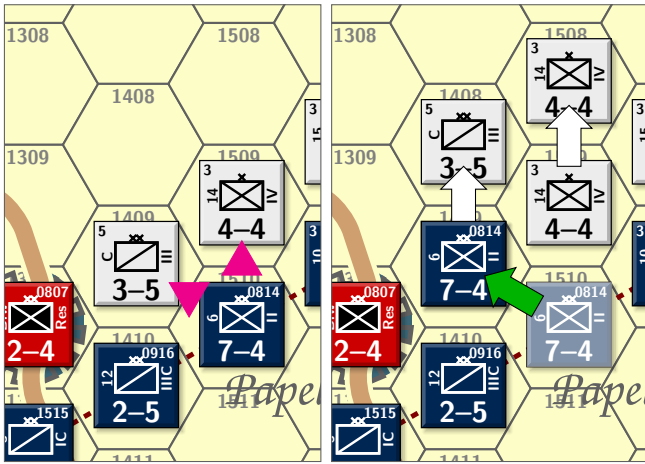


Figure 12: Retreats. Continuing the example in Figure 7 bottom, FR II/6 ID in 1510 attacks both PR III/C CD in 1409 and PR IV/14 IBDE in 1509 at odds 1:1. The result is DR, and the Prussian units must retreat. They retreat to 1408 and 1508, respectively, as shown on the right. Note that they cannot both retreat to the same hex as that would violate stacking limitations. In the *advanced game*, they must also both retreat to those hexes as empty hexes takes priority. The French unit may advance into 1409 *or* 1509 (§9.3.4). The French faction chooses 1409.



Figure 13: Retreats. Continuing the example in Figure 12. FR IC/5 CD in 1311 and FR IIC/12 CD in 1410 attacks BR RES/BRW ID in 1310 at odds 1:2. The result is DR. Then BR RES/BRW ID is eliminated, because it cannot retreat to either 1209 or 1309 as both hexes are in enemy ZOC.

Had FR III/3 CD *not* been in 1210, then the Brunswick unit could retreat to 1209 by displacing BF I/1 CD to either 1109 or 1208.

started the chain are *eliminated* instead. See also Figure 13 for an illustration.

^f Artillery units that are to perform a *necessary* bombardment, in the sense that the bombardment is needed to fulfil the requirement that all enemy units that have attacking units on their ZOC are attacked, *cannot* be



Figure 14: Blocked retreat. Continuing the example in Figure 7 top. Suppose FR III/3 CD in 1210 suffers an AR result *before* the artillery bombardment by FR I FAD is resolved. FR III/3 CD should retreat to 1211, thus displacing FR I FAD to 1112, 1212, or 1312. However, since FR I FAD is *required* to bombard BR I/1 CD, it cannot be displaced thus preventing the retreat of FR III/3 CD and the unit is therefore eliminated instead. BR I/1 CD may advance into 1210 (§9.3.4).

displaced by friendly retreating units. If no other retreat routes are possible, then the retreating unit or units are eliminated. See also Figure 14 for an illustration.

Note, a retreating unit cannot displace a unit that is engage with enemy units, as that would mean a retreat into enemy ZOC, which is not allowed.

- ^g **Advanced game** Since all artillery attacks takes place in the bombardment phase, and because all combats are *voluntary* it means that this rule does not apply.
- ^h A unit forced to retreat off the map edge is *eliminated* instead. This also applies to French units that are forced to retreat of the north west edge of the map. Retreating French units cannot be used to satisfy the French victory conditions (§10).

§9.3.2 Elimination

- ^a When a faction suffers an *elimination* result (AE for the attacker, DE for the defender) then *all* losing units are *immediately* eliminated.
- ^b Units may sometimes be eliminated by other means, for example if a retreat (§9.3.1) is not possible, in which case the same procedure is followed.
- ^c The units are removed from the board and placed in a pile of eliminated units.
- ^d It is important to keep a correct tally of the eliminated units as the total number of a factions' CFs eliminated determines victory (§10).

The opposing faction of the eliminated units faction should keep the tally.



Figure 15: Eliminate. Continuing the example in Figure 7 bottom. FR IC/5 CD in 1311 and FR IIC/12 CD in 1410 attacks BR RES/BRW ID in 1310 at odds 1:2. The result is AE. Both French units are eliminated, and BR RES BW ID may advance into either 1311 or 1410 (§9.3.4).

Advanced game: Since BR RES BW ID is in enemy ZOC, it may *not* advance.

^e Eliminated units cannot later enter the map. They are lost for good.

^f After the elimination of any number of units on any side, the faction *must* check to see if their have become *demoralised* (§5). If a faction becomes demoralised, then the effect is *immediate* and any modifications to later combats, including in the current phase, take effect *immediately*. The victory conditions *must* then be consulted to see if a faction has achieved its goal.

§9.3.3 Exchange

^a All defending units are eliminated (§9.3.3). The defending faction then calculates the sum of *nominal* CF of the units eliminated.

^b The attacking faction *must* then eliminate *attacking* units with a total CF of *at least* the same value as the eliminated defending units. If the attacker cannot satisfy this requirement, then *all* attacking units of *this* combat are eliminated. Other attacking units, not participating in the combat are not affected. See also Figure 16 for examples.

^c Attacking artillery units (☐) performing 2 hex bombardment (§9.1) *does not* nor *can be* used to satisfy the attackers losses.

^d **Advanced game** Artillery units (☐) that are performing bombardments against *adjacent* enemy units *do* suffer the consequences of an EX result.

§9.3.4 Advance

^a In a battle, in case the losing faction vacates the hex or hexes that it previously occupied, then the winning faction (defending faction in case of AE or AR, attacking faction in case of EX, DR, or DE), *may* advance into the vacated hex or hexes.

^b When advancing, stacking limitations (§3) *must* be ob-

served.

^c Advancing units *may* advance into hexes in enemy ZOC, even if the advancing units are already in enemy ZOC. Units *may not* advance into a hex it is otherwise prohibited from entering. No MF are spend during an advance. Examples of advances are shown in Figures 12, 14, 15, and 16

^d **Basic game** Units may *not* advance into a woods (🌳) *except* via a road.

^e **Advanced game** Units may *only* advance if the units are *not* currently in enemy ZOC.

Artillery units (☐) may *never* advance after combat.

^f **Optional** Artillery units performing bombardments may *not* advance.

§10 Victory

§10.1 Basic game and variants

^a If the Allied faction manages to *demoralise* (§5) the French faction *before* being demoralised it self, then the Allied faction wins an *immediate* sudden death victory.

^b If the French faction has eliminated 40 CF or more worth of Allied units, *and* has *voluntarily* moved 7 units off the north west corner (hexes 0101 to 0109), then the French faction wins an *immediate* sudden death victory.

^c Should the Allied faction eliminate 40 CF or more worth of French units *after* having been demoralised itself, but the French faction has not yet moved 7 units off map, then the best possible outcome for the Allied faction is a tie.

^d Should no faction fulfil their victory conditions before the end of turn 10, then the game is a tie.

^e **Esdaile variant** A tie should be considered a victory for the French faction as the variant is biased towards an Allied victory.

§10.2 Advanced game

^a The game runs for all 10 turns and there are no *sudden death* victory conditions. Each faction determines their level of victory.

French

1. The Allied faction has been demoralised
2. A total worth of 150 CF Allied units has been eliminated
3. 10 French units *and* FR NAP (Napoleon) have *voluntarily* been moved off the north west corner of the map.

Allied

1. A total worth of 75 CF French units has been eliminated
2. A total worth of 100 CF French units has been

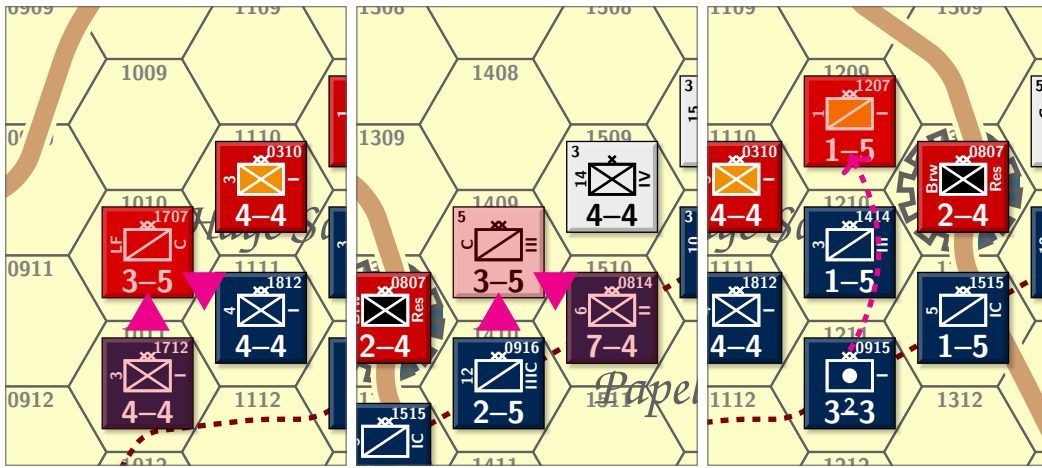


Figure 16: Exchange result. Continuing Figure 7 top. Left: FR I/3 ID in 1011 and FR 4/I ID in 1111 attack BR C/LF CD in 1010. The odds are 2:1, and the French faction rolls a 1 for a result of EX. The British left-flank cavalry unit, worth 3 CF is eliminated. The French faction *must* loose units corresponding to at least 3 CF. The French faction must therefore eliminate either FR I/3 ID or FR I/4 ID and chooses the former. FR I/4 ID may advance into 1010 (§9.3.4).

Middle: In the same example, FR IIC/12 CD in 1410 and FR II/6 ID in 1510 attack PR III/C IC in 1409 at 3:1 with an EX result. The Allied unit is eliminated and the faction has lost 3 CF, which the French faction *must* match. The French faction therefore has no choice but to eliminate FR II/6 ID (with 7 CF) since eliminating FR IIC/12 CD will not suffice. FR IIC/12 CD may advance into 1409 (§9.3.4).

Right: Finally suppose the bombardment by FR I FAD in 1211 of BR I/1 ID in 1209 resulted in EX. The Dutch unit is eliminated, but since the attacker was bombarding (§9.1) it is *not* required to match the loss and FR I FAD is not affected.

Advanced game: In the left and middle cases, FR I/4 ID and FR IIC/12 CD, respectively, may *not* advance as they are in enemy ZOC before the possible advance.

French minus Allied victory level	Level	Victor
−3	Decisive	Allied
−2	Moderate	
−1	Marginal	
−0	Tie	
1	Marginal	French
2	Moderate	
3	Marginal	

Table 7: *Advanced game:* Victory conditions.

eliminated

- FR NAP is eliminated *or* the French faction was demoralised before the Allied faction has lost 90 CF worth of units.

^b The difference between these victory levels is then calculated and cross-indexed in Table 7 to find the victorious faction.

Napoleon at Waterloo

Combat Resolution Table

Die roll	Odds									
	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1
1	AE	AR	AR	DR	DR	EX	DE	DE	DE	DE
2		AE	AR	AR	DR	DR	EX	DE	DE	
3		AE	AE	AR	DR	DR	DR	EX	DE	
4		AE	AE	AR	AR	DR	DR	EX	DE	
5		AE	AE	AR	AR	DR	DR	DR	EX	
6		AE	AE	AE	AR	AR	DR	DR	EX	
AE	Attacker eliminated				DE	Defender eliminated				
AR	Attacker retreat				DR	Defender retreat				
EX	Defender eliminated, attacker \geq CF loss									
Odds < 1:5 as 1:5, > 6:1 as 6:1										
Attacker/defender <i>demoralised</i> : Odds -1/+1, respectively										
Esdaile variant: Attacker ☒, ☐, and ◼ Odds +1										



Terrain Effect Chart

Terrain	MF	DF	LOS
Clear	1		
Road	1		
Houses	1	×2	
Fortified	1	×2(×3) [†]	
Woods	×(2*) [†]	×2	×
*Only ☒ [†] Esdaile variant			

Unit Colours

Anglo-allied	Dutch
Prussian	Brunswick
French	Hanoverian

Turn Sequence

French turn
Movement
Combat
Allied turn
Movement
Combat

NATO Symbols

Type	☒	Infantry
	☐	Cavelry
	●	Artillery
Echelon	×	Brigade
	×	Division

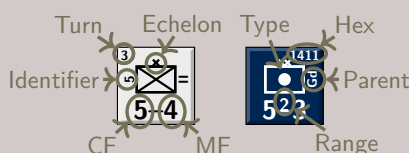
Advanced Napoleon at Waterloo

Combat Resolution Table

Die result	Odds								
	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1
−1	AE	AE	AE	AE	AE	AR	DR	DR	EX
0	AE	AE	AE	AE	AR	AR	DR	EX	EX
1	AE	AE	AE	AR	AR	DR	DR	EX	DE
2	AE	AE	AR	AR	DR	DR	DR	EX	DE
3	AE	AE	AR	AR	DR	DR	EX	DE	DE
4	AE	AE	AR	DR	DR	DR	EX	DE	DE
5	AE	AE	AR	DR	DR	EX	DE	DE	DE
6	AE	AR	DR	DR	EX	DE	DE	DE	DE
7	AE	AR	DR	DR	EX	DE	DE	DE	DE
8	AR	AR	DR	EX	DE	DE	DE	DE	DE
AE	Attacker eliminated				DE	Defender eliminated			
AR	Attacker retreat hex				DR	Defender retreat hex			
EX	Defender eliminated, attacker \geq CF loss								
Opponent <i>demoralised</i> : 2× CF									
Odds < 1:4 as 1:4, > 6:1 as 6:1									

Unit Colours

Anglo-allied	Dutch
Prussian	Brunswick
French	Hanoverian







Terrain Effect Chart

Terrain	MF	Combat	LOS
Clear	1		
Road	1		
Houses	1	2× DF	
Fortified	1	2× DF	
Woods	4	Odds -1	×
EZOC	+1**		
*Only from hex connected via road			
**☐ over other terrain, enter <i>and</i> exit			

Turn Sequence

French turn
Movement
Bombardment
Combat
Allied turn
Movement
Bombardment
Combat

NATO Symbols

Type		Infantry
		Cavalry
		Artillery
		
Echelon		Regiment
	×	Brigade
	×	Division

Combat modes

Die roll	Defender		
modifiers	☒	☐	◼
☒	0	-1	-1
☐	+2	+1	-1
◼ 1 hex	0	0	0
2 hex	-2	-1	-1