

# WATERLOO



‘Waterloo’ is a two player wargame recreating the famous battle of the 18th June 1815. One player will control the French army while the other will control the allies, made up of British, Germans, Dutch, and Prussians. The game should take three to four hours to complete.

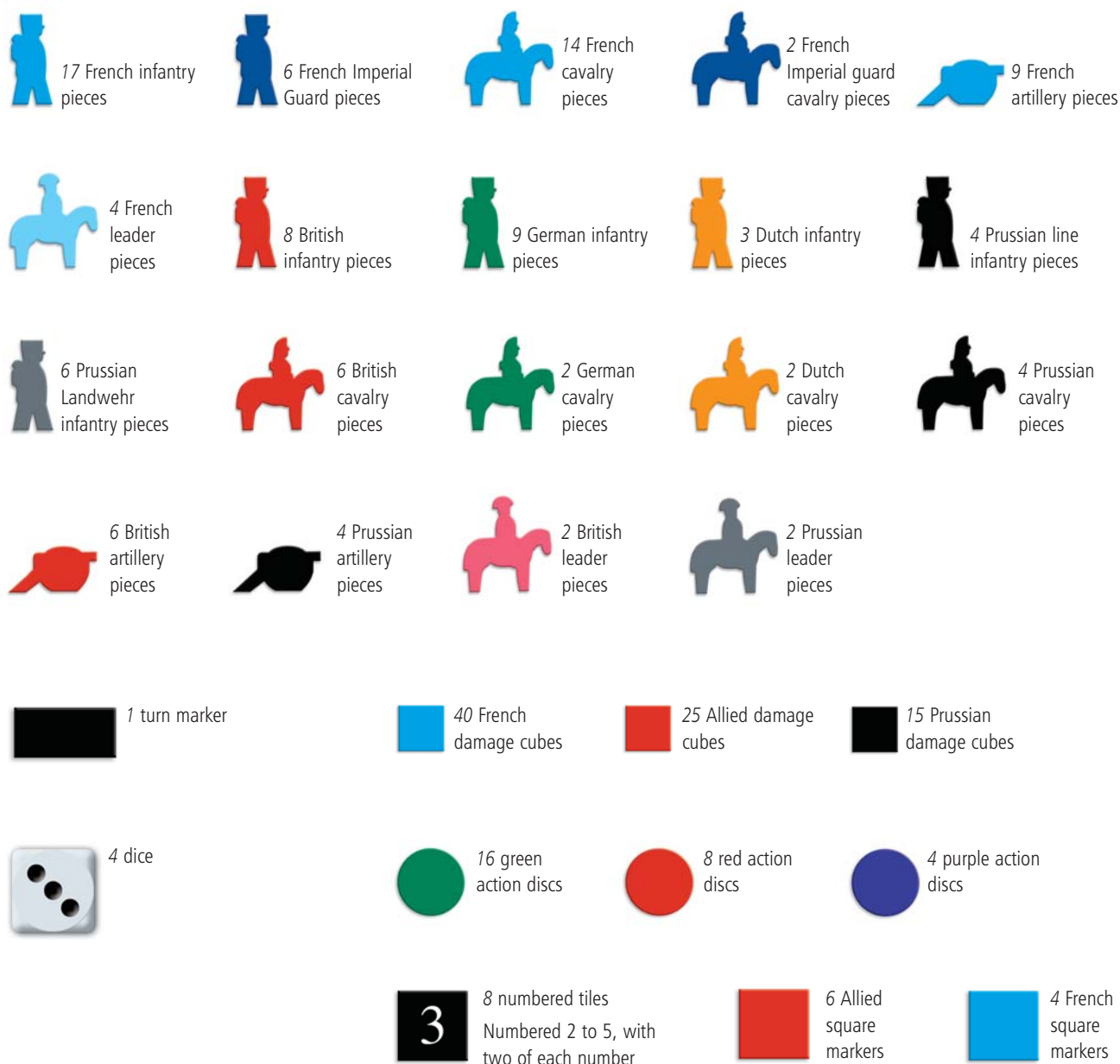
This is by far the most complicated rule book that I have had to write, even more involved than ‘Brass’. I apologise now for any minor errors or unusual situations that are not covered. I like to write an overview of play to help give an idea of the flow of the game, however, in this case space does not allow me to do so. About ninety percent of the rules are contained on the Player Aid card. It’s worth studying that to gain an

understanding of the game. If you have any difficulties you can contact me at [martin@warfroggames.com](mailto:martin@warfroggames.com) or check the Warfrog website, [www.warfroggames.com](http://www.warfroggames.com) for a faq. Hopefully those that persist with the rules will actually find that the game is not actually that complicated, just a bit different from the normal wargame.

Martin Wallace

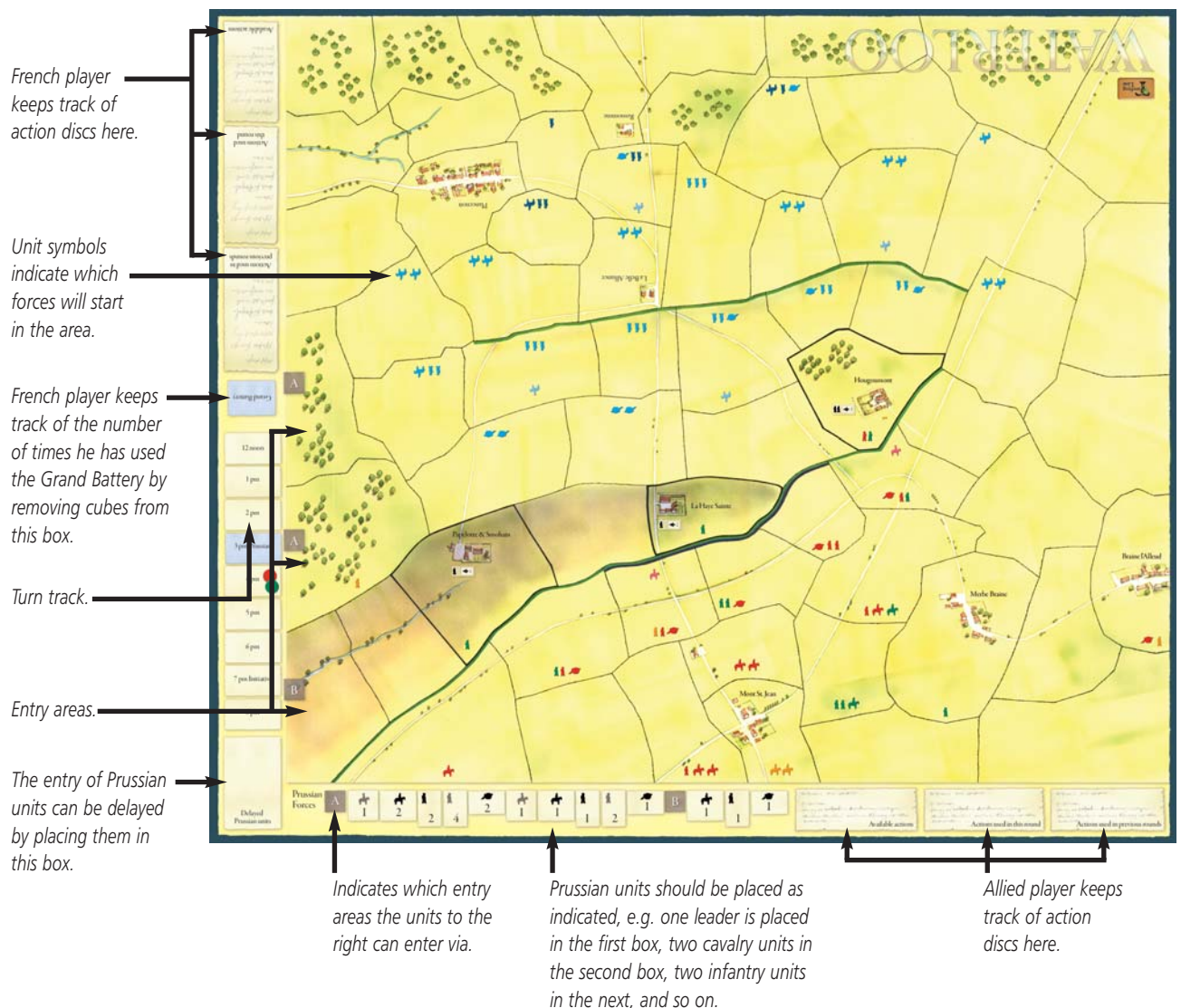
## Components

As well as one rule book, two identical Player Aid Cards, a cloth bag, and a playing board you should also have the following wooden pieces:





# The Board



## Starting the game

The players should agree which side they will play and take a set of units. There is one set of French pieces and one set of Allied pieces. Note that within each set there are a variety of coloured units, i.e. the Allied set consists of red British, green German, orange Dutch, and black and grey Prussian units. Although Prussian units are controlled by the Allied player they are still an independent force and have their own damage cubes. It is also the case that Prussian casualties do not count towards the Allied total for determining whether the French player has achieved his victory conditions.

Units, including leaders, should be placed on the board as indicated by the unit symbols marked in the areas.

**EXAMPLE:** The Allied player would place one British infantry, one Dutch infantry, one artillery, and one leader in this area. The infantry units will start on their sides.



All French units should be placed upright. All Allied infantry units should be placed on their sides, while the remaining cavalry, artillery, and leader units should be placed upright. All Prussian units should be placed on the Prussian display.

The French player should place six blue damage cubes in the Grand Battery box. These cubes are used to keep track of how many times Grand Battery fire is used.

Action discs, dice and cubes should be placed by the side of the board.

Place the turn marker on the 12 noon space of the Turn Track.

Place the eight numbered tiles into the cloth bag.

# Playing the Game

The game 'Waterloo' is played over nine turns. Each turn represents one hour of time. A single turn consists of a number of phases, as described below:

1. Take action discs
2. Prussians
3. Skirmish fire
4. Player action rounds
5. Formation changes
6. Check victory conditions
7. End of turn

These phases will now be explained in more detail.

## Phase one: Take action discs

The French player places eight green, four red, and two purple action discs in his 'Available Actions' box. During the first four turns the Allied player places five green and two red action discs in his 'Available Actions' box. From 4pm onwards this number is increased to eight green, four red, and two purple action discs. Unused action discs from previous turns are not carried over.

## Phase two: Prussians

From 3pm onwards a random number of Prussian units will enter the board. The Allied player rolls one die. He then takes a number of units equal to the die roll from those on the Prussian display and places them in the entry areas indicated. If a '1' is rolled then it should be changed to a '2'. A full explanation of these rules is given later.

## Phase three: Skirmish fire

All infantry units, both French and Allied, can fire at enemy units in adjacent areas. The Allied player resolves skirmish fire first. Each infantry unit can fire once and the effect of each fire must be resolved one unit at a time. Units in the same area can choose to fire into different adjacent areas. The controlling player must state which adjacent area the infantry unit is firing into. Roll one die for the firing unit. A hit is scored on a roll of '6'. No modifiers are applied for terrain or damage cubes. If there are one or more infantry units in the target area then place one damage cube for each hit inflicted.

If there are no infantry units but there are cavalry then for each hit inflicted the player controlling the cavalry must decide whether to retreat a cavalry unit or place it on its side, thus becoming tired. If all of the cavalry units in the area are tired then a hit will force one of them to retreat. If all of the cavalry units in an area retreat from it then any further hits are scored against any artillery in the area. If there are no artillery units in the area then any further hits are wasted. Any cavalry units that perform a retreat must obey the rules on retreat detailed later in these rules.

If the only units in the area are artillery units then each hit will inflict one damage cube. The number of damage cubes in the area cannot exceed the number of artillery units, any further hits are wasted.

After the Allied player has resolved all of his skirmish fire the French player resolves his skirmish fire.



## SKIRMISH FIRE EXAMPLE

On the very first turn units will be positioned as shown above. In this section three Allied units can fire. The German in La Haye Sainte can fire at the area containing the two French artillery units. He rolls a '5', which misses. The German and British units in Hougoumont have a choice of areas to fire at. The player decides to fire at one of the areas containing infantry units. He rolls a '6' and a '2' which is one hit. A French damage cube is placed in the area. The French player now fires with his infantry units. The six infantry units adjacent to Hougoumont can only fire into that area. The French player rolls six dice, one of which is a '6'. An Allied damage cube is placed in Hougoumont.

## Phase four: Player action rounds

This is the core of each turn and as such has to be dealt with in much more detail, which occurs later on in these rules.

## Phase five: Formation changes

The Allied player can now decide whether he wishes to change the formation of any of his infantry and artillery units. After the Allied player has made any formation changes the French player then has the opportunity to change the status of any of his infantry and artillery units. There is no upper limit to the number of units that can change formation. These formation changes do not cost any action discs.

## Phase six: Check victory conditions

Both players should check to see if they have achieved their victory conditions explained in detail at the end of the rule book. If one player has achieved his victory conditions then the game ends immediately. Otherwise the game continues, unless it is the final turn, in which case the game ends.

## Phase seven: End of turn

Move the turn marker one space along the Turn Track. Make sure all action discs are removed from the board.

## Useful stuff to know – part one

### Unit formations

Each unit can be standing upright or on its side. Which position it is in represents the unit's formation. What this formation represents depends on the type of unit.

An upright infantry unit is in a mobile formation and is able to move and assault. An infantry unit on its side is in a defensive formation and is not allowed to move or assault. However, it will automatically switch to square formation if charged by enemy cavalry. To indicate that an infantry unit is in square formation a square piece should be placed under it.

An upright artillery unit is deployed and ready to fire. If an artillery unit moves then it is placed on its side after movement. An artillery unit on its side cannot fire if activated by the Fire Artillery action. It can still fire defensively. An artillery unit on its side can still move.

An upright cavalry unit is a fresh unit. A cavalry unit on its side is tired.

A tired cavalry unit can never become fresh again. A fresh cavalry unit will become tired if a hit is scored against it by an artillery or infantry unit or when it is defeated by an enemy cavalry unit. If a tired unit suffers any of the above then it is usually eliminated.

An upright leader is one who is available for activation. If a player uses an action to activate him he becomes used and should be placed on his side. He will become available for use again in the next round of actions.

Infantry and artillery formations can be changed at a number of points in the game. At the start of a player's round he has the opportunity to change the formation of as many units as he wishes. Both sides can change the formation of units in phase five, after each player has completed all of their actions. Players can also use an action disc to change the formation of units in an area.

## Player action rounds

This is the heart of the game, and as such will take up the bulk of these rules. This phase will consist of a variable number of action rounds.

The player with the initiative will be the active player first.

**Initiative** – Until 7pm the French player holds the initiative, which means he will be the active player first. If at the start of the 7pm turn the French player holds all three strong points, (Hougoumont, La Haye Sainte, Papelotte & Smohain), then he will remain the first player, otherwise the Allied player gains the initiative and becomes the active player first in the 7pm and 8pm turns. There is no marker to show who has initiative, you just have to remember who has it. Once initiative has switched to the Allied player it will not switch back.

**Action Round Sequence** – An action round consists of the following sub-phases:

**Draw tile**

**Formation changes**

**Perform actions**

**Move action discs**

**Switch roles**

The above sequence is then repeated with player roles reversed. The phase only ends when it comes to a player's turn to start his action round and he has no green action discs available to use. At this point play proceeds to phase five.

**Draw tile** – The non-active player draws one numbered tile from the bag. He keeps its value secret from the active player.

**Formation changes** – The active player can change the formation of as many infantry and artillery units as he wishes. This is a good time to take units out of square formation. These changes do not cost any action discs. All leaders should be returned to their upright position.

**Perform actions** – The active player now carries out his actions. Each single action requires the expenditure of one action disc. An action must be completed before the next action can be taken. The active player must move the expended action disc from the 'Available Actions' box to the 'Actions Used this Round' box. He must make it clear to the non-active player what action he has performed.

The actions that a player will be able to perform are explained in more detail in the section on Actions.

The non-active player has the responsibility of informing the active

player when he has used his allocation of actions. The active player can only perform a number of actions equal to the value on the numbered tile drawn by the non-active player, or until he expends all of his action discs.

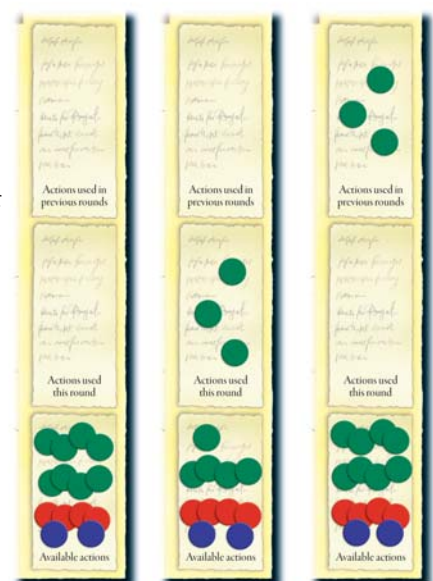
**Move action discs** – The active player must move all action discs from the 'Actions used this round' box to the 'Actions used in previous rounds' box. The numbered tile should be placed back in the bag.

**Switch roles** – The non-active player becomes the active player and the active player becomes the non-active player. If the new active player has one or more green action discs available then repeat the above stages, (with the exception of Initiative). If the new active player has no green action discs available then this phase ends immediately and play proceeds to phase five. Note that the other player may still have unused green action discs. He will not be able to use them, nor do they carry over to the next turn.

### EXAMPLE OF A PLAYER ACTION ROUND

The French player has the initiative in the first turn, he will be the active player first. The Allied player draws a tile from the bag. It is a '3'. He does not show the tile to the French player.

The French player performs three actions, one at a time. As he performs each action he moves a disc from the bottom to the middle box. After completing the third action the Allied player informs him that he has had his allocation of actions. The French player then moves the three action discs to the top box.





## More on Perform Actions

Each player starts the turn with a certain number of green, red and purple action discs in their respective 'Available Actions' boxes.

When a player is the active player he will be able to expend between two and five of these action discs, depending on the numbered tile drawn by the non-active player.

One action disc can be expended to activate one area. All of the units in that area can then carry out the same action. It may be that only some units wish, or are able, to perform that action. This is fine, as long as all of the units that do perform an action perform the same action.

A unit can be activated more than once in an action round. Only leaders have a limit on the number of times that their leadership can be used in an action round, which is once per action round.

An action disc can also be used to activate a leader, who in turn can activate two areas, or the same area twice. See the section on Leaders for more details.

If a green action disc is expended then some or all of the units in the activated area can perform any of the actions described below. If a red action disc is expended then only the Assault action can be performed by units in the area. If a purple action disc is expended then only Reserve Movement can be performed by units in the area.

# ACTIONS

The actions that can be performed are:

**Close contact movement**

**Reserve movement**

**Fire artillery**

**Assault**

**Change formation**

**Reinforce**

**Do nothing**

## ACTION Close contact movement

The expenditure of one green disc allows a player to move some or all of the units in one area. The activated units can move up to their full movement allowance. They cannot enter enemy occupied areas. They may enter areas adjacent to enemy occupied areas. If more than one unit is moved they do not have to move to the same area.

An infantry unit can move one area. Only upright infantry units can move, i.e. those in mobile formation.

Artillery can move one area. After moving the unit should be placed on its side. A unit already on its side can still be moved. Artillery units that are un-manned cannot move. An artillery unit is un-manned if there are no infantry units in the area and it has a damage cube assigned to it.

A cavalry unit can move up to two areas. The status, (formation), of the unit has no effect on its movement rate. A cavalry unit must stop moving if it enters a wood, town, or river area.

A leader can be moved up to three areas. He cannot end up in an area containing another leader. He can move whether he has already been activated this turn or not. His 'formation' remains unchanged.

If a player wishes to move an infantry unit from an area containing damage cubes then that unit may have to take some or all of them with it. If it is the only infantry unit in the area then it takes all of the damage cubes with it when it moves. If there is more than one infantry unit in the area then before moving the controlling player must assign damage cubes to infantry units. After assigning damage cubes the active player can move the infantry unit, moving any cubes assigned to it along with it. See below for more details on assigning damage cubes.

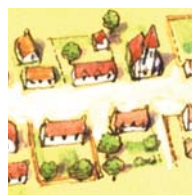
## Terrain Effects on Movement

Terrain is handled in more detail later on in these rules. Cavalry is the only unit whose movement is affected by terrain. Cavalry must stop as soon as it enters a wood, town or river area.

Wood



Town



River



## CLOSE CONTACT MOVEMENT EXAMPLE

*The French player is active.*

*Here we can see the initial positions of the French units.*



*The French player activates his leader, using one green action disc. This allowed him to activate two areas. He chooses to activate the area the leader is in and an adjacent one. He moves the units as shown to the right.*

*As the leader has been used he is placed on his side. Note that the player has exceeded the area limit in one of the areas he has moved into. This is legal and no penalty will be imposed as long as this situation changes before the end of his action round.*



*The French player is lucky and is able to continue to perform another action. He activates one area with one green action disc and moves the units as shown. Note that the leader cannot be used again in this action round.*



## Useful stuff to know – part two

### Area unit limits

An area can contain up to three combat units, (infantry, cavalry, and artillery are all combat units), and one leader, without any penalties being incurred.

This limit can be broken during an action round. A player can have as many units in an area as he wishes but if at the end of his action round he has exceeded the area limit then he will suffer a penalty. If there are infantry units in the area then one damage cube per additional, over-the-limit unit is placed in the area. If there are no infantry units in the area but there are one or more cavalry units then for each combat unit over the limit a cavalry unit must become tired, or if already tired, eliminated. If it is not possible to tire/eliminate the correct number of units then place damage cubes in the area to make

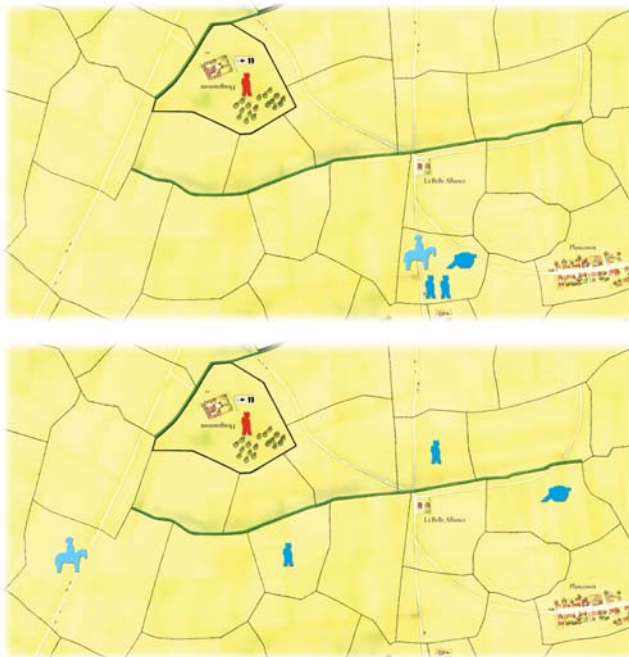
up the deficit. If there are only artillery units in the area then for each unit over the area limit one damage cube should be placed in the area.

British, Dutch, German, and Prussian units can exist in the same area.

**EXAMPLE:** If there were three infantry and two cavalry units in an area then two damage cubes would be placed in the area. If there was one cavalry unit and four artillery units in an area then the cavalry unit would first become tired and then be eliminated. If the cavalry unit was already tired then it would be eliminated and one damage cube would be placed in the area.

### ACTION Reserve movement

The expenditure of one green or one purple action disc allows a player to move some or all of the units in one area. Those units that do move may move up to twice their normal movement rate, (infantry and artillery would be able to move up to two areas, cavalry up to four areas, and leaders up to six areas). However, no moving unit can move into an area adjacent to an enemy occupied area. Units that start adjacent to an enemy occupied area cannot perform Reserve Movement. Note that an area containing only un-manned enemy artillery units still counts as an enemy occupied area.



**EXAMPLE:** Initial positions are shown in top image. The active player expends one purple action disc and activates the area shown. The artillery unit is placed on its side as it has moved. It can still be moved in later actions but cannot fire until set upright again. The leader remains upright as he was not used to activate the area. He will be available to use in the same action round to allow two areas to be activated. No unit moved adjacent to Hougoumont, which would not be allowed with reserve movement as it is an enemy occupied area.

### ACTION Fire artillery

The expenditure of one green disc allows a player to fire with all of the upright artillery units in one area. An artillery unit may fire more than once in an action round.

An artillery unit can fire at enemy units up to three areas away. If more than one artillery unit is firing then they can fire at different areas. The controlling player must state which areas are to be fired at before rolling for hits.

#### Artillery line of sight

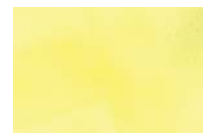
When a player selects an area to fire at he must trace a line of sight that uses the shortest distance, measured in areas. Artillery cannot fire through an area that contains woods, a town, a strong point, or one or more combat units. A leader does not block line of sight. If there is more than one possible line of sight then the firing player chooses which he wishes to use.

A ridge line may block line of sight. If the firing artillery is in an area that a ridge line borders then its line of sight is not blocked by the ridge line. If the artillery is in an area not bordered by the ridge line it wishes to fire across then it can only fire into areas that ridge line borders.

Any units or strong point in a low ground area do not block the line of sight of artillery units firing from an open ground area. Artillery may fire out of a low ground area but line of sight will be blocked by combat units or terrain in either low or open ground areas. Un-manned artillery cannot fire.

#### Terrain effects on ranged artillery fire

**Open ground:** no effect.



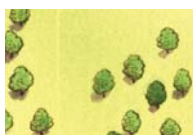
**Low ground:** units or terrain in low ground do not block the line of sight of artillery in non-low ground.



**Strong Point:** Blocks line of sight. -2 modifier if all target infantry units in the area have the benefit of the strong point.



**Woods:** Blocks line of sight. -2 modifier.



**Town:** Blocks line of sight. -2 modifier.



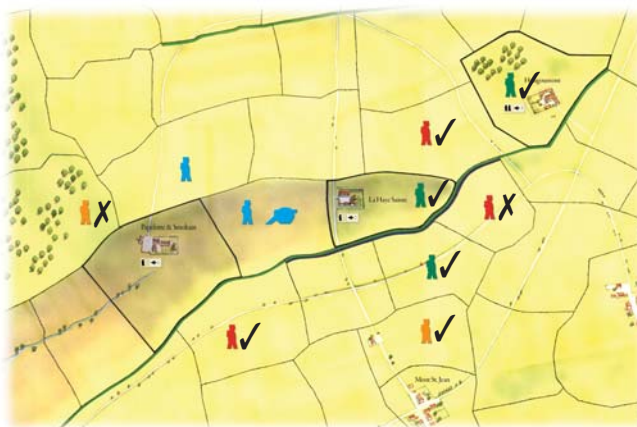
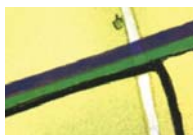
**River:** -1 modifier, ground is regarded as muddy, which stops the cannonballs from bouncing.



**Ridge Line:** Blocks line of sight to units that are not in the area adjacent to the ridge line, i.e. those units that are further back. -2 modifier.



**Sunken Road:** -1 modifier if line of sight crosses the boundary marked by the sunken road and the target is in the area bordered by the road.

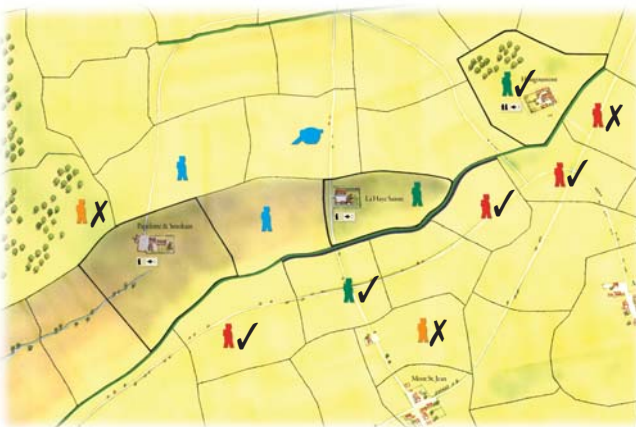


### LINE OF SIGHT EXAMPLE TWO

In this example the artillery unit has a clear line of sight to Hougomont and the British unit between Hougomont and La Haye Sainte. The reason for this is that a number of shortest pathways can be traced to each area, and as long as one of them is not blocked there is a clear line of sight. The line of sight to the British unit beyond La Haye Saint is blocked by the strong point. Note that the artillery unit now has a clear line of sight to the Dutch unit near Mont St. Jean, as the artillery unit is in an area bordered by the ridge line that was blocking it in example one.

### Target preference

Artillery must always fire at infantry if it is present in the target area. If there are no infantry units in the area then it must fire at any cavalry units present in the area. If there are no cavalry units present then it must fire at any artillery units in the area. Artillery can never fire at a leader.



### LINE OF SIGHT EXAMPLE ONE

The French artillery unit has a clear line of sight to all targets marked with a tick. It does not have a clear line of sight to targets marked with a cross. Line of sight to the Dutch unit in the woods is blocked by the French infantry unit. Line of sight to the other Dutch unit, close to Mont St Jean, is blocked by the ridge line. The line of sight to the British infantry unit beyond Hougomont is blocked by the wood in Hougomont and the other British unit.

Note that the German unit in La Haye Sainte or the French unit in the area to its left do not block the line of sight of the artillery unit as the artillery is in open ground while these two units are in low ground.

### Artillery versus infantry fire

The Artillery vs Infantry Fire Table is used to determine the result of artillery fire against infantry units.

The range to the target determines which column should be used. The firing player rolls one die. The number rolled should be modified depending on the circumstances.

Add one if the target is in square formation.

Subtract one if the target is in a river area.

Subtract two if the target is in a wood or town area.

Subtract one if the target is in an area that the sunken road runs through.

Subtract one if the firing unit is British artillery, (red).

Subtract two if all infantry have the benefit of a strong point.

Subtract two if the target is in an area that borders a ridge line and the firing artillery is not in an adjacent area to the target.

All modifiers are cumulative.

Cross reference the final value with the correct range column. The resulting box indicates how many damage cubes should be placed in the area.

An unmodified die roll of '6' always results in at least one damage cube being inflicted, i.e. a '6' is always a hit, no matter what the modifiers are.



## Artillery vs Infantry Fire Table

		Range			
		0	1	2	3
Modified d6 roll	0	—	—	—	—
	1	■	—	—	—
	2	■	—	—	—
	3	■	■	—	—
	4	■	■	■	—
	5	■	■	■	■
	6+	■	■	■	■

**Die Modifiers**

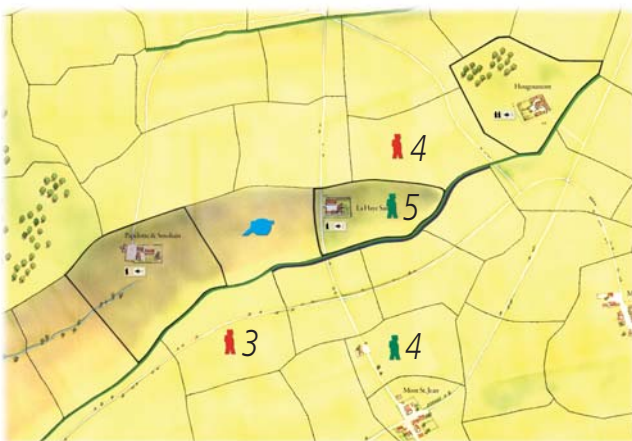
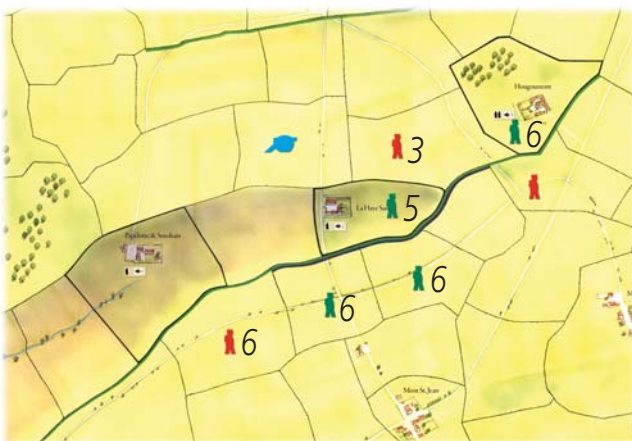
- +1 if target in square formation
- 1 if target in river area
- 1 if target behind sunken road
- 1 if the artillery is British
- 2 if target in woods or town
- 2 if target behind ridge line
- 2 if target in strong point and in defensive formation

A '6' always inflicts at least one point of damage. Modifiers are cumulative.

### EXAMPLES OF RANGED ARTILLERY FIRE

The numbers required to hit each potential target are shown on the right.

Note that the artillery unit still has a 1 in 6 chance of hitting the unit in Hougomont, even though the combined modifiers would mean more than a '6' was required, '6' is always a hit.



### Artillery versus cavalry fire

If there are no infantry units in the target area then artillery fire must be directed against any cavalry units in the area. Do not use the Artillery vs Infantry Fire Table. Roll one die for each firing artillery unit. A roll of '5' or '6' results in a hit. No modifiers are applied to this die roll. If a hit is scored then the defending player must choose whether he tires a fresh cavalry or retreats. A tired unit must retreat if hit. The defending player decides how any hits should be applied to cavalry units in the area.

If surplus hits are scored then they will register against any artillery in the area. Otherwise they have no effect.

### Artillery versus artillery fire

Artillery can only fire against artillery if there are no infantry or cavalry in the area. Do not use the Artillery vs Infantry Fire Table. Roll one die for each firing artillery unit. A roll of a '6' results in a hit. No modifiers are applied to this die roll. Each hit will result in a damage cube being placed in the area. Each defending artillery unit can only receive one damage cube. This represents the guns becoming unmanned. If surplus hits are scored against the area then the additional hits have no effect. Artillery can never eliminate an artillery unit.

### French Grand Battery fire

If the French player chooses the Fire Artillery action then he can also choose to use Grand Battery fire. This does not cost an extra action. Each artillery unit fires twice instead of once. A unit must direct both of its fires against the same area. When the French player selects this option he must remove one of his damage cubes from the Grand Battery box. This option can only be taken six times in the entire game. Once there are no more cubes in the Grand Battery box then the French player cannot perform Grand Battery fire. Grand Battery fire may be used more than once in the same action round.

## ACTION Assault

One green or red disc can be expended to allow some or all of the units in one area to assault. This is the only time that a red disc can be expended to activate an area. Each assaulting unit can move its full movement rate, (Close Contact Movement rate), but must end its movement in an area containing enemy units. Only infantry and cavalry may assault. Artillery can never take part in an attack, nor can it be moved in the same action.

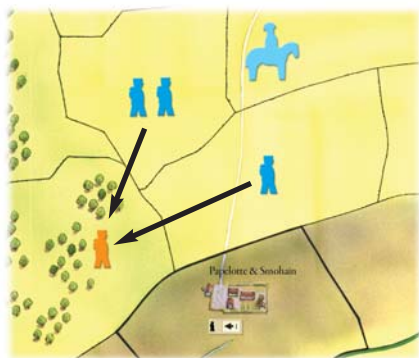
Cavalry units must stop and assault in the first enemy occupied areas they enter.

Once all assaulting units have finished moving assault combat must be resolved in each area that it will occur. If there is more than one assault then the active player determines the order in which assaults are resolved.

The units that move into the area will be termed the assaulting units. The units that started in the area will be termed the defending units. Although this sounds obvious it may occur that the player who has performed the assault could end up defending against a cavalry counter-charge.

Assaults are resolved within areas that contain opposing units. The assault process consists of seven separate steps. Each step must be completed before the next step. Some steps will be skipped if the situation in question does not apply. Once a step has been completed you never return to it in the same assault. Once all seven steps have been completed play proceeds with the next area where assault combat requires resolution. Continue in this manner until all assaults have been resolved.

**EXAMPLE** Here the French player uses a leader to activate two areas containing French infantry units, who all assault into the same area. All units complete their move before assault



There are seven steps in assault combat. Each step must be completed before the next step is resolved. In most cases a number of steps will not apply and can be skipped. The steps are:

- Step 1 – Defending Artillery fire**
- Step 2 – Cavalry vs Cavalry combat**
- Step 3 – Infantry vs Infantry combat**
- Step 4 – Cavalry vs Infantry combat**
- Step 5 – Cavalry vs Artillery combat**
- Step 6 – Infantry vs Artillery combat**
- Step 7 – Cavalry Control Checks**

These will now be explained in more detail. Examples of assault combat are then given.

#### Step one – defending artillery fire

All defending artillery units fire once. Artillery units that are not upright can still fire. The only potential targets are those enemy units which are assaulting.

If there are one or more assaulting infantry units then defending artillery fires against them using the zero range column of the Artillery versus Infantry Fire table. No terrain modifiers are applied. The only modifier that may apply is the -1 modifier for British artillery.

If there are only cavalry units in the assaulting force then each defending artillery unit fires once. A roll of 5 or 6 results in a hit. A hit will tire a fresh unit or eliminate a tired unit. The assaulting player decides how any hits should be allocated. Note that a cavalry unit cannot retreat/withdraw to avoid such a hit, as would be possible with skirmish fire or ranged artillery fire.

The French player can never use Grand Battery fire in defence.

#### Step two – cavalry vs cavalry combat

If the assaulting force contains one or more cavalry units and there are one or more defending cavalry units then all cavalry units will engage each other in combat.

The assaulting player selects one of his cavalry units to charge with. The defending player selects one of his cavalry units to counter-charge with. Each player rolls one die. The result of a player's die roll may be modified, as follows:

Add one if the cavalry unit is an Imperial Guard unit, (dark blue).

Subtract one if the cavalry unit is tired.

Subtract one if the cavalry is Dutch, (orange).

Subtract one if cavalry assaulted from an adjacent area that is a town, woods, or river.

The player with the highest result wins the engagement. In the case of a tie both players roll again, and will continue to do so until there is a result.

If the losing cavalry unit was fresh then it becomes tired and retreats to an adjacent area, (see rules on retreating).

If the losing unit was tired then it is eliminated.

Repeat the above procedure until only cavalry units belonging to one player remain in the area. A unit can be selected repeatedly to charge/counter-charge during this step.

#### Step three – infantry vs infantry combat

If the assaulting and defending forces both contain infantry units then infantry vs infantry combat will occur.

All defending infantry units fire once, using the Infantry vs Infantry Fire table.

Before each round of firing the firing player must decide how to assign any damage cubes present in the area between his units.

#### Infantry vs Infantry Fire Table

Modified d6 roll		Die Modifiers
0	–	+1 if target in square formation
1	–	+1 if firing infantry is British
2	M	-1 for every 2 damage cubes
3	■	-1 if firer in square formation
4	■	-1 if target in strong point and in defensive formation
5	■	An unmodified '6' always inflicts at least one point of damage.
6+	■	

The Infantry vs Infantry Fire table only has one column. When a unit fires the controlling player rolls one die. The number on it may be modified, as follows:

Add one if one or more of the target units is in square formation.

Add one if the firing unit is a British infantry unit, (red).

Subtract one for every two damage cubes assigned to the firing unit.

Subtract one if the firing unit is in square formation.

Subtract one if all of the target units are within a strong point and in defensive formation.

Modifiers are cumulative.

An un-modified roll of '6' always results in at least one damage cube being inflicted.

All non-firing infantry units must make a morale check if the result of the infantry fire was an 'M' or one or more damage cubes. A morale check should also be made even if no such result was achieved but damage cubes were inflicted by artillery fire in the first step of the assault. See below for more details on morale checks.

If one or more assaulting infantry unit/s remain in the area then they fire on the defending infantry units, in the same manner as described above. If one or more hits are inflicted then all defending infantry units must make a morale check.

If one or more defending infantry units remain in the area then repeat the above procedure again, with defending units firing at assaulting units, followed by a possible morale check, followed by remaining assaulting units firing at defending units, and then any morale checks that need to be made.

If after two rounds of infantry vs infantry combat there are one or more defending infantry units in the area then all assaulting infantry units must withdraw to the area, or areas, they assaulted from, (the



controlling player decides where surviving units will withdraw to). Note that this is not the same as the units suffering a retreat. Withdrawing units are not affected by defending cavalry. Units that withdraw will end up in mobile formation.

#### Step four – cavalry vs infantry combat

If there are any cavalry units in the area then they must charge against any opposing infantry units. However, if the combat is taking place in a wood, town or river area then all of the cavalry must retreat immediately.

Any infantry units in a defensive formation will automatically form square formation. Place a square marker under the unit.

If earlier in the assault combat there were defending cavalry units in the area then any defending infantry not in defensive formation must now change to defensive formation and then to square formation. This does not apply to assaulting infantry.

All defending infantry units fire once. A hit is scored on a roll of '6'. Each hit will tire a fresh unit or eliminate a tired unit. The controlling player decides how hits will be allocated to his cavalry units. Note that the controlling player cannot choose to retreat rather than take a hit.

If one or more cavalry units remain in the area then all remaining infantry units must make a morale check.

If one or more infantry units remain in the area after making morale checks then all remaining cavalry must withdraw to the area, or areas, they assaulted from. All remaining infantry units switch to defensive formation and have a square placed under them, even those that started the assault in mobile formation.

#### Step five – cavalry vs artillery combat

If any defending artillery units are left in an area that only contains enemy cavalry units then one damage cube is placed in the area for each artillery unit in the area. This represents the cavalry eliminating the artillery crews. Cavalry cannot eliminate artillery. The number of damage cubes in an area containing just artillery units can never exceed the total number of artillery units in the area.

#### Step six – infantry vs artillery combat

If any defending artillery units are left in an area that contains enemy infantry units then all artillery units are eliminated. Any damage cubes associated with the artillery units should also be removed.

If the defending artillery units were not accompanied by any infantry or cavalry then all assaulting infantry units should make a morale check if they suffered any hits when the artillery fired defensively.

#### Step seven – cavalry control checks

All cavalry units in the area that the assault combat occurred in must now roll to see if they continue charging. Even cavalry units that were originally defending must make a Cavalry Control check.

Check each unit individually. Roll one die for each cavalry unit and consult the Cavalry Control Check table. Cross reference the colour of the unit with the Continue Charge row. If the die roll is equal to or higher than the value in the box then the unit must move and assault into an adjacent area. The controlling player decides which area he will assault into.

#### Cavalry Control Table

Continue charge if d6 roll is

5+ 5+ 3+ 4+ 6 5+



If the unit does not continue charging then it remains in the area. If it was meant to continue charging and there were no enemy occupied adjacent areas then it remains in the area, it does not continue charging.

It is possible for a unit to continue charging more than once.

#### ASSAULT COMBAT EXAMPLES

The French player has activated one area containing two French infantry units. These two units are now assaulting the Allied line, as shown on the right. Note that the French player could have used a red action disc to activate the area as both activated units are assaulting.



In **Step One** the defending British artillery unit fires once. A roll of '5' results in one damage cube being inflicted, (British artillery suffers a -1 die roll modifier).

**Step Two** is skipped as there are no cavalry units in both the assaulting force and the defending force.

**Step Three** does apply as it is infantry versus infantry combat. The defending player must assign damage cubes to his infantry units. He assigns one to the Dutch unit and two to the British unit. He then fires once with each unit. He rolls a '4' with the Dutch unit and a '2' with the British unit. The British unit suffers a -1 penalty for having two damage cubes but gains a +1 modifier for being British infantry. One damage cube is inflicted on the French. The attacking player must now assign damage cubes to units. He decides to assign all three cubes to one unit. He must now make a morale check roll. Both units suffer a shift of one column to the right due to being unsupported by friendly infantry. The unit with three damage cubes rolls a '4' which is an 'R' result. It must retreat, which will be back to the area it assaulted from. It takes all cubes assigned to it with it. The other unit rolls a '4' which is a pass. Note that the French player would have had to have made a morale check even if both infantry units had missed as one damage cube had been inflicted by the artillery unit.



**Step Two**, the French and British cavalry units engage in combat with each other. Both players roll one die. The British player rolls a '4' while the French player rolls a '6'. The British cavalry unit becomes tired and retreats to an adjacent area, towards Mont St. Jean.

**Step Four**, as there is a French cavalry unit in the area it must charge the British infantry. The infantry unit fires once at the cavalry unit. It rolls a '6' which tires the unit. However, the cavalry will still charge home. The infantry unit changes to square formation. Even if it had been mobile at the start of the assault it would be able to do this as there was friendly cavalry in the area. The infantry makes a morale check and rolls an 'R' result. As it is being assaulted by cavalry this converts to an 'E' result and the unit is eliminated, along with any damage cubes in the area.

Step six is skipped.

*In this example a French cavalry unit charges into an area containing two British cavalry units, one of which is tired. The only step involved is cavalry versus cavalry. The French player must engage his single unit. The British player decides to counter-charge with his fresh unit.*



## Morale checks

Only infantry units have to check for morale. Morale checks will be made when infantry is involved in assault combat. An infantry unit may be forced to retreat or be eliminated as a result of its morale check.

Whenever a morale check is required one die must be rolled for each infantry unit in the area belonging to the side that is required to make the check. No more than one check is made for each unit, even if damage was inflicted both by artillery fire and infantry fire.

Before any die rolls are made the player who is making the morale check must first assign damage cubes to infantry units.

The number of cubes that are assigned to a unit will determine which column of the Morale Check table is used. However, this may be modified by circumstances. The column to be used will be shifted to the left or right depending on the modifiers below. Note that these modifiers apply to the column used, not the die roll. A unit that has no damage cubes assigned to it must still make a morale check.

The furthest column that you can shift to the right is the '6' column. Any further shifts to the right are not applied.

The furthest column that you can shift to the left is the '0' column. Any further shifts to the left are not applied.

### Morale Check Shifts to the Right

**Attacked by cavalry** – If a unit is making a morale check due to an assault by cavalry alone then it will suffer a three column shift to the right. This shift is not applied if the unit is opposed by both cavalry and infantry.

**Unsupported** – If the unit does not have friendly infantry units in two different, adjacent areas, then it is regarded as being unsupported and suffers a one column shift to the right. If a unit is in an area that is on the edge of the board then it only has to be adjacent to one area containing friendly infantry units to be supported.



**EXAMPLE:** The Dutch unit is supported, it has a German unit in one adjacent area and is in an area on the edge of the board. The German unit is supported as it has two friendly units in adjacent areas. The British unit is unsupported.

**Landwehr** – If the unit is Landwehr, (light grey), then shift one column to the right.

**In woods or town** – If the unit is in woods or a town then shift one column to the right. Note that this modifier will affect both defender and attacker. This modifier does not apply to defending units that have the benefit of a strong point.

**Assaulted by Imperial Guard** – If one or more of the opposing units is Imperial Guard infantry, and they are part of the assaulting force, then shift one column to the right.

**Opposed by combined force and not in strong point** – If the opposing force consists of infantry and cavalry then shift one column to the right. This modifier only applies if the cavalry could physically charge the defending infantry, i.e. infantry in a strong point do not suffer this negative modifier.

### Morale Check Shifts to the Left

**Square vs Cavalry** – If the unit is in square formation and is being charged by cavalry then shift six columns to the left. Note that this modifier is made in addition to the right shift made for cavalry charging infantry, resulting in a net shift of three columns to the left. This shift only applies if the infantry unit is being assaulted by cavalry alone.

**British or Imperial Guard** – All British, (red), and French Imperial Guard, (dark blue), units shift one column to the left, whether they are the assaulting force or the defending one.

**With Artillery** – If there are one or more artillery units in the area then the defender gains a one column shift to the left. Note that the assaulting force can never benefit from this modifier.

**In Strong Point and in defensive formation** – If the defending unit has the advantage of a strong point then it will benefit from a shift to the left of between one and three columns, depending on the modifier indicated in the area. A defending unit only gains the benefit of the strong point if it is in defensive formation.

## Morale check results

Roll one die for each unit and cross reference with the correct column.

An empty box means no effect.

An 'R' means retreat. The unit must retreat immediately. See below for rules on retreating. An 'R' result will become an 'E' result if

enemy cavalry are present in the area. If the unit is defending a strong point then any 'R' result is converted into the unit suffering one damage cube, i.e. it will never retreat.

An 'E' means eliminated. The unit is eliminated and should be remove from the board immediately.

## Infantry Morale Check Table

Shift to the right for each of these:		Damage points								Shift to the left for each of these:	
		<0	1	2	3	4	5	6>			
Assaulted by cavalry	3 ▶	d6 roll	1	R	R	R	E	E	E	E	◀ 6 Square vs Cavalry
Unsupported	1 ▶		2			R	R	E	E	E	◀ 1 British or Imperial Guard
Landwehr	1 ▶		3				R	E	E	E	◀ 1 Defending with artillery in area
In woods or town*	1 ▶		4					R	E	E	◀ X In strong point and in defensive formation
Assaulted by Imperial Guard infantry	1 ▶		5						E	E	X = value in Strong Point box
Opposed by combined force and not in strong point	1 ▶		6						R	E	
R = retreat      E = eliminated											
R becomes E if enemy cavalry in area											
R becomes 1 damage cube if unit in strong point											

\* infantry defending in strong point do not suffer negative modifier for woods.

## Useful stuff to know – part three

### Damage cubes

The amount of damage inflicted on infantry units is recorded with damage cubes.

The French player uses the blue damage cubes. The Allied player uses the red damage cubes for non-Prussian Allied units and the black cubes for Prussian units.

At certain points in the game a player will need to assign damage cubes to infantry units in the same area. He will need to do this when infantry units move from the area, when infantry units fire in assault combat, and when infantry units have to make a morale check. It is up to the controlling player how he decides to assign damage cubes between infantry units at each required time. The manner in which they are assigned at one point in time has no effect on how they can be assigned at a different point in time, i.e. just because you assigned two damage cubes to an infantry unit at one time does not mean at a later time that you could not assign those damage cubes to a different infantry unit.

In all cases the manner in which damage cubes are assigned to infantry units is the same. The controlling player can assign up to five damage cubes to an infantry unit. All damage cubes must be assigned to infantry units.

Six damage cubes will eliminate one infantry unit. If the total number of damage cubes in an area would make it impossible to assign five or less cubes to each unit then one infantry unit should be eliminated and six damage cubes removed from the area. Now attempt to assign damage cubes again. Note that it is possible for a unit to be eliminated by skirmish fire or ranged artillery fire if sufficient damage cubes are in its area, i.e. you do not have to wait for one of the damage cube assignment points to eliminate a unit.

Damage cubes can never be assigned to artillery units if there are infantry units in the area. Damage cubes can never be assigned to cavalry units or leaders.

Damage cubes can be moved using the Reinforce action.

If when a player has to place damage cubes he finds that he does not have enough available in his stock then he must eliminate a unit from the board. He assigns cubes in the area that the unit will be eliminated from. He then removes the unit and the cubes. The damage cubes will then go back in the available stock, where they can be placed back on the board.

The French player wishes to move one of the two infantry units shown here. The area contains three damage cubes. He can assign all of them to one unit or split them, assigning two to one unit and one to the other unit. He decides to assign all three to the unit that is moving. He moves the unit and the three damage cubes along with it.

None of the damage cubes can be assigned to the artillery unit in the area.





## Retreats and withdrawals

If an assaulting unit has to withdraw then it must do so to the area it advanced from to assault. If multiple units assaulted from two different areas then the controlling player decides which of the two areas the units will withdraw to. A cavalry unit would retreat/withdraw to the adjacent area that it assaulted from, not the area that it started in.

If a defending French unit has to retreat then it must retreat towards Rossomme. If a defending non-Prussian Allied has to retreat then it must retreat towards Mont St. Jean. A defending Prussian unit would have to retreat towards one of the three entry areas. If there is more than one possible area that can be retreated into then it is up to the controlling player to choose which area to retreat to.

A unit cannot retreat into an enemy occupied area. A unit cannot retreat off of the edge of the board. A unit can retreat from an entry area to the Delayed box, but only if it is not a French unit. If a unit cannot retreat then it is eliminated.

A unit can retreat and break the area limit. A retreating infantry unit will take with it the damage cubes assigned to it when it failed its morale check, you cannot suddenly assign more cubes to it simply to remove them from the area.

A leader can choose to accompany any retreating/withdrawing unit, even a cavalry unit.

### **ACTION** Change formation

One green disc allows one change formation action to be performed by each infantry and artillery unit in the activated area. Cavalry and leader units never change formation.

### **ACTION** Reinforce

One green action disc allows a player to move one damage cube from an area to an adjacent area containing at least one friendly infantry unit. A French damage cube, (blue), must be moved to an area containing a French infantry unit, which could be an Imperial Guard unit. A red damage cube must be moved to an area containing a non-Prussian Allied infantry unit, which could be a British, German, or Dutch unit. A black damage cube must be moved to an area containing a Prussian unit, which could either be line or Landwehr. The area that the cube is moved from does not have to contain infantry units, i.e. it could be removed from an area containing artillery.

### **ACTION** Do nothing

A player can choose to do nothing but he must still expend a green action disc. If he does not have any green action discs left then he can expend a red or purple disc and choose to do nothing.

## Leaders

Each side has a certain number of leader units. The French start the battle with four leaders. The Allies start the battle with two Allied leaders. Two extra Prussian leaders will enter the board as part of the Prussian forces.

A leader allows a player to double the effect of an action disc. If an action disc is used to activate a leader then that leader can activate units in two areas. He can activate the area he is in and/or any adjacent area. A leader can also activate the same area twice. Although a leader can activate an area containing another leader, which may allow that other leader to move/assault, a leader can never directly activate another leader to then activate further areas, i.e. the maximum number of areas that can be activated by an action disc is two.

If a green disc is used to activate a leader then each of the areas activated can carry out different actions.

If a red action disc is used to activate a leader then that leader can only carry out assault actions with the units in the activated areas.

If a purple action disc is used to activate a leader then the only action that can be carried out in the activated areas are reserve movement actions.

If a leader activates two areas that both perform assault actions then all movement by all assaulting units must be completed before assaults are resolved. Similarly, if an area is activated twice any non-assault action must be completed before any assault action can take place. It is not possible to activate an area to perform an assault, to then see the result of that assault, and then activate the area again to perform another assault.

After a leader has been activated he is placed on his side. A leader can be activated once during a player's action round. As there is more than one action round per turn it is possible for a leader to be used more than once in a turn.

A leader can always move/assault along with units that move from the same area, even if the leader himself was not activated to move those units. A leader can choose to retreat/withdraw along with friendly units, including cavalry.

A leader can never end its move in the same area as another leader of the same colour.

A leader does not count towards the number of units in an area for the purposes of imposing any penalties for exceeding the area unit limit.

If a leader ends up in an area that contains only enemy units then it is eliminated. If a leader was in an area containing friendly artillery units that were assaulted and defeated he would be able to retreat to an adjacent area. Leader units never return to the board once eliminated.

At the start of each new player action round all leaders are placed upright.

A British leader can activate British, Dutch, and German units. It cannot activate Prussian units.

A Prussian leader can activate Prussian units, including Landwehr. It cannot activate British, Dutch, and German units.

If a French leader is used to carry out Grand Battery fire in two areas then this still only counts as one use, i.e. only one cube is removed from the Grand Battery box. However, if a leader is used to activate the same area twice, and uses Grand Battery fire in each activation, then this would count as two uses.



**EXAMPLE:** The above leader can be used in a variety of ways. He could be used to activate both areas containing just artillery, which could then fire. It would only require the use of one Grand Battery cube to allow both sets of artillery to double the number of dice they roll.

He could also be used to move the two infantry units towards the enemy positions as one activation, and then activate them again, as this would be two areas activated.



## Terrain effects

There are eight different types of terrain, each of which may have an effect on movement, combat, and line of sight.

### Open ground

Open ground has no effect on movement or combat.



### Low ground

Low ground has no effect on movement or combat. It does have an effect on line of sight. A unit in a low ground area will not block the line of sight of an artillery unit firing from a non-low ground area.



### Strong points

There are three strong points, indicated by a thick black border. These three are, Hougoumont, La Haye Sainte, and Papelotte & Smohain. Each strong point contains a box which indicates the maximum number of infantry units that can benefit from the strong point and the number of column shifts to the left to be made in the case of a morale check being made by the defenders.



It probably helps to think of a strong point as an area within an area. An infantry unit can only benefit from a strong point if it is in a defensive formation. Artillery and cavalry can never benefit from a strong point. If an infantry unit is in mobile formation then it does not receive any of the benefits of the strong point.

If the number of defending infantry units in a strong point exceeds the capacity of that strong point then the controlling player must clearly indicate which units can benefit from the strong point.

If artillery is present in a strong point area and an assault is launched into the area then the defending player must declare whether any infantry units are willing to forego the benefits of the strong point to protect the artillery. If no infantry unit protects the artillery then after the first round of infantry vs infantry combat if any assaulting units remain in the area they will eliminate all artillery units.

Infantry that have the benefit of the strong point cannot be charged by cavalry, nor do they suffer a negative morale check shift for being faced by a combined force. Cavalry can still assault infantry in the area that do not have the benefit of the strong point. If they defeat any such infantry they would then have to withdraw as they could not defeat the infantry within the strong point. The infantry within the strong point would still be able to fire at the cavalry.

A strong point may also contain terrain, such as woods or a river. All Artillery Fire modifiers are cumulative, e.g. artillery firing at infantry in Hougoumont will suffer a -2 modifier for the strong point and -2 for the woods. The modifier for the strong point would only apply if all defending infantry had the benefit of the strong point. The same rule applies in infantry vs infantry fire, all defending infantry would have to be within the strong point to receive the defensive modifier.

Infantry vs infantry fire modifiers are cumulative as the only terrain modifier is that for the strong point.

Morale shift modifiers are not cumulative for infantry units. If an infantry unit has the benefit of the strong point modifier then it does not apply any shifts for terrain, such as woods. The assaulting units would still suffer negative column shifts for woods. A strong point will block line of sight.

### Woods

All infantry units, (defending or assaulting), engaged in assault combat in a wooded area suffer a one column shift to the right for morale checks.

Woods will block line of sight for artillery fire.

Artillery can still fire into a wooded area, but will suffer a -2 die roll modifier.

A cavalry unit must stop moving as soon as it enters a wooded area. Cavalry cannot assault into a wooded area. Cavalry assaulting directly from a wooded area, i.e. they are assaulting into an adjacent area, suffer a -1 die roll modifier if they engage in combat with enemy cavalry. If infantry assault cavalry in a wooded area then the cavalry must withdraw.



### Town

All infantry suffer a shift of one column to the right on morale checks, whether they are defending or assaulting.

Artillery fire suffers a -2 die roll modifier for firing into a town. A town blocks line of sight, although artillery can still fire into it. Artillery firing from a town is unaffected by the town.



A cavalry unit must stop moving as soon as it enters a town area. Cavalry cannot assault into a town. If cavalry assault from a town area into an adjacent area then they suffer a -1 die roll modifier in any combat with enemy cavalry. If infantry assault cavalry in a town then the cavalry must withdraw.

### River

An area containing a river is presumed to be marshy.

Artillery suffers a -1 die roll modifier when firing into an area containing a river. Artillery cannot fire from a river area.



A cavalry unit must stop moving as soon as it enters a river area. Cavalry cannot assault into a river area. Cavalry assaulting directly from a river area, i.e. they are assaulting into an adjacent area, suffer a -1 die roll modifier if they engage in combat with enemy cavalry. If infantry assault cavalry in a river area then the cavalry must withdraw.

### Ridge lines

There are two ridge lines on the map. The most important is the one running along the front of the Allied line.

Ridge lines have an effect on line of sight for artillery fire. If the artillery unit is in the same area as that bordered by the ridge line then it is not affected by it. It does not suffer the -2 die roll modifier, nor is its line of sight blocked.

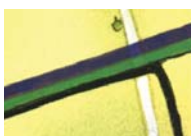
If the artillery unit is firing across a ridge line and it is not in an area that is bordered by that ridge line then it will suffer a -2 die roll modifier for firing into the area bordered by the ridge line. It cannot fire into areas further beyond the ridge line.



### Sunken road

There is one sunken road, which runs along the front of the Allied lines. Although the road runs along the ridge line between areas it is regarded as being towards the Allied side of the ridge line.

The sunken road only affects artillery fire. If artillery is firing into an area containing part of the sunken road at infantry then it will suffer a -1 die roll modifier. This modifier only applies if the line of sight crosses the side of the area bordered by the sunken road.



## The Prussians

The Prussian army will start to appear on the battlefield from 3pm onwards. At the start of each turn from 3pm onwards the Allied player rolls one die to see how many Prussian units can enter. A die roll of '1' is always adjusted to a result of '2', so that the range of possible results lie between '2' and '6'.

The Prussian units should be arranged in order on the Prussian display. The Allied player starts by taking the units furthest to the left. He will take a number of Prussian units, going from left to right, equal to the value of the die roll.

There are three entry areas, two are marked 'A', and one is marked 'B'. The first series of Prussians have an 'A' at the start of the line. This means they have to be placed in either of the entry areas marked 'A'. The final set of Prussians have a 'B' to their left, which means they have to be placed in the entry area marked 'B'.

The Prussians can exceed the area unit limit in their entry areas. Only when it is the end of the Allied player's first action round will he suffer any penalties for exceeding this limit.

The Allied player can choose not to bring a unit on and place it in the Delayed box. Any units in here can be placed in any entry area in subsequent turns, depending on when the controlling player wishes to bring them on. These units can be brought on in addition to those brought on with the die roll. It is also possible to move units from the Delayed box using a movement action. Such units can be moved to any of the entry areas.

Units in the Delayed box can assault into an entry area that is occupied by French units. This requires an action disc, the same as a standard assault action. If a Prussian unit has to retreat from an entry area then it will retreat to the Delayed box.

Units in the Delayed box can also use skirmish fire to fire at French units in the entry areas. Artillery fire cannot take place as it is too heavily wooded an area to allow a clear line of sight.

Prussian units are allowed to retreat/withdraw to the Delayed box.

French units can never enter the Delayed box. French infantry can fire into the Delayed box during the Skirmish Fire phase.

## Victory conditions

At the end of each turn both players should check to see if they have achieved their victory conditions. In some cases each side has to calculate its casualties. A casualty total consists of all eliminated infantry, artillery, and leader units. Eliminated cavalry units never count towards a casualty total. One eliminated unit counts as one casualty, with the exception of a French Guard infantry unit, which counts as two casualties.

The French player is declared victorious if one or more French infantry units are in the town of Mont St. Jean, OR he has inflicted thirteen or more casualties on the Allied forces, (do not include Prussian casualties).

The Allied player is declared victorious if one or more Allied infantry units, (including Prussian), are in the area marked Rossomme, OR he has inflicted sixteen or more casualties on the French player.

If both sides achieve their victory condition at the same time then the side that has inflicted the most casualties on the other side is the winner.

The game will end automatically at the end of the 8pm turn. If neither side has achieved its victory conditions then the Allied player is declared the victor.

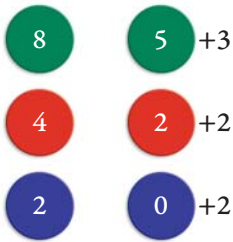


# Player aid sheet

## Turn Sequence

### 1. Take Action Discs

French player Allied player



Allied player takes extra discs from 4pm onwards.

### 2. Prussians

Skip this phase in the first three turns. From 3pm onwards roll 1d6 to see how many Prussian units arrive. Minimum result is '2'. Place in entry areas indicated, either 'A' or 'B'.

### 3. Skirmish Fire

Allies fire first, then French. Roll 1d6 for each infantry unit that can fire at an adjacent enemy unit. Hit on '6'. Target preference and result is: *infantry: 1 damage cube* *cavalry: tired or retreat* *artillery: 1 damage cube*

### 4. Player Action Rounds

See Action Display to the right.

### 5. Formation Changes

Allied player, then French player, can change the formation of his infantry and artillery units.

### 6. Check Victory Conditions

Allied player wins if he has one or more Infantry units in Rossomme or he has inflicted sixteen or more casualties on the French player. French player wins if he has one or more infantry units in Mont St. Jean or he has inflicted thirteen or more casualties on the non-Prussian part of the Allied army.

### 7. End of Turn

Move turn marker on one space. Remove all Action discs from Order boxes and start a new turn.

Game will end at the end of the 8pm turn. The side that has inflicted the most casualties will win, although the French player has to have inflicted at least thirteen casualties on the non-Prussian Allied forces.

## 4. Player Action Rounds Sequence of Play

Initiative: French player has the initiative until 7pm. The Allied player will take the initiative if the French player does not control one of the three strong points.

Non-active player draws one tile from the bag and keeps it secret. This determines how many actions the active player will be able to perform.

Active player can change the formation of his infantry and artillery units.

Active player performs actions until told to stop by the non-active player or he has no more Action discs remaining.

Move Action discs from 'Actions used this round' box to 'Actions used in previous rounds' box. Return tile to bag.

Switch roles: non-active player becomes active player if he has green Action discs remaining, otherwise this phase ends.

### Actions

One action disc activates all units in one area. All units in the activated area must perform the same action. All actions can be performed by the expenditure of a green order disc. A red disc only allows an assault to be carried out. A purple disc only allows a reserve movement to be carried out. Activating a leader allows you to activate two areas. The disc used to activate a leader will also restrict the actions that can be carried out by both activated areas.

#### Close Contact Movement

You may move some or all of the units in the activated area. Infantry and artillery can move one area. Cavalry can move one or two areas. A leader can move up to three areas, (can move whether upright or not and the movement does not change his status). Leader cannot end movement in the same area as another leader. If an artillery unit moves then place it on its side at the end of movement. An artillery unit on its side can still move, but it cannot fire offensively. You can exceed area unit limits during movement, (three units plus one leader). You cannot enter an enemy occupied area.

#### Reserve Movement

You can move some or all of the units in the activated area. All moving units can move at double their normal movement rate, (see above). At no point in the movement can a moving unit be adjacent to an enemy unit, including the area it moves from. All other movement rules from above apply.

#### Fire Artillery

You may fire all artillery units in one area. Artillery has range of three areas. The French player can use Grand Battery fire. This allows each unit to roll 2d6 instead of 1d6. You can only use Grand Battery fire six times during the game, (remove a cube from Grand Battery box to indicate use).

#### Assault

You may move some or all of the activated infantry and cavalry units their full movement allowance. They must end their movement in an enemy occupied area, where assault combat will occur. Artillery cannot assault. A leader may accompany assaulting units.

#### Change Formation

You may change the formation of some or all of the units in the activated area. Infantry units can change from mobile formation, (upright), to defensive formation, (on its side), or vice versa. Artillery units can be placed upright, allowing them to fire offensively. Cavalry units are never returned to their upright status.

#### Reinforce

You may move one damage cube from one area to an adjacent area containing an infantry unit. A French damage cube can be moved to any area containing any French infantry unit. An Allied red cube can be moved to any area containing a non-Prussian Allied infantry unit. A black damage cube can be moved to any area containing a Prussian infantry unit.

#### Do nothing

Do nothing, but you must still expend a green action disc, or a red/purple disc if all green discs have been expended.

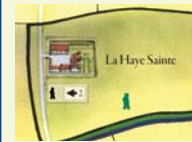
### Terrain Effects



**Open ground** – no effect on movement or line of sight.



**Low ground** – no effect on movement but may affect line of sight. Artillery firing from non-low ground will not be blocked by units or terrain occupying intervening low ground. Units in low ground will still have line of sight blocked by units or terrain also in low ground.



**Strong point.** There are three strong points, Hougoumont, La Haye Sainte, and Papelotte & Smohain. The box in the area indicates how many infantry units can benefit from the strong point. An infantry unit has to be in defensive formation to benefit. Artillery suffers -2 modifier, assaulting infantry suffers a -1 modifier. Defending infantry gain morale shift modifier as indicated in the box, (from one to three columns).



**Woods.** Infantry suffer negative morale modifier, -1. Blocks line of sight. Artillery suffer -2 firing into woods. Cavalry cannot assault into woods. Cavalry must stop in first area. Suffer -1 if assaulting directly from area. Cavalry must retreat if assaulted by infantry.



**Town.** Infantry suffer negative morale modifier, -1. Blocks line of sight. Artillery suffer -2 firing into town. Cavalry cannot assault into towns. Cavalry must stop in first area. Suffer -1 if assaulting directly from area. Cavalry must retreat if assaulted by infantry. Note that roads have no effect on movement or combat.



**River.** Artillery suffer -1 firing into river area. Cannot fire from river area. Cavalry cannot assault into a river area. Cavalry must stop in first river area they enter. Suffer -1 modifier if assaulting directly from area. Cavalry must retreat if assaulted by infantry.



**Ridge Line.** May block line of sight if firing unit not in adjacent area and firing at unit that is one area beyond ridge line. Artillery suffer -2 for firing across ridge line unless in adjacent area. There are two ridge lines, one runs along the Allied front, going behind Hougoumont, La Haye Sainte, and Papelotte, the other runs through the main French positions.



**Sunken Road.** Artillery suffer -1 when firing into sunken road area across the edge bordered by the road. There is only one sunken road which runs along part of the Allied ridge behind Hougoumont.

## Assault Combat Steps

<b>1 Defending artillery fires</b>	Each unit fires once, even if not upright. Use table below when firing against infantry. If only target is cavalry then hit on 5 or 6, which will tire a fresh unit or eliminate a tired unit. Hits scored in this step will force a morale check in step three.	
<b>2 Cavalry vs cavalry</b>	Attacker selects unit to charge with, defender selects unit to counter-charge. Roll 1d6 each, higher total wins. Loser becomes tired and retreats, or eliminated if already tired. Re-roll ties. Repeat until there are only cavalry units from one side remaining in the area. Units can be selected more than once to charge.	<b>Die modifiers</b> -1 if tired -1 if Dutch cavalry +1 if Imperial Guard cavalry -1 if assaulting from woods, town or river
<b>3 Infantry vs infantry</b>	Defender fires using table below, which may result in the attacker having to make morale checks. All surviving attacking units then fire, which may result in the defender having to make morale checks. Repeat this procedure a second time. If there are still defending units in the area then all attacking infantry units must withdraw to area/s from which the assault was launched from, (this is not the same as a retreat and units are not affected by defending cavalry).	
<b>4 Cavalry vs infantry</b>	All infantry in defensive formation must change to square formation. If there were friendly cavalry in the area earlier in the assault then all defending infantry will change to defensive formation and then to square. All infantry units fire once against cavalry, hitting on '6', (fresh – tired – eliminated). If one or more cavalry units remain then all defending infantry must make morale check. If any infantry units survive then all cavalry units must withdraw to the area/s that the assault was launched from. If combat taking place in wood, town or river then all cavalry units retreat immediately.	
<b>5 Cavalry vs artillery</b>	If artillery in the same area as enemy cavalry then place one damage cube per artillery unit in the area. This represents the elimination of the artillery crews. The artillery itself is not destroyed.	
<b>6 Infantry vs artillery</b>	If artillery in the same area as enemy infantry then all artillery is eliminated. If there was only artillery in the area before the assault then the infantry must make a morale check if hit in step one.	
<b>7 Cavalry control check</b>	All remaining cavalry units in the area (that either assaulted or defended) must roll to see if they continue charging. See rules about continuing charges. Units that fail to continue charging or do not have adjacent enemies will remain where they are.	

## Artillery vs Infantry Fire Table

Range		0	1	2	3
Modified d6 roll	0	–	–	–	–
	1	■	–	–	–
	2	■	–	–	–
	3	■	■	–	–
	4	■	■	■	–
	5	■	■	■	■
	6+	■	■	■	■

**Die Modifiers**

- +1 if target in square formation
- 1 if target in river area
- 1 if target behind sunken road
- 1 if the artillery is British
- 2 if target in woods or town
- 2 if target behind ridge line
- 2 if target in strong point and in defensive formation

A '6' always inflicts at least one point of damage. Modifiers are cumulative.

## Fire Artillery Action

Target	d6	Effect of hit
Infantry		Use Artillery vs Infantry Fire table
Cavalry	5+	Tired ➔ Eliminated or retreat <i>Can retreat if ranged or skirmish fire.</i>
Artillery	6	1 damage cube

## Cavalry Control Table

Continue charge if d6 roll is	5+	5+	3+	4+	6	5+
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## Infantry vs Infantry Fire Table

Modified d6 roll	0	1	2	3	4	5	6+
	–	–	M	■	■	■	■

**Die Modifiers**

- +1 if target in square formation
- +1 if firing infantry is British
- 1 for every 2 damage cubes
- 1 if firer in square formation
- 1 if target in strong point and in defensive formation

An unmodified '6' always inflicts at least one point of damage.

## Infantry Morale Check Table

Shift to the right for each of these:		Damage points								Shift to the left for each of these:	
		<0	1	2	3	4	5	6>			
Assaulted by cavalry	3 ▶	1	R	R	R	E	E	E	▶	6	Square vs Cavalry
Unsupported	1 ▶	2			R	R	E	E	▶	1	British or Imperial Guard
Landwehr	1 ▶	3				R	E	E	▶	1	Defending with artillery in area
In woods or town*	1 ▶	4					R	E	▶	X	In strong point and in defensive formation
Assaulted by Imperial Guard infantry	1 ▶	5						E	E		
Opposed by combined force and not in strong point	1 ▶	6						R	E		

R = retreat E = eliminated

X = value in Strong Point box

\* infantry defending in strong point do not suffer negative modifier for woods.

R becomes E if enemy cavalry in area  
R becomes 1 damage cube if unit in strong point

# Designer Notes

This is my first published two-player wargame. Although I am generally known for designing multi-player games I spent most of my youth playing SPI and Avalon Hill wargames.

The idea for Waterloo came to me while walking in the rain up a hill next to Derwent water reservoir, (where the Dambusters used to practise). I had this picture in my head of a wargame with pretty wooden pieces. After that the hard work of design began. As much as possible the rules within this game are designed to create situations that occurred on the battlefield. Not knowing exactly how many actions you will be able to perform creates the right level of uncertainty. I also wanted to treat each of the three different service arms, infantry, cavalry, and artillery, in a way that reflected their actual use, rather than having cavalry acting as speedy infantry.

This game is not intended to be an accurate simulation of the battle. In most cases I have gone for design for effect rather than being tied to OBs and ground scales. Each piece does not represent a particular unit. The infantry units do not represent brigades or regiments. I tried going down that road and ended up with too many pieces. However, the overall ratio of units reflects the composition of forces that fought on the day. Other liberties have been taken as well, such as British artillery. Rather than reflect actual numbers I have placed one unit in each front-line area, premised on the fact that Wellington spread his artillery out to support his infantry. This is why British artillery suffers a -1 modifier. The area covered by the map is based on what I could fit onto my standard map size. The Area unit limit is based on what seemed a good number rather than any statistical analysis of how many regiments could fit into an area. All I wish to do is give a flavour of the momentous battle, only time will tell if I have succeeded in that.

I have resisted the urge to give specific strategy tips, I would rather you work out yourself the best way to play the game.

I would like to take this opportunity to especially thank one of my playtesters, Andy Ogden. He has put more hours into testing this game than anybody else, and all he asked for in return was a cheese sandwich.

**Martin Wallace**

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## Credits

Game designed by Martin Wallace

Artwork by Peter Dennis

Graphics by Solid Colour

Playtested by Andy Ogden, Simon Bracegirdle, Alan Montgomery, Don Oddy, Alan McClennahan, Paulo Inácio, Hélio Andrade Stephen Buonocore, Chad Mekash, Alan Paull, Jonathan Garnett and Andy Unwin.

Thanks to: Julia Bryan

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You can contact Warfrog at: [martin@warfroggames.com](mailto:martin@warfroggames.com)

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